Speedcubing

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ICT Berufsbildungscenter

Inhalt

What is it?

What is it?

What is it?

- Speedsolving a puzzle

What is it?

- Speedsolving a puzzle
- Collecting Puzzles

What is it?

- Speedsolving a puzzle
- Collecting Puzzles
- Modders

Puzzles

What is the WCA

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

WCA puzzles and events

WCA puzzles and events

- $3\times3\times3$

WCA puzzles and events

- 3×3×3
- 2×2×2

WCA puzzles and events

- $3\times3\times3$
- $2\times2\times2$
- $4\times4\times4$

WCA puzzles and events

- $3\times3\times3$
- $2\times2\times2$
- $4\times4\times4$
- $5\times5\times5$

WCA puzzles and events

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

WCA puzzles and events

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

WCA puzzles and events

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

WCA puzzles and events

- 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

WCA puzzles and events

- 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

WCA puzzles and events

- 3×3×3
- 2×2×2
- 4×4×4
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- 3×3×3 BLD
- 3×3×3 FMC
- 3×3×3 OH
- Clock

WCA puzzles and events

- 3×3×3
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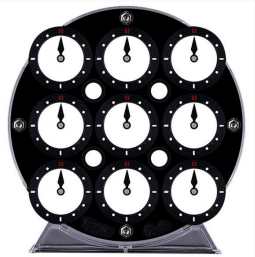

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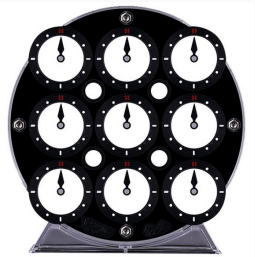

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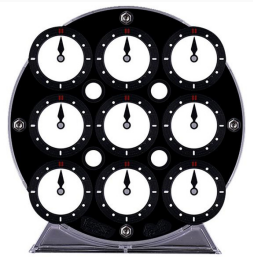

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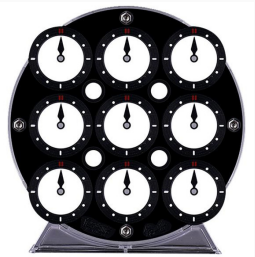

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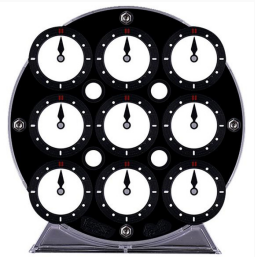

