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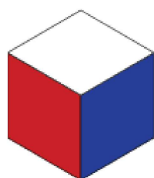
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[Notation \(notation\)](#)

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Algorithm helper



# SolveTheCube

[\(/\)](#)

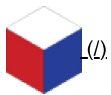
## Algorithms

Here you will find big long lists of algorithms for the sections of the CFOP method. I have taken care to choose algorithms that I think are easy to both memorise and perform, and I have arranged them in an order that I think facilitates learning. While I have also endeavoured to ensure they are error free, if you do spot any mistakes you can leave a comment below or [send me an email \(/contact\)](#).



## F2L

If you've read the [How to be better at F2L \(/speedcubing#betterf2l\)](#) section of my speedcubing guide, you'll know exactly how I feel about relying on this table instead of intuition. I have presented them anyway so you can see optimal solutions to all the F2L cases.



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Algorithm helper



## 1. Basic cases



$R \ U \ R'$



$F' \ U' \ F$



$U \ R \ U' \ R'$



$U' \ F' \ U \ F$

## 2. Corner and edge in top



$(U' \ R \ U') \ (R' \ U \ R) \ U \ R'$



$(U \ F' \ U) \ (F \ U' \ F') \ U' \ F$



$(U' \ R \ U) \ (R' \ U \ R) \ U \ R'$



$(U \ F' \ U') \ (F \ U' \ F') \ U' \ F$



$d \ (R' \ U2 \ R) \ d' \ (R \ U \ R')$



$U' \ (R \ U2 \ R') \ d \ (R' \ U' \ R)$



$(R \ U' \ R' \ U) \ d \ (R' \ U' \ R)$



$(F' \ U \ F \ U') \ d' \ (F \ U \ F')$



$(U \ F' \ U2 \ F) \ (U \ F' \ U2 \ F)$



$(U' \ R \ U2 \ R') \ (U' \ R \ U2 \ R')$

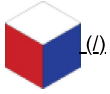


$(U \ F' \ U' \ F) \ (U \ F' \ U2 \ F)$



## F2L

1. [Basic cases](#)
2. [Corner and edge in top](#)
3. [Corner pointing up, edge in top](#)
4. [Corner in top, edge in middle](#)
5. [Corner in bottom, edge in top](#)
6. [Corner in bottom, edge in middle](#)



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$(U' R U R') (U' R U^2 R')$

### 3. Corner pointing up, edge in top



$(R U^2 R' U') (R U R')$



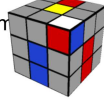
$(F' U^2 F U) (F' U' F)$



$(U R U^2 R') (U R U' R')$

The OLL algorithms here are numbered using the accepted order found on the [speedsolving.com wiki](http://speedsolving.com/wiki/index.php/OLL) (<http://speedsolving.com/wiki/index.php/OLL>) (and elsewhere online), so you can always find an alternative to a specific algorithm should you wish. I have chosen these ones because they heavily use three different triggers, which I feel allows for easier memorisation. Simply learn the three triggers, and you nearly know most of the algorithms already. For the algorithms that don't use these triggers, I have bracketed them to show how I might categorise them in sections.

You can sort this list by shape, trigger, and number order, to facilitate easy finding of a specific situation and memorise the whole list.



$U^2 (F' U' F U') (F' U F)$



$(R U R' U') U' (R U R' U') (R U R')$



$y' (R' U' R U) U (R' U' R U) (R' U' R)$

### 4. Corner in top, edge in middle



$(U F' U F) (U F' U^2 F)$



$(U' R U' R') (U' R U^2 R')$



$(U F' U' F) (d' F U F')$



$(U' R U R') (d R' U' R)$



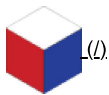
$(R U' R') (d R' U R)$



$(R U R' U') (R U R' U') (R U R')$

### 5. Corner in bottom, edge in top





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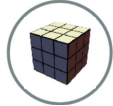
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Algorithm helper



**Crosses** (U R U' R') (U' F' U F)

27 (R' U2 R) U (R' U R)  
(U' F' U F) (U' R U' R')

26 (R U2 R') U' (R U' R')  
(F' U F) (U' F' U F)

