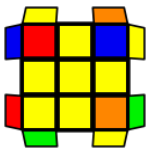# COLL Algorithms (Corners and Orientation of Last Layer)

Developed by Feliks Zemdegs
and Andy Klise

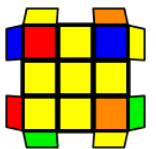Images sourced from Conrad Rider's VisualCube - http://cube.crider.co.uk/visualcube.php

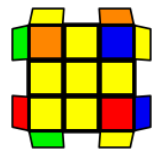## Algorithm Presentation Format

Suggested algorithm here

Round brackets are used to segment algorithms to assist memorisation and group move triggers.
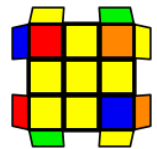
Sune cases
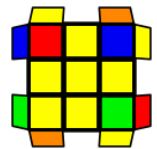
R U R' U R U2' R'

F' (R U2' R' U2) R' F2 (R U R U') R' F'
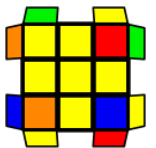
R U' L' U R' U' L

L' (R U R' U') L (U2 R U2' R')

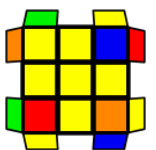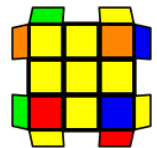(L' U2 L U2') R (U' L' U L) R'

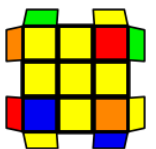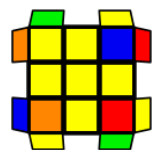y' (R U R' U) (R U' R D) (R' U' R D') R2'

Anti-Sune cases

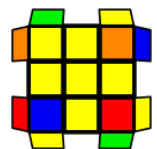y R U2' R' U' R U' R'

(R U' R' U2) (R U' R' U2) (R' D' R) U (R' D R)
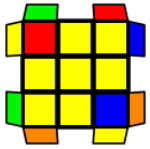
y2 L' U R U' L U R'

y2 R (L' U' L U) R' (U2' L' U2 L)

y2 (R U2 R' U2') L' (U R U' R') L
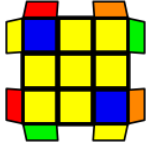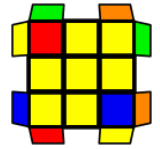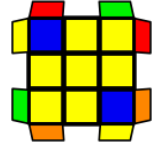
y (R' U' R U') (R' U R' D') (R U R' D) R2

L cases

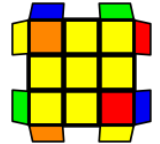y (R U R' U) (R U' R' U) (R U' R' U) R U2' R'

y' r U2' (R2' F R F') R U2' r'

y' (R U2 R D) (R' U2 R D') R2'

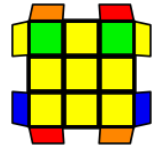y2 (R' U2 R' D') (R U2 R' D) R2

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

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

T cases

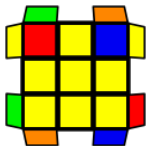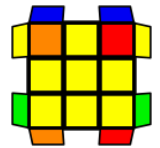(R U2' R' U' R U' R2') (U2' R U R' U R)
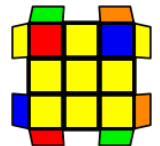
y2 F (R U R' U') (R U' R' U') (R U R' F')
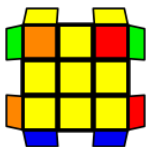
(R' U R) U2' L' (R' U R U') L

(R' U R2 D) (r' U2 r) (D' R2' U' R)
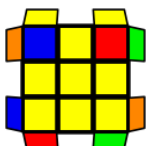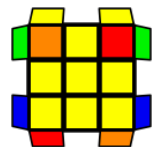
y (l' U' L U) (R U' r' F)

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

U cases
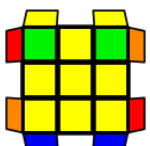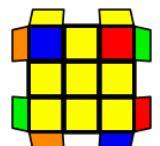
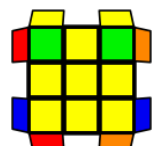y2 (R U R' U R U2' R2') (U' R U' R' U2 R)

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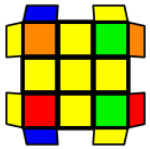
y2 R2 D (R' U2 R) D' (R' U2 R')

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

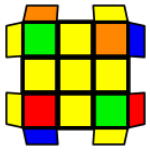R' F (R U' R' U') (R U R' F') (R U R' U') (R' F R F' R)

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

Pi cases
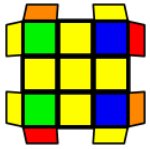
R U2' R2' U' R2 U' R2' U2' R

(R U D') (R U R' D) (R2 U' R' U') R2 U2' R

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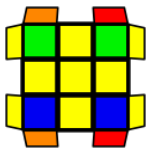
(R U R' U') R' F (R2 U R' U') (R U R' U') F'

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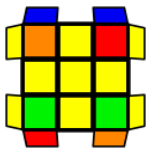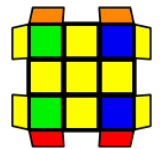
y F (U R U' R') (U R U2' R') (U' R U R') F'

H cases

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

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

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

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