

F2L Algorithms – Some Useful Cases

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

Algorithm Presentation Format



Suggested algorithm here

This is a selection of F2L algorithms that are fairly short, but also somewhat unintuitive.

It is not recommended to learn any of these algorithms before learning intuitive F2L.

Edge in different slot, corner oriented



R' F R2 U' R' U2 F'
(FL slot)

(R' F R F') (R' U' R)
(BR slot)



F R' U R F'
(FL slot)

R' F U' F' R
(BR slot)



Edge in different slot, corner not oriented



R' F U F' R
(FL slot)

F R' U' R F'
(BR slot)



U R' U' R2 U R2' U' R
(BR slot)

U' R U R2' U' R2 U R'
(FR slot)



R' u' R' u R
(FR slot)

Edge insertions



F' (R U R' U') R' F R
(FR slot)

(R' F' R U) (R U' R' F)
(FR slot)



Corner solved, edge in slot



R2 U' R2' U R2
(FR slot)

R2 U R2 U' R2'
(BR slot)



Miscellaneous



F R U' R' U' F'
(FL slot)

r U' R' U R U r'
(FR slot)



M U r U' r' U' M'
(FR slot)