

Speedcubing

Kimi Löffel

30. September 2021

ICT Berufsbildungcenter

What is it?

Puzzles

WCA

What is the WCA?

WCA puzzles/events

non WCA

Solving methods

Beginners

CFOP

ROUX

others

What about me?

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

- $2 \times 2 \times 2$

WCA puzzles and events

- $2 \times 2 \times 2$
- $4 \times 4 \times 4$

WCA puzzles and events

- $2 \times 2 \times 2$
- $4 \times 4 \times 4$
- $5 \times 5 \times 5$

WCA puzzles and events

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- $6 \times 6 \times 6$

WCA puzzles and events

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- $7 \times 7 \times 7$

WCA puzzles and events

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- $3 \times 3 \times 3$ BLD

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- $3 \times 3 \times 3$ FMC

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- $3 \times 3 \times 3$ OH

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- $3 \times 3 \times 3$ FMC
- $3 \times 3 \times 3$ OH
- Clock



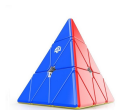
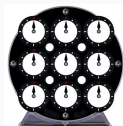
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- $3 \times 3 \times 3$ FMC
- $3 \times 3 \times 3$ OH
- Clock
- Megaminx



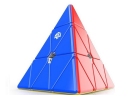
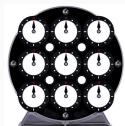
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- $3 \times 3 \times 3$ FMC
- $3 \times 3 \times 3$ OH
- Clock
- Megaminx
- Pyraminx



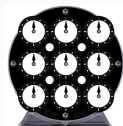
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- $3 \times 3 \times 3$ FMC
- $3 \times 3 \times 3$ OH
- Clock
- Megaminx
- Pyraminx
- Skewb



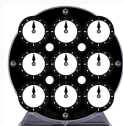
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- $3 \times 3 \times 3$ BLD
- $3 \times 3 \times 3$ FMC
- $3 \times 3 \times 3$ OH
- Clock
- Megaminx
- Pyraminx
- Skewb
- Square-1



WCA puzzles and events

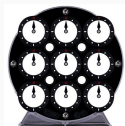
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- $3 \times 3 \times 3$ BLD
- $3 \times 3 \times 3$ FMC
- $3 \times 3 \times 3$ OH
- Clock
- Megaminx
- Pyraminx
- Skewb
- Square-1
- $4 \times 4 \times 4$ BLD



WCA puzzles and events

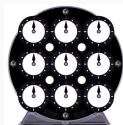
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- $3 \times 3 \times 3$ FMC
- $3 \times 3 \times 3$ OH

- Clock
- Megaminx
- Pyraminx
- Skewb
- Square-1
- $4 \times 4 \times 4$ BLD
- $5 \times 5 \times 5$ BLD

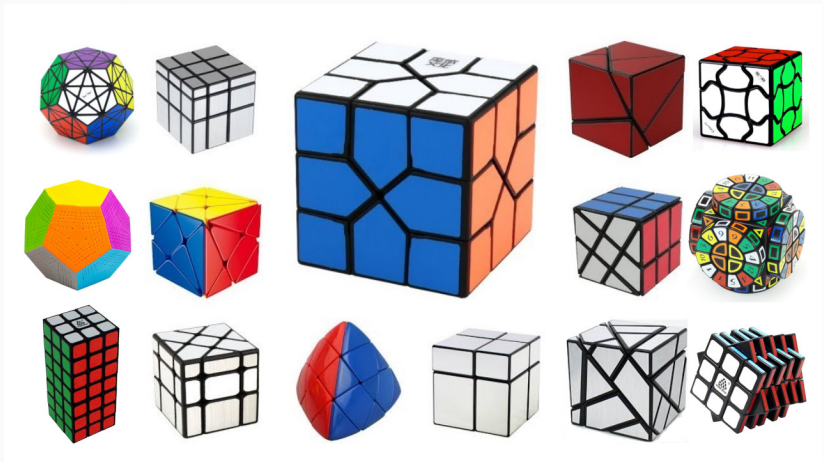


WCA puzzles and events

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- $7 \times 7 \times 7$
- $3 \times 3 \times 3$
- $3 \times 3 \times 3$ BLD
- $3 \times 3 \times 3$ FMC
- $3 \times 3 \times 3$ OH
- Clock
- Megaminx
- Pyraminx
- Skewb
- Square-1
- $4 \times 4 \times 4$ BLD
- $5 \times 5 \times 5$ BLD
- $3 \times 3 \times 3$ Multi-BLD



non WCA puzzles



Solving methods

Beginners method

Beginners method

- Slow → not meant for speedsolving

Beginners method

- Slow → not meant for speedsolving
- Easy to learn

Beginners method

- Slow → not meant for speed solving
- Easy to learn
- Procedure:

Beginners method

- Slow → not meant for speedsolving
- Easy to learn
- Procedure:
 1. Cross



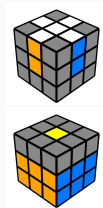
Beginners method

- Slow → not meant for speedsolving
- Easy to learn
- Procedure:
 1. Cross
 2. First Layer
 3. First two layers



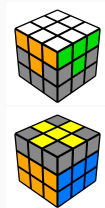
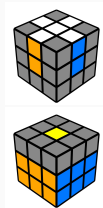
Beginners method

- Slow → not meant for speedsolving
- Easy to learn
- Procedure:
 1. Cross
 2. First Layer
 3. First two layers
 4. Orient edges of LL



Beginners method

- Slow → not meant for speedsolving
- Easy to learn
- Procedure:
 1. Cross
 2. First Layer
 3. First two layers
 4. Orient edges of LL



