



[The Rubik's Cube](#) is a 3-D combination puzzle originally invented in 1974 by Hungarian sculptor and professor of architecture *Ernő Rubik*. Originally called the **Magic Cube**.

[Speedcubing](#) (also known as **speedsolving**) is a competitive sport that involves solving a variety of combination puzzles, the most well-known of which is the 3x3x3 puzzle, as quickly as possible. A person who competitively solves combination puzzles is called a speedcuber (when solved specifically focusing on speed), or a cuber. To solve most puzzles, the contestant has to perform a series of moves, called algorithms, that transform a scrambled puzzle into a solved state.

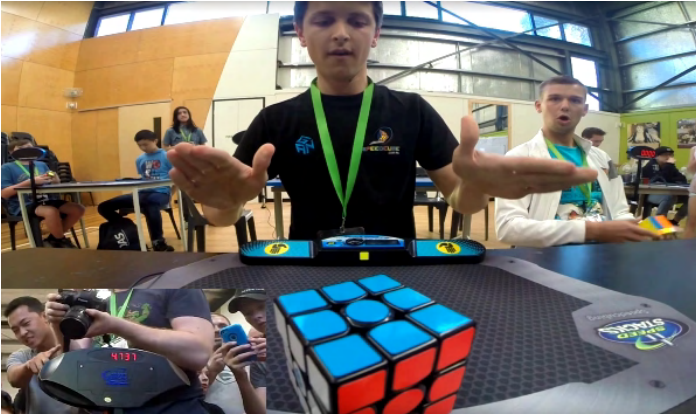
World Cube Association (WCA)



[The World Cube Association](#) governs competitions for mechanical puzzles that are operated by twisting groups of pieces, commonly known as 'twisty puzzles'.

