


# F2L Speedcubing Guide 2016

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<https://github.com/pr0jectile/speedcubingguides>

You must solve the cross first. It can be done in 6 moves or less ~82% of the time and  $\leq 7$  moves 99.95% of the time. These are just optimal example solves; F2L should be solved intuitively.


## Easy Cases (1-4)

1




**U (R U' R')**  
Use (R' F R F') if no U face edges are oriented properly on last slot

3




**y (L' U' L)**  
Note: this image is blue and red because a cube rotation is required

2



**y U' (L' U L)**  
Use (F R' F' R) if no U face edges are oriented properly on last slot


4



**(R U R')**  
Note: this image is red and green because no cube rotation is required


## Reposition Edge (5-8)

5




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

7




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

6



**d (R' U' R) U2 (R' U R)**


8



**d (R' U2 R) U2 (R' U R)**


## Reposition Edge & Flip Corner (9-14)

9




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

11




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

13




**y' U (R' U R U') (R' U' R)**

10




**U' (R U R' U) (R U R')**

12



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


14



**U' (R U' R' U) (R U R')**


## Split Pair by Going Over (15-18)

15




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

17




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

16



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


18



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


## Pair Made on Side (19-22)

19




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

21




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

20



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


22



**F' (L' U2 L) F**

## Weird (23-24)

23

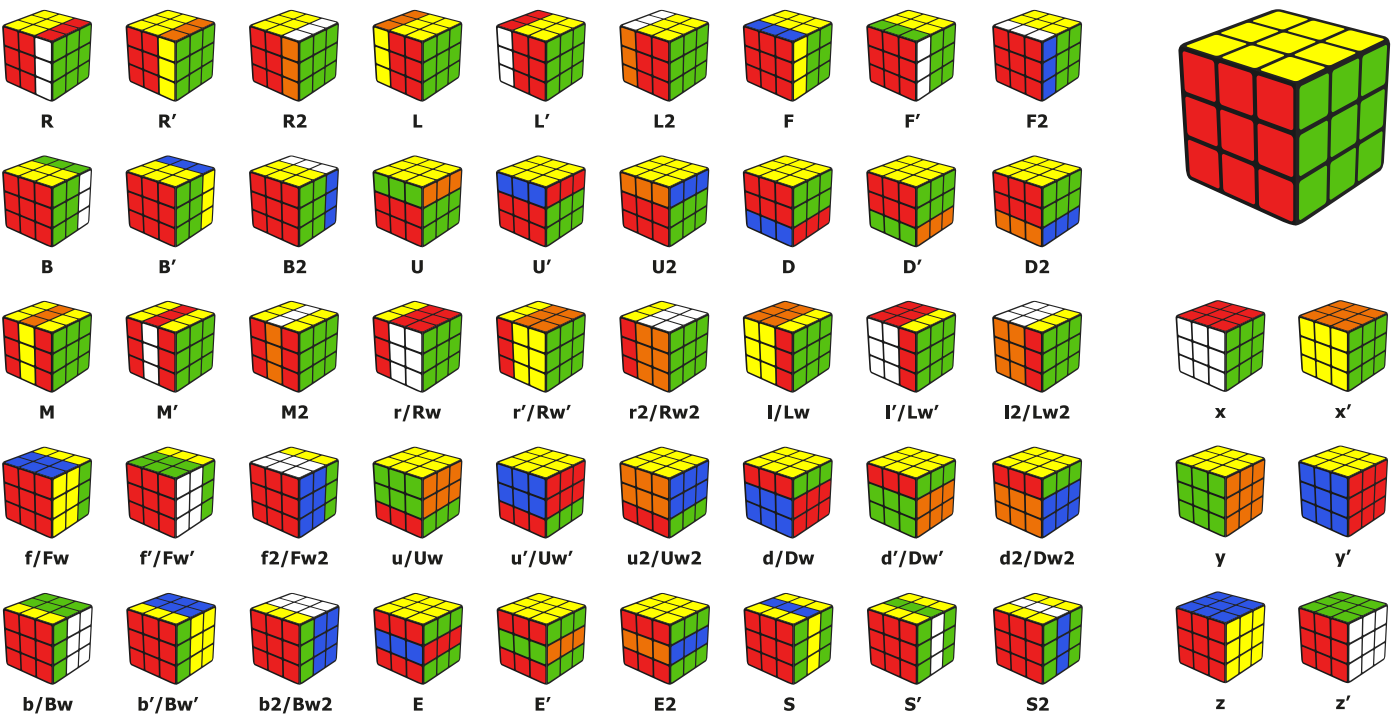


**(R U R') U2 (R U R' U') (R U R')**

24




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




## Corner in Place - Edge in U Face (25-30)

25



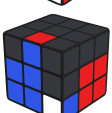
**(R' U' R' U' R') (U R U R)**

27




**(R U' R' U) (R U' R')**

29




**y' (R' U' R U) (R' U' R)**

26




**y' (R U R U R) (U' R' U' R')**

28



**y' (R' U R U') (R' U R)**


30



**(R U R' U') (R U R')**


## Edge in Place - Corner in U Face (31-36)

31




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

33




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

35




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

32




**(R U R' U') (R U R' U') (R U R')**

34



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


36



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


## Edge & Corner in Place (37-41)

0



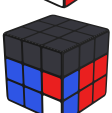
**Solved Pair**

38




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

40




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

37




**R2 U2 F R2 F' U2 R' U R'**

39



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

41



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