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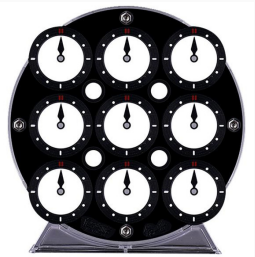
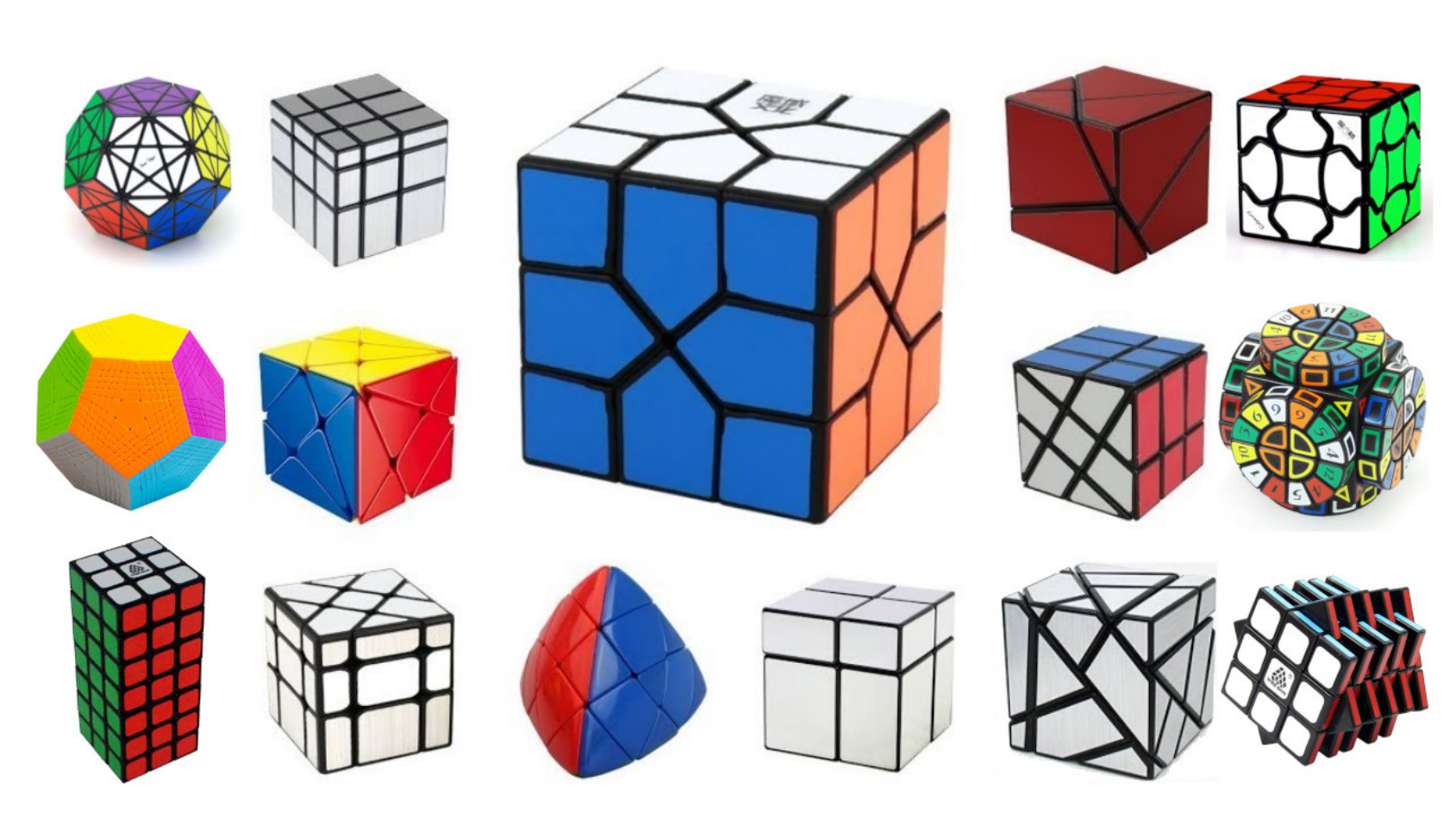


non WCA puzzles



Solving methods

Beginners method

Beginners method

- Slow $\rightarrow$ not meant for speedsolving

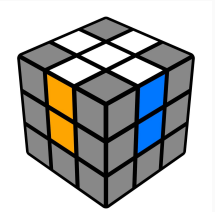
Beginners method

- Slow $\rightarrow$ not meant for speedsolving
- Easy to learn

Beginners method

- Slow $\rightarrow$ not meant for speedsolving
- Easy to learn
- Procedure:

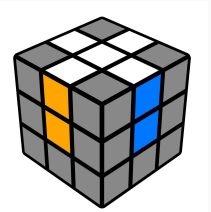
Beginners method

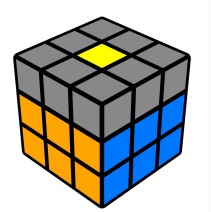


- Slow $\rightarrow$ not meant for speedsolving
- Easy to learn
- Procedure:
    - Cross

Beginners method

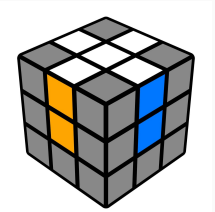
- Slow $\rightarrow$ not meant for speedsolving
- Easy to learn
- Procedure:
  - Cross
  - First two layers

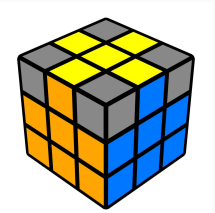




Beginners method

- Slow $\rightarrow$ not meant for speedsolving
- Easy to learn
- Procedure:
  - Cross
  - First two layers
  - Orient edges of LL