[Serbian Open 2023](#) -> Dec 9 - 10, Bački Petrovac

Feliks Zemdegs



Max Park



[Records](#) -> Single 3x3 | Max Park **3.13s**

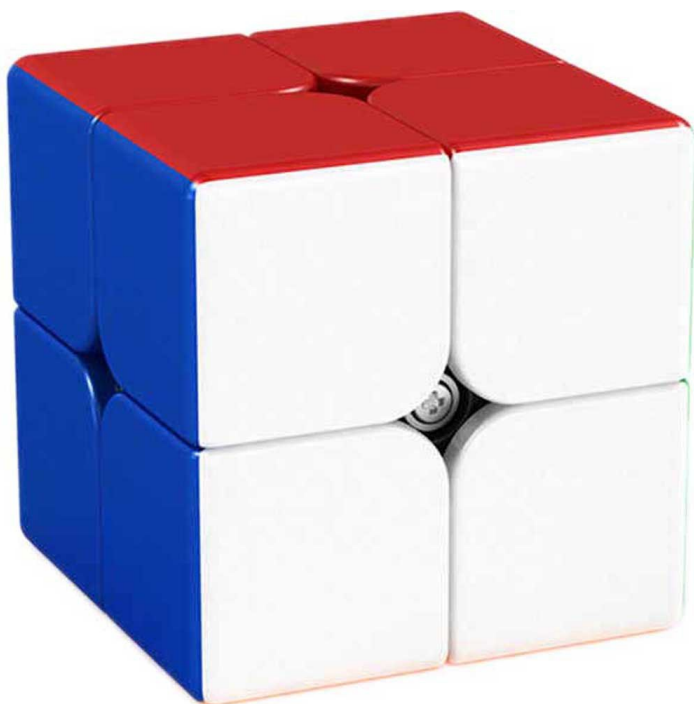
Gear



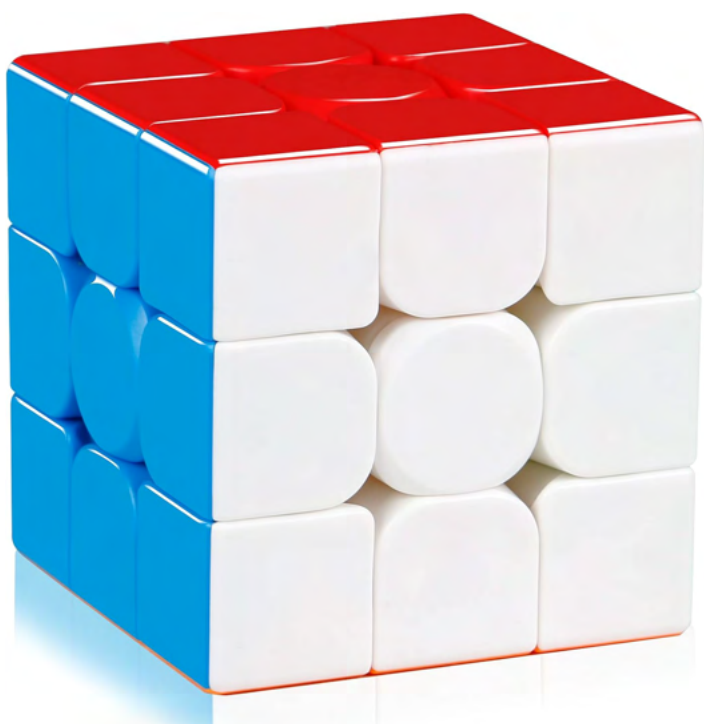
Timer



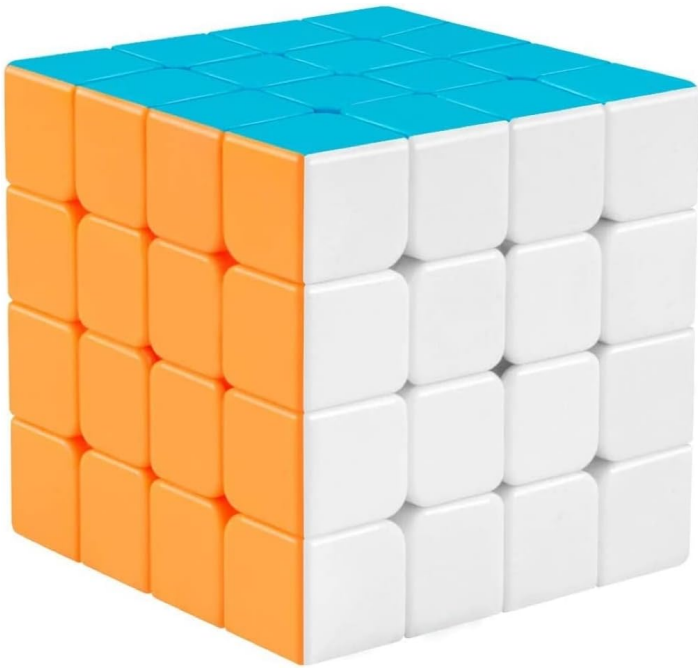
Lubricants



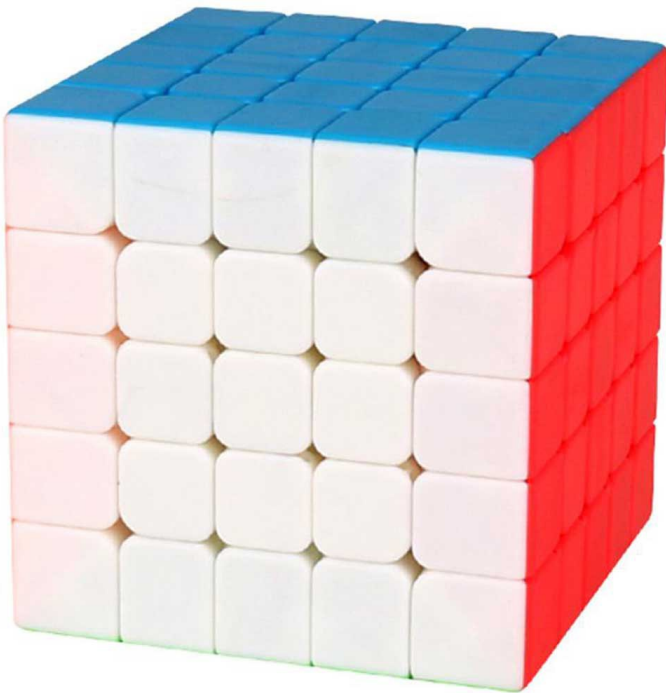
2x2



3x3



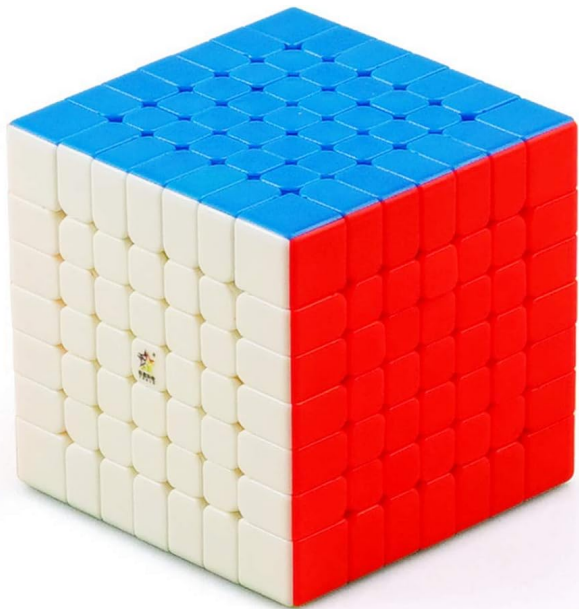
4x4



5x5



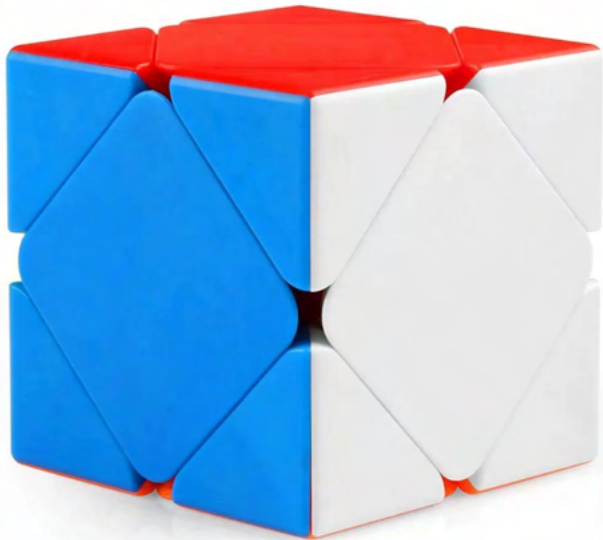
6x6



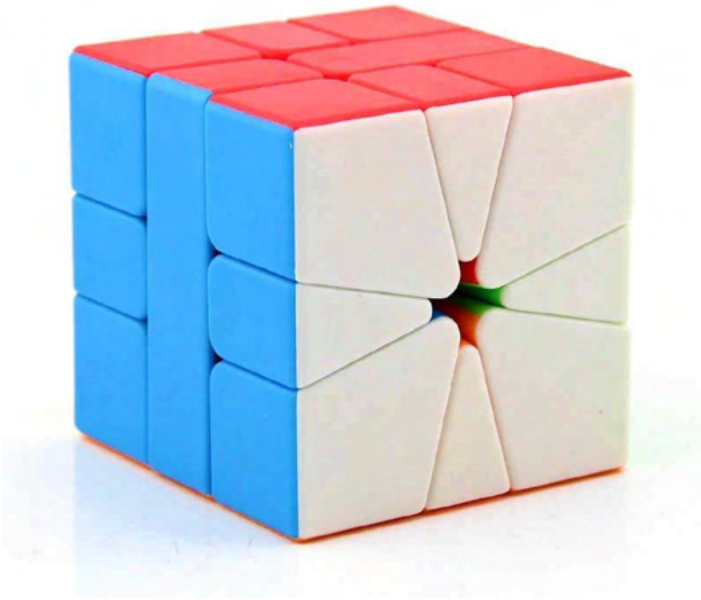
7x7



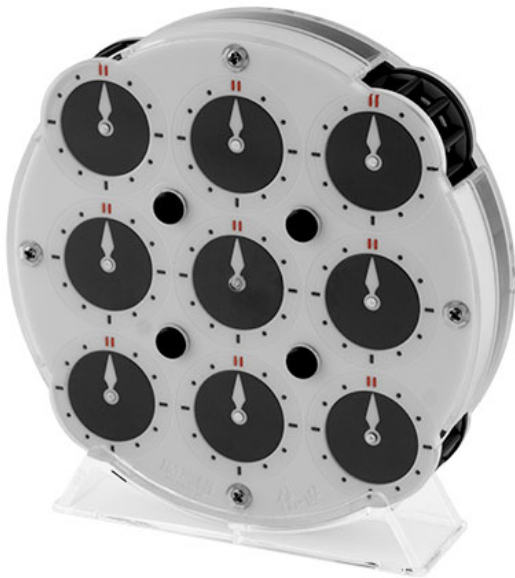
Megaminx



Skewb



Square One



Clock

Event	Type	Result	Person
3×3×3	Single	3.13	Max Park
	Average	4.48	Yiheng Wang
2×2×2	Single	0.47	Guanbo Wang
	Average	1.01	Zayn Khanani