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

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

22 R U2 (R2' U' R2 U') (R2' U2 R)  
(F' U' F) (U' F' U' F)

64 **On bottom edge in middle**  
(R U' R' U') (R U' R' U') (R U2 R')

(R U' R' U') R U2 R' (U R U' R')  
23 R2 D (R' U2 R) D' (R' U2 R')

**Dots** (R U' R' U') (R U R' U') (R U2 R')

1 (R U2 R') (R' F R F') U2 (R' F R F')  
(R U R' U') (R U' R') U d (R' U' R)

2 F (R U R' U') F' f (R U R' U') f'  
(R U' R') d (R' U' R U') (R' U' R)

4 f (R U R' U') f' U F (R U R' U') F'  
(R U' R' d R' U2 R) (U R' U2 R)

3 f (R U R' U') f' U' F (R U R' U') F'

19 M U (R U R' U') M' (R' F R F')

18 F (R U R' U) y' R' U2 (R' F R F')

17 (R U R' U) (R' F R F') U2 (R' F R F')

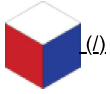
20 M U (R U R' U') M2 (U R U' r')

All Corners

OLL

Sort by:

- [Crosses](#)
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- [Corners](#)
- [Lines](#)
- [Ts](#)
- [Zs](#)
- [Big Ls](#)
- [Cs](#)
- [Ws](#)
- [Ps](#)
- [Squares](#)
- [Little Ls](#)
- [Others](#)



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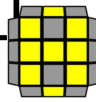
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Algorithm helper



## PLL

57



$(R \ U \ R' \ U') \ M' \ (U \ R \ U' \ r')$

28



$M' \ U' \ M \ U2' \ M' \ U' \ M$

## Lines

55



$R \ U2 \ R2 \ (U' \ R \ U' \ R') \ U2 \ (F \ R \ F')$

52



$(R \ U \ R' \ U) \ R \ d' \ R \ U' \ R' \ F'$

Much like L algorithms, these PLL algorithms are presented with their accepted names. These are often referred to as **permutations** or **perms**, e.g. H-perm or Nb-perm.

51



$f \ (R \ U \ R' \ U') \ (R \ U \ R' \ U') \ f$

56



$F \ (R \ U \ R' \ U') \ R \ F' \ (r \ U \ R' \ U') \ r'$

## Ts

45



$F \ (R \ U \ R' \ U') \ F'$

33



$(R \ U \ R' \ U') \ (R' \ F \ R \ F')$

## Zs

40



$R' \ F \ (R \ U \ R' \ U') \ F' \ U \ R$

39



$L \ F' \ (L' \ U' \ L \ U) \ F \ U' \ L'$

## Big Ls

14



$(R' \ F \ R) \ U \ (R' \ F' \ R) \ y' \ (R \ U' \ R')$

13



$F \ (U \ R \ U' \ R2) \ F' \ (R \ U \ R \ U' \ R')$

16



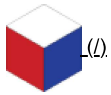
$r \ U \ r' \ (R \ U \ R' \ U') \ r \ U' \ r'$

