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description: History of the OLLCP last layer method for Rubik's Cube.

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

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

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

import ImageCollage from '@site/src/components/ImageCollage';

# OLLCP

<Exhibit

stickering={{

solved: "UFR UFL UBL UBR",

dim: "U D F B L R DF DL DB DR DFR DFL DBL DBR FR FL BL BR",

oriented: "UL UF UR UB",

}}

/>

## Description

OLLCP is a method for solving the last layer.

\*\*Proposer:\*\* [Masayuki Akimoto](CubingContributors/MethodDevelopers.md#akimoto-masayuki), others

\*\*Proposed:\*\* Early 2000s.

\*\*Steps:\*\*

1. Solve the last layer corners and orient all last layer edges.

2. Permute the last layer edges.

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

## Origin

### Masayuki Akimoto

The first known mention of OLLCP is in February 2005 [1]. Masayuki Akimoto was in the process of generating the algorithms [2, 3].

![](img/OLLCP/Akimoto1.png)

![](img/OLLCP/Akimoto2.png)

![](img/OLLCP/Kenneth1.png)

### Kenneth Gustavsson

In the mid-2000s, Kenneth Gustavsson started working on OLLCP as well [4, 5, 6]. Gustavsson's name for the algorithm set was XCLL.

![](img/OLLCP/Kenneth2.png)

![](img/OLLCP/Kenneth3.png)

### Thom Barlow

In 2011, Thom Barlow developed a version of OLLCP that uses combinations of short algorithms to solve each case [7, 8].

![](img/OLLCP/Barlow1.png)

![](img/OLLCP/Barlow2.png)

## Name

As seen in the initial proposals, Gustavsson had given the algorithm set the name XCLL. It was around 2010 that the community began calling it OLLCP [9, 10].

![](img/OLLCP/Name1.png)

![](img/OLLCP/Name2.png)

# References

|  |  |
| --- | --- |
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