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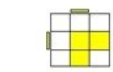
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Oll algorithms 2x2


Algorithms for 2 look oll. Easiest oll algorithms. Oll and pll algorithms 2x2. Most common oll algorithms. 2x2 oll and pbl algorithms pdf. How many oll algorithms are there.

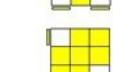
Cross Color: White Yellow Green Blue Red Orange FailsRedig tSkatitRikiPalidzibaPieejamibaAtkl dot The Ortega Method has 12 algorithms and 3 steps: These algorithms are also useful in the more advanced methods below. To see how to make the first side efficiently, as well as other tips, watch the Ortega Method Tips video. CLL Method Goal: Sub-4 The CLL (Corners of the Last Layer) Method has 42 algorithms and 2 steps: Make 1 layer of any color CLL (42 algorithms) solves the rest of the cube 9 of these algorithms are from the Ortega Method, and many others are from 3x3 OLL. To see how to make the first layer efficiently, as well as other tips, watch the CLL Method Tips video.


2 Look OLL

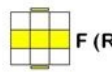
 $f(RUR'U')f'$

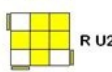
 $(RUR'U')RUR'$

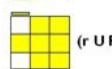
 $R2DR'URD'R'UR'$


 $f'(UR'U')f'(FR)$

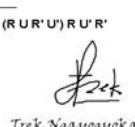
 $(URUR'U')f'(FRUR'U')f'$
OR
 $RU2RURURURUR$

 $F(RUR'U')F'$

 $RUR'R'URUR'$

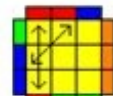
 $(UR'U')f'(FRF)$

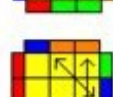
 $F(RUR'U')RUR'URUR'UR'f'$
OR
 $RU2R'URUR'UR'$

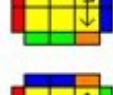


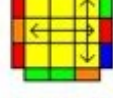
Tikhonov


EG Method Goal: Sub-3 The EG Method has many algorithms and 2 steps: * Anti-CLL is slightly slower than EG-2 but requires no new algorithms if you know CLL.

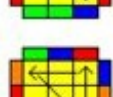
 $F2RUR'F2L'DLD2$

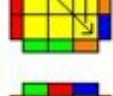
 $F2L'U'LF2R'DR'D'R2$


 $RUR'R'UR'FR2UR'URUR'F'$

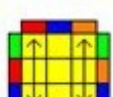
 $R'FR'B2RFR'B2R2$

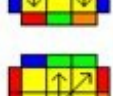
 $R2B2RFR'B2RFR'$

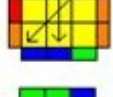
 $FRUR'RURR'FRUR'URFRF'$

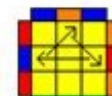
 $URUR'R'DRUR'DRUR'DRUR'D'$

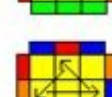
 $R'UL'U2RULR'UL'U2RU'LU'$

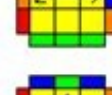
 $LURUR2L'UR'LU'RU2L'UR'U$

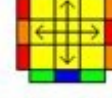
 $R'UR'dR'FR2UR'URFRF$

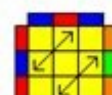
 $R'U2R'dR'FR2UR'URFRUF$

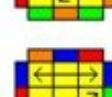
 $M2U'M'U2M'U'M2$

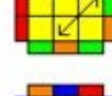
 $M2UM'U2MUM2$


 $M2U'M2U2M2U'M2$

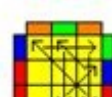
 $M2UM2UM'U2M2U2M'U2$

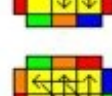
 $R'U2RU2R'FRUR'UR'FR2U'$

 $LU2L'U2LF'L'ULULFL2U$

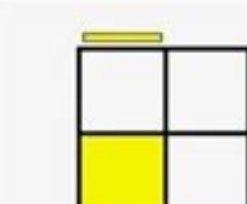
 $F2M2DR2D'R2UR2U'Q2F2$

 $F2Q2UR2UR2DR2D'M2F2$

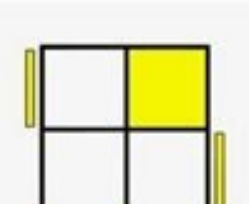
 $F2M2D'L2DL2U'L2UQ2F2$

 $F2Q2U'L2UL2D'L2DM2F2$


1-Look Solves Goal: Sub-2 1-looking a solve means to know the entire solution before turning the cube. Therefore, you can turn as fast as you want and without pauses. I recommend learning the EG Method before attempting this, as tracing pieces can be too difficult with CLL. Next Steps Recommended for: Sub-3 The goal now for each solve is to be able to: Quickly determine a face solution (usually 4-6 moves) Trace pieces to predict the EG case Predict the AUF Doing this on every solve is the most important skill for mastering 2x2. Even if you use bad algorithms or turn slow, 2x2 solves are so fast that recognizing cases mid-solve would actually waste more time. Just like predicting the first F2L pair on 3x3, predicting the EG case will not be easy, so you can work your way up by predicting the OLL first.




Little Fish



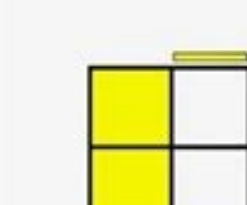
Big Fish



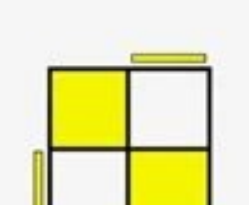
Double Fish



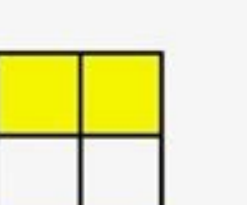
No Fish



Chameleon



Cam's Ugly Bro



Bug Eyes

You can also learn more algorithm sets like: TCLL (like CLL, but has a twisted corner in D) LEG-1 (like EG, but the D-layer bar is on the left) First Layer Examples (CLL) First Face Examples (Ortega/EG) Cross Color: White Yellow Green Blue Red Orange