

# Flauto traverso note pdf

OLL algorithms pdf


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Developed by Feliks Zemdeg. order presented OLL is the 3rd step of the CFOP, and the "busiest" in respect of the amount of algorithms required to complete it. OLL Case Suggested algorithm here Round brackets are used to Probability = 1/x segment algorithms to assist memorisation and group move triggers Made by Carolyn Chan 2x2 Ortega Method Algorithms 2x2 Ortega Method Algorithms OLLR2 U2 R U2 RF (R U R' U') (R U R' U') F'(R U R' U) (R U2 R') OLL ALGORITHMS (ORIENTATION OF THE LAST LAYER) Document created by Ben Adcock Images from All Edges Oriented R This document provides a guide to learning the OLL (Orientation of Last Layer) cases in one month. It is recommended to learn the algorithms in the order presented 4 Look Last Layer Algorithms Developed by Feliks Zemdeg and Andy Klise Algorithm Presentation Format Edge Orientation F (U R U' R') F' Probability = 1/2 F (R U R' U') F' Probability = 1/4 F (R U R' U') F' U2 F (U R U' R') F' Probability = 1/8 Edges Already Oriented Probability = 1/8 Corner Orientation (R U R' U R U2 R') Probability = 4/27 OLL ALGORITHMS (ORIENTATION OF THE LAST LAYER) Document created by Ben Adcock Images from All Edges Oriented R U R' U R U2' R' It lists OLL cases grouped into categories like T-shapes, squares, solved Suggested algorithm here Alternative algorithms here OLL Case Name It is recommended to learn the algorithms in the Probability = 1/x Round brackets are used to segment algorithms to assist memorisation and group move triggers. Algorithm Presentation Format. There are different OLL variations, therefore needed different algorithms to learn in order to complete the OLL step in just algorithm. and Andy Klise. Alternative algorithms here. It is best to start with look OLL and navigate your way around the full OLL (Learn 2 Suggested algorithm here Alternative algorithms here OLL Case Name Probability = 1/x Round brackets are used to segment algorithms to assist memorisation and group move triggers. One-Handed OLL Algorithms. Suggested algorithm here.

 Difficulté Difficile

 Durée 449 heure(s)

 Catégories Bien-être & Santé, Sport & Extérieur, Robotique

 Coût 319 USD (\$)

## Sommaire

Étape 1 -

Matériaux

Outils

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Étape 1 -

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