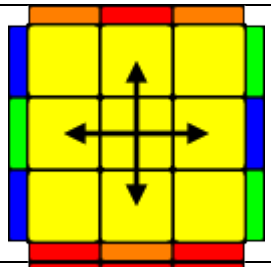
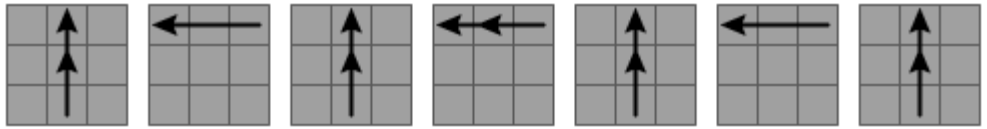
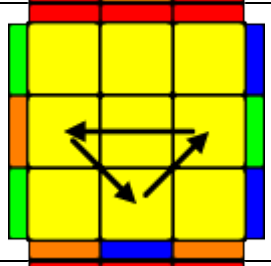
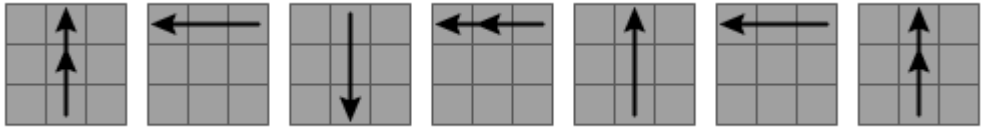
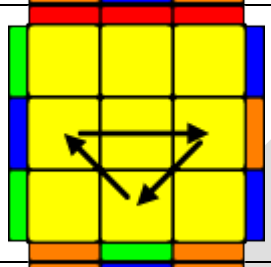
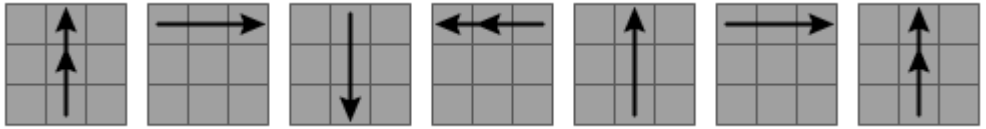
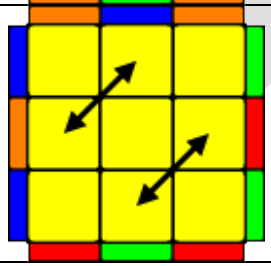
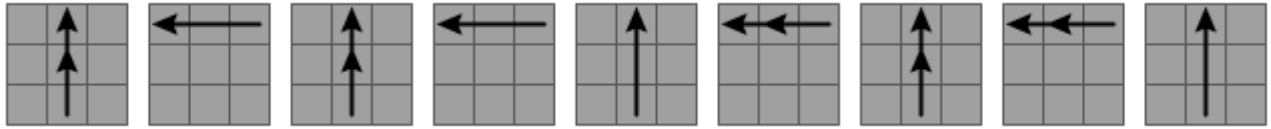
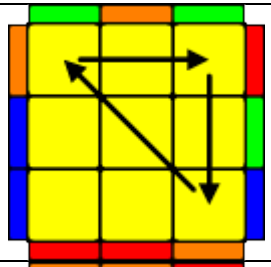
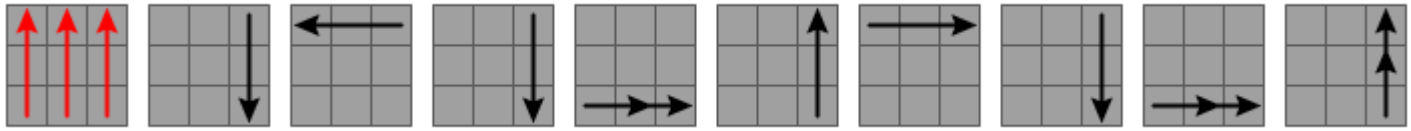
ALGORYTMY PLL

Nazwa i algorytm	Rysunek podglądowy	Algorytm przedstawiony obrazkowo
PLL H M2' U M2' U2 M2' U M2'		
PLL U M2' U M U2 M' U M2'		
PLL U´ M2' U' M U2 M' U' M2'		
PLL Z M2' U M2' U M' U2 M2' U2 M'		

