5x5 L2E Algorithms (Last Two Edges)

Images sourced from Conrad Rider's VisualCube - http://cube.crider.co.uk/visualcube.php
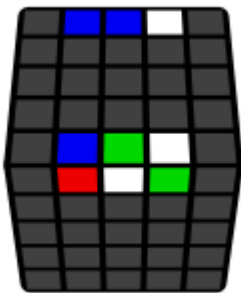
Algorithm Presentation Format

Algorithm here
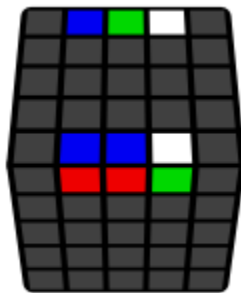Alternative algorithm here
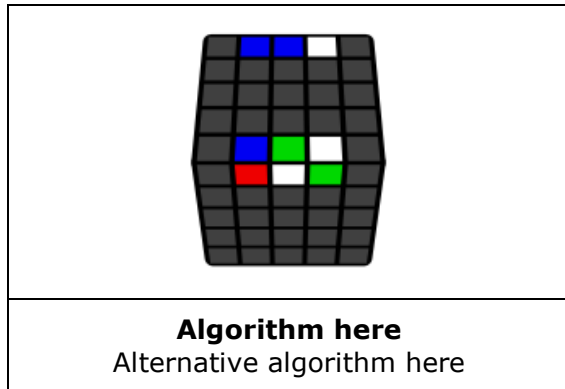
For some cases shown, algorithms are given for alternative angles. [L2E on top, and L2E on front]

Round brackets are used to segment algorithms to assist memorisation and group move triggers.
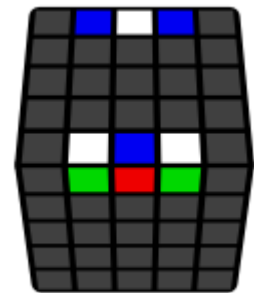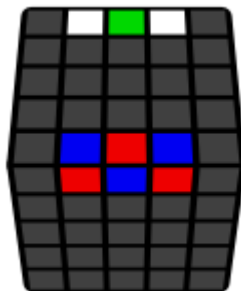
No Parity Cases

Rw' U' R' U (R' F R F') Rw
[z' y'] Uw' (R U R' F R F' R) Uw

3Lw U' R' U (R' F R F') Rw'
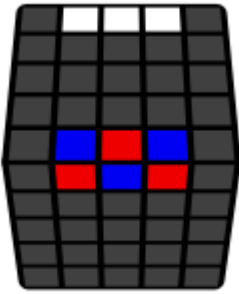[z' y'] 3Dw (R U R' F R' F' R) Uw'

Rw2' F2 U2' Rw2' U2' F2 Rw2

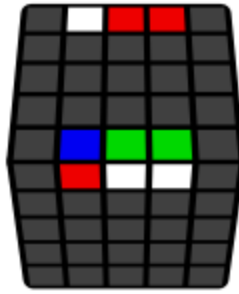**Rw' Lw U' R' U (R' F R F') Rw Lw'**
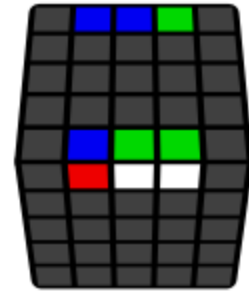[z' y'] Uw' Dw (R U R' F R' F' R) Uw Dw'
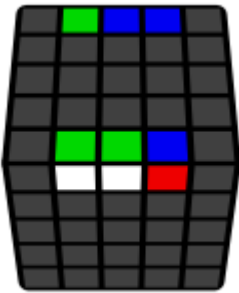
Parity Cases

Rw U2 x Rw U2 Rw U2' Rw' U2 Lw U2
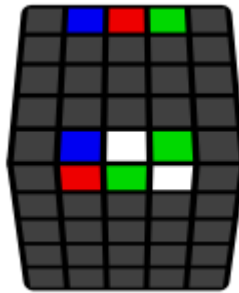3Rw' U2' Rw U2 Rw' U2' Rw'

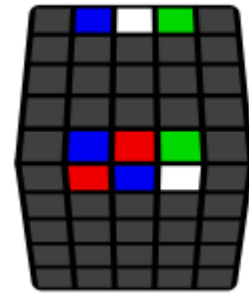
Rw U2 Rw U2' x U2 Rw U2' 3Rw' U2
Lw U2' Rw2

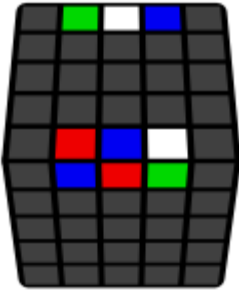F2 Rw U2 Rw U2' Rw' F2 Rw' U2 Rw'
U2' Rw U2 Rw' U2' Rw2

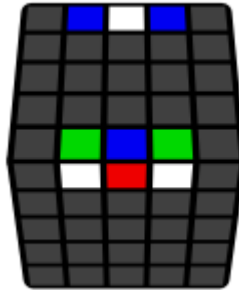B2 Rw' U2 Rw' U2' Rw B2 Rw U2 Rw
U2' Rw' U2 Rw U2' Rw2

Rw U2 Rw2 U2' Rw' U2 Rw U2' Rw' U2
Rw2 U2' Rw

Rw' U2' Rw2 U2' Rw U2' Rw' U2 Rw
U2' Rw2 U2' Rw'

Rw' U2 Rw U2' 3Lw' U2 Rw U2 Rw
U2' Rw' U2 Rw U2' Rw2

Rw2 B2 Rw' U2 Rw' U2' x'
U2 Rw' U2' Rw U2 Rw' U2' Rw2