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

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

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

import ReactPlayer from 'react-player'

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

# Beyer Hardwick

<ReconViewer

scramble="B U2 R' D2 L F2 D2 U2 L' B2 D2 R B' U F' U' F2 U' R F'"

solution={`D' B U B' D B U' B' . // UBR-LDB-BDR

U F U' B' U F' U' B . // UBR-LBU-FUR

F' D' B2 D F D' B2 D . // UBR-LUF-DLF

U R' F L2 F' R F L2 F' U' . // UBR-FRD-LUF

U2 L E' L' U2 L E L' . // UR-UL-RF

M2 D' R2 D M2 D' R2 D . // UR-UF-DB

U' B E2 B' U B E2 B' . // UR-UB-RF

F' U' B U S' U' B' U f . // UR-DR-BR

R' F2 R S2 R' F2 R S2 . // UR-DL-FL

R' F' R S R' F R S' . // UR-LU-DF

U M' U L U' M U L' U2 // UR-BL-FD`}

/>

## 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

images={[

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{ src: require("@site/docs/BlindfoldSolving/img/BH/Beyer2.png").default}

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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

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