# Permutations Last Layer

## Corners Only



**Aa**, probability=1/18 l' (U R') D2 (R U' R') D2 R2 (**x'**) (R' D R') U2 (R D' R') U2 R2



 $\mathbf{E}$ , probability=1/36

(x') [(RU'R') **D** (RUR') **D**'] [(RUR') **D** (RU'R') **D**']



Ab, probability=1/18 1 (U' R) D2 (R' U R) D2 R2 (**y2**) (**x'**) (L D' L) U2 (L' D L) U2 L2

## **Edges Only**



Ua, probability=1/18
M2 U' (M U2 M') U' M2
F2 U (M' U2 M) U F2



H, probability=1/72 (M2 U M2 )  $\mathbf{U}$  (M2 U M2 )



Ub, probability=1/18
M2 U (M U2 M') U M2
F2 U' (M' U2 M) U' F2



**Z**, probability=1/36 M2 U M2 U (**M' U2**) (M2 U2) M' U2 (**y'**) M' U (M2 U M2 U) M' U2 M2 U'

## Adjacent Corner Swap



Ja, probability=1/18
(R' U L') U2 (R U' R') U2 (L R) U'
(y) (x) R2 F R F' R U2 r' U r U2



T, probability=1/18
R U R' U' R' F R2 U' R' U' R U R' F'
R2 U R2 U' R2 U' D R2 U' R2 U R2 D'



(R U' R' U') (R U R D) (R' U' R D') R' U2 R'



Jb, probability=1/18
(R U R' F') [R U R' U' R' F R2 U' R' U']



 $\mathbf{F}$ , probability=1/18 (R'U'F') [R U R' U' R' F R2 U' R' U' R U R' U] R



Rb, probability=1/18
R2 **F** R (U R U' R') **F'** R U2 R' U2 R U
(**y**') R' U2 R U2 R' F (R U R' U') R' F' R2' U'

## Diagonal Corner Swap



 $\mathbf{Y}$ , probability=1/18

Ra, probability=1/18

**F** [(R U' R' U') (R U R' F') (R U R' U') R' F R] **F'** 



Na, probability=1/72

[r' D r U2]x5

(L D L' F') TPerm without F (L D' L')



V, probability=1/18

(R' U R' U') (y) R' F' R2 U' R' U R' F R F



Nb, probability=1/72

R' (U R 'U' R') (F' U' F) (R U R' F) R' F' R U' R

#### **G** Permutations



Ga, probability=1/18

D' R2 (U R' U R') **U'** R U' R2 (U' D) **R'** U R (**y**') (RU R'U' R') UF (RU R U' R') F' U R' U2 R



Gc, probability=1/18

D R2 U' R U' (R U R' U) R2 (U D') **R** U' R' (y) F2' D' L U' L U L' D F2 R U' R'



 $\mathbf{Gb}$ , probability=1/18

D R' U' R (U D') **R2** U (R' U R U') R U' R2 R' U' R (**y**) R2 u (R' U R U' R) u' R2



Gd, probability=1/18

D' R U R' (U' D) **R2** U' R U' (R' U R' U) R2 L U2 L' U F' (L' U' L U L) F U (L' U' L' U L)

## Orientation Last Layer

#### OLL 1



T1, probability=1/54

F (R U R' U') F



 $\mathbf{T2}$ , probability=1/54

(R U R' U') (R' F R F")



P1, probability=1/54

f (R U R' U') f'



F4, probability=1/54

F [R U' R' U'] (R U R') F'

### OLL 2



Sune, probability=4/27

(R U R' U) R U2 R'



Pi, probability=4/27

f (R U R' U') (**f' F**) (R U R' U')



T, probability=4/27

(r U R' U')(r' F R F')

(y') (x') (R U R') D (R U' R') D'



Headlights, probability=4/27

R2 [**D** (R' U2) R] [**D'** (R' U2) R']



 ${\bf antisune}, {\it probability}{=}4/27$ 

(L' U' L U') **L'** U2 L

(y') (R U2 R' U') R U' R'



 ${\bf Cross}$ , probability=2/27

f (R U R' U')x3 f'



L, probability=4/27

F' (r U R' U') (r' F R)

(y') (x') (R U' R') **D** (R U R') **D**'