## **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.

3x3x3: Fewest Moves Round 1	
Scramble 1 of 3	
Competitor:	_
WCA ID:	

DO NOT FILL IF YOU ARE THE COMPETITOR

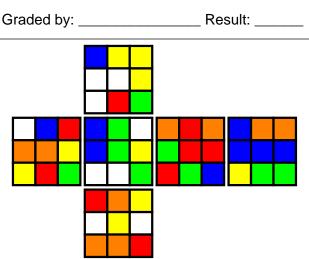
Graded by: \_\_\_\_\_\_ Result: \_\_\_\_\_

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


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NU_CUBING_11-01-2015 3x3x3: Fewest Moves Round 1 Scramble 2 of 3
Competitor:
WCA ID:
DO NOT FILL IF YOU ARE THE COMPETITOR

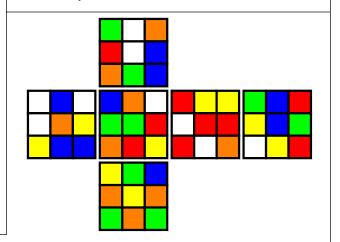


Scramble: B U2 R2 B2 L2 B' L2 F' L2 B2 U' F U F2 R U F U2 R'


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3x3x3: Fewest Moves Round 1 Scramble 3 of 3
Competitor:
WCA ID:
DO NOT FILL IF YOU ARE THE COMPETITOR
Creded by:



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