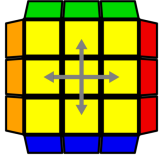


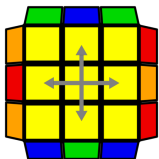
PLL


RedCyclone05

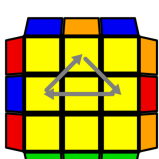
Group

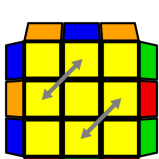
	<div>Case Name</div> <div>Set Up Algorithm</div> <div>Main Algorithm</div> <div>Alternative Algorithm</div> <div>Alternative Algorithm 2</div>
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Permutations of Edges Only

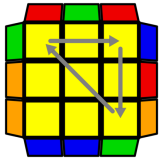
	<div>H</div> <div>M2 U M2 U2 M2 U M2</div> <div>M2 U M2 U2 M2 U M2</div> <div>R2 S2 R2 U' R2 S2 R2</div>
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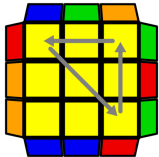
	<div>Ua</div> <div>M2 U' M U2 M' U' M2 y2</div> <div>y2 M2 U M U2 M' U M2</div> <div>(R U R' U) R' U' R2 U' R' (U R' U R)</div> <div>y R2 U' S' U2 S U' R2</div>
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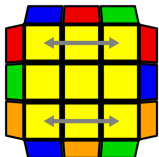
	<div>Ub</div> <div>M2 U M U2 M' U M2 y2</div> <div>y2 M2 U' M U2 M' U' M2</div> <div>R2' U (R U R' U') R3 U' R' U R'</div> <div>R' U R' U' R' U' (R' U R) U R2</div>
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	<div>Z</div> <div>M2 U2 M U M2 U M2 U M</div> <div>M' U' M2 U' M2 U' M' U2 M2</div> <div>M2 U M2 U M' U2 M2 U2 M'</div> <div>y M2 U' M2 U' M' U2 M2 U2 M'</div>
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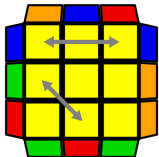
Permutations of Corners Only


	<p>Aa x R2 D2 R U R' D2 R U' R x'</p> <p>x R' U R' D2 (R U' R') D2 R2 x'</p> <p>y x' R2 D2 (R' U' R) D2 R' U R' x</p>
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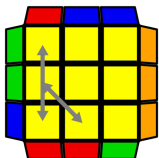
	<p>Ab x R' U R' D2 R U' R' D2 R2 x'</p> <p>x R2 D2 (R U R') D2 R U' R x'</p> <p>y x' R U' R D2 (R' U R) D2 R2 x</p>
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	<p>E x' D R U R' D' R U' R' D R U' R' D' R U R' x y'</p> <p>y x' (R U' R') D (R U R') D' (R U R') D (R U' R') D' x</p> <p>y R' U' R' D' (R U' R') D (R U R') D' (R U R') D R2</p>
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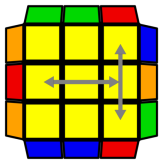
Swap One Set of Adjacent Corners

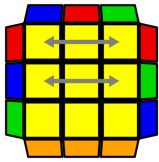
	<p>Ra R U2 R D R' U R D' R' U' R' U R U' y'</p> <p>y (R U' R' U') R U R D (R' U' R) D' R' U2 R'</p> <p>y (R U R' F') (R U2 R') U2 R' F R U (R U2 R')</p>
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	<p>Rb R2 F R U R U' R' F' R U2 R' U2 R</p> <p>R' U2 (R U2 R') F (R U R' U') R' F' R2</p> <p>y R2 F R (U R U' R') F' (R U2 R') U2 R</p>
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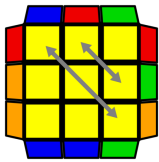
	<p>Ja x U2 r' U' r U2 R' F R' F' R2 x' y2</p> <p>y2 x R2 F R F' R U2 r' U r U2 x'</p> <p>y R' U L' U2 R U' (R' U2 R) L</p> <p>(L' U' L F) (L' U' L U) L F' L2 U L</p>
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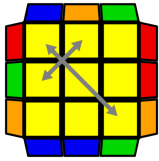
	<p>Jb R U R2 F' R U R U' R' F R U' R'</p> <p>(R U R' F') (R U R' U') R' F R2 U' R'</p> <p>(R U2 R' U') R U2 L' U R' U' L</p>
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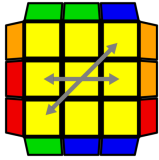
	<p>T FRU'R'URUR2F'RURU'R'</p> <p>(R U R' U') R' F R2 U' R' (U' R U R') F'</p> <p>(R U R' U') R' F R2 U' R' U F' (L' U L)</p>
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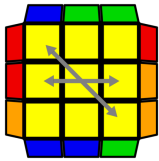
	<p>F R' U' R U' R' U R U R2 F' R U R U' R' F U R y'</p> <p>y R' U' F' (R U R' U') R' F R2 U' R' U' (R U R' U) R</p> <p>(R' U R U') R2 (F' U' F) U R F R' F' R2</p>
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Swap One Set of Diagonal Corners