Beginners method

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- Procedure:
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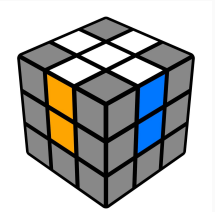
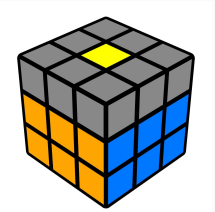
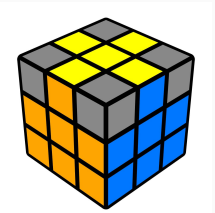
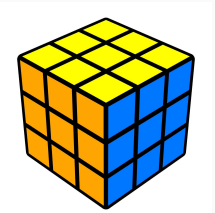
  - First two layers
  - Orient edges of LL
  - First Layer



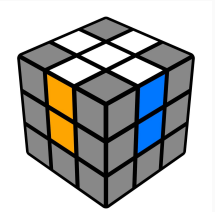


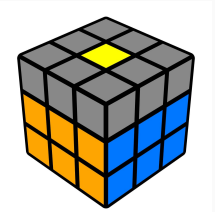


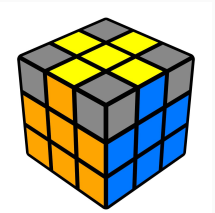


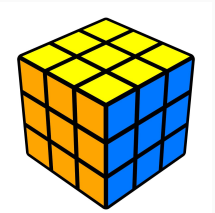
Beginners method

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









Beginners method

- Slow $\rightarrow$ not meant for speedsolving
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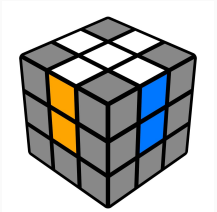
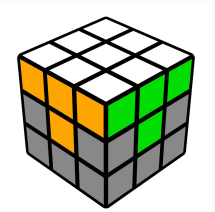
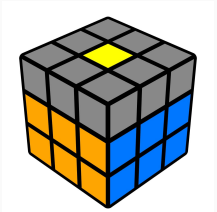
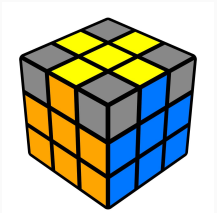
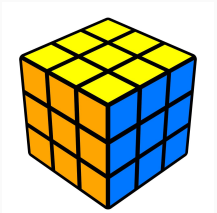
- Procedure:
  - Cross
  - First two layers
  - Orient edges of LL
  - First Layer
  - Permute edges of LL
  - Permute corners of LL











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  - Permute edges of LL
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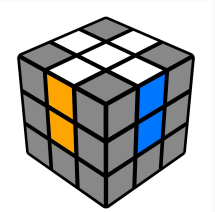
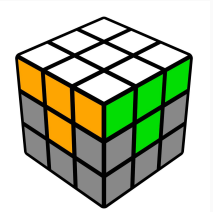
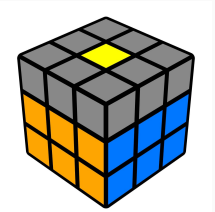
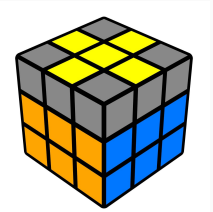
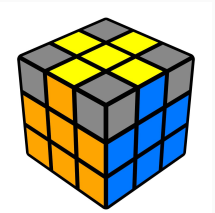
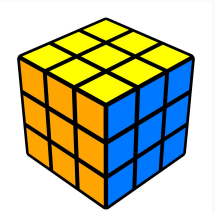

