


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

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

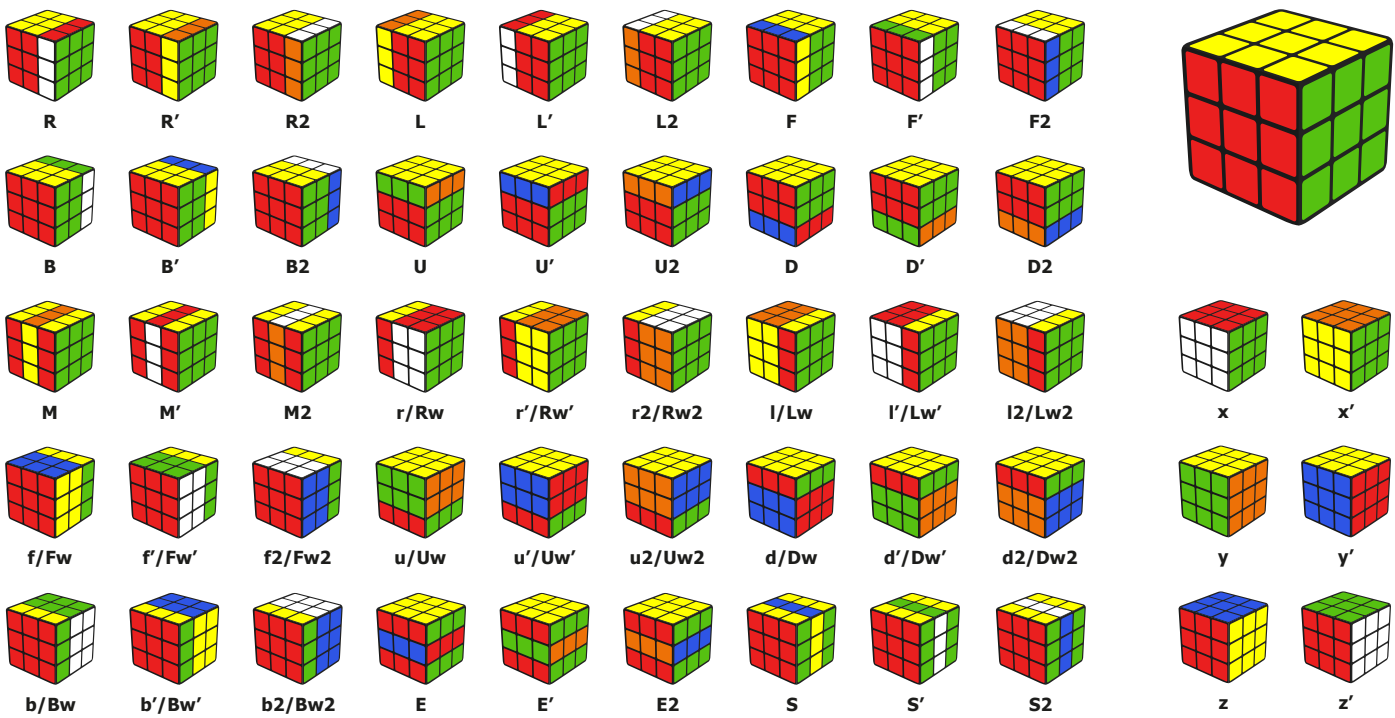
Weird (23-24)

23


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

24


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




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)

