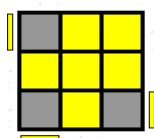


OLL Algorithms (Orientation of Last Layer)

Developed by Feliks Zemdegs
and Andy Klise

Algorithm Presentation Format



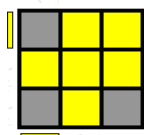
Suggested algorithm here
Alternative algorithms here

OLL Case Name - Probability = 1/x

Round brackets are used to segment algorithms to assist memorisation and group move triggers.

It is recommended to learn the algorithms in the order presented.

All Edges Oriented Correctly

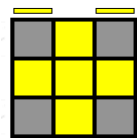
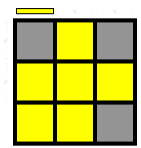


R U2 R' U' R U' R'
y' R' U' R U' R' U2 R

OCLL6 - 26 - Probability = 1/54

R U R' U R U2' R'
y' R' U2' R U R' U R

OCLL7 - 27 - Probability = 1/54

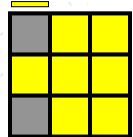
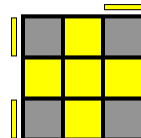


(R U2 R') (U' R U R') (U' R U' R')
y (R U R' U) (R U' R' U) (R U2' R')

OCLL1 - 21 - Probability = 1/108

R U2' R2' U' R2 U' R2' U2' R

OCLL2 - 22 - Probability = 1/54

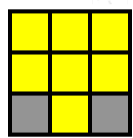
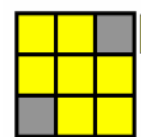


(r U R' U') (r' F R F')
y (R U R D) (R' U' R D') R2'

OCLL4 - 24 - Probability = 1/54

y F' (r U R' U') r' F R
x (R' U R) D' (R' U' R) D x'

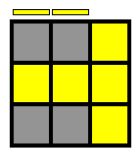
OCLL5 - 25 - Probability = 1/54



R2 D (R' U2 R) D' (R' U2 R')
y2 R2' D' (R U2 R') D (R U2 R)

OCLL3 - 23 - Probability = 1/54

T-Shapes

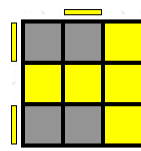


(R U R' U') (R' F R F')

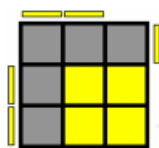
T1 - 33 - Probability = 1/54

F (R U R' U') F'

T2 - 45 - Probability = 1/54



Squares

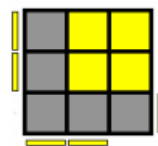


$(r' U^2 R U R' U r)$

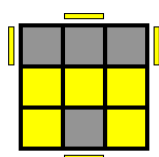
S1 - 5 - Probability = 1/54

$(r U^2 R' U' R U' r')$

S2 - 6 - Probability = 1/54



C-Shapes

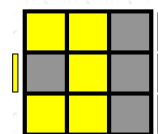


$(R U R^2 U') (R' F R U) R U' F'$

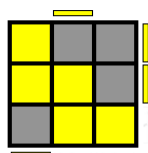
C1 - 34 - Probability = 1/54

$R' U' (R' F R F') U R$

C2 - 46 - Probability = 1/54



W-Shapes

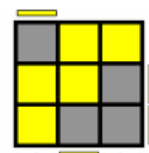


$(R' U' R U') (R' U R U) I U' R' U x$
 $y^2 (R U R' F') (R U R' U') (R' F R U') (R' F R F')$

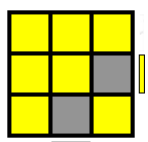
W1 - 36 - Probability = 1/54

$(R U R' U) (R U' R' U') (R' F R F')$

W2 - 38 - Probability = 1/54



Corners Correct, Edges Flipped

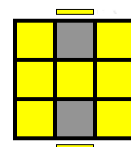


$(r U R' U') M (U R U' R')$

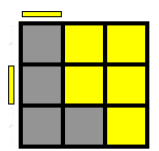
E1 - 28 - Probability = 1/54

$(R U R' U') M' (U R U' r')$

E2 - 57 - Probability = 1/108



P-Shapes



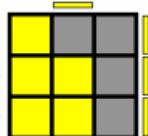
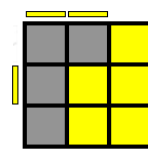
$(R' U' F) (U R U' R') F' R$

