

OLL-2L

CFOP (Fridrich) Method: Orientation of Last Layer - 2 Look.

Solve Edges

The first stage of 2-Look OLL is to solve the four edge pieces. Use the algorithms below to do this, depending on whether you have no edges solved, or 2 edges solved.



'Dot'



$F (R U R' U') F' f (R U R' U') f'$



'Line'



$F (R U R' U') F'$



'L'



$f (R U R' U') f'$

Solve Corners

The second stage of 2-Look OLL is to solve the four corner pieces. Use the algorithms below to do this.



'H'



$F (R U R' U') (R U R' U') (R U R' U') F'$



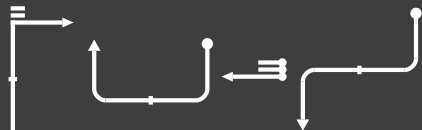
'Pi'



$R U2' R2' U' R2 U' R2' U2' R$



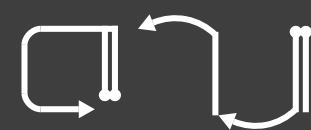
'Headlights'



$R2 D (R' U2 R) D' (R' U2 R)$



'T'



$(r U R' U') (r' F R F')$



'Sune'



$R U R' U R U2' R'$



'Anti-Sune'



$R U2 R' U' R U' R'$



'Bow Tie'



$F' (r U R' U') r' F R$