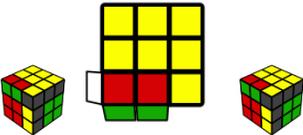


## WV Algorithms (Winter Variation)

Developed by Feliks Zemdegis  
and Andy Klise

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

### Algorithm Presentation Format


<b>Suggested algorithm here</b>

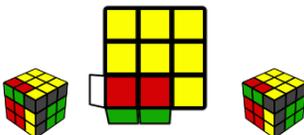
	<b>Insert to Sune variant</b>
	<b>Insert to OLL</b>

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

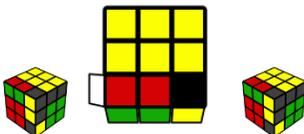
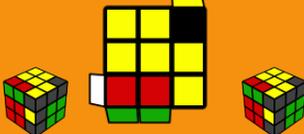
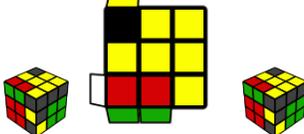
It is recommended to learn the algorithms in the order presented.

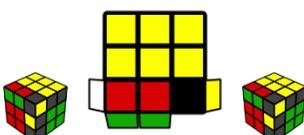
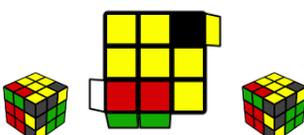
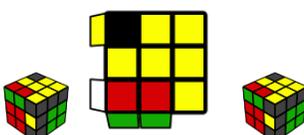
The legend to the left indicates two colour patterns used in this sheet to signify similarities across algorithms.

### 3 Corners Oriented

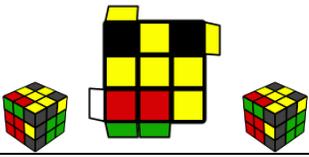
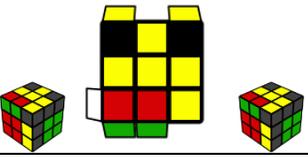
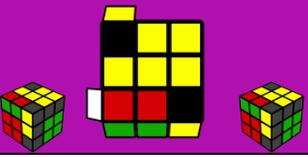
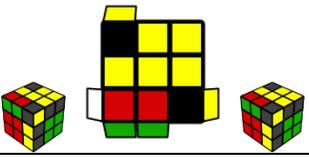

$L' U^2 (R U R') U^2 L$

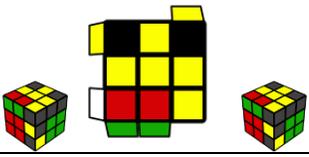
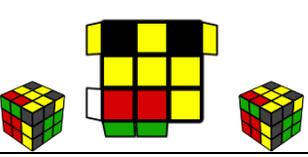
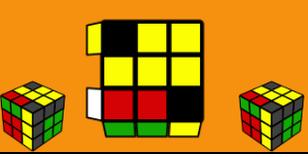
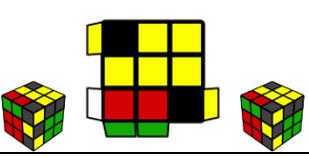
### 2 Corners Oriented

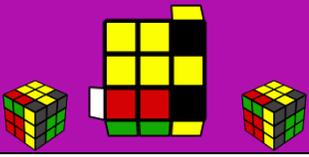
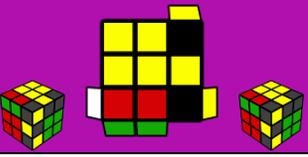
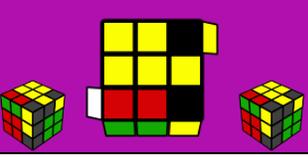
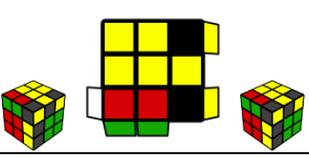
		
$R U' R'$	$(R U' R') U [R' U' R U' R' U^2 R]$	$U' (R U' R' U^2) (R U' R' U^2) (R U R')$

		
$U' (R' F R U) (R U' R' F')$	$R^2 D (R' U' R) D' R^2'$	$(R U R' U') (R U' R')$

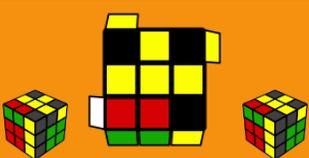
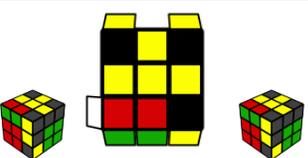
## 1 Corner Oriented

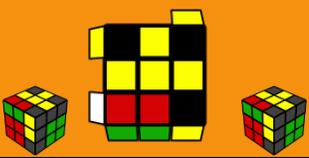
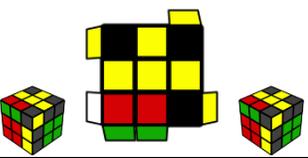
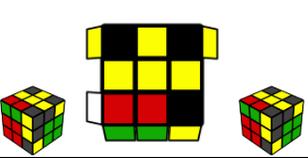
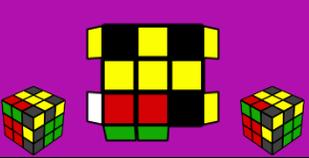
			
$U (R U' R' U) (R U2' R')$	$R U R2' U' R2 U' R2' U2' R$	$(R U' R') \rightarrow [OLL]$	$U R2 D (R' U2 R) D' R2'$

			
$U R' U' R2 U' R2' U2' R$	$U F' (R U2' R' U2') R' F R$	$U R U2' [R2' U' R U' R' U2 R]$	$U' L' (U R U' R') L$

			
$(R U' R') \rightarrow [OLL]$	$(R U' R') \rightarrow [OLL]$	$(R U' R') \rightarrow [OLL]$	$U R U2' R'$

## 0 Corners Oriented

			
$(R U' R') U' [R U R' U R U2' R']$	$R U' [R2' U2' R U R' U R]$	$U (R U' R' U) (R U' R' U) R U2' R'$	$U R U2' [R2' U2' R U R' U R]$

			
$R U' [R2' U' R U' R' U2 R]$	$(R U R' U') (R U R' U') R U' R'$	$R2 D (R' U R) D' R' U2 R'$	$(R U' R') \rightarrow [OLL]$