**2x2 OLS Algorithms (Orientation of Last Slot)**

https://bit.ly/2XGTXnn

These algorithms are used in SS method (Stern-Sun) (a supplement to Ortega method). Understanding these algorithms helps learn EG method further. TCLL- shapes are not included. It is not recommended to learn all of them. **SS method**:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  |  |  |  |
| Solve 3/4 of a face, then place the unmatched corner in DRF position |  | **2x2 OLS**  Skip OLL while solving last corner |  | **PBL** |

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| **CLL Shapes [26]** | | | | | | | | | |
| **AS** |  | |  | | |  | |  | |
|  | **y' R2' U R2 y' R' U R** | | **(R' U R U') R' U2 R** | | | **U R2 U R' U R' U R2** | | **U R2 U R' U R'** | |
| **S** |  | |  | | |  | |  | |
|  | **U' R2 U' R U' R** | | **y' R2 U' R U' R U' R2** | | | **(R U' R' U) R U2' R'** | | **U R2 U' R2' y R U' R'** | |
| **L** |  | |  | | |  | |  | |
|  | **U2F2 R U R' F** | | **D' F R U2 R' F'** | | | **F R U2R' F** | | **R' U R' U' F U' R'** | |
| **U** |  | |  | | |  | |  | |
|  | **y' U' (R' U' R U) R' U R** | | **y2 L2' B L2 B L2' B** | | | **D R2 B' R2' B' R2 B** | | **U2 R U R' U' R U' R'** | |
| **T** |  | |  | | |  | |  | |
|  | **D (R' U R) B U' B'** | | **(R U2' R' U2) R U2 R'** | | | **D (R' U2 R U2') R' U2 R** | | **(R U' R') (F' U F)** | |
| **Pi** |  | |  | | |  | |  | |
|  | **U' (R U2 R U') R U' R** | | **y' (R' U2 R' U) R' U R'** | | | **y' U' (R' U' R U) R' U2 R** | | **(R U R' U') R U2 R'** | |
| **H** |  | | | |  | | | | |
|  | **R2 U2' R' U R2** | | | | **y' U' R2' U2' R U' R2** | | | | |
|  | | | | | | | | | |
| **TCLL+ Shapes [35]** | | | | | | | | | |
| **Stollery** |  |  | |  | | |  | |  |
|  | **U F R F' R'** | **U (R U2 R' D') L' U L** | | **U F' R U' R' F2** | | | **U F' R U' R' D R2** | | **U2 R' U2' R U2 R** |
| **Gun** |  |  | |  | | |  | |  |
|  | **(R U' R' U) R2 U' R2'** | **U' (R2' F2 R2) U' R'** | | **R U' R'** | | | **R U' R U' R2'** | | **R U' R y R2 U' R2'** |
| **Two Face** |  |  | |  | | |  | |  |
|  |  | **U R' U R U R'** | | **R U R'** | | | **(R U R' U') R2U' R2** | |  |
|  |  |  | |  | | |  | |  |
| **Spaceship** |  |  | |  | | |  | |  |
|  | **U y' (R' U' R U)**  **R' U' R** | **U y' R2 U' R' U R2** | | **U y' R2 U' R U R2** | | | **U y' R2 U' R' U2 R2** | | **y F R U R' F'** |
| **Hammer** |  |  | |  | | |  | |  |
|  | **(R U2 R' U')**  **(R2 U' R2')** | **R U2 R U' R2'** | | **U' F R' F' R** | | | **R U2 R'** | | **y' U (R' U R' U)**  **(R' U2 R')** |
| **Turtle** |  |  | |  | | |  | |  |
|  | **(R U' R' U) R U' R'** | **y R U' R2' F R** | | **y R B R' B R2 B'** | | | **R U2' R2' F' U F** | | **U F U' R2' F2 R** |
| **Poser** |  |  | |  | | |  | |  |
|  | **R U' R2' F R F'** | **U (R U' R U2')**  **R U2 R2** | | **(R U R' D) R' U R** | | | **R' F R2 U2' R' F** | | **F R U' R2' F2 R** |
| **Pinwheel** |  | | | |  | | | | |
|  | **y' (R' U2R' U) R' U2 R'** | | | | **(R2 U2' R' U2) R' U R'** | | | | |