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.

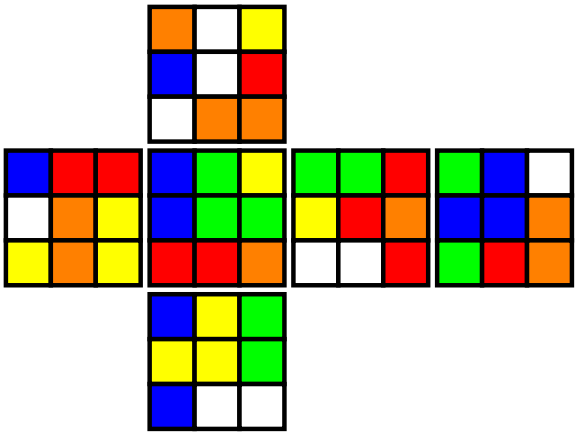
NU_CUBING_09-27-2015
3x3x3: Fewest Moves Round 1
Scramble 1 of 3

Competitor: _____

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

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____



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

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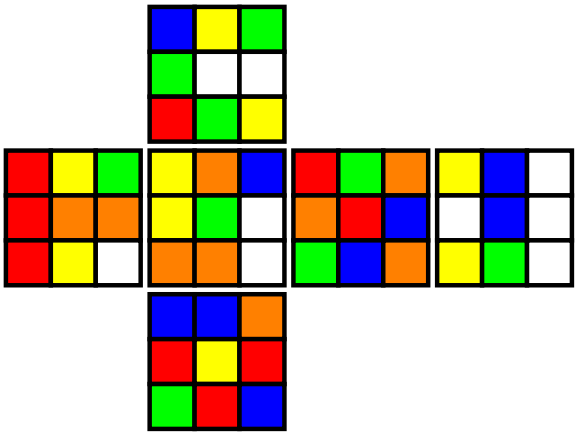
NU_CUBING_09-27-2015
3x3x3: Fewest Moves Round 1
Scramble 2 of 3

Competitor: _____

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

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____



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

Fewest Moves

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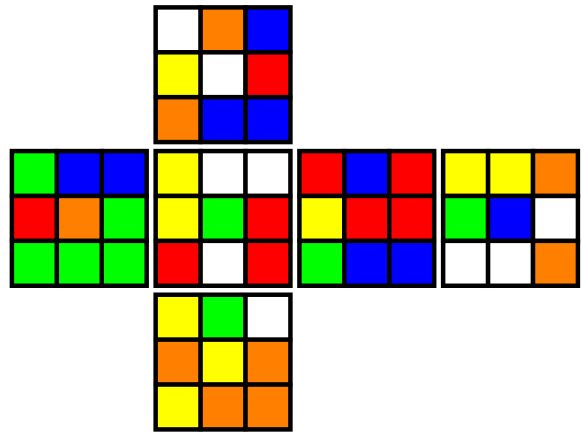
NU_CUBING_09-27-2015
3x3x3: Fewest Moves Round 1
Scramble 3 of 3

Competitor: ____________________

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

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: ________________ Result: _______



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