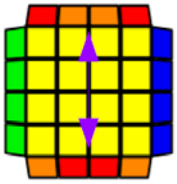
# 4x4 PLL Parity Algorithms

Images sourced from http://redd.it/59cvc0

**(P)** denotes PLL parity algorithm. **Purple text** denotes big cube PLL algorithm. PLL algorithms are used in many of these cases. "+" denotes that an AUF (Adjustment of U Face) will be required between **(P)** and PLL algorithm.

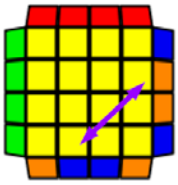
## Edge Perm [5]

(P) 1/72



**Rw2 R2' U2 r2 Uw2 r2 Uw2 [U2] 3Rw2' F2 U2' R2 3Rw2' U2' F2 3Rw2** *(6x6)*

Adj 1/36



**(R U R' U) (P) (U' R U' R') [U2]**

O+ 1/144

**(Z) (P)** *(any angle)*

O- 1/144

**(Z) U' (P)** *(any angle)*

W 1/36

**(R' U R' U' R' U') (R' U R U Rw2') (U2 r2 Uw2 r2 Uw2) [U2]**

## Diagonal Corners Swap [5]

Sb 1/36

**(P) + (Y)/(V)** *(any angle)*

Sa 1/36

**(P) + (Y)/(V)** *(any angle)*

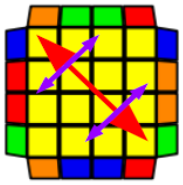
X 1/144

**(P) (E)**

Diag 1/72

**F (R U' R' U') (R U R' F') U (P) U (R U R' U') (R' F R F')**

Q 1/144



**F (R U' R' U') (R U R' F') (P) U2 (R U R' U') (R' F R F')** *(any angle)*

## Adjacent Corners Swap [12]

Jc 1/36

**(Jb) U (P) [U]**

Jd 1/36

**(P) (Jb)**
y2 (P) U2 (Jb) [U2]

Adj Corner 1/36

**(T) U' (P) [U']**

M 1/36

**(P) (T)**

Ka 1/36

**(P) + (Aa)** *(any angle)*

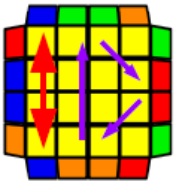
Kb 1/36

**(P) + (Ab)** *(any angle)*

Ca 1/36

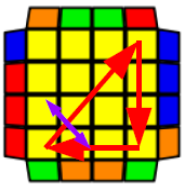
**(P) U' (Rb)**
y2 (P) U (Rb)

Cb 1/36



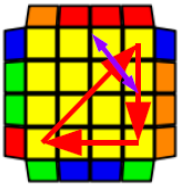
**(P) (Ra)**
y2 (P) U2 (Ra)

RGc 1/36



**(P) U' (Jb)**
y2 (P) U (Jb)

RGb 1/36

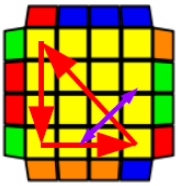


**(Ja) U' (P)**

RGd 1/36

**(Jb) (P)**

RGa 1/36



**(R U R' U') (R' F R2 U' R') (P) (U R U R' F')**