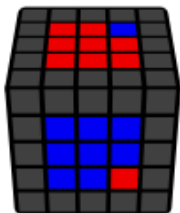


5x5 L2C Algorithms (Last Two Centers)

Images sourced from Conrad Rider's VisualCube - <http://cube.crider.co.uk/visualcube.php>

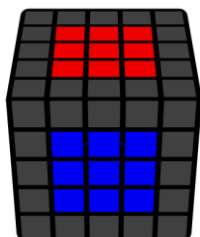
Algorithm Presentation Format



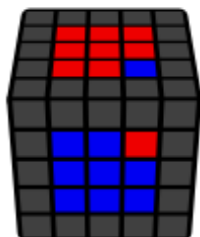
Suggested algorithm here

These L2C algorithms are for the cases where a 2x3 block of center pieces is solved on the front face.

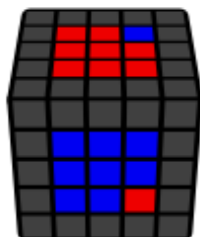
Round brackets are used to segment algorithms to assist memorisation and group move triggers.



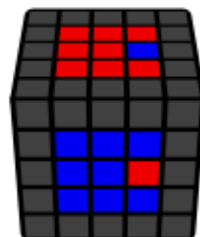
Solved



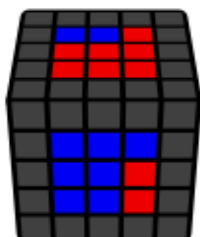
$(Rw\ U\ Rw')\ U\ (Rw\ U2'\ Rw')$



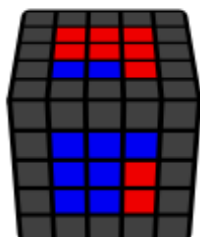
$(Rw\ U'\ Rw')\ U'\ (Rw\ U2'\ Rw')$



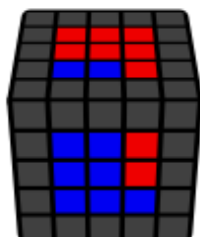
$Rw\ U'\ M'\ U\ Rw'\ U'\ M$



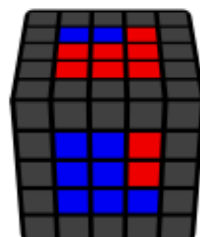
$(Rw\ U\ Rw')$



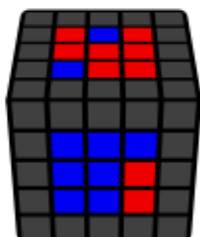
$(Rw\ U\ Rw')\ U'\ (Rw\ U'\ Rw')$



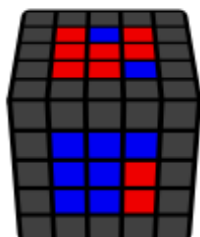
$(Rw\ U'\ Rw')$



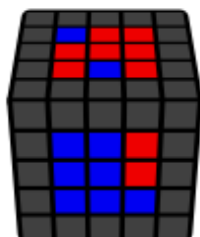
$(Rw\ U'\ Rw')\ U\ (Rw\ U\ Rw')$



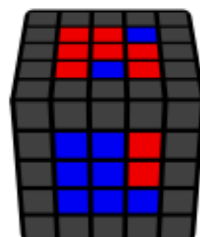
$(Rw\ U'\ Rw')\ U'\ (Rw\ U'\ Rw')$



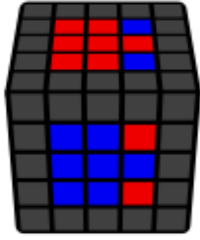
$(Rw\ U2'\ Rw')\ U\ (Rw\ U2'\ Rw')$



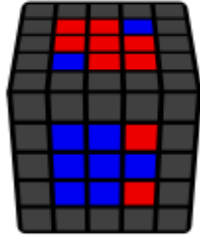
$(Rw\ U\ Rw')\ U\ (Rw\ U\ Rw')$



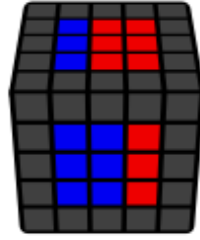
$(Rw\ U2\ Rw')\ U'\ (Rw\ U2\ Rw')$



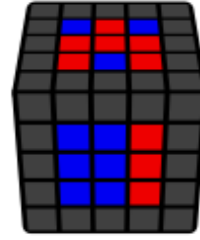
$(Rw U' Rw' U) (Rw U' Rw' U)$
 $(Rw U' Rw')$



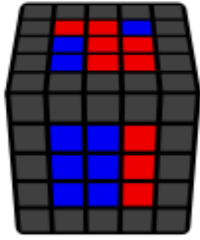
$(Rw U' Rw') U2 (Rw U' Rw')$



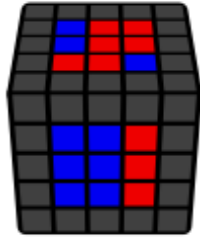
$(Rw U2 Rw')$



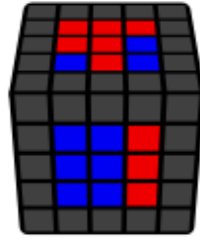
$(Rw U2' Rw') U2 (Rw U' Rw')$



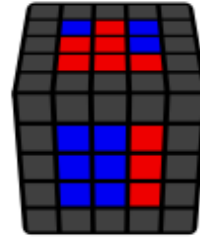
$(Rw U Rw') U' (Rw U2 Rw')$



$(Rw U' Rw') U (Rw U2' Rw')$



$(Rw U' Rw') U (Rw U' Rw')$



$(Rw U Rw') U' (Rw U Rw')$