PLL A

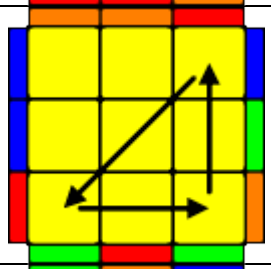
x R' U R' D2 R U' R' D2 R2

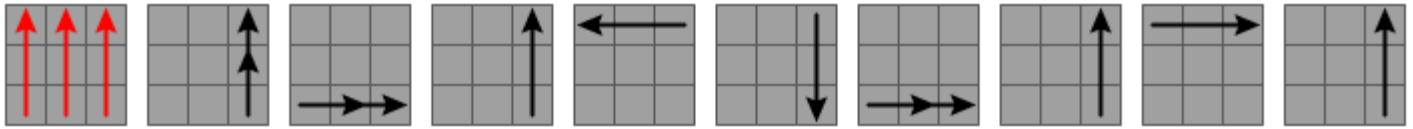




PLL A´

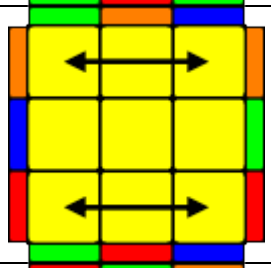
x R2 D2 R U R' D2 R U' R

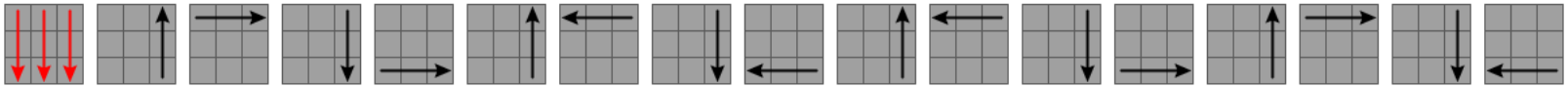




PLL E

x' R U' R' D R U R' D' R U R' D R U' R' D'

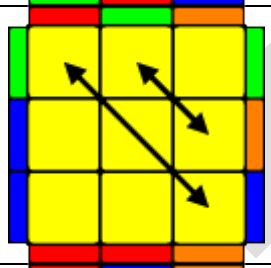


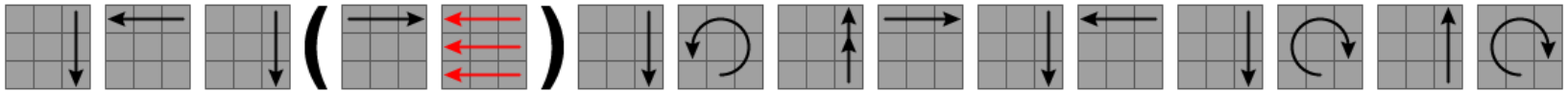


Połączenie dwóch OLL'i. Według speedsolving.com OLL 24+OLL 25

PLL V

R' U R' (U' y) R' F' R2 U' R' U R' F R F

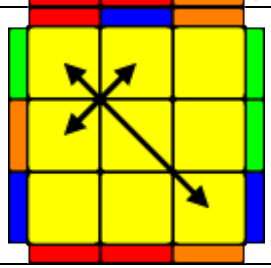


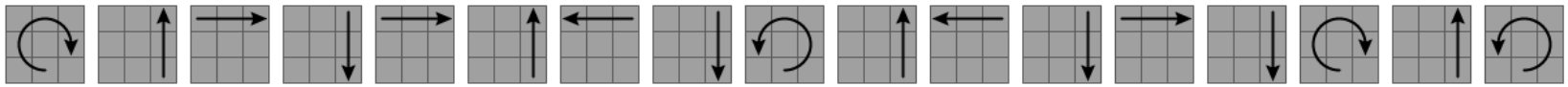


Sekwencje w nawiasie można wykonać też w inny sposób. Na przykład robiąc ruch d'

PLL Y

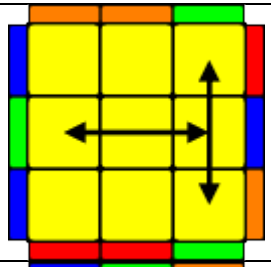
F R U' R' U' R U R' F' R U R' U' R' F R F'

