



Example Solve Critique

Solve 1 – B L2 D2 B F L2 F' D2 F' D2 R2 D U B' L U L F' U R F

- To insert the last cross edge, instead of doing $y' D' L D$, you could potentially do $u' L u$. The only tricky part about doing these wide moves is that you'll need to practice changing your grip temporarily so that your fingers are on the bottom layer, to allow for the u/u' moves.
 - To go one level further, if the $y' D' L D$ was in fact in anticipation of the blue-red pair coming together, then that's probably a better way to go, because it means you don't have to rotate to insert that first pair.
- I'm not sure that red-green was the best choice for the second pair. I probably would have done $U' R' U2 R U2' L U L'$ to insert the blue-orange pair, mainly because it doesn't require a rotation, but also because it means we have the entire left half of the F2L solved afterwards.
- Your solution for the second pair was good, and the rest of the F2L worked out fine - but I'd probably have done a y rotation before inserting it to again solve the left hand side of F2L.
- It worked out okay because both edges were oriented and the corners were very visible, but you rotated to solve the 3rd and 4th pairs in the back slots, rather than the front. Most of the time this would probably result in messing up your lookahead or having to do a $y2$ rotation afterwards. Try to end up with the last 2 empty slots where you can easily see them, if it's practical.
- Last layer cases were pretty horrible but you executed them well and at a decent TPS. The only slight mistake was doing the $U' U$ before OLL. The AUF anticipation and fingertrick there is exactly how I do it, haha.

Solve 2 – D R' F U F2 L D2 B R' L2 U F2 L2 U2 F2 L2 B2 U' R2 F2

- Hard cross, but it can be done slightly better than 10 moves with a rotation.
 - [yellow top, green front] $U L F' U' D' R2' F$
 - This sort of thing comes with experience - particularly if you're just a white cross solver, it's worth practicing hard crosses for a little while with the CSTimer cross solution tool just to see what sort of tricks you can pick up - it's all fairly intuitive though. Hard to do it in timed speedsolves with limited inspection time as well.
- First pair was spotted nicely - with hard crosses like that where you can't really see into F2L at all, it's nice when easy cases pop up at the beginning of F2L to keep your flow going.
- For the second pair, $U R U R' L U' L'$ is a bit more efficient, and nicer for right-handers. We can do this solution because the FR slot is unsolved.
- Pair 3 and 4 are right in front of you - the blue/orange solution at this point is a lot shorter than the green/orange solution. If we do $U' R U R' U' R U R'$ first (to solve blue/orange), it will change the orientation of the green/orange corner to give us a shorter case for that pair.

- The main point here is that in situations where two pairs are very clearly visible, we need to be able to make an instant decision to choose the easier one, because more often than not, solving it will influence the pieces of the other pair in a good way.
- Last layer was very clean again, fingertricks were spot on, you only maybe lost a tiny bit of time for OLL recognition.

Solve 3 – B2 U2 F2 D2 R2 B2 D' B2 U' R2 U2 L' F' D L2 B' U L2 R D2

- There are many different ways to solve that cross, yours was perfectly fine, I think.
 - To perhaps avoid the F' B fingertrick, [yellow top, blue front] L' B L2 U R F R D' is nice.
- Pair #1 was good without a rotation, but pair #2 was far from ideal :p
 - The green-orange pair was set up to a 3 move insert [y U2' R' U' R], and the red-green pair was an okay rotationless case.
 - If blue-red was the only pair you saw in the moment, there's quite an easy 6 move solution. you'll probably need to rotate anyway depending on how you solve this pair, but the solution is just [y U' R' F U F' R]. I have a bunch of these random cases on this PDF [here](#).
- The cases for the last 2 individual pairs weren't great. If you really wanted to (I don't know whether I would have seen this), you could use keyhole to solve both pairs at once. This is because we have an edge solved in one slot and a corner solved in the adjacent slot. Doing a D moves the unsolved corner position to the BR slot, and then we can just insert the green-red corner and green-orange corner into the BR slot like U R' U' R U' R' U R
 - Alternatively, you can just use keyhole to insert the BR slot edge without a rotation, or do something like R2 U R U' R2', which will change the red-green F2L case into something much nicer.
 - The main message/lesson here is that it's definitely possible to influence bad F2L cases.
- Not many issues with your last layer here either, apart from the AUF mistake before the OLL. G perm looked pretty slick.

