# ZBRoux

## Description

\*\*Proposer:\*\* Various

\*\*Proposed:\*\* Numerous

\*\*Steps:\*\*

1. Build a 1x2x3 block on the left.

2. Build a 1x2x3 block on the right..

3. Solve the DF and DB edges and M layer centers while orienting the last layer edges.

4. Solve the last layer.

[Click here for more step details on the SpeedSolving wiki](https://www.speedsolving.com/wiki/index.php?title=ZBRoux)

## Origin

ZBRoux is a method that continues to be proposed numerous times. The first known suggestion of the idea comes from Michael James Straughan in June, 2010 [1]. Various other proposals can be found in the online community [2, 3, 4].

![](img/ZBRoux/1.png)

![](img/ZBRoux/2.png)

![](img/ZBRoux/3.png)

![](img/ZBRoux/4.png)

# References

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| [1] | M. J. Straughan, "Does this (sub) method have a name?," SpeedSolving.com, 30 June 2010. [Online]. Available: https://www.speedsolving.com/threads/does-this-sub-method-have-a-name.22232/#post-407245. |
| [2] | S. Gu, "Random Cubing Discussion," SpeedSolving.com, 20 August 2010. [Online]. Available: https://www.speedsolving.com/threads/random-cubing-discussion.22862/page-7#post-438312. |
| [3] | CriticalCubing, "Last Layer Optimized Blockbuilding [LLOB Method]," SpeedSolving.com, 8 June 2017. [Online]. Available: https://www.speedsolving.com/threads/last-layer-optimized-blockbuilding-llob-method.65223/. |
| [4] | KuatSyen, "Speedcubing Method Idea," SpeedSolving.com, 10 March 2023. [Online]. Available: https://www.speedsolving.com/threads/speedcubing-method-idea.89355/. |