P1 - 31 - Probability = 1/54

$R U B' (U' R' U) (R B R')$

S $(R U R' U') (R' F R f')$

P2 - 32 - Probability = 1/54

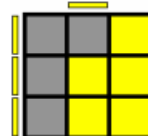


$y R' U' F' U F R$
 $f' (L' U' L U) f$

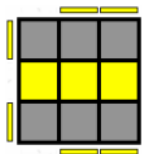
P3 - 43 - Probability = 1/54

$f (R U R' U') f'$
 $y^2 F (U R U' R') F'$

P4 - 44 - Probability = 1/54

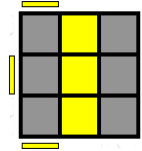


I-Shapes



$f (R U R' U') (R U R' U') f'$
 $y^2 F (U R U' R') (U R U' R') F'$

I1 - 51 - Probability = 1/54

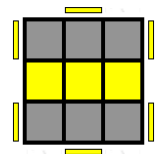


$(R' U' R U' R' U) y' (R' U R) B$
 $(R U R' U R U') y (R U' R') F'$

I2 - 52 - Probability = 1/54

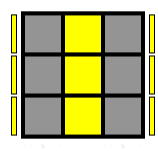
$r' U' r (U' R' U R) (U' R' U R) r' U r$

I4 - 56 - Probability = 1/108

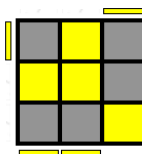


$y (R' F R U) (R U' R^2 F') R^2 U' R' (U R U R')$

I3 - 55 - Probability = 1/108

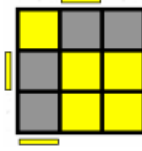


Fish Shapes



$(R U R' U') R' F (R^2 U R' U') F'$
 $(R' U' R) y r U' r' U r U' r'$

F1 - 9 - Probability = 1/54

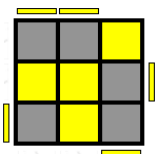


$(R U^2) (R^2 F R F') (R U^2 R')$

F3 - 35 - Probability = 1/54

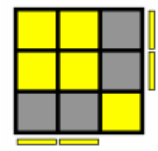
$(R U R' U) (R' F R F') (R U^2 R')$
 $(R U R') y (R' F R U') (R' F' R)$

F2 - 10 - Probability = 1/54

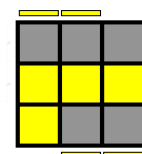


$F (R U' R' U') (R U R' F')$

F4 - 37 - Probability = 1/54

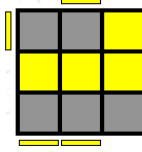


Knight Move Shapes



$(r U' r') (U' r U r') y' (R' U R)$
 $F U R U' R^2 F' R U (R U' R')$

K1 - 13 - Probability = 1/54

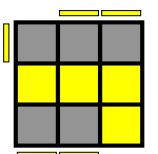


$(r U r') (R U R' U') (r U' r')$

K4 - 16 - Probability = 1/54

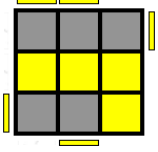
$(R' F R) (U R' F' R) (F U' F')$

K2 - 14 - Probability = 1/54

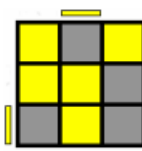


$(r' U' r) (R' U' R U) (r' U r)$

K3 - 15 - Probability = 1/54

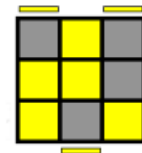


Awkward Shapes



$y (R U R' U') (R U' R') (F' U' F) (R U R')$
 $M U (R U R' U') (R' F R F') M'$

A1 - 29 - Probability = 1/54



$(R U R' U R U^2 R') F (R U R' U') F'$

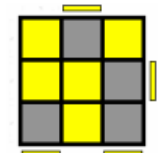
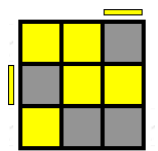
A3 - 41 - Probability = 1/54

