One-Handed PLL Algorithms

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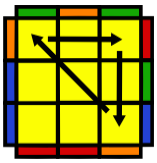
Algorithm Presentation Format



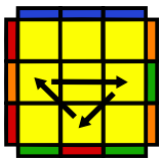
Suggested algorithm here
Alternative algorithms here
PLL Case Name - Probability = 1/x

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

Moves in square brackets at the end of algorithms denote a U face adjustment necessary to complete the cube from the states specified.

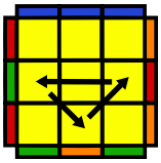
It is recommended to learn the algorithms in the order presented.

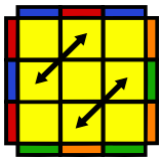
Permutations of Edges Only



z (U' R U' R') (U' R' U' R) U R U2'
y2 z U2' R U (R U' R' U') (R' U' R U')
Ub - Probability = 1/18

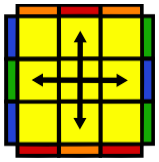
(R U' R U) R U (R U' R' U') R2
y2 (R2 U' R' U') R U R U (R U' R)
Ua - Probability = 1/18



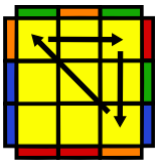


y (R' U' R U') (R U R U') (R' U R U) R2 U' R' [U2]
Z - Probability = 1/36

R2 U2' R U2' R2 U2' R2 U2' R U2' R2
H - Probability = 1/72

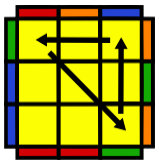


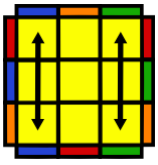
Permutations of Corners Only



x (R' U R') D2 (R U' R') D2 R2 x'
x' U2' R2 (U' L' U) R2 (U' L U') x
Aa - Probability = 1/18

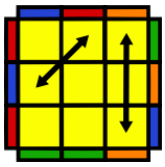
x R2' D2 (R U R') D2 (R U' R) x'
x' z (R U' R) z' R2 (U' L U) R2 U2' x
Ab - Probability = 1/18





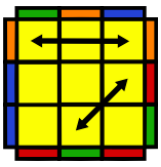
y R2 U R' U' y (R U R' U') (R U R' U') (R U R') y' R U' R2
x' (R U' R' D) (R U R' D') (R U R' D) (R U' R' D') x
E - Probability = 1/36

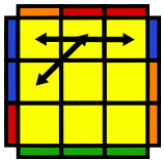
Swap One Set of Adjacent Corners



(R U' R' U') (R U R D) (R' U' R D') (R' U2' R') [U']
(R U R' F') (R U2' R' U2') (R' F R U) (R U2' R') [U']
Ra - Probability = 1/18

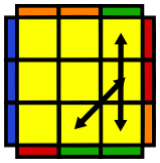
(R' U2' R' D') (R U' R' D) (R U R U') (R' U' R) [U']
(R' U2' R U2') R' F (R U R' U') R' F' R2 [U']
Rb - Probability = 1/18

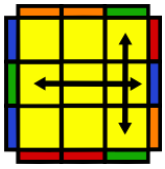




(R' U L' U2) (R U' R' U2' R) L [U']
y' z (U' R2 U R U' R2) z' (R U' L U R')
Ja - Probability = 1/18

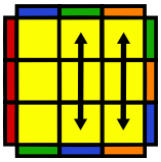
R U2' R' U' R U2' L' U R' U' L
Jb - Probability = 1/18



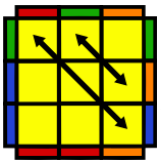


(R U R' U') (R' F R2 U') R' U' (R U R' F')
T - Probability = 1/18

y' (R U R' U') (R' U R U2') L' (R' U R U') L (U' R U' R')
(R' U' F') (R U R' U') (R' F R2 U') (R' U' R U) (R' U R)
F - Probability = 1/18

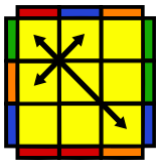


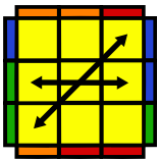
Swap One Set of Diagonal Corners



(R' U R U') x' (U R U2' R') (U' R U' R') U2' (R U R' U')
(R' U2' R U2') L U' R' z R U' R U R' D R U'
V - Probability = 1/18

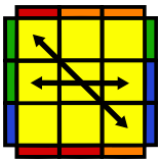
F (R U' R' U') (R U R' F') (R U R' U') (R' F R F')
y' (R U R2 U) L' U2 R U' R' U2' L (R U' R U' R')
Y - Probability = 1/18





(L U' R U2' L' U R') (L U' R U2' L' U R') [U']
(R U' L U2' R' U L') (R U' L U2' R' U L') [U']
Na - Probability = 1/72

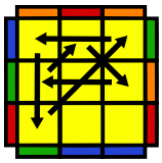
(R' U L' U2 R U' L) (R' U L' U2 R U' L) [U]
(L' U R' U2 L U' R) (L' U R' U2 L U' R) [U]
Nb - Probability = 1/72

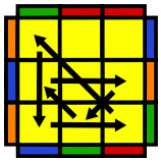


G Permutations (Double cycles)

R2 U (R' U R' U') (R U' R2) D U' (R' U R D') [U]
R2 u (R' U R' U') R u' R2 z (U' R U)
Ga - Probability = 1/18

y' (R' U' R U) D' (R2 U R' U) (R U' R U') R2 D [U']
y' (R' U' R) y (R2 u R' U) (R U' R u') R2
Gb - Probability = 1/18





R2 U' (R U' R U) (R' U R2 D') (U R U' R') D [U']
Gc - Probability = 1/18

D' (R U R' U') D (R2 U' R U') (R' U R' U) R2 [U]
(R U R') y' (R2 u' R U') (R' U R' u) R2
Gd - Probability = 1/18