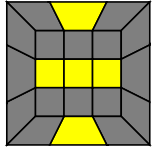
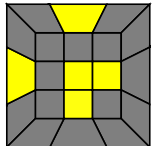
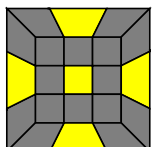


## Rubik cube solving, CFOP method: 2-Look OLL

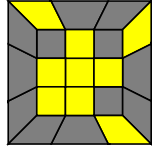
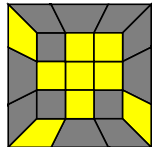
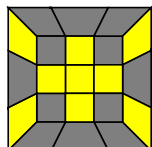
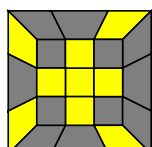
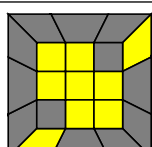
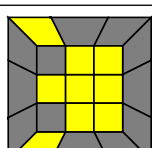
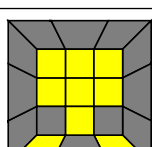
x: entire cube like R

f: like F, but turn the middle layer as well

### 1 Edges

Name	Case	Algorithm
1. I-Shape		$F R U R' U' F'$
2. L-Shape		$f R U R' U' f$
3. Dot Shape		$F R U R' U' F'$ $f R U R' U' f$

### 2 Corners

Name	Case	Algorithm
4. Sune		$R U R' U$ $R U^2 R' (U)$ Like 3 <sup>rd</sup> layer edge swap
5. Antisune		$R U^2 R' U'$ $R U' R' (U')$
6. H		$F$ $(R U R' U')^3$ $F'$
7. Pi ( $\neq$ )		$R U^2$ $R^2 U' R^2 U' R^2$ $U^2 R$
8. L		x $R' U R D'$ $R' U' R D$
9. T ( $\rightarrow$ )		x $L U R' U'$ $L' U R U'$
10. U		$R^2 D$ $R' U^2 R$ $D'$ $R' U^2 R'$

Source: <https://jperm.net/algs/2lookoll>

## Rubik cube solving, CFOP method: 2-Look OLL

### 3 Edges training scrambles

- Dot Shape
  - initial: F L F' R' F' U2 L' F R B2 L2 U R2 D L2 B2 D B2 R2
  - repeat: U2 R L' F2 D2 B R L U2 B2 R2 U B2 U' B2 R2 D2 F2 U' L2 F2
- I-Shape
  - initial: F2 R' F L F R' D2 L' D2 B2 U' L2 B2 U' R2 U F2 D' F2
  - repeat: U2 F' U2 F' U2 D' F R' F R D' F2 B2 D' B2 D F2 D2 R2 U' R2
- L-Shape
  - initial: U F U R U' R' F U L2 B2 R2 D' R2 B2 L2 U2 F2
  - repeat: U B2 R' F R' L2 F' L2 F U' R2 U2 R2 F2 D R2 B2 U' B2 L2 D'

### 4 Corners training scrambles

- Antisune
  - initial: U' F U F2 U' F2 U F' U' L2 D R2 B2 D2 B2 U B2 U L2 D R2
  - repeat: R' F2 R U L' U L U2 R2 U' B2 U L2 U' F2 L2 D' B2
- H
  - initial: U' L' U2 L U' B2 L D L' B2 U L2 D' R2 F2 D' R2 U L2 B2 D
  - repeat: L U' R' U' F2 R U' L U' B2 U R2 D2 L2 D' F2 D R2 U B2
- L
  - initial: U2 L U2 L B2 L' U2 L R2 F2 U' L2 U B2 D' L2 R2 F2 U B2
  - repeat: F D B2 D' F U2 F2 U L2 U2 F2 U' R2 F2 U' L2
- Pi
  - initial: U2 B D F2 L2 D' L2 D' B U2 R2 B2 D' F2 U' F2 U F2 D' L2 D'
  - repeat: U2 F U2 F2 L2 B' U2 R2 B' U2 L2 R2 F2 R2 U F2 D R2 U' R2 D
- Sune
  - initial: U L U2 L' U' L U' L U B2 U2 L2 U' F2 D' R2 D F2 L2 U2 L2
  - repeat: U R' U L U' R U L U B2 D2 R2 U' R2 D B2 R2 U2 R2 D L2
- T
  - initial: U L U' F2 U F2 U L D L2 U R2 U F2 L2 D2 R2 B2 D L2
  - repeat: U B' U R2 U' R2 U' B' U2 L2 D' F2 L2 U B2 L2 U' D2 R2 U L2
- U
  - initial: U' R2 U R D' L2 D R B2 D B2 D' R2 D' L2 D B2 U' B2 R2
  - repeat: B D F2 D' B U' B2 U B2 U' L2 D L2 U F2 D' B2