15



$I' \ U' \ I \ (L' \ U' \ L \ U) \ I' \ U \ I$

## Cs



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Algorithm helper



## Edges only

46  
H  $R' U' (R' F R F') U R$   
(M2 U M2) U2 (M2 U M2)

34  
Z  $(R U R' U') \times D' R' U R U' D x'$   
 $R' U' R^2 U (R U R' U')$   
 $R U R U' R U' R' U^2$

## Ws

Ua  
38  $R^2 U' (R' U' R) U R U (R U' R)$   
 $(R U R' U) (R U' R' U') (R' F R F')$

Ub  
36  $(R' U R' U') R' U' (R' U R) U R^2$   
 $(L' U' L U') (L' U L U) (L F' L' F)$

## Corners only

Aa  
44  $x z' R^2 U^2 (R' D' R) U^2 (R' D R') z x'$   
 $f (R U R' U') f$

Ab  
43  $x R^2 D^2 (R U R') D^2 (R U' R) x'$   
 $f (L' U' L U) f$

E  
31  $R^2 U R' U' y (R U R' U') (R U R' U')$   
 $(R U R' U') (R U R' U') R$

## Edges and corners

32  
T  $F U R U' F' r U R' U' r'$   
 $(R U R' U') R' F R^2 U' R' U' R U R' F'$

## Squares

Y  
35  $(F R U' R') U' (R U R' F') (R U R' U')$   
 $(R' U^2 R F') (R' F R F') (R U^2 R')$

F  
37  $U' (R' U R U') R^2 (F' U' F U)$   
 $F (R' U' R' U') R^2 x R'$

V  
5  $(R' U R' U') y (R' D R' D')$   
 $R^2 U^2 (R' U' R' U') R$

Ja  
6  $L' U' L F (L' U' L U) L F' L^2 U L U$   
 $r U^2 R' U' R U' r'$

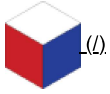
Little  
45  $R U R' F' (R U R' U') R' F R^2 U' R' U'$

48  
Ra  $F (R U R' U') (R U R' U') F'$   
 $(L U^2 L') U^2 L F' (L' U' L U) L F L^2 U$

47  
Rb  $F' (L' U' L U) (L' U' L U) F$   
 $(R' U^2 R) U^2 R' F (R U R' U')$   
 $R' F' R^2 U'$

## PLL

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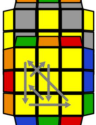
## Try Evony

Outwit, outrun, Can you escape? Evony: The King's Return

49 Nb  
  
(R' F R' F') R2 U2 y (R' F R F')  
(R' U R U') R' (F' U' F) (R U R' F)  
R' F' (R U' R)


ALSO ON SOLVETHECUBE


53 Ga  
  
y R2' u (R' U R' U') (R u' R2)  
y' (R' U R)

54 Gb  
  
(r U R' U) (R U' R' U) R U2' r'  
(R' U' R) y R2 u (R' U R U') (R u' R2)

a year ago · 2 comments


### Other shapes

Gc 11  
  
y R2' u' R U' (R U R' u)  
R2 (U' R U' U' F) y F (R U R' U') F'

Gd 12  
  
y2 (R U R') y' (R2 u' R) U' (R' U R')  
F' R2 (R U R' U') F' U F (R U R' U') F'

Speedcubing  
Guide


9 years :  
Begin


7  
  
(r U R' U) R U2 r'

8  
  
r' U' R U' R' U2 r

10  
  
(R U R' U) (R' F R F') R U2 R'

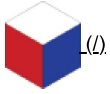
9  
  
(R U R' U') R' F R2 U R' U' F'

29  
  
(R U R' U') R U' R' F' U' (F R U R')

42  
  
(R' F R F') (R' F R F') (R U R' U')  
(R U R')

41  
  
(R U R' U) R U2 R' F (R U R' U') F'

30  
  
(L F' L' F) L' U2 L d (R U R')



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**If you have a mouse, you will never turn off your computer again.**

DesertOrder

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Lauradate

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Secretmeet

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## She Was Everyone's Dream Girl In 90's, This Is Her Recently.

The Noodle Box

## Access all TV channels anywhere, anytime

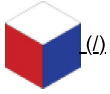
Techno Mag

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## Remember Tiger's Ex-Wife? Try Not To Smile When You See Her Now

Paperela





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G

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33

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G

Guest

9 years ago

The most incredible site about Rubik's Cube I've ever found

[View](#)

8

0

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TK

tymon kolasinski → Guest

2 years ago

Noice

0

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Walvire

→ Guest

8 years ago

Noice Dayan Zhanchi.

0

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Guest → Walvire

8 years ago

Notice ... I have 9 different speed 3x3 cubes. Made by different companies.

Dayan 5 - Zanchi

Dayan 2 - Guhong is another 3 x 3 cube

ShuangRen 2 is another 3 x 3 cube

0

6

Reply



solvethecube Mod

→ Guest

8 years ago

I have deleted the comments here because I have no intention of letting my site become a breeding ground for hatred. Anyone persisting in such behaviour will have to be banned, which is something I'd really rather not do.

5

0

Reply



solvethecube Mod

→ Guest

9 years ago

Thanks Majik!

0

0

Reply

G

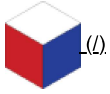
Guest

7 years ago

Something to put on your smart phone !!