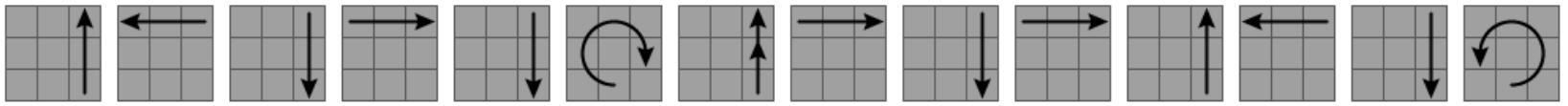




PLL T

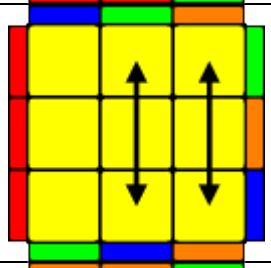
R U R' U' R' F R2 U' R' U' R U R' F'

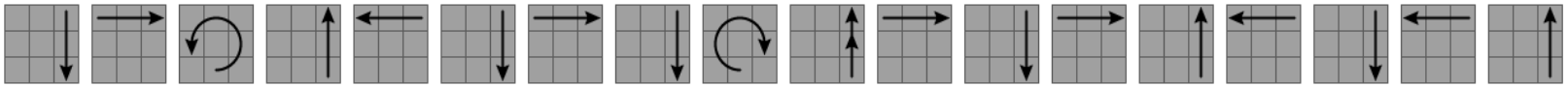




PLL F

R' U' F' R U R' U' R' F R2 U' R' U' R U R' U R

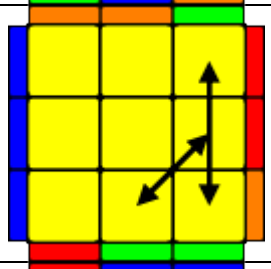


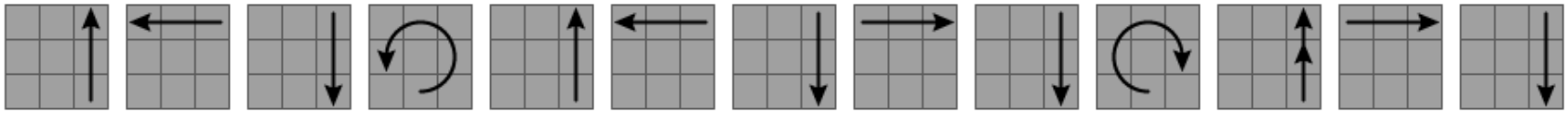


R’ U’ F + PLL T + U R

PLL J

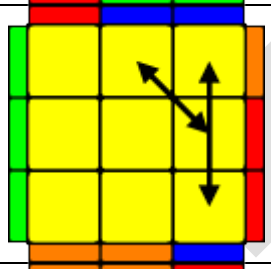
R U R' F' R U R' U' R' F R2 U' R'

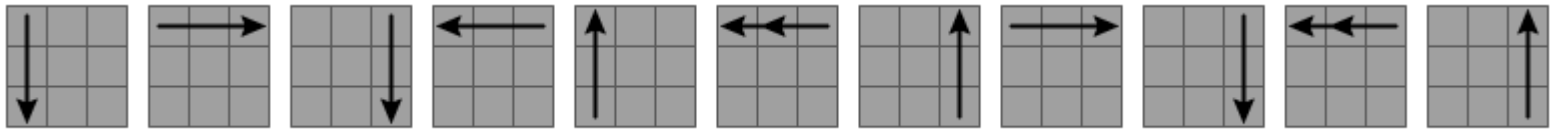




PLL J´

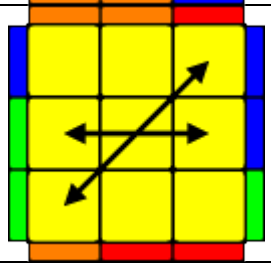
L U' R' U L' U2 R U' R' U2 R

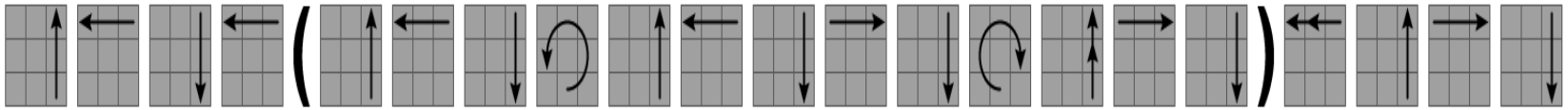




PLL N

R U R' U (R U R' F' R U R' U' R' F R2 U' R') U2 R U' R'

