



NU\_CUBING\_12-13-2015  
3x3x3: Fewest Moves Round 1  
Scramble 2 of 3

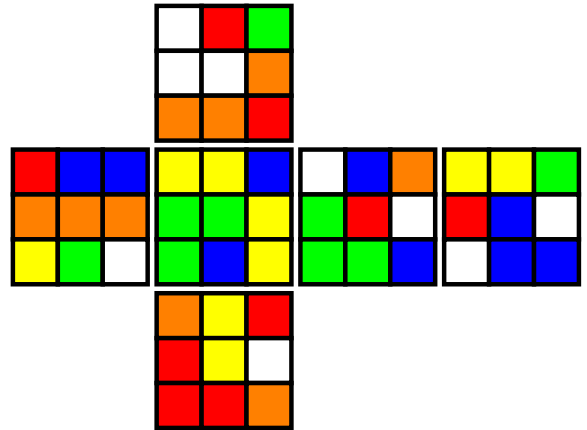
- Notate your solution by writing one move per bar.
  - To delete moves, clearly erase/blacken them.
  - Face moves F, B, R, L, U, and D are clockwise.
  - Rotations x, y, and z follow R, U, and F.
  - ' inverts a move; 2 doubles a move. (e.g.: U', U2)
  - w makes a face move into two layers. (e.g.: Uw)
  - A [lowercase] move is a cube rotation. (e.g.: [u])
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- 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 R2 D' F2 U B2 D' L2 F' L' B' L B' D' F' R U' B U2

This image shows a full page of blank graph paper. The grid consists of thin, light gray horizontal and vertical lines that intersect to form small squares across the entire surface. There are no margins, text, or other markings on the paper.

