Speedcubing

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What about me?

What is it?

► Speedsolving a puzzle

What is it?

- ► Speedsolving a puzzle
- ► Collecting Puzzles

What is it?

- ► Speedsolving a puzzle
- Collecting Puzzles
- Modders

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
- \triangleright 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

► Clock

► 2×2×2

Megaminx

- ► 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
- J X 3 X 3
- ► 6×6×6
- ► 7×7×7
- ▶ 3×3×3 BLD
- ► 3×3×3 FMC
- ► 3×3×3 OH

- ► Clock
- Megaminx
- Pyraminx

- ► 3×3×3
- \triangleright 2×2×2
- \rightarrow 4×4×4
- \triangleright 5×5×5
- \triangleright 6×6×6
- ► 7×7×7
- ► 3×3×3 BLD
- ► 3×3×3 FMC
- ► 3×3×3 OH

- ► Clock
- Megaminx
- Pyraminx
- Skewb

- ► 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

- ► 3×3×3
- ► 2×2×2
- ► 4×4×4
- ► 5×5×5
- \triangleright 6×6×6
- 0/0/0
- ► 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

- ► 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
 - 4×4×4 BLD
- \triangleright 5×5×5 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 OH

► Square-1

► Clock

Megaminx

Pyraminx

Skewb

- ► 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
- ► 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
- ► 5×5×5 BLD
- ► 3×3×3





- ► 3×3×3
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- IXIXI
- ► 3×3×3 BLD
- ► 3×3×3 FMC
- ► 3×3×3 OH

- Clock
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- ► Square-1
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 Multi_RI





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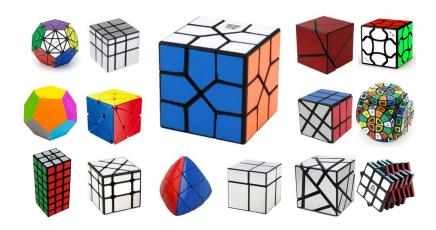








non WCA puzzles



Cube-Shops

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

Beginners method

▶ Cross → First Layer → First two layers → Orient edges of LL → Permute edges of LL → Permute edges of LL → 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
- ightharpoonup Slow ightharpoonup 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
- ightharpoonup Slow ightharpoonup not meant for speedsolving
- Easy to learn

CFOP method

ightharpoonup Cross ightharpoonup F2L ightharpoonup OLL ightharpoonup PLL

CFOP method

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

CFOP method

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ROUX method

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

ROUX method

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

ROUX method

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

ightharpoonup Kociemba ightarrow Computer

- ightharpoonup Kociemba ightarrow Computer
- ightharpoonup ZZ ightharpoonup speedsolving

- ▶ Kociemba → Computer
- ightharpoonup ZZ
 ightarrow speedsolving
- ▶ Petrus → old speedsolving method

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- ► ZZ → speedsolving
- ▶ Petrus → old speedsolving method
- ightharpoonup Old Pochmann method ightarrow BLD

- ▶ Kociemba → Computer
- $ightharpoonup ZZ \rightarrow speedsolving$
- ▶ Petrus → old speedsolving method
- ightharpoonup Old Pochmann method ightarrow BLD
- ► 3-Style → BLD

- ▶ Kociemba → Computer
- ► ZZ → speedsolving
- ▶ Petrus → old speedsolving method
- ightharpoonup 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:

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- ► Main events:
 - $1. 3 \times 3 \times 3$

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

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- ► Main events:
 - $1. 3 \times 3 \times 3$
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 - $3. 2 \times 2 \times 2$
- ightharpoonup Average around 16 seconds ightarrow Official Ao5 17.01
- ► PB 10.18s → Official PB 12.11
- ► WCA ID → 2021LOFF01

Thank you for listening