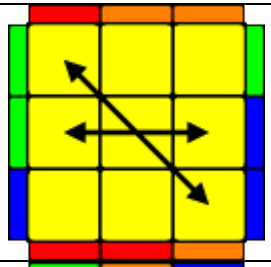


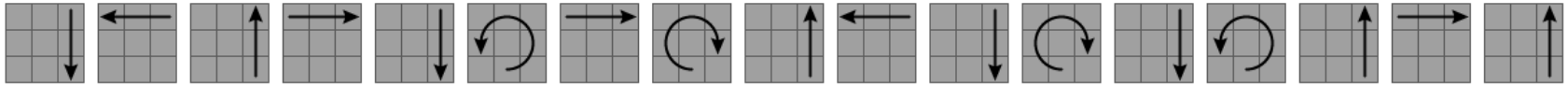


Początek Sune’a + PLL J + Koniec Sune’a

PLL N´

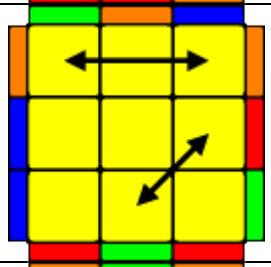
R' U R U' R' F' U' F R U R' F R' F' R U' R

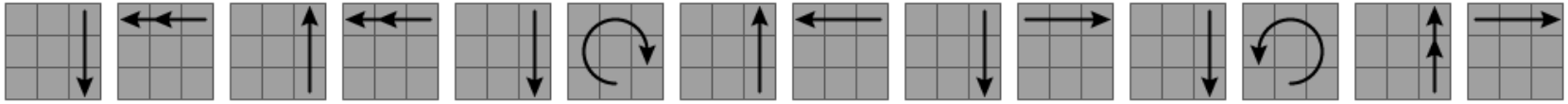




PLL R

R' U2 R U2 R' F R U R' U' R' F' R2 U'

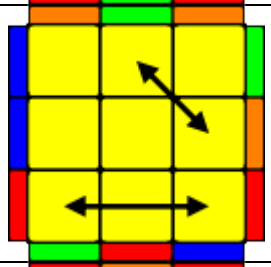


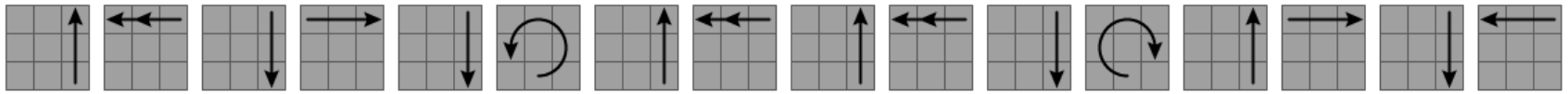


Zalecane jest robienie drugiego U2 lewa ręka w prawą stronę (tzn. U2'). Wtedy można wykonać ten algorytm na dużej szybkości.

PLL R´

R U2 R' U' R' F' R U2 R U2 R' F R U' R' U

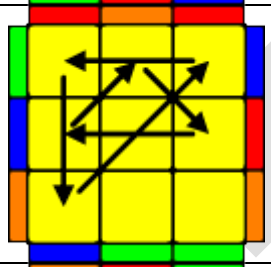


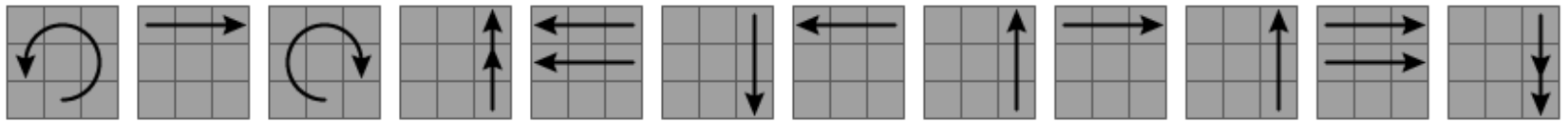


Podobnie jak wyżej należy zwrócić uwagę na ruchy U2. W zależności od waszych upodobań ruchy U2 można robić w prawo lub lewą(a także lewą lub prawą ręką). Już od Was zależy jak sobie ten algorytm zoptymalizujecie.

