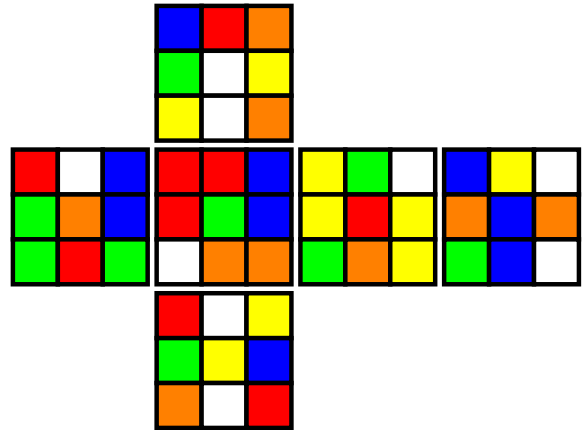# Fewest Moves

- 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.

Competitor: _____

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

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____

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

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

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.

Competitor: _____

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

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____

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

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

____ ____ ____ ____ ____ ____ ____ ____ ____ ____

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.

Competitor: _____

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

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____

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