## **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:

NU CUBING 10-04-2015

DO NOT FILL IF YOU ARE THE COMPETITOR

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

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


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NU_CUBING_10-04-2015
3x3x3: Fewest Moves Round 1
Scramble 2 of 3

•	or:	
	_ IF YOU ARE THE COMPETIT	

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


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NU_CUBING_10-04-2015	
3x3x3: Fewest Moves Round	1
Scramble 3 of 3	

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

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