Speedcubing

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• Speedsolving a puzzle

- Speedsolving a puzzle
- Collecting Puzzles

- Speedsolving a puzzle
- Collecting Puzzles
- Modders

Puzzles

What is the WCA

• World Cube Association

What is the WCA

- World Cube Association
- Organizes Competitions

What is the WCA

- World Cube Association
- Organizes Competitions
- Award official records

• 3×3×3

- 3×3×3
- 2×2×2

- 3×3×3
- 2×2×2
- 4×4×4

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6
- 7×7×7

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6
- 7×7×7
- 3×3×3 BLD

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6
- 7×7×7
- 3×3×3 BLD
- 3×3×3 FMC

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6
- 7×7×7
- 3×3×3 BLD
- 3×3×3 FMC
- 3×3×3 OH

• 3×3×3

Clock

- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6
- 7×7×7
- 3×3×3 BLD
- 3×3×3 FMC
- 3×3×3 OH

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6
- 7×7×7
- 3×3×3 BLD
- 3×3×3 FMC
- 3×3×3 OH

- Clock
- Megaminx

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6
- 7×7×7
- 3×3×3 BLD
- 3×3×3 FMC
- 3×3×3 OH

- Clock
- Megaminx
- Pyraminx

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- 7×7×7
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- 3×3×3 FMC
- 3×3×3 OH

- Clock
- Megaminx
- Pyraminx
- Skewb

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- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6
- 7×7×7
- 3×3×3 BLD
- 3×3×3 FMC
- 3×3×3 OH

- Clock
- Megaminx
- Pyraminx
- Skewb
- Square-1

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5
- 6×6×6
- 7×7×7
- 3×3×3 BLD
- 3×3×3 FMC
- 3×3×3 OH

- Clock
- Megaminx
- Pyraminx
- Skewb
- Square-1
- 4×4×4 BLD

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- 3×3×3 FMC
- 3×3×3 OH

- Clock
- Megaminx
- Pyraminx
- Skewb
- Square-1
- 4×4×4 BLD
- 5×5×5 BLD

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- Clock
- Megaminx
- Pyraminx
- Skewb
- Square-1
- 4×4×4 BLD
- 5×5×5 BLD
- 3×3×3

Multi-BLD

- 3×3×3
- 2×2×2
- 4×4×4
- 5×5×5
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- 3×3×3 BLD
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- Clock
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- Pyraminx
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- 4×4×4 BLD
- 5×5×5 BLD
- 3×3×3

Multi-BLD



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Multi-BLD





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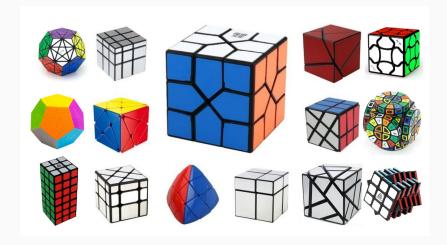








non WCA puzzles



Cube-Shops

- Fabitasia
- Cubeshop Schweiz
- Cubeless
- EuroCubes
- Cubicle
- Speedcubeshop

Solving methods

Beginners method

• Cross \to First Layer \to First two layers \to Orient edges of LL \to Permute edges of LL \to Orient edges of LL

Beginners method

- Cross \rightarrow First Layer \rightarrow First two layers \rightarrow Orient edges of LL \rightarrow Permute edges of LL \rightarrow Orient edges of LL
- ullet Slow o not meant for speedsolving

Beginners method

- Cross \rightarrow First Layer \rightarrow First two layers \rightarrow Orient edges of LL \rightarrow Permute edges of LL \rightarrow Orient edges of LL
- ullet Slow o not meant for speedsolving
- Easy to learn

CFOP method

 $\bullet \;\; \mathsf{Cross} \to \; \mathsf{F2L} \to \; \mathsf{OLL} \to \; \mathsf{PLL}$

CFOP method

- ullet Cross ightarrow F2L ightarrow OLL ightarrow PLL
- Used by some of the best speedsolvers in the world

CFOP method

- ullet Cross ightarrow F2L ightarrow OLL ightarrow PLL
- Used by some of the best speedsolvers in the world
- Easy to learn

ROUX method

 Block \to second Block \to Orient and perumte corners of LL \to Orient last edges \to Permute last edges

ROUX method

- Block o second Block o Orient and perumte corners of LL o Orient last edgeso Permute last edges
- Used by some of the best speedsolvers in the world

ROUX method

- Block o second Block o Orient and perumte corners of LL o Orient last edges o Permute last edges
- Used by some of the best speedsolvers in the world
- Quite intuitive

 $\bullet \;\; \mathsf{Kociemba} \to \; \mathsf{Computer}$

- ullet Kociemba o Computer
- $\bullet \ \ \mathsf{ZZ} \to \ \mathsf{speedsolving}$

- ullet Kociemba o Computer
- \bullet ZZ \rightarrow speedsolving
- ullet Petrus o old speedsolving method

- $\bullet \;\; \mathsf{Kociemba} \to \; \mathsf{Computer}$
- \bullet ZZ \rightarrow speedsolving
- ullet Petrus o old speedsolving method
- ullet Old Pochmann method o BLD

- ullet Kociemba o Computer
- \bullet ZZ \rightarrow speedsolving
- ullet Petrus o old speedsolving method
- ullet Old Pochmann method o BLD
- ullet 3-Style ightarrow BLD

- ullet Kociemba o Computer
- \bullet ZZ \rightarrow speedsolving
- ullet Petrus o old speedsolving method
- ullet Old Pochmann method ightarrow BLD
- 3-Style \rightarrow BLD
- Variations of each one

• Started in November 2020

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- Speedsolver

- Started in November 2020
- Speedsolver
- Main events:

- Started in November 2020
- Speedsolver
- Main events:
 - $1. 3 \times 3 \times 3$

- Started in November 2020
- Speedsolver
- Main events:
 - $1. 3 \times 3 \times 3$
 - 2. $3 \times 3 \times 3$ OH

- Started in November 2020
- Speedsolver
- Main events:
 - $1. 3 \times 3 \times 3$
 - 2. 3×3×3 OH
 - $3. 2 \times 2 \times 2$

- Started in November 2020
- Speedsolver
- Main events:
 - $1. 3 \times 3 \times 3$
 - 2. 3×3×3 OH
 - $3. 2 \times 2 \times 2$
- ullet Average around 16 seconds o Official Ao5 17.01

- Started in November 2020
- Speedsolver
- Main events:
 - $1. 3 \times 3 \times 3$
 - 2. 3×3×3 OH
 - $3. 2 \times 2 \times 2$
- Average around 16 seconds → Official Ao5 17.01
- ullet PB 10.18s ightarrow Official PB 12.11

- Started in November 2020
- Speedsolver
- Main events:
 - $1. 3 \times 3 \times 3$
 - 2. 3×3×3 OH
 - $3. 2 \times 2 \times 2$
- Average around 16 seconds → Official Ao5 17.01
- PB 10.18s → Official PB 12.11
- WCA ID → 2021LOFF01

Thank you for listening