


F2L Speedcubing Guide 2016 by pr0ject1le
<https://github.com/pr0jectile/speedcubingguides>


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










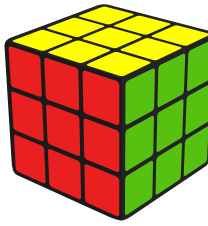












































(R U R') U2 (R U R' U') (R U R')

24




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

										
R	R'	R2	L	L'	L2	F	F'	F2		
										
B	B'	B2	U	U'	U2	D	D'	D2		
										
M	M'	M2	r/Rw	r'/Rw'	r2/Rw2	l/Lw	l'/Lw'	l2/Lw2	x	x'
										
f/Fw	f'/Fw'	f2/Fw2	u/Uw	u'/Uw'	u2/Uw2	d/Dw	d'/Dw'	d2/Dw2	y	y'
										
b/Bw	b'/Bw'	b2/Bw2	E	E'	E2	S	S'	S2	z	z'


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



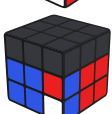
Solved Pair

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)