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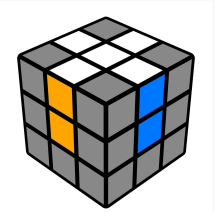
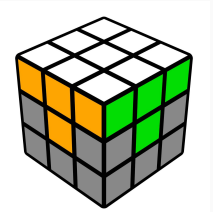
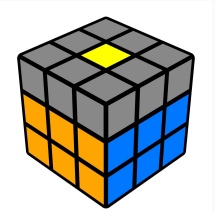
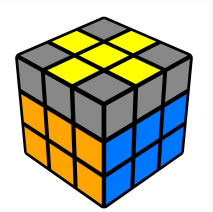
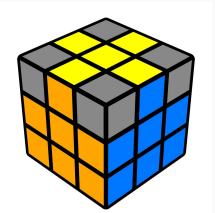
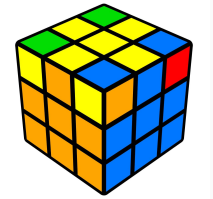
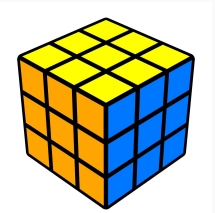

CFOP method

CFOP method

- Used by some of the best speedsolvers in the world

CFOP method

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- Easy to learn

CFOP method

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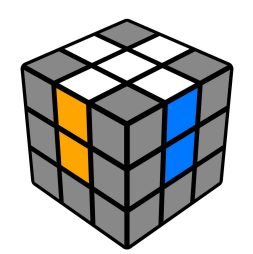
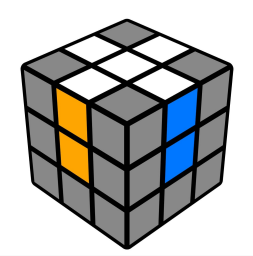
- Procedure:

CFOP method



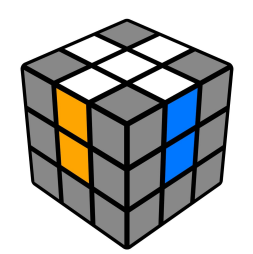
- Used by some of the best speedsolvers in the world
- Easy to learn
- Procedure:
    - Cross

CFOP method



- Used by some of the best speedsolvers in the world
- Easy to learn
- Procedure:
  - Cross
  - F2L

CFOP method



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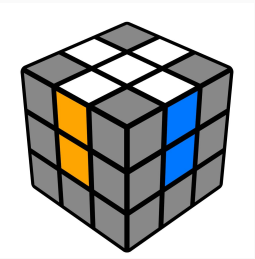
CFOP method



- Used by some of the best speedsolvers in the world
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- Procedure:
  - Cross
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  - OLL
  - PLL

ROUX method

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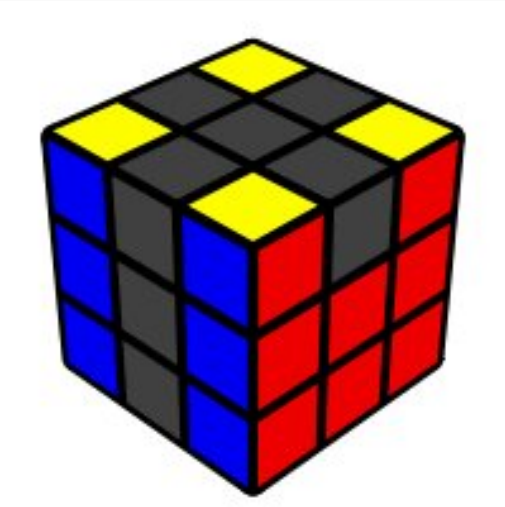
    - first block



ROUX method

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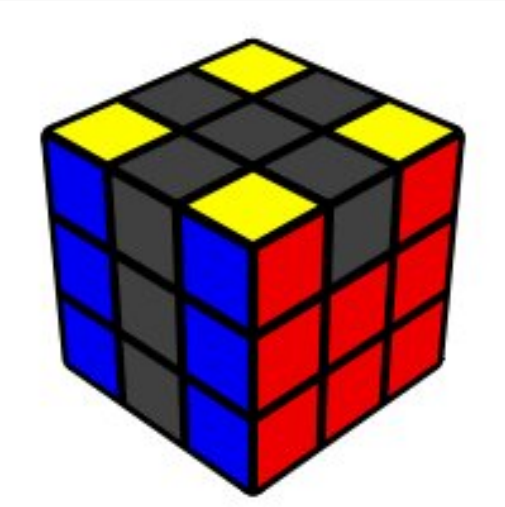
- Quite intuitive
- Procedure:
  - first block
  - second Block