[View](#) — uploads.disquscdn.com

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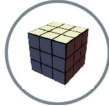
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3 0 Reply



**Janardan**

7 years ago

Your CFOP algs helped a lot, man. My new PB is 19 seconds.

3 0 Reply



**Diamond RAT**

→ Janardan

3 years ago

my BEGINERS AVRAGE is 13 seconds lol

1 2 Reply

D

**Doumya** → Diamond RAT

7 months ago

Stop bluffing you are embarrassing yourself!

1 0 Reply

D

**dont look at my name** → Diamond RAT

16 days ago

send videos and recons then.....

0 0 Reply



**solvethecube** Mod

→ Janardan

7 years ago

Thanks Janardan! Excellent job breaking 20 seconds!

0 0 Reply

G

**Guest**

8 years ago

The Game !

[View](#) — uploads.disquscdn.com

3 0 Reply



**solvethecube** Mod

→ Guest

8 years ago

This truly is your finest work Majik.

1 0 Reply



**Majik Imaje**

→ solvethecube

4 years ago

It was & is a lot of fun - Great Practice

2 0 Reply

G

**Guest** → solvethecube

8 years ago edited

This "game" can be very frustrating - Or - very addicting !!  
It all depends on "your skills".

1 0 Reply

G

**Guest**

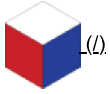
8 years ago edited

To the "Genius" that designed this page :-)

Thank You so much for all of the incredibly hard work you put forth to make this site.

The "Triggers" make it so much easier to memorize and learn by intuition how to solve these algorithms.

For those that have "smartphones" I have arranged all of these algorithms in numerical order so that we do not have to go back and forth through the list to



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Algorithm helper



find a certain "value".



3 0 Reply



**solvethecube** Mod Guest  
8 years ago

Thanks Majik! I've included sorting by number to hopefully make your life a little easier, but thanks for putting in the hard work anyway! If you ever think that something on the site could be improved, just give me a shout and I'll see what I can do.

0 0 Reply

G

**Guest** solvethecube  
8 years ago

Perhaps you can remove my photos as they didn't come posted in the correct order that I posted them in. I thought it was going to show the five different images individually

0 0 Reply



**solvethecube** Mod Guest  
8 years ago

I don't think I can... I'll leave them there so others can see that you're dedicated to the cause!

0 0 Reply

G

**Guest** solvethecube  
8 years ago edited

Here is how we "practice" (algorithm's) From a solved cube:  
Perform an algorithm and watch what happens.  
How far can you go ???

So we always start with cube that is already "solved"

Then we do a :

#1 and it equals # 2

# 2 = # 2.....# 30 = # 33

# 3 = # 4.....# 31 = # 40

# 4 = # 3.....# 32 = # 39

# 5 = # 8.....# 33 = # 33

# 6 = # 7.....# 34 = # 37

# 7 = # 6.....# 35 = # 37

[see more](#)

0 0 Reply

A

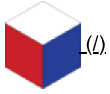
**Andz Somewhere** Guest  
8 years ago

how about #56? i think you forgot that dude. tnx

0 0 Reply

G

**Guest** solvethecube  
8 years ago edited



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Algorithm helper



Well we are currently making a laminated set of index sized "flash cards" with the colored picture of the each of the 57 patterns of the OLL

And on the back of each flash card are the Notations needed using (colors)

Then a phrase or short clue to give info to help remember the algorithm

**#1 is blue X 2 for U 2** (blue R' F R F' times 2) + 2 - U's

On a cube that is solved : # 2 = # 2

# 5 = 8

# 10 = 8

# 15 = 8

When I "See" A "C" I can say: **C = Red X dr U2**

When I "See" A "Z" I can say **Z = Red Fur**

[see more](#)

0 0 Reply [↗](#)

R

**Raunak Singh**

9 years ago

Thanx it helped a lot..the new site is awesome

3 0 Reply [↗](#)



**Majik Imaje**

4 years ago

And why ?? did EVERYONE run away ?? what happened ??

