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)



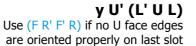
U (R U' R')

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



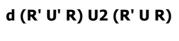
because no cube rotation is required



Reposition Edge (5-8)

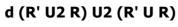


(U' R U R') U2 (R U' R')





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

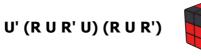




Reposition Edge & Flip Corner (9-14)



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



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





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

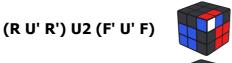




Split Pair by Going Over (15-18)



(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)



Pair Made on Side (19-22)



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

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

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





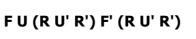
F' (L' U2 L) F



Weird (23-24)



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





r'/Rw' r2/Rw2 I/Lw I'/Lw' I2/Lw2 f'/Fw' f2/Fw2 u/Uw u'/Uw' u2/Uw2 d/Dw d'/Dw d2/Dw2 b'/Bw b2/Bw2

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



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







29

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



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

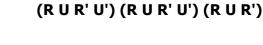


Edge in Place - Corner in U Face (31-36)

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



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

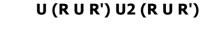


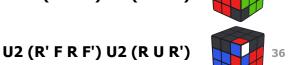




(U' R U' R') U2 (R U' R')

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









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