4×4×4	Single	16.79	Max Park
	Average	19.38	Max Park
5×5×5	Single	32.88	Max Park
	Average	36.46	Max Park
6×6×6	Single	59.74	Max Park
	Average	1:07.11	Max Park
7×7×7	Single	1:35.68	Max Park
	Average	1:42.12	Max Park
3×3×3 Blindfolded	Single	12.10	Charlie Eggins
	Average	14.15	Tommy Cherry
3×3×3 Fewest Moves	Single	16	Sebastiano Tronto
	Average	20.00	Wong Chong Wen
3×3×3 One-handed	Single	6.20	Max Park
	Average	8.65	Patrick Ponce
Rubik's Clock	Single	2.61	Tommy Cherry
	Average	3.50	Tommy Cherry
Megaminx	Single	24.44	Leandro Martin López
	Average	26.84	Leandro Martin López
Pyraminx	Single	0.75	Elijah Brown
	Average	1.45	Ezra Shere
Skewb	Single	0.81	Zayn Khanani
	Average	1.53	Carter Kucala
Square-1	Single	3.73	Ryan Pilat
	Average	4.91	Max Siau
4×4×4 Blindfolded	Single	51.96	Stanley Chapel
	Average	1:08.76	Stanley Chapel
5×5×5 Blindfolded	Single	2:10.04	Stanley Chapel
	Average	2:27.63	Stanley Chapel
3×3×3 Multiple Blindfolded	Single	62/65	Graham Siggins

Event Type	Result	Person	Event Name	
Single 3x3x3	3.13	Max Park	Pride in Long Beach 2023	
Average 3x3x3	4.48	Yiheng Wang	Mofunland Cruise Open 2023	
1	2	3	4	5
4.72	4.72	3.99	(3.95)	(5.99)

Namings and Acronyms

BM = Beginner Method

Cross = Plus or X

F2L = First Two Layers

OLL = Orient Last Layer

PLL = Permute Last Layer

CFOP = Cross -> F2L-> OLL-> PLL

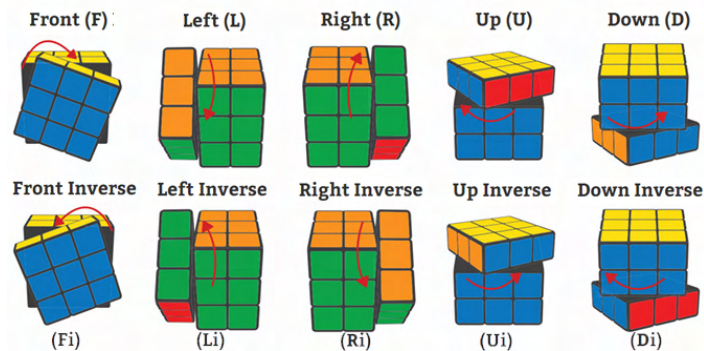
Beginner method

[Video guides playlist](#)

