# F2L Speedcubing Guide 2016 by pr0ject1le 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 ≤7 moves 99.95% of the time. These are just optimal example solves; F2L should be solved intuitively.

#### Easy Cases (1-4)



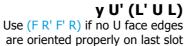
## U (R U' R')

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



#### y (L' U' L)

Note: this image is blue and red because a cube rotation is required



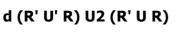
Note: this image is red and green because no cube rotation is required



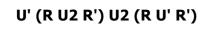
#### **Reposition Edge** (5-8)



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







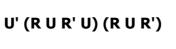




#### **Reposition Edge & Flip Corner** (9-14)



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





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

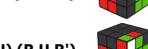




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#### **Split Pair by Going Over** (15-18)



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



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

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

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



### Pair Made on Side (19-22)



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

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



F' (L' U2 L) F



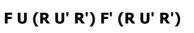
(R U' R') U2 (R U R')



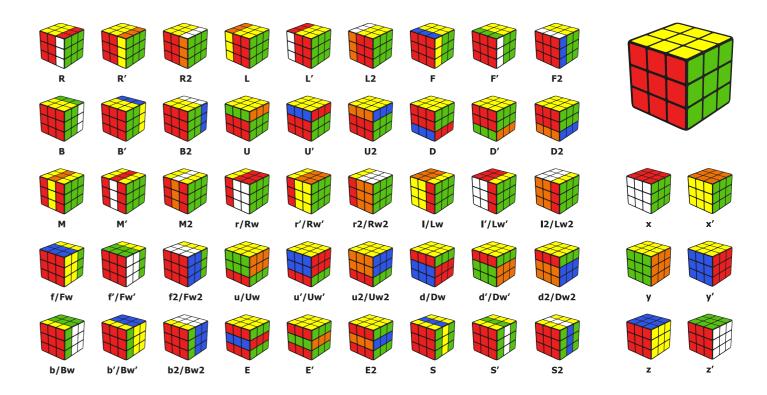
#### **Weird** (23-24)



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







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



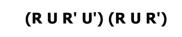
(R' U' R' U' R') (U R U R)





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





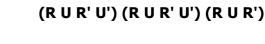
y' (R' U R U') (R' U R)



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

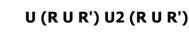


U' (R' F R F') (R U' R')











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

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



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



Solved Pair







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

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



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

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