**BLE Algorithms (Brooks' Last Edge)**

Algorithms from Feliks Zemdegs, Anthony Brooks

BLE [27] insert last F2L edge into slot and orient LL corners, assuming LL edges are oriented. Prerequisite: COLL.

BLE = pure BLE; BLE = break F2L corner + solve F2L; BLE = insert F2L edge directly + OLL.

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| **CO [1]** | **H [2]** |
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| **U (R U' R' U') (R U2' R' U R U R')**R' U' (R' U' R' U) (R U R) | **U' (R U' R' U') (R U R' U R U R')** | **(R U' R' U') (R U' R' U R U R')** |
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| **S [4]** |
|  |  |  |  |
| **(R U R' U2') (R U R' U2' R U' R')** | **U' (R U' R' U R U R')****U (R U2' R' U R U R')** | **U (R U' R' U) (R U R' U2' R U R')** | **U' F' (R U R' U') (R' F R)****U R' U2' R U R' U R** |
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| **AS [4]** |
|  |  |  |  |
| **U' F' (R U R2' U') (R' F R U R)** | **U' (R U' R' U2) (R U' R' U' R U R')** | **U' (R U R' U2') (R U' R' U2 R U' R')** | **U' F' (R U R' U') (R' F R)****U R U2' R2' U' R2 U' R2' U2' R** |
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| **L [4]** |
|  |  |  |  |
| **U' F' (R U R' U') (R' F R)** | **U2 (R U2' R' U') y' (R' U2 R U' R' U' R)** | **U (R U' R' U) y' (R' U R U R' U2' R)** | **(R' F' R U) (R U' R' F)****U2 (r U R' U') (r' F R F')** |
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| **T [4]** |
|  |  |  |  |
| **(R' F' R U) (R U' R' F)** | **(R' F' R U) (R U' R' F)****U R' U2' R U R' U R** | **U' F' (R U R' U') (R' F R)****R2' D' (R U2 R' D) (R U2 R)** | **U' F' (R U R' U') (R' F R)****R' U' R U' R' U2 R** |
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| **U [4]** |
|  |  |  |  |
| **U' (R' D' R U') (R' D R U) (R U R')** | **U (R U' R') (U' R' D' R) (U R' D R)** | **U' F' (R U R' U') (R' F R)****R U R' U R U2' R'** | **U' (F' R U R') (U' R' F R)****R2 D (R' U2 R D') (R' U2 R')** |
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| **Pi [4]** |
|  |  |  |  |
| **(R U2' R' U) (R U2 R' U') (R U2 R')** | **(R U R' U2') (R U R' U') (R U2 R')** | **U2 (R U2' R' U) (R U' R' U2 R U' R')** | **U2' (R U R' U2') (R U2' R' U2 R U' R')** |