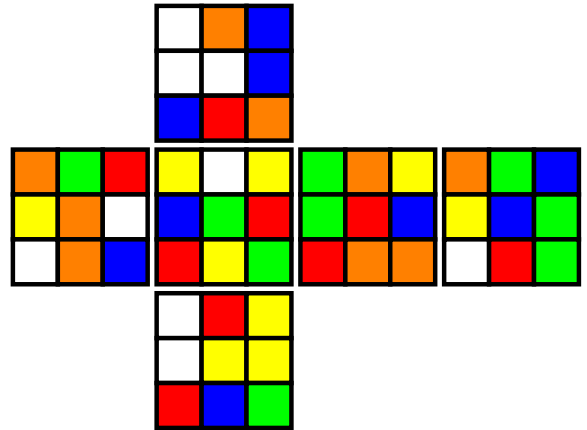# Fewest Moves

- 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 B2 U B2 L2 B2 R2 D B2 L' F' D' B R2 U' L' B2 D B' U'

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DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____

Scramble: B2 D R' F D2 B' U' R2 F2 U F' D' F2 B2 R2 F2 U2 D L2
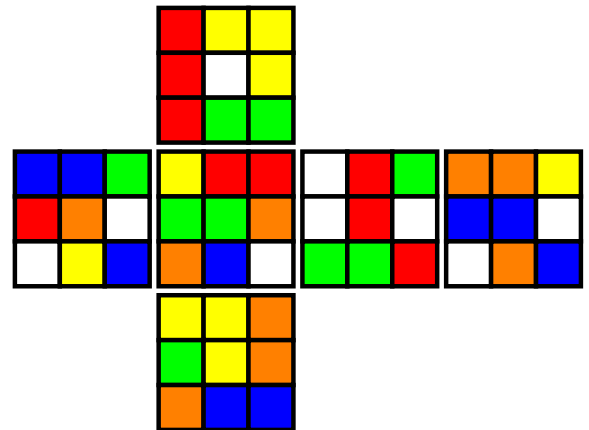
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WCA ID: _ _ _ _  _ _ _ _  _ _

DO NOT FILL IF YOU ARE THE COMPETITOR

Graded by: _____ Result: _____

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