OLL

(solve any face Erst, not the layer-just the There are only seven possible orientations for the corners (plus one solved). Since we can ignore edges (there are

none), we can use a few algs that are shorter than usual.

| Name | Diagram | Algorithm                    | Comments   | Video |
|------|---------|------------------------------|--|-------|
| U    |         | F (R U R' U') F'             | This is just the easy T orientation, also known as "Edges Bar."                    |       |
| Т    |         | (R U R' U') (R' F R F')      | This is the other T-orientation.   |       |
| L    |         | F (R U') (R' U' R U) (R' F') | This is the orientation that makes up the first half of the Y-perm.                |       |
| S    |         | (R U R' U) (R U2 R')         | This is just the standard Sune.  |       |
| As   |         | (R U2 R' U') (R U' R')       | This is the Antisune.  |       |
| Pi   |         | F (R U R' U') (R U R' U') F' | For this one, I just do one of the "L" orientations. It's just F (R U R' U')*2 F'. |       |
| Н    |         | R2 U2 R U2 R2                | This is a special 2x2 algorithm that only requires 5 moves, so it's pretty nice.   |       |

## **PBL**

2x2 Ortega

These are the cases to permute the corners in both layers. There are only a few cases to learn here and you probably already know a few of them.

| Name            | Diagram  | Algorithm   | Comments  |  |
|-----------------|--|---|---|--|
| Т               | TO TO TO THE TOTAL THE TOT | (R U R' U') (R' F) (R2 U') (R' U' R U)<br>(R' F')           | I use the T-perm 3x3 alg. You could alternatively use the J-perm or A-perm alg.                 |  |
| Т               | TOWN TOWN  | x2 (R U R' U') (R' F) (R2 U') (R' U' R<br>U) (R' F')        | Just rotate to put the solved layer on the bottom and do a Y-permutation.                       |  |
| Y               | DOMAN DOMAN  | (F R U') (R' U' R U) (R' F') (R U R'<br>U') (R' F R F')     | I use the Y-perm 3x3 alg. You could alternatively use the N-perm alg.                           |  |
| Y               | OF DOWN  | z2y (F R U') (R' U' R U) (R' F') (R U<br>R' U') (R' F R F') | Just rotate to put the solved layer on the bottom and do a Y-permutation.                       |  |
| UF/DF           | TOWN TOWN  | (R2 U' R2') (U2' y) (R2 U' R2')                             | Rotate in the direction of y as you perform the U2'.  |  |
| U adj<br>D diag | OP DOWN  | (R U' R) F2 (R' U R')                                       | If you have D2 of this case, you can mirror it.   |  |
| U diag<br>D adj |  | (L D' L) F2 (L' D L')                                       | If you have U2 of this case, you can mirror it. You could also perform z2 and do the alg above. |  |
| UD<br>diag      | UP DOWN  | R2 F2 R2  | Rejoice. This is the nicest case.   |  |