

# Speed-Cubing

<https://jperm.net/3x3/cfop>

## Notation

Symbol	R	L	U	D	F	B	M	E	S
Bedeutung	Right	Left	Up	Down	Front	Back	Middle	Equator	Standing
Würfeldrehungen	x		y		z				


Die Drehrichtung ist immer im Uhrzeigersinn, wenn man auf die Seite drauf schaut, mit folgenden Ausnahmen:

- **F'** bedeutet das die Drehrichtung gegen den Uhrzeigersinn geht
- **F2** zeigt eine 180° Drehung an, egal in welcher Richtung
- **Fw** bedeutet, dass nicht nur die Seite selbst, sondern auch die Mitte mit gedreht wird

## Algorithmen

- [OLL](#)
- [PLL](#)
- [F2L](#)


### 2 Look OLL - Ecken


 **OLL-01**  
OLL-02 + OLL-03

 **OLL-02**  
F R U R' U' F'

 **OLL-03**  
Fw R U R' U' Fw'

### 2 Look OLL - Kanten

 **OLL-04**  
(R2 D) (R' U2) (R D') (R' U2 R')


 **OLL-05**  
(Rw U R' U') (L' U R U')


 **OLL-06**  
F' (Rw U R' U') (L' U R)

 **OLL-07**  
(R U R' U) (R U2 R')

### 2 Look PLL - Kanten

 **Z-Perm**  
M2 U M2 U M U2 M2 U2 M U2

 **H-Perm**  
M2 U M2 U2 M2 U M2

 **U-Perm**  
M2 U M U2 M' U M2


 **U-Perm**  
M2 U' M U2 M' U' M2

### Ausgewählte OLL


r U R' U' M2 U R U' R' U' M'


### Ausgewählte PLL


 **L-Perm**  
(R' U L' U2 R U') R' U2 L R U'

 **J-Perm**  
(L U' R U2 L' U) L U2 R L U


 **OLL-08**  
(L' U' L U') (L' U2 L)

 **N-Perm**  
(L U' R U2 L' U) R' (L U' R U2 L' U) R' U'


 **OLL-09**  
(R U2) (R2 U') (R2 U') (R2 U2 R)


 **T-Perm**  
R2 U R2 U' R2 U' D R2 U' R2 U R2 D'


 **OLL-10**  
L U L' U L U' L' U L U2 L

 **F-Perm**  
U R U' R' U R2 y R U R' U' x U' R' U R U2


## 2 Look PLL - Ecken

 **A-Perm**  
Lw' U R' D2 R U' R' D2 R2

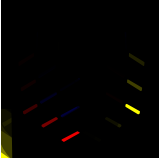
 **V-Perm**  
(D2 R U2) R' D (R U' R U' R U) R2 D (R' U' R)

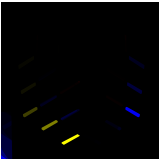
 **A-Perm**  
Rw U' L D2 L' U L D2 L2

 **Y-Perm**  
z U2 R U R' U' R y R U L' U L U R' U'

 **E-Perm**  
x' (R U' R') D (R U R') D' (R U R') D (R U' R') D'  
x' (L' U L) D' (L' U' L) D (L' U' L) D' (L' U L) D

## Pretty Patterns

 **Cube in Cube**  
F L F (U' R U) F2 L2 U' L' B D' B' L2 U  
**Inverse**  
U' L2 B D B' L U L2 F2 U' R' U F' L' F'

 **Cube in Cube in Cube**  
U' L' U' F' R2 B' R F U B2 U B' L U' F U R F'  
**Inverse**  
F R' U' F' U L' B U' B2 U' F' R' B R2 F U L U

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