ROUX method

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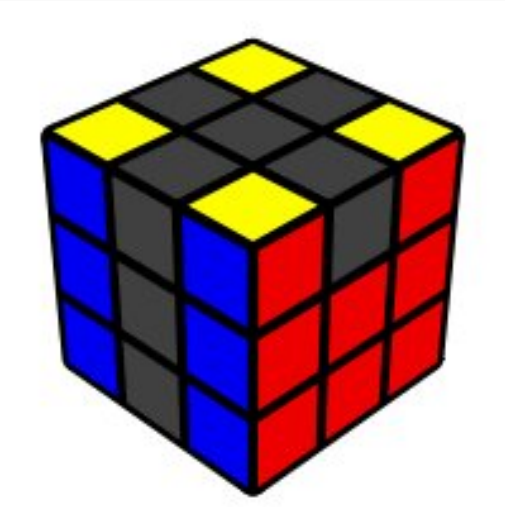
- Quite intuitive
- Procedure:
  - first block
  - second Block
  - Orient and perumte corners of LL



ROUX method

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- Procedure:
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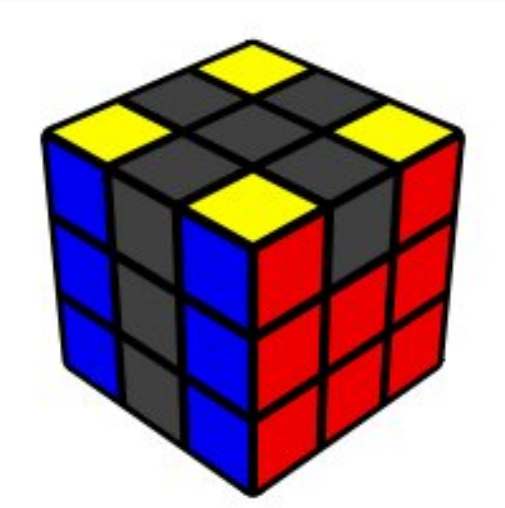
  - Orient and perumte corners of LL
  - Orient last edges



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- Procedure:
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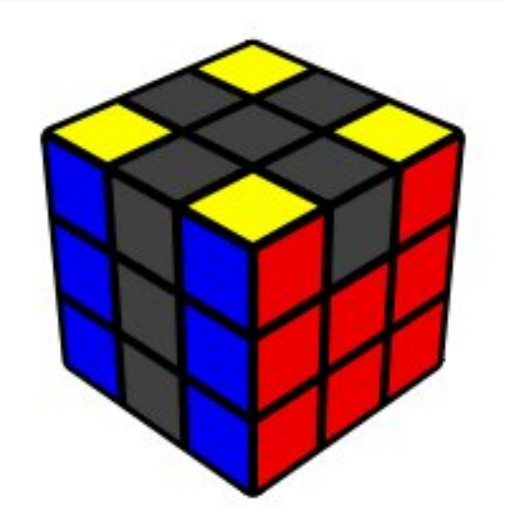
  - second Block
  - Orient and perumte corners of LL
  - Orient last edges
  - Permute last edges



Other methods

Other methods

- Kociemba $\rightarrow$ Computer

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- Kociemba $\rightarrow$ Computer
- ZZ $\rightarrow$ Speedsolving

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- 3-Style $\rightarrow$ BLD
- Variations of each one

What about me?

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- Started in November 2020

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- Speedsolver

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- Main events:

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- Main events:
    1. 3×3×3

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  2. 3×3×3 OH

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- Main events:
  1. 3×3×3
  2. 3×3×3 OH
  3. 2×2×2

What about me?

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- Average around 16 seconds → Official Ao5 17.01

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- WCA ID → 2021LOFF01

Thank you for listening