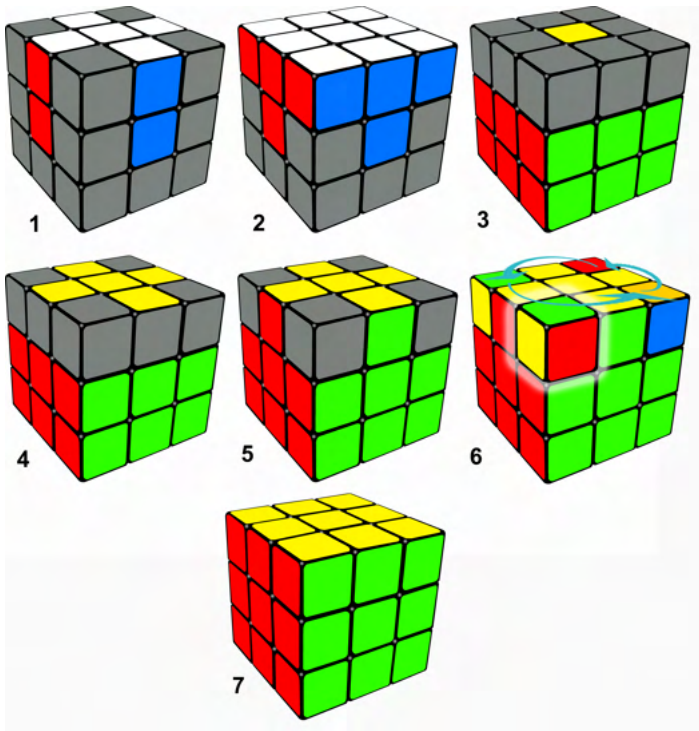
Methods:

1. CFOP (Fridrich)
2. Roux
3. ZZ (Zbigniew Zborowski)
4. Corners-first
5. Fewest Moves
6. Blindfolded

Move notation



Layer by layer



Steps for progress

1. Beginner method
[BM](#) -> [BM Faster](#) -> [F2L](#)
2. Beginner CFOP
[2-Look OLL](#) -> [2-Look PLL](#) -> [Advanced F2L](#) -> Dot skip
3. Full CFOP:
[21 PLLs algorithms](#) -> [57 OLLs algorithms](#)
4. Advanced algorithms and variations
[Winter Variation](#), [OLL skips\(OLS\)](#),...

Other improvements

- [Fingertricks](#)
- [Lookahead](#)
- [Pseudoslotting_\(F2L\)](#)
- [Cube customization](#) -> Screws, Springs, Magnets, Lube
- Bluetooth cube

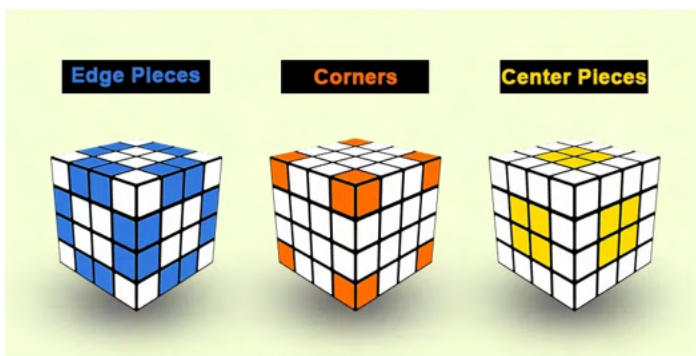
Big cubes

[Video tutorial](#)

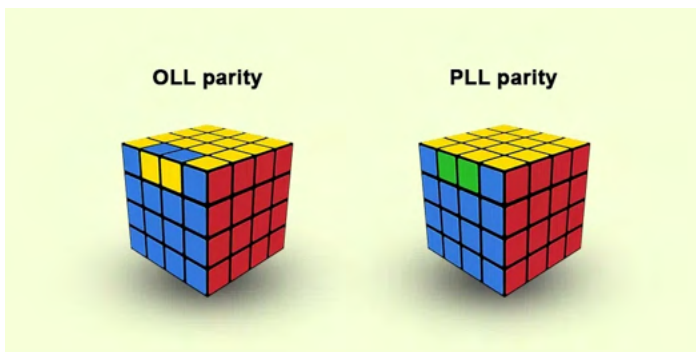
Methods:

