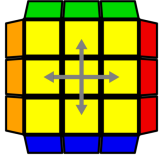


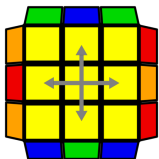
PLL


RedCyclone05

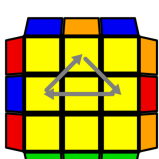
Group

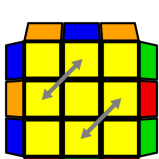
	<div>Case Name</div> <div>Set Up Algorithm</div> <div>Main Algorithm</div> <div>Alternative Algorithm</div> <div>Alternative Algorithm 2</div>
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Permutations of Edges Only

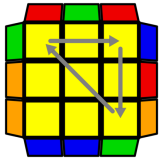
	<div>H</div> <div>M2 U M2 U2 M2 U M2</div> <div>M2 U M2 U2 M2 U M2</div> <div>R2 S2 R2 U' R2 S2 R2</div>
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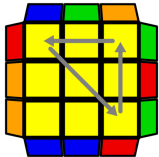
	<div>Ua</div> <div>M2 U' M U2 M' U' M2 y2</div> <div>y2 M2 U M U2 M' U M2</div> <div>(R U R' U) R' U' R2 U' R' (U R' U R)</div> <div>y R2 U' S' U2 S U' R2</div>
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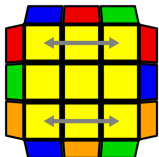
	<div>Ub</div> <div>M2 U M U2 M' U M2 y2</div> <div>y2 M2 U' M U2 M' U' M2</div> <div>R2' U (R U R' U') R3 U' R' U R'</div> <div>R' U R' U' R' U' (R' U R) U R2</div>
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	<div>Z</div> <div>M2 U2 M U M2 U M2 U M</div> <div>M' U' M2 U' M2 U' M' U2 M2</div>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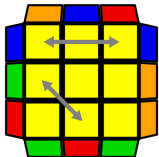
Permutations of Corners Only


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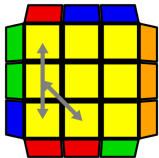
	<p>Ab x R' U R' D2 R U' R' D2 R2 x'</p> <p>x R2 D2 (R U R') D2 R U' R x'</p> <p>y x' R U' R D2 (R' U R) D2 R2 x</p>
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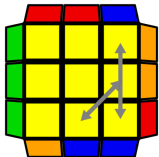
	<p>E x' D R U R' D' R U' R' D R U' R' D' R U R' x y'</p> <p>y x' (R U' R') D (R U R') D' (R U R') D (R U' R') D' x</p> <p>y R' U' R' D' (R U' R') D (R U R') D' (R U R') D R2</p>
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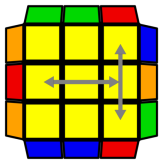
Swap One Set of Adjacent Corners

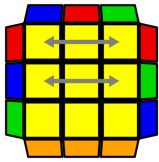
	<p>Ra R U2 R D R' U R D' R' U' R' U R U' y'</p> <p>y (R U' R' U') R U R D (R' U' R) D' R' U2 R'</p> <p>y (R U R' F') (R U2 R') U2 R' F R U (R U2 R')</p>
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	<p>Rb R2 F R U R U' R' F' R U2 R' U2 R</p> <p>R' U2 (R U2 R') F (R U R' U') R' F' R2</p> <p>y R2 F R (U R U' R') F' (R U2 R') U2 R</p>
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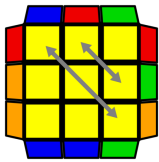
	<p>Ja x U2 r' U' r U2 R' F R' F' R2 x' y2</p> <p>y2 x R2 F R F' R U2 r' U r U2 x'</p> <p>y R' U L' U2 R U' (R' U2 R) L</p> <p>(L' U' L F) (L' U' L U) L F' L2 U L</p>
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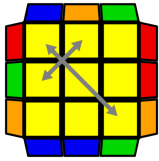
	<p>Jb R U R2 F' R U R U' R' F R U' R'</p> <p>(R U R' F') (R U R' U') R' F R2 U' R'</p> <p>(R U2 R' U') R U2 L' U R' U' L</p>
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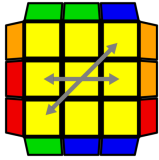
	<p>T $FRU'R'URUR^2F'RURU'R'$</p> <p>$(RU'R'U')R'FR^2U'R'(U'RUR')F'$</p> <p>$(RU'R'U')R'FR^2U'R'UF'(L'UL)$</p>
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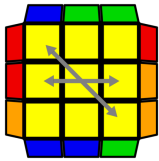
	<p>F $R'URUR'R'URUR^2F'RURU'R'FURy'$</p> <p>$yR'U'F'(RU'R'U')R'FR^2U'R'U'(RU'R'U)R$</p> <p>$(R'URU')R^2(F'U'F)URFR'F'R^2$</p>
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Swap One Set of Diagonal Corners





