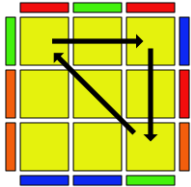
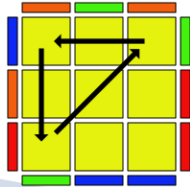


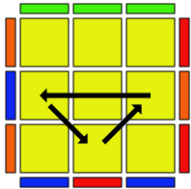
www.SpeedCubeReview.com
PLL Algorithms



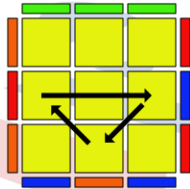
PLL Aa
(R' F R' B2) (R F' R' B2) R2
 Mirror of Ab
 Used for 2-look corners



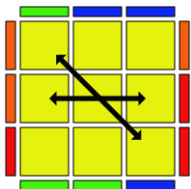
PLL Ab
(L F' L B2) (L' F L B2) L2
 Mirror of Aa



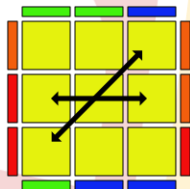
PLL Ua
(R U' (R U R U) R U') R' U' R2
 Mirror of Ub
 Used in 2-Look Edges



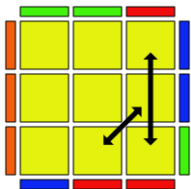
PLL Ub
(L' U (L' U' L' U') L' U) L U L2
 Mirror of Ua
 Used in 2-Look Edges



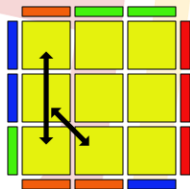
PLL Nb
(R' U L' U2 R U' L)2x
 Mirror of Na
 Used in 2-Look Corners



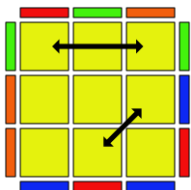
PLL Na
(L U' R U2 L' U R')2x
 Mirror of Nb



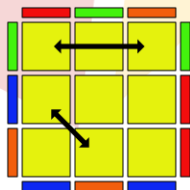
PLL Jb
R U R' F' (R U R' U') R' F R2 U' R' U'
 Mirror of Ja



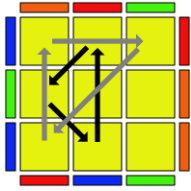
PLL Ja
L' U' L F (L' U' L U) L F' L2 U L U
 Mirror of Jb



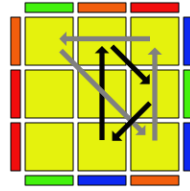
PLL Rb
R' U2 R U2 R' F (R U R' U') R' F' R2 U'
 Mirror of Ra



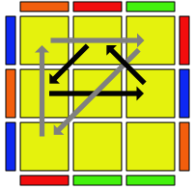
PLL Ra
L U2 L' U2 L F' (L' U' L U) L F L2 U
 Mirror of Rb



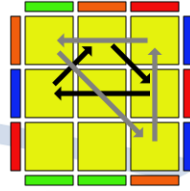
PLL Gd
 $R U R' y' R^2 u' (R U' R' U R') u R^2$



PLL Gb
 $L' U' L y L^2 u (L' U L U' L) u' L^2$
 Mirror of Gd

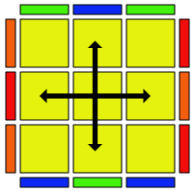


PLL Ga
 $R^2 u (R' U R' U' R) u' R^2 y' R' U R$
 Reverse of Gd

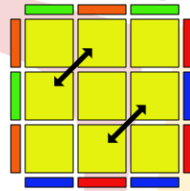


Gc
 $L^2 u' (L U' L U L') u L^2 y L U' L'$
 Reverse of Gb/Mirror of Ga

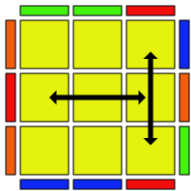
Algorithms without mirrored versions



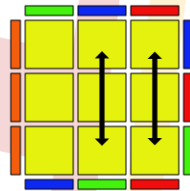
PLL H
 $M^2 U M^2 U^2 M^2 U M^2$
 Used in 2-Look Edges



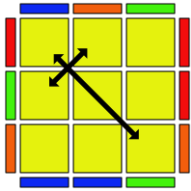
PLL Z
 $(M^2 U M^2 U) M' (U^2 M^2 U^2) M' U^2$
 Used in 2-Look Edges



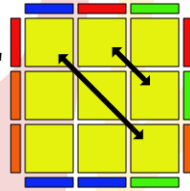
PLL T
 $(R U R' U') R' F R^2 U' R' U' R U R' F'$
 Similar to F



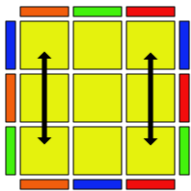
PLL F
 $R' U' F'$
 $(R U R' U') R' F R^2 U' R' U' R U R' U R$
 Similar to T with set up move



PLL Y
 $F (R U R' U') R U R' F' (R U R' U') R' F R F'$



PLL V
 $R' U R' d' R' F' R^2 U' R' U R' F R F'$



PLL E
 $(R B' R' F)(R B R' F')(R B R' F)(R B' R' F')$