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_12-20-2015
3x3x3: Fewest Moves Round 1
Scramble 1 of 3

Competitor:	
WCA ID:	
DO NOT FILL IF YOU A	RE THE COMPETITOR
Graded by:	Result:

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

Fewest Moves

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NU_CUBING_12-20-2015	
3x3x3: Fewest Moves Round	1
Scramble 2 of 3	

•	or:
	IF YOU ARE THE COMPETITOR

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

Fewest Moves

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- 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)
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NU_CUBING_12-20-2015	
3x3x3: Fewest Moves Round 1	
Scramble 3 of 3	

Competitor:	
WCA ID:	
DO NOT FILL IF YOU AR	E THE COMPETITOR
Graded by:	Result:

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