Fewest Moves

- Notate your solution by writing one move per bar.
- To delete moves, clearly erase/blacken them.
- Face moves F, B, R, L, U, and D are clockwise.
- Rotations x, y, and z follow R, U, and F.
- ' inverts a move; 2 doubles a move. (e.g.: U', U2)
- w makes a face move into two layers. (e.g.: Uw)
- A [lowercase] move is a cube rotation. (e.g.: [u])

- You have 1 hour to find a solution.
- Your solution length will be counted in OBTM.
- Your solution must be at most 80 moves, including rotations.
- Your solution must not be directly derived from any part of the scrambling algorithm.

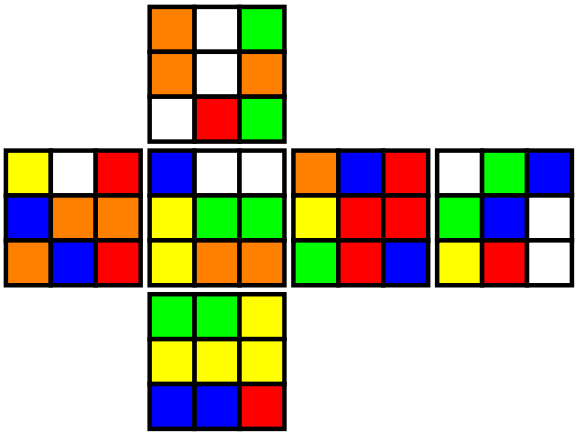
NU_CUBING_08-02-2015
3x3x3: Fewest Moves Round 1
Scramble 1 of 3

Competitor: _____

WCA ID: _ _ _ _ _ _ _ _ _ _

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____



Scramble: L2 D2 F2 U R2 D2 U F L R2 F L' D2 L2 D2 B2 L D R2

____	____	____	____	____	____	____	____	____	____
____	____	____	____	____	____	____	____	____	____
____	____	____	____	____	____	____	____	____	____
____	____	____	____	____	____	____	____	____	____
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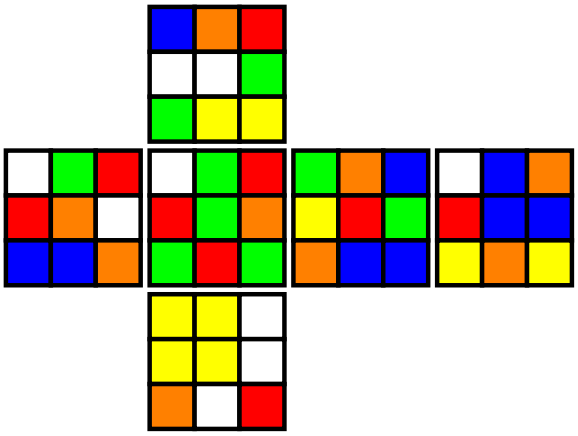
NU_CUBING_08-02-2015
3x3x3: Fewest Moves Round 1
Scramble 2 of 3

Competitor: _____

WCA ID: _ _ _ _ _ _ _ _ _ _

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____



Scramble: U' R2 B U' R2 D' B R2 B L2 U L U2 D2 B2 R' L2 B2 R

____	____	____	____	____	____	____	____	____	____
____	____	____	____	____	____	____	____	____	____
____	____	____	____	____	____	____	____	____	____
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____	____	____	____	____	____	____	____	____	____
____	____	____	____	____	____	____	____	____	____
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____	____	____	____	____	____	____	____	____	____

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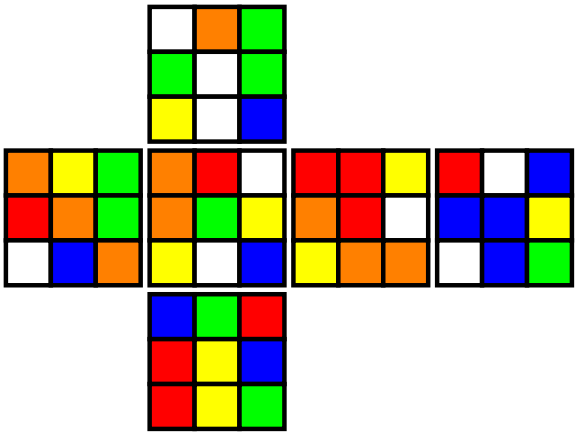
NU_CUBING_08-02-2015
3x3x3: Fewest Moves Round 1
Scramble 3 of 3

Competitor: _____

WCA ID: _ _ _ _ _ _ _ _ _ _

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____



Scramble: F' L2 F R2 F U2 R2 B U B' D' L' U' B' D L U R