***Rule 2: Omission of the All-0 Hextets Problems Using Rule 2 reduce the IPv6 addresses to their shortened form.***

1. **0000:0000:0000:0000:0000:0000:0000:0000**

::

1. **0000:0000:0000:0000:0000:0000:0000:0001**

::1

1. **2000:0000:0000:0000:0000:ABCD:0000:0025**

2000::ABCD:0000:0025

1. **3F00:0090:0000:0000:0000:0098:0000:0001**

3F00:0090::98:0000:0001

1. **2001:3756:0005:0000:ACAD:0000:0000:0025**

2001:3756:0005:0000:ACAD::25

1. **3FFF:FF00:0000:0000:ACAD:0025:0000:0127**

3FFF:FF00::ACAD:0025:0000:0127

1. **2001:ACAD:0000:ABCD:FFFF:0000:0000:0001**

2001:ACAD:0000:ABCD:FFFF::1

1. **3ABC:0001:ACAD:0000:0000:1234:0000:0005**

3ABCD:0001:ACAD::1234:0000:0005

1. **FC00:0000:0000:0000:3E00:1275:0000:0034**

FC00::3E00:1275:0000:0034

1. **FE95:FC6C:C540:0000:0000:0000:0000:9800**

FE95:FC6C:C540::9800

1. **FF00:ACAD:0000:0000:1234:0000:0000:0001**

FF00:ACAD::1234:0000:0000:0001