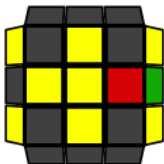


BLE Algorithms (Brooks' Last Edge)

Developed by Feliks Zemdegis & Anthony Brooks
and Andy Klise

Images sourced from Conrad Rider's VisualCube - <http://cube.crider.co.uk/visualcube.php>

Algorithm Presentation Format

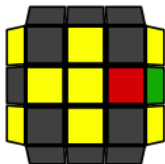
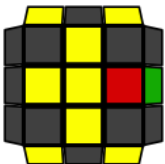
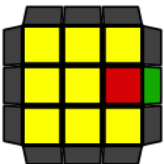

Suggested algorithm here

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

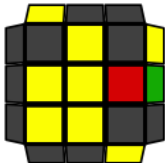
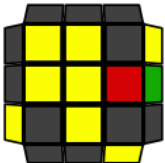

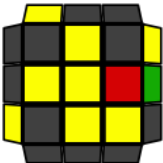
The legend to the left indicates shading and text colour patterns used in this sheet to signify similarities across algorithms.

	Insert to OLL
	Break up F2L pair // Solve F2L pair

H Cases + Corners Oriented Case

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

Sune Cases

			
(R U' R' U') (R U' R' U' R')	U' (R U' R' U' R') U (R U' R' U' R')	U' (F' R U' R') (U' R' F R) -> OLL	U (R U' R' U') (R U' R' U' R')

Anti-Sune Cases

$U' (F' R U R^2) U' R' F R U R$	$U' (F' R U R') (U' R' F R) \rightarrow OLL$	$U' (R U' R' U^2) (R U' R' U' R U R')$	$U' (R U' R' U^2) (R U' R' U^2 R U' R')$

L Cases

$U (R U' R' U) y' (R' U R U' R' U^2 R)$	$(R' F' R U) (R U' R' F) \rightarrow OLL$	$U' (F' R U R') (U' R' F R)$	$U^2 (R U^2 R' U') y' (R' U^2 R U' R' U' R)$

T Cases

$(R' F' R U) (R U' R' F)$	$(R' F' R U) (R U' R' F) \rightarrow OLL$	$U' (F' R U R') (U' R' F R) \rightarrow OLL$	$U' (F' R U R') (U' R' F R) \rightarrow OLL$

U Cases

$U' (F' R U R') (U' R' F R) \rightarrow OLL$	$U' (F' R U R') (U' R' F R) \rightarrow OLL$	$U' (R' D' R U') (R' D R U) (R U R')$	$U (R U' R') (U' R' D' R) (U R' D R)$

Pi Cases

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