PLL G

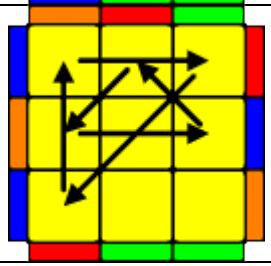
F' U' F R2 u R' U R U' R u' R2'

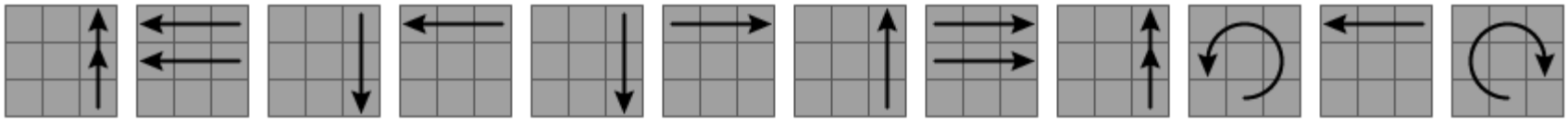




PLL G´

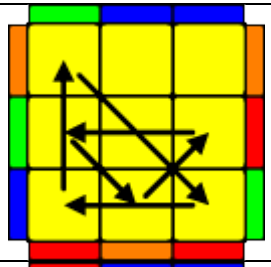
R2 u R' U R' U' R u' R2 F' U F

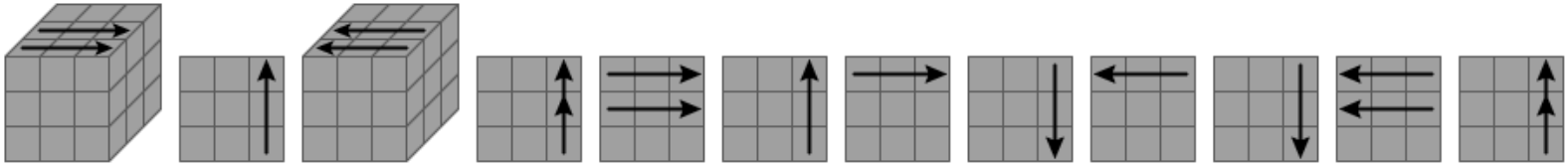




PLL G2

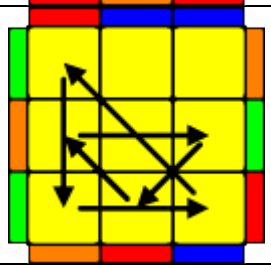
f R f' R2 u' R U' R' U R' u R2

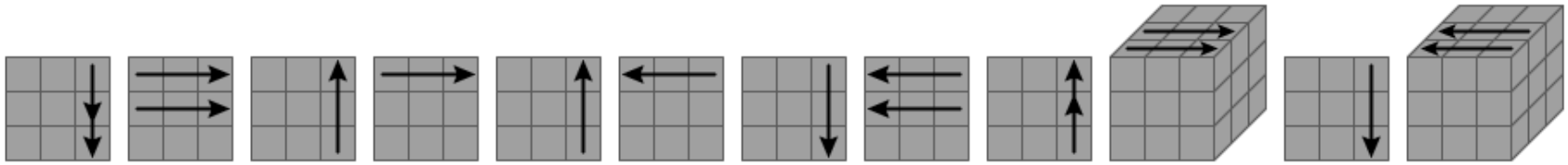




PLL G2´

R2' u' R U' R U R' u R2 f R' f'





Opracowanie: **THENIO**

Bibliografia:

-Konwerter algorytmów

-Algorytmy i rysunki podglądowe