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description: History of the BH blindfold solving method for the Rubik's Cube.

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

import ReactPlayer from 'react-player'

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

# Beyer Hardwick

<AnimCube params="config=../../ReconstructionConfig.txt &initmove=B U2 R' D2 L F2 D2 U2 L' B2 D2 R B' U F' U' F2 U' R F'&move={Scramble: B U2 R' D2 L F2 D2 U2 L' B2 D2 R B' U F' U' F2 U' R F'}{UBR-LDB-BDR: D' B U B' D B U' B'}D' B U B' D B U' B'.{UBR-LBU-FUR: U F U' B' U F' U' B}U F U' B' U F' U' B.{UBR-LUF-DLF: F' D' B2 D F D' B2 D}F' D' B2 D F D' B2 D.{UBR-FRD-LUF: U R' F L2 F' R F L2 F' U'}U R' F L2 F' R F L2 F' U'.{UR-UL-RF: U2 L E' L' U2 L E L'}U2 L E' L' U2 L E L'.{UR-UF-DB: M2 D' R2 D M2 D' R2 D}M2 D' R2 D M2 D' R2 D.{UR-UB-RF: U' B E2 B' U B E2 B'}U' B E2 B' U B E2 B'.{UR-DR-BR: F' U' B U S' U' B' U f}F' U' B U S' U' B' U f.{UR-DL-FL: R' F2 R S2 R' F2 R S2}R' F2 R S2 R' F2 R S2.{UR-LU-DF: R' F' R S R' F R S'}R' F' R S R' F R S'.{UR-BL-FD: U M' U L U' M U L' U2}U M' U L U' M U L' U2" width="600px" height="400px" />

## Description

\*\*Creator:\*\* [Daniel Beyer](CubingContributors/MethodDevelopers.md#beyer-daniel), [Chris Hardwick](CubingContributors/MethodDevelopers.md#hardwick-chris)

\*\*Created:\*\* 2009

\*\*Steps:\*\*

With UR and UBR as the buffer, solve pieces two at a time using move optimal 3-cycles.

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

## BH Development

In early 2008, Daniel Beyer and Chris Hardwick began mentioning the development of a new blindfold solving method [1, 2, 3, 4]. The idea was to take the freestyle 3-cycle solving that was growing in popularity and optimize the algorithms.

<ImageCollage

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## BH Reveal

In 2008, Beyer added lists of algorithms to his website for solving the corners and edges [5, 6]. In March 2009, Hardwick posted a thread on SpeedSolving.com asking if there was interest in a complete website for the BH method [7]. Seeing the large amount of interest from the forum members, Hardwick and Beyer began development on the website [8]. A little over a month later, Hardwick posted the link to the page that covers the corner solving step of the method [9]. This was soon followed by the edge solving page [10]. Lucas Garron helped create links to applets for each case [11].

<ImageCollage

images={[

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{ src: require("@site/docs/BlindfoldSolving/img/BH/Garron.png").default}

]}

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## References

# References

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