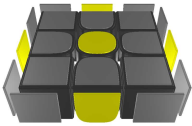







OLL-2L

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

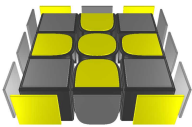


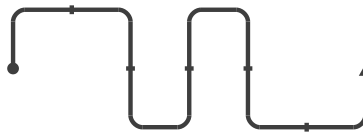

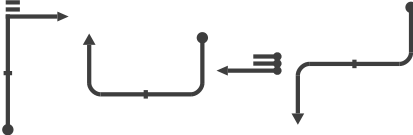

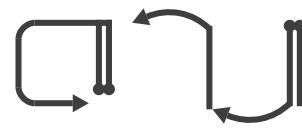
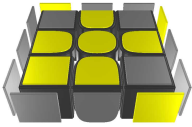
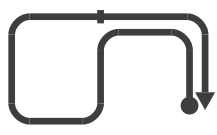

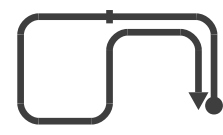

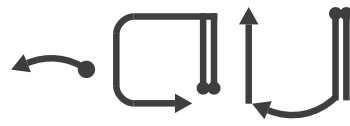
Solve Edges

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'	$R U_2' R_2' U' R_2 U' R_2' U_2' R$
			
'Headlights'	$R_2 D (R' U_2 R) D' (R' U_2 R')$	'T'	$(r U R' U') (r' F R F')$
			
'Sune'	$R U R' U R U_2' R'$	'Anti-Sune'	$R U_2 R' U' R U' R'$
			
'Bow Tie'	$F' (r U R' U') r' F R$		