IMPROVER METHOD – PT. 2

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FIRST 2 LAYERS (F2L)

"Beginner" method used 2 simple triggers

- Left-handed trigger - **U' L' U L**

- Right-handed trigger – **U R U' R'**

"Improver" method will use 4 additional triggers

- "**Sexy Move**" for alternative corner insertion – **L' U' L U** and **R U R' U'**

- "**Sledgehammer**" for alternative corner + edge pairing – **L F' L' F** and **R' F R F'**

The new triggers are relatively easy to learn and incorporate into your solves

- Alternative corner insertion will reduce the number of **y / y'** rotations

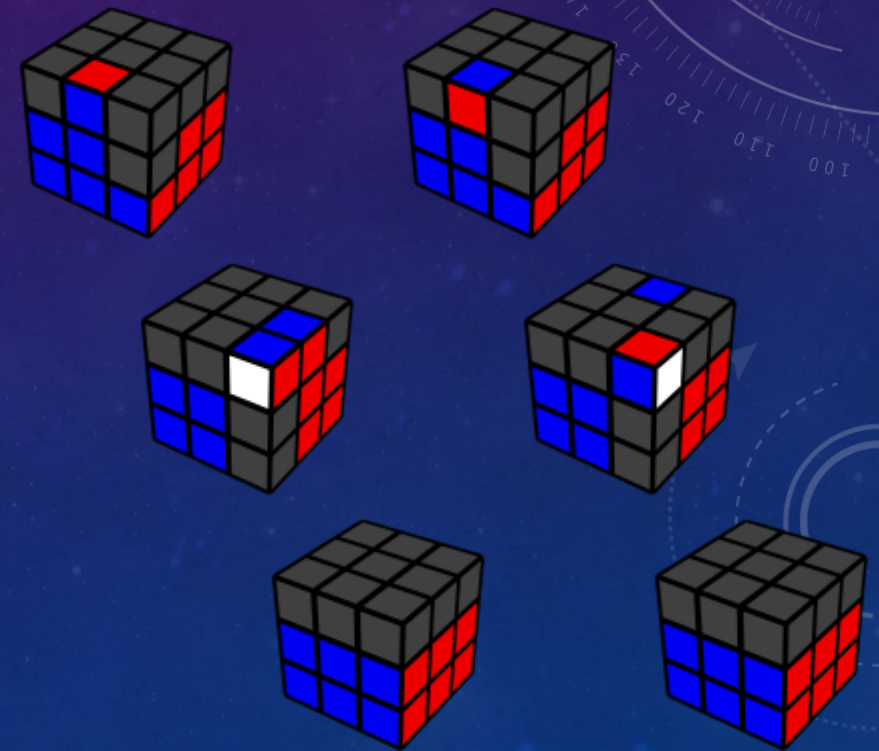- Alternative corner + edge pairing will reduce the number of **y / y'** rotations

SOLVING THE F2L

The basic approach is to "**pair**" a corner + edge then "**insert**" them into the appropriate "**slot**"

Step 2.1 – "**Solve**" the corner piece

Step 2.2 – "**Setup**" the corner + edge in the U-layer, ready for insertion

Step 2.3 – "**Insert**" the corner + edge into the appropriate "**slot**"

STEP 2.1 – SOLVING THE CORNER

A simple trigger can be used to "**solve**" a corner without using a **y / y'** rotation

Setup: Choose the appropriate setup + trigger based on the corner orientation
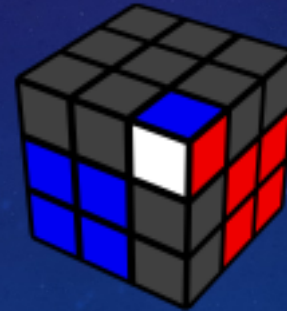
Execution: Turn the U-layer with your index finger(s)

U' L' U L   **L' U' L U**   **R U R' U'**   **U R U' R'**

STEP 2.1 – TRICKY CORNERS

U' L' U L * 2   **L U L' U' * 2**   **R U R' U' * 2**   **U R U' R' * 2**

U' L' U L * 3   or   **L U L' U' * 3**   **R U R' U' * 3**   or   **U R U' R' * 3**

STEP 2.2 – PAIRING THE EDGE + CORNER

A simple trigger can be used to "**setup**" an edge with its corner without using a **y / y'** rotation

Setup: Choose the appropriate setup + trigger based on the edge orientation

Execution: Turn the U-layer with your index finger(s)

U' L' U L   **U2' L F' L' F**   **U2 R' F R F'**   **U R U' R'**

STEP 2.2 – TRICKY EDGES

If the edge is already in the correct slot but "**badly oriented**" the pair needs to be extracted and re-solved

1. "**Extract**" the corner and edge pieces using the "**Sledgehammer**" – **L F' L' F** or **R' F R F'**

2. "**Solve**" the corner using the "**Sexy Move**" – i.e. step 2.1

3. "**Setup**" the corner and edge using the "**Sledgehammer**" – i.e. step 2.2

(L F' L' F) (L' U' L U) U2 (L F' L' F)   **(R' F R F') (R U R' U') U2 (R' F R F')**

STEP 2.3 – INSERTING THE F2L PAIR

Insert the F2L pair as you would solve a corner in step 2.1 without using a **y / y'** rotation

Setup: Choose the appropriate trigger based on the corner orientation

Execution: Turn the U-layer with your index finger(s)

U' L' U L   **L' U' L U**   **R U R' U'**   **U R U' R'**