Solve 4 – B D' F' U' R F' L U2 D2 F D B2 L2 U B2 D L2 D R2 U2 L2

- Yay, a slightly easier cross case. Your fingertricks were pretty nice, I definitely can't execute all those awkward moves that elegantly.
 - There was, however, a pretty nice extended cross on white. If you hold yellow top and green front, then doing B R places edges #2 and #3 into the cross layer. If we do L F' L', it inserts the orange-white edge and also preserves that solved orange-green-white corner. Inserting the orange-green edge into the FR slot is just a matter of doing R U' R', and then D finishes off the X cross. This is a pretty straightforward X-cross using keyhole.
 - Also, with your solution, perhaps it would have been slightly easier to execute it starting with yellow on top and red on front?
- For pair #1, the green-red and blue-orange were nicer cases to start with, rather than the long solution for blue-red.
- Pairs 2 and 3 were very well done.
- This is a really small change, but for pair 4, with the white corner in the UFL position, I think doing U R U' R' U' F' U' F is very slightly faster, as it avoids the U2. The F moves to insert aren't too bad either, and mean you avoid a rotation.
- OLL was lovely, but for that PLL, after you did the U', you could actually have executed the PLL from that angle without an AUF fairly easily, with the below algorithm. The U' and y can be done simultaneously.

- R' U' y F (R2 u R' U) (R U' R u') R2'

Solve 5 - U' R2 B2 D R D F2 D B R' F2 R2 F2 L2 U L2 F2 B2

- Cross was pretty nice. An [R/r/U/D] solution is [white top, green front] U' r2' R D R' D - probably slightly easier to execute.
- A slightly easier way to execute that first pair is to do it all with the right hand - U' R' U R U' R U R'
- Yeah... after that first pair there was hardly anything to work with - you did okay there and managed to keep the F2L flow going.
- The 3rd/4th pair is one of my favourite multislotting cases - (R' U' R2 U' R' U') (R U' R2' U' R). A little bit tricky to see, but the way I'd recognise it is by the blue block on the right face of the FR slot. Doing the 3-mover normally gives that bad case for pair 4.
- LL was good. An alternative approach to that PLL is to do a U', and then x' (R U' R) D2 (R' U R) D2 R2' x. This avoids the AUF at the end, but you executed it pretty well anyway.

Strengths:

- Your fingertricks and turning style are very nice - you're able to execute awkward solutions very well and avoid lockups. The solves look very clean.
- For the most part, your F2L solutions for individual pairs seem to be pretty standardised and efficient.

Main tips for improvement:

- Improvement will be far more incremental from an 11 second average, I think your times will drop with small changes in a few areas of the solve.
- Firstly, I think you should start trying to see your first pair as often as possible. Your crosses are pretty solid now, so you definitely have some room to inspect a bit more and try to plan your cross and first pair. Start out by doing this in easy cases, or by just tracking one piece of the first pair. This is the main thing that I think will help your cross-F2L transition.
- Despite your speed, it doesn't look like your F2L flows that well, and I think you should definitely work on training lookahead and tracking pieces. At your level, I think the two pairs blindfolded drill is most relevant and useful, but I also think you should work on just forcing yourself to look elsewhere at unsolved pieces/slots throughout your F2L.
- I mentioned this a bit in the example solves, but even though your solutions are reasonably advanced, you can definitely benefit from making better decisions when presented with multiple options for F2L pairs. The best way to practice this is to scramble 2 F2L slots (or just solve cross and 2 pairs) and practice choosing the "best" pair as quickly as possible. The "best" pair will depend on a number of things, including where free slots are positioned, edge orientation, whether or not you will require a rotation, etc. You should already have somewhat of an intuitive sense of this, but now it needs to be applied in your speedsolves.
- Eliminate those AUF mistakes before OLL.
- I think there's scope for you to try and turn a little bit faster in your last layer algorithms, but not to the point where it makes you lock up. Your fingertricks and technique are solid enough that it may be worth trying to push for a little bit more speed. Try out last slot + last layer scrambles with the sole focus of turning really quickly and accurately.