

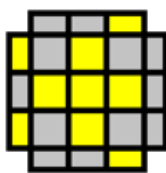
# 3x3 OLL/PLL Algorithms

## Headlights



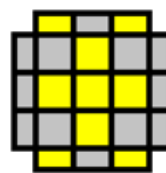
F  
R U R' U'  
F'

## Bruno



F  
(R U R' U') x2  
F'

## Double Sune



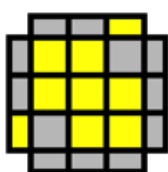
F  
(R U R' U') x3  
F'

## Chameleon



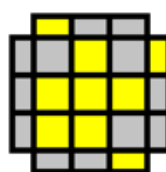
R U R' U'  
R' F R F'

## Bow Tie



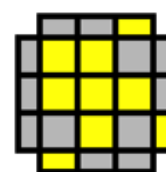
R U2 R' U'  
(R U R' U') x2  
R U' R'

## Sune



R U R' U  
R U2 R' U

## Anti-Sune



R' U' R U  
R' U2 R' R

## Opposite



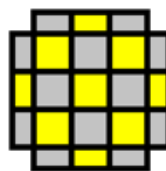
M U M U M U2  
M' U M' U M' U2

## Diagonal



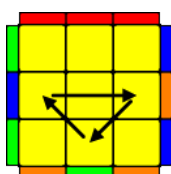
M U  
M' U2  
M U M'

## Cross



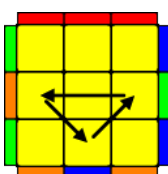
M U2 M' U2  
M U  
M' U2 M U2  
M' U'

## U - Left



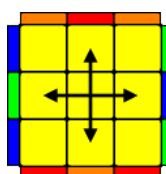
L' U  
L' U' L' U'  
L' U L U  
L2

## U - Right



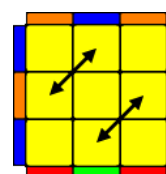
R U'  
R U R U  
R U' R' U'  
R2

## H



M2 U2  
M2 U  
M2 U2  
M2 U'

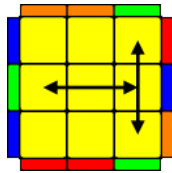
## Z



M2 U M2 U  
M' U2  
M2 U2  
M' U2

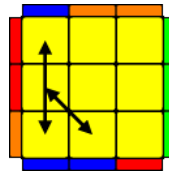
# 3x3 OLL/PLL Algorithms

**T**



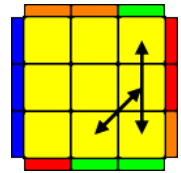
**R U R' U'**  
**R' F R2 U' R'**  
**U'**  
**R U R' F'**

**J - Left**



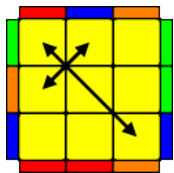
**L' U' L F**  
**L' U' L U**  
**L F' L2 U L**  
**U**

**J - Right**



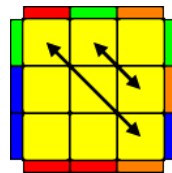
**R U R' F'**  
**R U R' U'**  
**R' F R2 U' R'**  
**U'**

**Y**



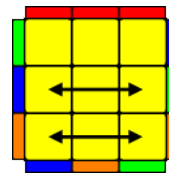
**F R U' R' U'**  
**R U R' F'**  
**R U R' U'**  
**R' F R F'**

**V**



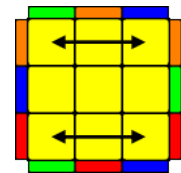
**R' U R' U' y**  
**R' F'**  
**R2 U' R' U' R' F R**  
**F y'**

**F**



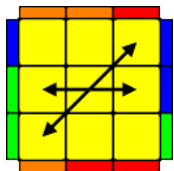
**R' U2 R' U' y**  
**R' F'**  
**R2 U' R' U' R' F R**  
**U' F y'**

**E**



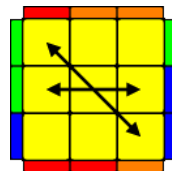
**R' D' R U'**  
**R' D R U**  
**R' D' R U2**  
**R' D R U'**  
**R' D' R U**  
**R' D R U2**

**N - Left**



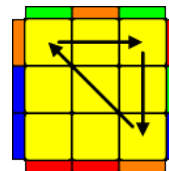
**[ L U' R**  
**U2**  
**L' U R' ] x2**  
**U'**

**N - Right**



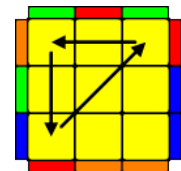
**[ R' U L'**  
**U2**  
**R U' L ] x2**  
**U**

**A - Left**



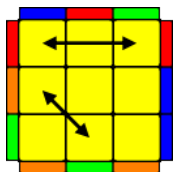
**l' U R' D2**  
**R U'**  
**R' D2**  
**R2**

**A - Right**



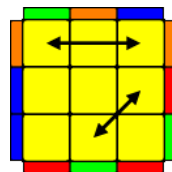
**r U' L D2**  
**L' U**  
**L D2**  
**L2**

**R - Left**



**L U2 L' U2**  
**L F'**  
**L' U' L U**  
**L F L2 U**

**R - Right**



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