

NU\_CUBING\_12-06-2015  
3x3x3: Fewest Moves Round 1  
Scramble 1 of 3

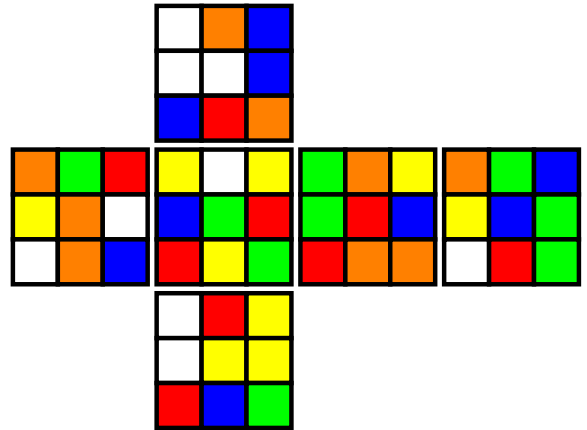
- Notate your solution by writing one move per bar.
  - To delete moves, clearly erase/blacken them.
  - Face moves F, B, R, L, U, and D are clockwise.
  - Rotations x, y, and z follow R, U, and F.
  - ' inverts a move; 2 doubles a move. (e.g.: U', U2)
  - w makes a face move into two layers. (e.g.: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

Competitor: \_\_\_\_\_

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

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: \_\_\_\_\_ Result: \_\_\_\_\_



Scramble: D B2 U B2 L2 B2 R2 D B2 L' F' D' B R2 U' L' B2 D B' U'

A full-page view of a blank sheet of graph paper. The paper has a light gray background and a grid of thin, dark gray horizontal and vertical lines. The grid consists of 10 columns and 8 rows of squares. The lines are evenly spaced and extend across the entire page, leaving small margins at the top, bottom, left, and right edges.

NU\_CUBING\_12-06-2015  
3x3x3: Fewest Moves Round 1  
Scramble 2 of 3

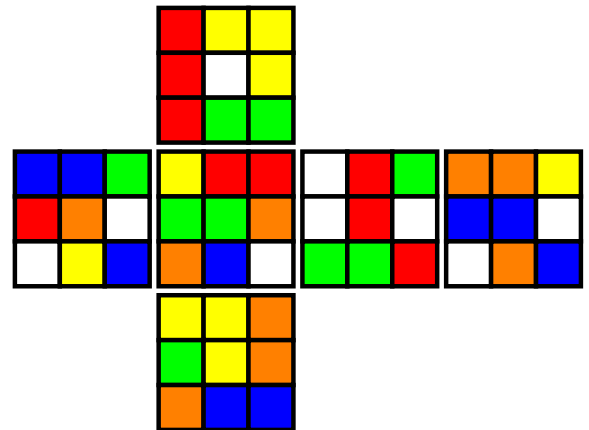
- Notate your solution by writing one move per bar.
  - To delete moves, clearly erase/blacken them.
  - Face moves F, B, R, L, U, and D are clockwise.
  - Rotations x, y, and z follow R, U, and F.
  - ' inverts a move; 2 doubles a move. (e.g.: U', U2)
  - w makes a face move into two layers. (e.g.: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

Competitor: \_\_\_\_\_

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

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: \_\_\_\_\_ Result: \_\_\_\_\_



Scramble: B2 D R' F D2 B' U' R2 F2 U F' D' F2 B2 R2 F2 U2 D L2

[illegible]