	<p>V $R^2D'R^2UR^2DU'RDR'RUR'UR$</p> <p>$R'(UR'U'R)D'R'DR'UD'R^2UR^2DR^2$</p> <p>$yR(U'RUR')DRD'RUD'R^2UR^2D'R^2$</p>
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	<p>Y $FR'FRURUR'R'FRUR'R'URUR'F'$</p> <p>$F(RU'R'U')(RU'R'F')(RU'R'U')(R'FRF')$</p> <p>$FR'FR^2U'R'(U'RUR')F'(RU'R'U')F'$</p>
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	<p>Na $RUR'U^2RUR^2F'RURU'R'FRUR'R'URUR'R'$</p> <p>$(RU'R'U)(RU'R'F')(RU'R'U)R'FR^2U'(R'U^2R)U'R'$</p> <p>$F'(RU'R'U)R'FR^2FU'(R'U'R)UF'R'$</p>
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	<p>Nb $Fr'F'rUrU'r^2D'FrUr'F'Dr$</p> <p>$r'D'F(rU'r')F'Dr^2Ur'U'r'FrF'$</p> <p>$R'(URU'R')(F'U'F)(RU'R')(FR'F'R)U'R$</p>
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G Permutations (Double cycles)

	<p>Ga $D' R' U' R U D' R^2 U R' U R U' R U' R^2$</p> <p>$R^2 U R' U (R' U' R U') R^2 D U' (R' U R) D'$</p> <p>$R^2 u R' (U R' U' R) u' R^2 F' U F$</p>
	<p>Gb $D' R^2 U R' U R' U' R U' R^2 D U' R' U R$</p> <p>$(R' U' R) U D' R^2 U (R' U R U') R U' R^2 D$</p> <p>$y (F' U' F) R^2 u (R' U R U') R u' R^2$</p>
	<p>Gc $D' R U R' U' D R^2 U' R U' R' U R' U R^2$</p> <p>$R^2 U' R U' (R U R' U) R^2 D' (U R U' R') D$</p> <p>$y^2 R^2 F^2 R U^2 (R U^2 R') F (R U R' U') R' F R^2$</p>
	<p>Gd $D R^2 U' R U' R U R' U R^2 D' U R U' R'$</p> <p>$(R U R' U') D R^2 U' (R U' R' U) R' U R^2 D'$</p> <p>$D' (R U R' U') D R^2 U' (R U' R' U) R' U R^2$</p>

My suggestion is to learn the first algorithm for each PLL case. I recommend starting with the T Permutation case, followed by the cases of Permutations of Edges Only. Then, learn the Y Permutation, the A's, the J's, and for the remaining cases, follow the order presented in this PDF. For the U cases, it's advisable to learn an alternative from a different angle, which is included in the PDF. It's important to learn the G's until the very end. Practice each case with the triggers, which are those small movements in parentheses, and practice 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=p11&view=plan&bg=t&case=U=grey&arw=U8U0-s8,U0U2-s8,U2U8-s8>
- SpeedCubeDB: PLL Algorithms: <https://speedcubedb.com/a/3x3/PLL>

- CubeSkills: PLL Cases:
<https://www.cubeskills.com/tutorials/pll-algorithms>
- CubeHead: Full PLL: Algs & Finger Tricks [My Algs 2024]
https://www.youtube.com/watch?v=QVXKNAjl_0k&t;=574s
- CubeHead: 10 Crazy PLL Algs You Should Try!
<https://www.youtube.com/watch?v=E5G4cPg4knw&t;=433s>
- GitHub: Repository with which the images and this document were created: <https://github.com/RedCyclone05/PLL>