$y' F U (R U^2 R' U') (R U^2 R' U') F'$
 $y' (F R' F) (R^2 U' R' U') (R U R') F^2$

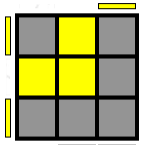
A2 - 30 - Probability = 1/54

$(R' U' R U' R' U^2 R) F (R U R' U') F'$
 $y (R' F R F') (R' F R F') (R U R' U') (R U R')$

A4 - 42 - Probability = 1/54

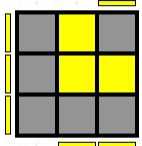


L-Shapes



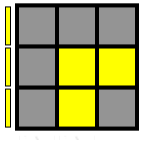
$F (R U R' U') (R U R' U') F'$

L2 - 48 - Probability = 1/54



$r U' r2' U r2 U r2' U' r$

L3 - 49 - Probability = 1/54



$(r' U' R U') (R' U R U') R' U2 r$
 $y r' U2' R (U R' U' R) (U R' U r)$

L5 - 53 - Probability = 1/54

$F' (L' U' L U) (L' U' L U) F$
 $R' U' (R' F R F') (R' F R F') U R$

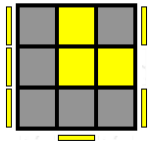
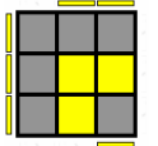
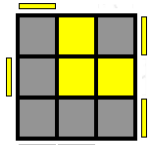
L1 - 47 - Probability = 1/54

$r' U r2 U' r2' U' r2 U r'$
 $y' (R U2 R' U' R U' R') F (R U R' U') F'$

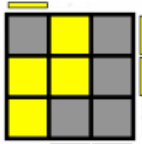
L4 - 50 - Probability = 1/54

$(r U R' U) (R U' R' U) R U2' r'$
 $y' (r U2 R' U') (R U R' U') R U' r'$

L6 - 54 - Probability = 1/54

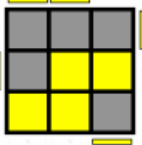


Lightning Bolts



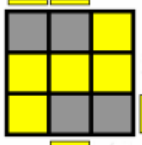
$(r U R' U R U2' r')$

B1 - 7 - Probability = 1/54



$r' (R2 U R' U R U2' R') U M'$

B3 - 11 - Probability = 1/54



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

B5 - 39 - Probability = 1/54

$(r' U' R U' R' U2 r)$
 $y2 l' U' L U' L' U2 l$

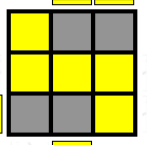
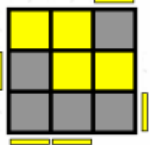
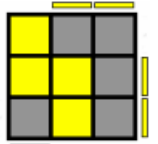
B2 - 8 - Probability = 1/54

$M' (R' U' R U' R' U2 R) U' M$
 $y F (R U R' U') F' U F (R U R' U') F'$

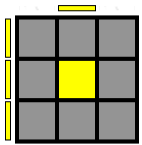
B4 - 12 - Probability = 1/54

$(R' F) (R U R' U') F' U R$

B6 - 40 - Probability = 1/54

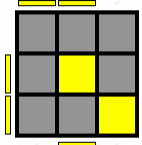


No Edges Flipped Correctly



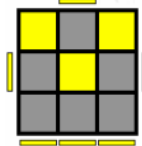
$(R U2') (R2' F R F') U2' (R' F R F')$

O1 - 1 - Probability = 1/108



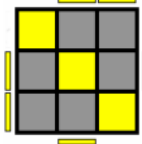
$f (R U R' U') f' U' F (R U R' U') F'$

O3 - 3 - Probability = 1/54



$y R U2' (R2' F R F') U2' M' (U R U' r')$
 $(r U R' U R U2' r') (r' U' R U' R' U2 r)$

O6 - 18 - Probability = 1/54



$(R U R' U) (R' F R F') U2' (R' F R F')$

O5 - 17 - Probability = 1/54

$F (R U R' U') F' f (R U R' U') f'$
 $y (r U r') U2 R U2' R' U2 (r U' r')$

O2 - 2 - Probability = 1/54

$f (R U R' U') f' U F (R U R' U') F'$

O4 - 4 - Probability = 1/54

$M U (R U R' U') M' (R' F R F')$

O7 - 19 - Probability = 1/54

$M U (R U R' U') M2' (U R U' r')$
 $(r U R' U') M2' (U R U' R') U' M'$

O8 - 20 - Probability = 1/216

