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') (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
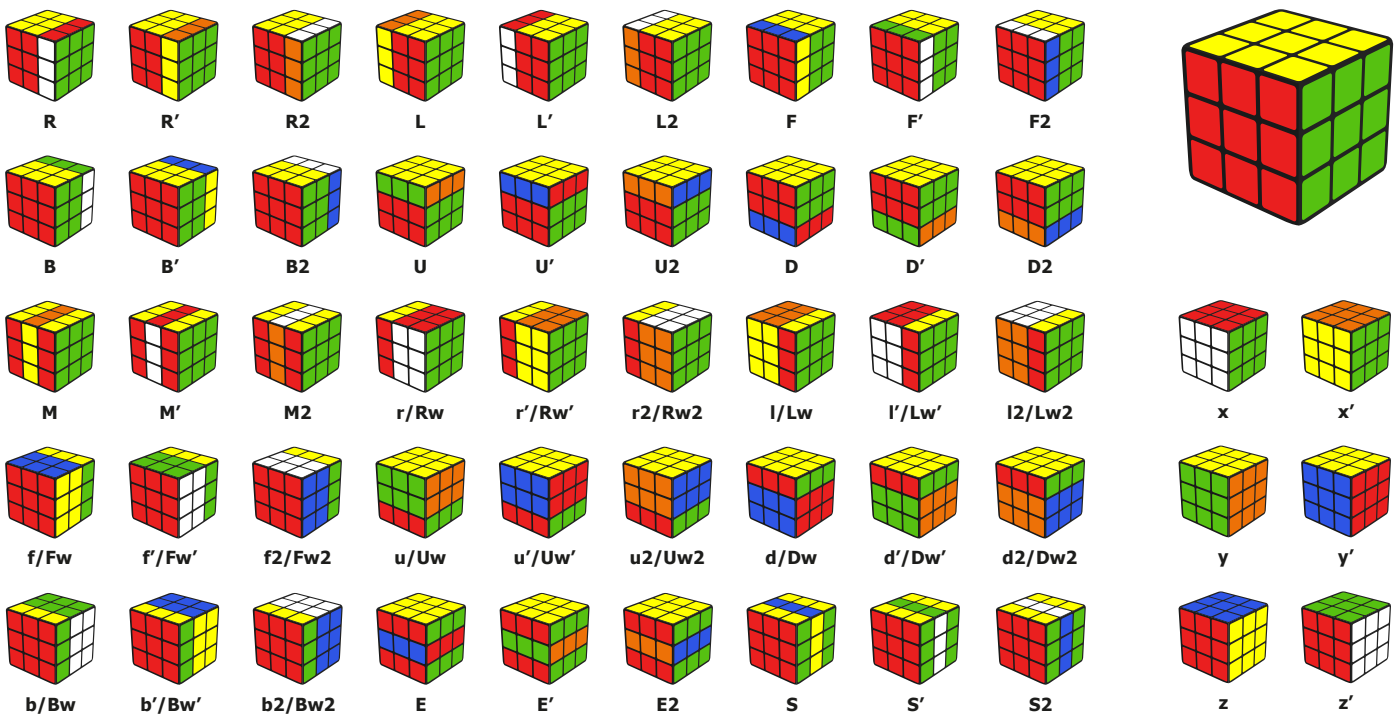
Weird (23-24)

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

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

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)