## **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_11-22-2015
3x3x3: Fewest Moves Round 1
Scramble 1 of 3

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

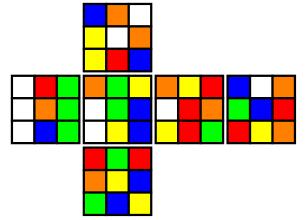
Scramble: B2 F' R2 U2 B2 F' U2 R F' L2 U' F2 U' R' U B2 D U


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3x3x3: Fewest Moves Round 1 Scramble 2 of 3
Competitor:
WCA ID:
DO NOT FILL IF YOU ARE THE COMPETITOR
Graded by: Result:

NILL CLIDING 11 22 2015



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


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NU_CUBING_11-22-2015	
3x3x3: Fewest Moves Round	1
Scramble 3 of 3	

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

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