### 1<sup>st</sup> and 2<sup>nd</sup> Block DEADGRIP cases and L6E permutations

**CFOP MIRRORS** 



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

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



U M2 R' U2 (R U') M2 (U R') U2 R U' M' (R' U') M (U R) U M' U2 (R' U' R) U' M' U M (U R)

U B U' B' R B' R' B



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

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



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

U2 (R' U R) B' R B R'



(R' U') M' U2 M2 (U' R)



WB

U2 (R' U) M2 U2 M2 (U' R)

(B U B') U2 (B U B')



### WR

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

U' (B U' B') U2 (B U' B')



WU

(U' R' U) M2 (U R U' R') U2 M2 (U' R)



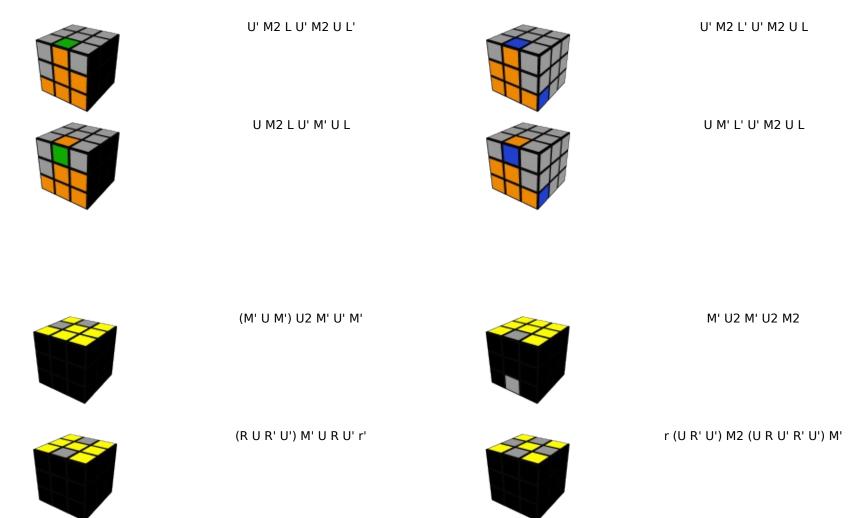
(R U') M' U2 M2 (U' R')



WB

R' U' M U2 M2 R U' R' U2 M' U' R

# $1^{\text{st}}$ and $2^{\text{nd}}$ Block DEADGRIP cases and L6E permutations $_{\text{CFOP MIRRORS}}$



# $1^{\text{st}}$ and $2^{\text{nd}}$ Block DEADGRIP cases and L6E permutations $_{\text{CFOP MIRRORS}}$



#### DF DB

M' U' M' U' M' U' M' (U')



#### DF DB

(M' U M') D2 (M' U M') U' D2 (M' U M')

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