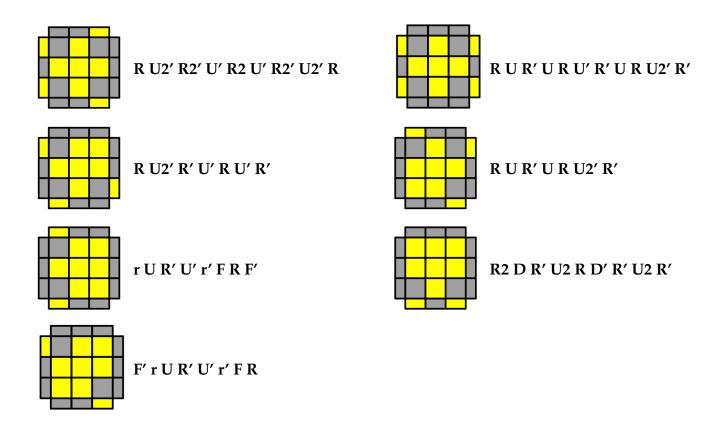
3x3 Rubik's Cube OLL algorithms

Orient corners



T shapes



Square shapes



C shapes



R U R2' U' R' F R U R U' F'



R'U'R'FRF'UR

W shapes



R' U' R U' R' U R U I U' R' U x y2 R U R' F' R U R' U' R' F R U' R' F R F'



RUR'URU'R'U'R'FRF'

Ship and H shapes

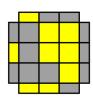


r U R' U' M U R U' R'

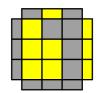


 $R\;U\;R'\;U'\;M'\;U\;R\;U'\;r'$

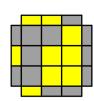
P shapes



R'U'FURU'R'F'R



y R' U' F' U F R f' L' U' L U f

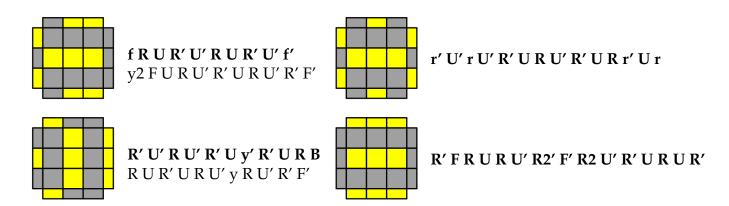


R U B' U' R' U R B R' S R U R' U' R' F R f'

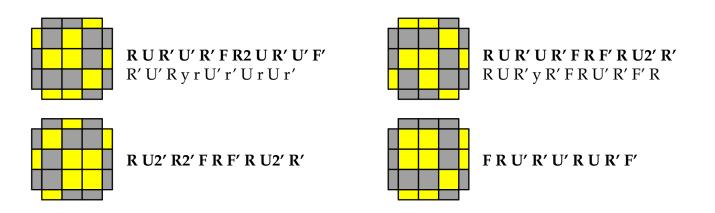


f R U R' U' f' y2 F U R U' R' F'

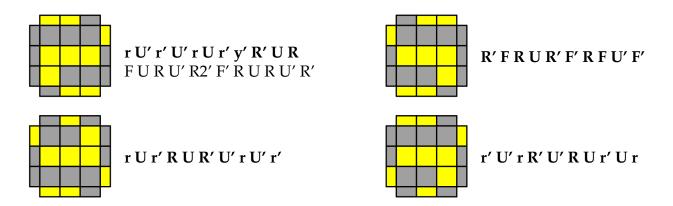
I shapes



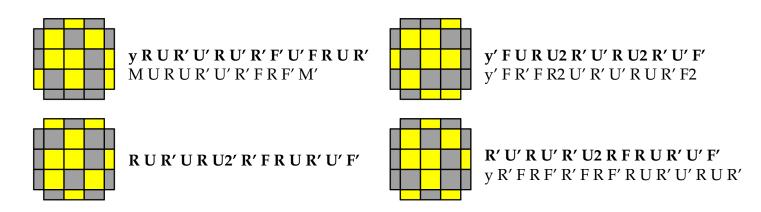
Fish shapes



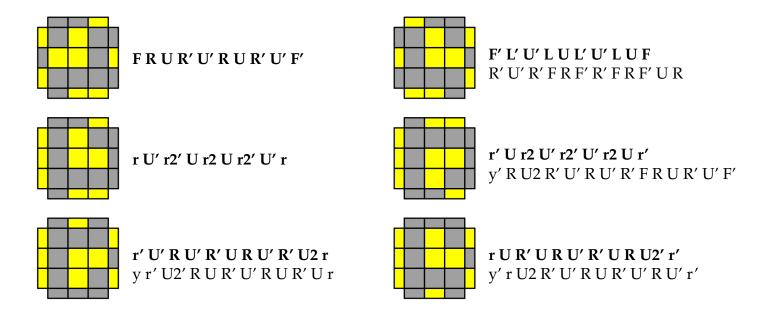
Large L shapes



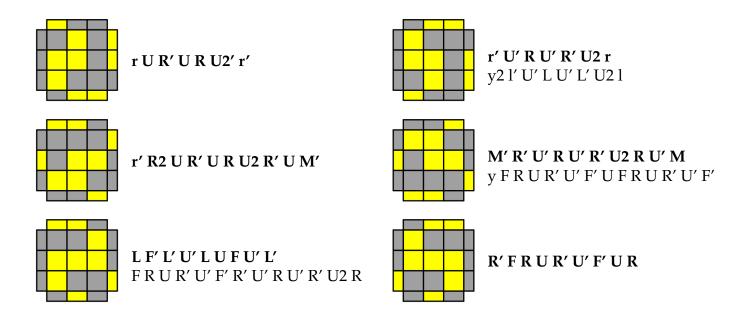
Chair shapes



Small L shapes



Z shapes



Point shapes

