import AnimCube from "@site/src/components/AnimCube";

# L5EP

<AnimCube params="buttonbar=0&position=lluuu&scale=6&hint=10&hintborder=1&borderwidth=10&facelets=wlwlwlwlwyyylyyyyyooololooorrrlrrrrrglgggggggbbblbbbbb" width="400px" height="400px" />

## Description

\*\*Proposer:\*\* [Mike Bennett](CubingContributors/MethodDevelopers.md#bennett-mike)

\*\*Proposed:\*\* 2005

[Click here for more step details on the SpeedSolving wiki](https://www.speedsolving.com/wiki/index.php/L5E#L5EP)

## L5EP 4U + 1D

### First Development

L5EP was first proposed by Mike Bennett in December, 2005 on the Speed Solving Rubik's Cube Yahoo group [1, 2]. Mike Bennet developed the algorithms and placed them on a website in January, 2006 [3].

![](img/L5EP/Bennett1.png)

![](img/L5EP/Bennett2.png)

![](img/L5EP/Bennett3.png)

### Other Developments and Popularity

#### Second Development

In mid-2006, Michael James Straughan independently had the same idea and developed the algorithms for use in the MI1 method [4].

![](img/L5EP/Straughan1.png)

![](img/L5EP/Straughan2.png)

#### Popularity

In 2008 Kennth Gustavsson developed a naming system for each case [5]. Within Kenneth's thread, Straughan developed and posted an arrow-based representation image using Kenneth's naming scheme and the algorithms previously developed by Straughan [6, 7]. The image and the wiki page helped L5EP gain some popularity, eventually making its way into various methods. Some example methods include ZZ-Portico, Hawaiian Kociemba, Mehta, and Squall.

![](img/L5EP/Kenneth.png)

![](img/L5EP/Straughan3.png)

#### Alternate Naming Scheme

An alternate set of names for each case was developed by Andrew Mahovich and Cubingcubecuber [8, 9].

![](img/L5EP/AlternateNames.png)

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