

CFOP Speedcubing Guide 2016 v1.0 by pr0ject1le

First 2 Layers

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)

1



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

2



y U' (L' U L)
Use (F R' F' R) 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

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')

6



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

7



U' (R U2 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)

10



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

11



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

12




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

13



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

16




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

17



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

18



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

Pair Made on Side (19-22)

19



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

20



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

21



(R U' R') U2 (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

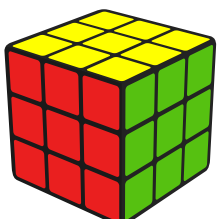


F'




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'




y




y'




z




z'




f/Fw




f'/Fw'




f2/Fw2




u/Uw




u'/Uw'




u2/Uw2




d/Dw




d'/Dw'




d2/Dw2




b/Bw




b'/Bw'




b2/Bw2




E




E'




E2




S



S'




S2




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

25




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

26




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

27




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

28




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

29



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')

32




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

33




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

34




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

35



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


36



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


Edge & Corner in Place (37-41)

0




Solved Pair

37




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

38




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

39




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

40



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

41



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