2 0 Reply [↗](#)



**Majik Imaje**

4 years ago

A Thousand Zillion Thank U's

2 0 Reply [↗](#)

AK

**Ashwani kumar**

8 years ago

Thanx a lot [solvethecube.com](#)!!! I love you man! This is the most creative and effetient website I ever found on internet!! Thanx a lot!! 🙏🙏

2 0 Reply [↗](#)



**solvethecube** Mod

8 years ago

→ Ashwani kumar

You're making me blush... thanks Ashwani!

0 0 Reply [↗](#)

C

**c** → solvethecube

4 years ago

nigga

0 0 Reply [↗](#)

S

**Someone** → c

2 years ago

You spelled it wrong

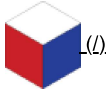
0 0 Reply [↗](#)

D

**dont look at my name**

16 days ago

→ Someone



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Algorithm helper



tf

0 0 Reply

M

**Mingguuni Sam**

9 years ago

The "Z" perm have another alg. M2 U M2 U M U2 M2 U2 M U2. but the pair : left with bottom, top with right.

3 1 Reply

G

**Guest**

7 years ago edited

I just could not resist

[View](#) — uploads.disquscdn.com

2 1 Reply

G

**GLITCH**

→ Guest

2 years ago

dam

1 0 Reply

S

**Skrilfire** → Guest

3 years ago

Bruh

0 0 Reply

A

**alter**

a year ago

this is actually rly good

1 0 Reply

K

**Karthikeyan Sengottaiyan**

3 years ago

Can anyone pls tell me how to memorize these? The algorithms are perfect but I can't memorize them .

1 0 Reply

N

**nicky443**

6 years ago

[solvethecube.com](#), AWP! i'm staying with the two look algorithm! imagine how long it'll take to scroll for the right algorithm, find it, pass it because you werent quite sure it was the right one, the looking at the cube, doing the wrong algorithm, then trying to go back and find the right algorithm....that'd take yeaaaaaaars! (thanks so much for the 2 look algorithms is what i'm saying :P)

1 0 Reply

R

**Rayhaneh Hp**

7 years ago

The most useful algorithms i've ever seen, my teacher also uses these algorithms. so I don't have to go to class anymore. Thank you 😊

1 0 Reply

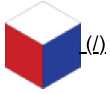
D

**dededede**

7 years ago

mani imaje your such a ruby cube enthusiast

1 0 Reply



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P

**Popcornprincess**

7 years ago

Just a little tip for memorization if you are having trouble. What I did was start with an easy way to do F2L like a youtube tutorial that is easier than memorizing all these patterns right now. Also try 2looks oll and pll once you have dot the algorithms down for F2L OLL and PLL try graduating into these and practice practice practice!

1 0 Reply



**April**

→ Popcornprincess

7 years ago

That's what I did, and it worked well. I'm just starting to learn one look PLL.

1 0 Reply

J

**Jupiter2323**

7 years ago

HOW ARE YOU SUPPOSED TO REMEMBER ALL OF THESE??

1 0 Reply



**Majik Imaje**

→ Jupiter2323

4 years ago

Using the "colors" of the Triggers helps you remember algorithms

2 0 Reply

G

**GLITCH**

→ Jupiter2323

2 years ago

and they say its easy to remember 🤔

1 0 Reply

G

**Guest** → Jupiter2323

7 years ago

you remember them by doing them over and over and over and over and it becomes 2nd nature.

I never in my wildest dreams thought I had the memory power to remember 119 algorithms

I am 70 years YOUNG - I got them all down PAT !!

1 0 Reply

B

**BRcuber**

→ Jupiter2323

7 years ago

Eat many bananas. It will make you improve at memory!

0 0 Reply



**solvethecube**

Mod

→ Jupiter2323

7 years ago

The river cuts through the mountain not through strength, but through persistence. You can accomplish anything if you dedicate enough time to it. It probably also helps that you are the king of the gods.

0 0 Reply

S

**Shaan S.**

7 years ago

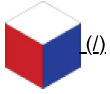
Wow. This website has helped so much. So simple. Thanks for making!

1 0 Reply

M

**Matiiss**

7 years ago



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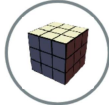
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Why some algorythms are in brackets or colored?

1 0 Reply

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