Beginners method

- Slow → not meant for speedsolving
- Easy to learn
- Procedure:
 1. Cross
 2. First Layer
 3. First two layers
 4. Orient edges of LL
 5. Permute edges of LL



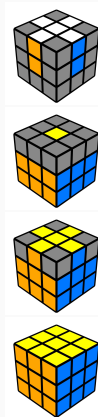
Beginners method

- Slow → not meant for speedsolving
- Easy to learn
- Procedure:
 1. Cross
 2. First Layer
 3. First two layers
 4. Orient edges of LL
 5. Permute edges of LL
 6. Permute corners of LL



Beginners method

- Slow → not meant for speedsolving
- Easy to learn
- Procedure:
 1. Cross
 2. First Layer
 3. First two layers
 4. Orient edges of LL
 5. Permute edges of LL
 6. Permute corners of LL
 7. Orient edges of LL



CFOP method

- Used by some of the best speedsolvers in the world

CFOP method

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

CFOP method

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

CFOP method

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



CFOP method

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



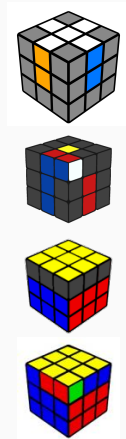
CFOP method

- Used by some of the best speedsolvers in the world
- Easy to learn
- Procedure:
 1. Cross
 2. F2L
 3. OLL



CFOP method

- Used by some of the best speedsolvers in the world
- Easy to learn
- Procedure:
 1. Cross
 2. F2L
 3. OLL
 4. PLL



- Used by some of the best speedsolvers in the world

ROUX method

- Used by some of the best speedsolvers in the world
- Quite intuitive

ROUX method

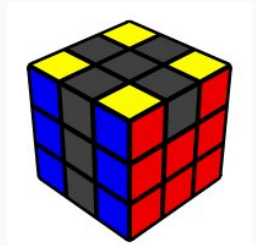
- Used by some of the best speedsolvers in the world
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- Procedure:

ROUX method

- Used by some of the best speedsolvers in the world
- Quite intuitive
- Procedure:

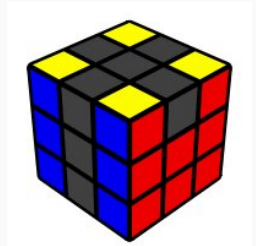
ROUX method

- Used by some of the best speedsolvers in the world
- Quite intuitive
- Procedure:
 1. first block



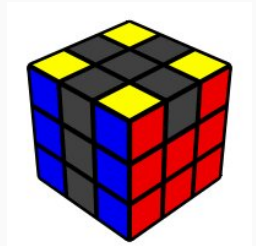
ROUX method

- Used by some of the best speedsolvers in the world
- Quite intuitive
- Procedure:
 1. first block
 2. second Block



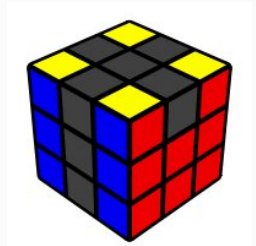
ROUX method

- Used by some of the best speedsolvers in the world
- Quite intuitive
- Procedure:
 1. first block
 2. second Block
 3. Orient and permute corners of LL



ROUX method

- Used by some of the best speedsolvers in the world
- Quite intuitive
- Procedure:
 1. first block
 2. second Block
 3. Orient and perumte corners of LL
 4. Orient last edges



ROUX method

- Used by some of the best speedsolvers in the world
- Quite intuitive
- Procedure:
 1. first block
 2. second Block
 3. Orient and permute corners of LL
 4. Orient last edges
 5. Permute last edges



- Kociemba \rightarrow Computer

Other methods

- Kociemba \rightarrow Computer
- ZZ \rightarrow Speedsolving

Other methods

- Kociemba → Computer
- ZZ → Speedsolving
- Petrus → Old speedsolving method

Other methods

- Kociemba → Computer
- ZZ → Speedsolving
- Petrus → Old speedsolving method
- Old Pochmann method → BLD

Other methods

- Kociemba → Computer
- ZZ → Speedsolving
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- Old Pochmann method → BLD
- 3-Style → BLD

Other methods

- Kociemba → Computer
- ZZ → Speedsolving
- Petrus → Old speedsolving method
- Old Pochmann method → BLD
- 3-Style → BLD
- Variations of each one

What about me?

What about me?

What about me?

- Started in November 2020

What about me?

- Started in November 2020
- Speedsolver

What about me?

- Started in November 2020
- Speedsolver
- Main events:

What about me?

- Started in November 2020
- Speedsolver
- Main events:
 1. $3\times3\times3$

What about me?

- Started in November 2020
- Speedsolver
- Main events:
 1. $3\times3\times3$
 2. $3\times3\times3$ OH

What about me?

- Started in November 2020
- Speedsolver
- Main events:
 1. $3\times3\times3$
 2. $3\times3\times3$ OH
 3. $2\times2\times2$

What about me?

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

What about me?

- Started in November 2020
- Speedsolver
- Main events:
 1. $3\times3\times3$
 2. $3\times3\times3$ OH
 3. $2\times2\times2$
- Average around 16 seconds → Official Ao5 17.01
- PB 10.18s → Official PB 12.11

What about me?

- Started in November 2020
- Speedsolver
- Main events:
 1. $3\times3\times3$
 2. $3\times3\times3$ OH
 3. $2\times2\times2$
- Average around 16 seconds → Official Ao5 17.01
- PB 10.18s → Official PB 12.11
- WCA ID → 2021LOFF01

Thank you for listening