1. Reduction
2. Yau
3. Hoya

Reduce to 3x3



Parity



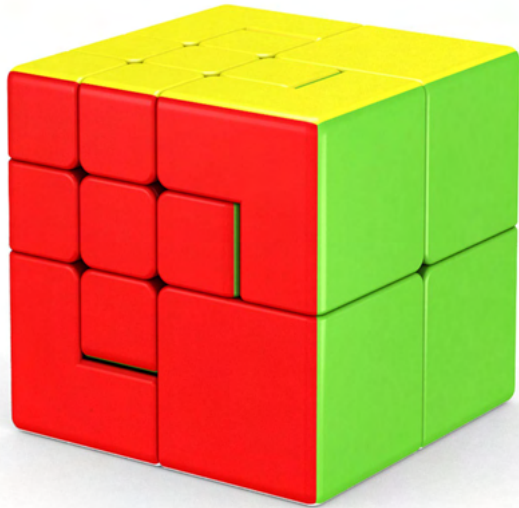
Other



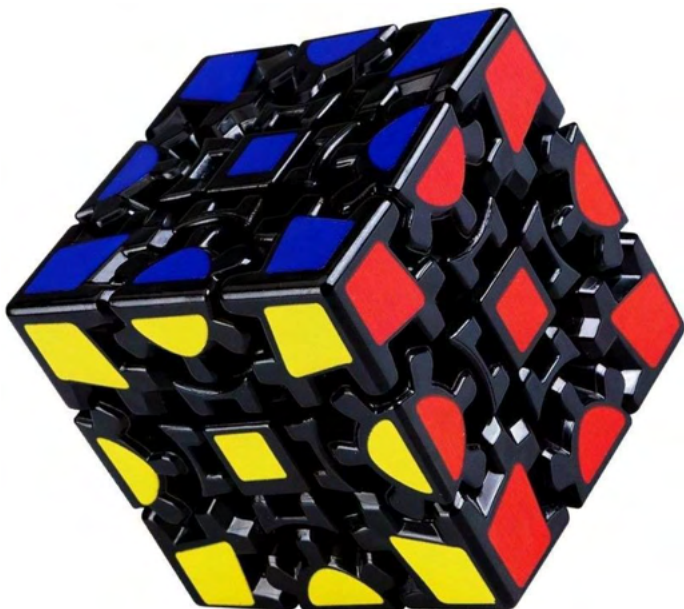
Mirror cube



Cube for blind



Pupet cube



Gear cube

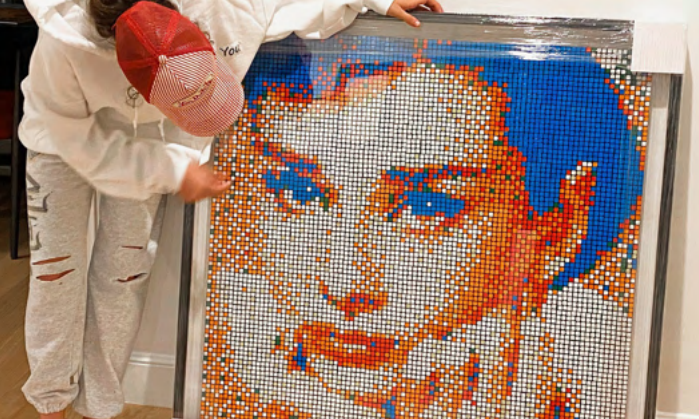


Ex mars cube -> electronic



Robot solvers

Art



Useful links

[Speedcube.rs](#) -> Subotica, delivery only

[Gadget 4 Gift](#) -> BG, NS , Nis, store and delivery

[JPerm channel](#) -> Youtube tutorials

[Dan's Cubing Cheat Sheet App](#) -> algoritms with animations