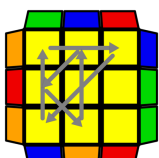
	<p>V R2 D' R2 U R2 D U' R D' R D R' U R U' R</p> <p>R' (U R' U' R) D' R' D R' U D' R2 U' R2 D R2</p> <p>y R (U' R U R') D R D' R U' D R2 U R2 D' R2</p>
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	<p>Y FR'FRURUR'R'FRU'R'URUR'F'</p> <p>F (R U' R' U') (R U R' F') (R U R' U') (R' F R F')</p> <p>F R' F R2 U' R' (U' R U R') F' (R U R' U') F'</p>
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	<p>Na R U R' U2 R U R2 F' R U R U' R' F R U' R' U' R U' R'</p> <p>(R U R' U) (R U R' F') (R U R' U') R' F R2 U' (R' U2 R) U' R'</p> <p>F' (R U R' U') R' F R2 F U' (R' U' R) U F' R'</p>
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	<p>Nb Fr'F'rUrU'r2D'FrUr'F'Dr</p> <p>r' D' F (r U' r') F' D r2 U r' U' r' F r F'</p> <p>R' (U R U' R') (F' U' F) (R U R') (F R' F' R) U' R</p>
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G Permutations (Double cycles)

	<p>Ga D R' U' R U D' R2 U R' U R U' R U' R2</p> <p>R2 U R' U (R' U' R U') R2 D U' (R' U R) D'</p> <p>R2 u R' (U R' U' R) u' R2 F' U F</p>
	<p>Gb D' R2 U R' U R' U' R U' R2 D U' R' U R</p> <p>(R' U' R) U D' R2 U (R' U R U') R U' R2 D</p> <p>y (F' U' F) R2 u (R' U R U') R u' R2</p>
	<p>Gc D' R U R' U' D R2 U' R U' R' U R' U R2</p> <p>R2 U' R U' (R U R' U) R2 D' (U R U' R') D</p> <p>y2 R2 F2 R U2 (R U2 R') F (R U R' U') R' F R2</p>
	<p>Gd D R2 U' R U' R U R' U R2 D' U R U' R'</p> <p>(R U R' U') D R2 U' (R U' R' U) R' U R2 D'</p> <p>D' (R U R' U') D R2 U' (R U' R' U) R' U R2</p>

My suggestion is to learn the first algorithm for each case. If you don't like it, use the second one, and if you don't like the second one, use the third. I recommend that you learn one per day following the order presented in this PDF. Learn it with the triggers, which are those small movements in parentheses, and practice it many times until you master it.

Referencias

- VisualCube: Generate custom Rubik's cube visualisations from your browser address bar: <https://cube.rider.biz/visualcube.php>
- VisualCube: Cube image in each algorithm: <https://cube.rider.biz/visualcube.php?fmt=png&size=500&stage=oll&view=plan&bg=t&case=D>
- SpeedCubeDB: OLL Algorithms: <https://speedcubedb.com/a/3x3/OLL>
- CubeSkills: OLL Cases: <https://www.cubeskills.com/tutorials/oll-algorithms>
- CubeHead: How to Learn Full OLL in ONE MONTH (easy) <https://www.youtube.com/watch?v=YsyIS8ADzqw&t=230s>

- CubeHead: Full OLL: Algorithms & Finger Tricks [My Algs 2024]
<https://www.youtube.com/watch?v=Q947zZRYMdg&t=10s>
- GitHub: Repository with which the images and this document were created: <https://github.com/RedCyclone05/OLL>