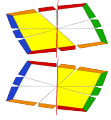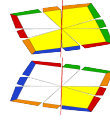# SpeedCubeDB

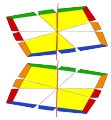# Corner Orientation (CO)

Page 1

2-2

(1,0)/(-1,0)

3-1

(1,0)/(3,0)/(-1,0)

(1,0)/(-3,0)/(-1,0)
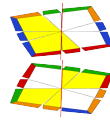
(1,0)/(0,3)/(-1,0)

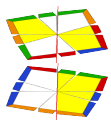(1,0)/(0,-3)/(-1,0)

Opp / Opp

(1,0)/(3,3)/(-1,0)

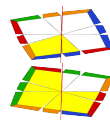(1,0)/(-3,-3)/(-1,0)

Adj / Opp

(1,0)/(0,3)/(0,3)/(-1,0)

(1,0)/(0,-3)/(0,-3)/(1,0)

Opp / Adj

(1,0)/(3,0)/(3,0)/(-1,0)
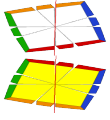
(1,0)/(-3,0)/(-3,0)/(-1,0)

1-3

(1,0)/(3,6)/(-1,0)

(1,0)/(-3,6)/(-1,0)

0-4

/(6,6)/(-1,1)