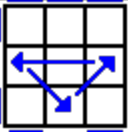
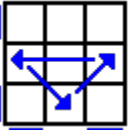
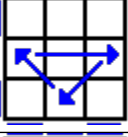
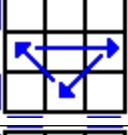
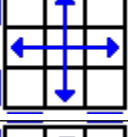
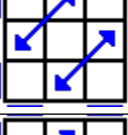
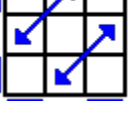
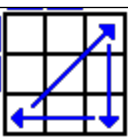
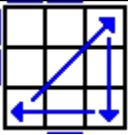
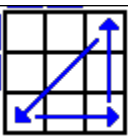
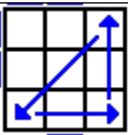
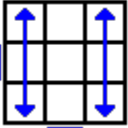
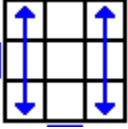
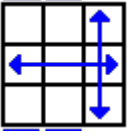
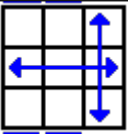
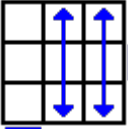
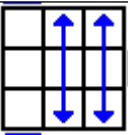
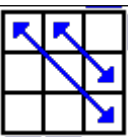
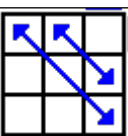
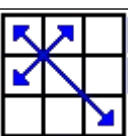
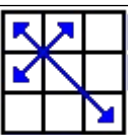


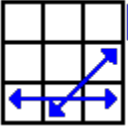
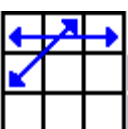
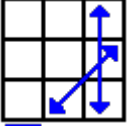
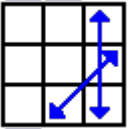
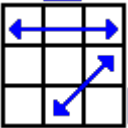
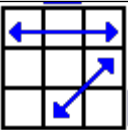
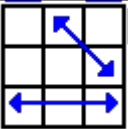
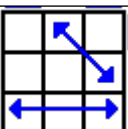
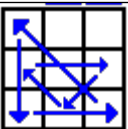
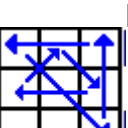
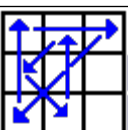
Permutation of Last Layer双向《左右开弓》-再次记忆要点(陈霖)			
 A1	$(R\ U'\ R)(U\ R\ U\ R)(U'\ R'\ U'\ R^2)$	基础公式, 右手拇指连贯动作	1.0
 A2	$(R'^2\ U'\ R'\ U')(R\ U\ R)\ U\ (R\ U'\ R)$	B1 镜像公式的换向算法	1.1
 B1	$(R^2'\ U')(R\ U\ R'\ U')(R'\ U')(R'\ U\ R')$	A1 公式倒回去	1.2
 B2	$(R'\ U\ R'\ U')(R'\ U')(R'\ U\ R)\ U\ R^2$	A1 镜像公式的换向算法	1.2
 C1	$L\ r'\ R'\ U(L\ r'\ R'\ U^2)(L\ r'\ R'\ U)L\ r'\ R'$ $(R^2\ U^2\ R\ U^2\ R^2)\ U^2\ (R^2\ U^2\ R\ U^2\ R^2)$	原始公式 M2UM2U2M2UM2 的变形	1.7
 D1	$(U\ R'\ U'\ R\ U'\ R)(U\ R\ U'\ R'\ U\ R)\ U\ (R^2\ U'\ R'\ U)$		1.7
 D2	$(R'\ U'\ R\ U'\ R)(U\ R\ U'\ R'\ U\ R)\ U\ (R^2\ U'\ R'\ U^2)$	D1 公式第一步 U 放到最后一步, 相当于直接 R' 最后 U2	1.7
 E1	$(I\ R)\ D^2(R'\ U'\ R)D^2(R'\ U\ R')$ $x'\ R^2\ D^2\ (R'\ U'\ R)\ D^2\ (R'\ U\ R')$	上下两个公式实际一样, 手法不同	1.6
 E2	$x'(U'\ R\ U')L'^2(U\ R'\ U')L'^2U^2$	小站入门玩法的手法变形公式	1.7
 F1	$x'(R\ U'\ R)\ D^2\ (R'\ U\ R)\ D^2\ R^2$	相当于 E1 的公式原路倒回去	1.6
 F2	$y\ x'U\ L'U\ R^2\ U'\ L\ U\ R^2\ U^2$	小站入门玩法的手法变形公式, 也相当于 E2 的镜像	1.7

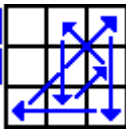
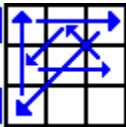
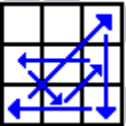
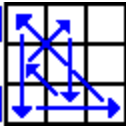
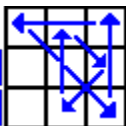
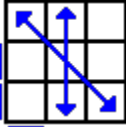
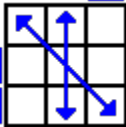
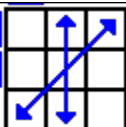
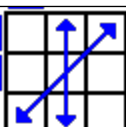
 G1	$(l\ U'R'D)(R\ U\ R')u_2'(R'\ U\ R)D(R'U'R)$ $.x'(R\ U'\ R'\ D)(RUR')u_2'(R'\ UR)D(R'\ U'\ R)$	D 转用无名指，u2 右手拇指配合左食指	2.1
 G2	$R'^2UR'\ d'(RUR'U')^2(R\ U\ R')y'(R\ U'R^2)$	左拇指配合左食指 转完 d' 转后 2 个 RUR' U' 和 1 个 RUR'	1.9

2 棱 2 角 / 3 棱 3 角 换

2010/4/29

 H1	$(R\ U\ R'\ U')(R'\ F)(R^2\ U'\ R'\ U')(R\ U\ R'\ F')$	2 个 OLL 的组合变形	1.3
 H2	$L'\ U'\ L\ U\ L'\ F'\ L^2\ U\ L\ U\ L'\ U'\ L\ F$	H1 的镜像	2.0
 I1	$U'(R'\ U\ R\ U'\ R'^2\ b')x(R'\ U\ R)y'(R\ U\ R'\ U'I^2)$	Gan 的公式	1.8
 I2	$(RU'R'UR^2)y(RUR'U')x(U'R'U)(R\ U'U')B^2$	这个与上面的很像 转 B2 时做个 x' 会舒服些	1.9
 J1	$(R'\ U\ R'U')y(I'\ U'I\ RU'\ R'UI'\ URU)$ $(R'\ U\ R')\ d'\ (R'\ F'\ R^2)\ (U'\ R'\ U\ R'\ F\ R)\ F$	手法不同的 2 个公式	1.6 1.7
 J2	$(R\ U')L'(UR'U'RU')L(UR'\ z)\ (R^2\ U'\ R^2\ U)$		1.9
 K1	$F(RU'R'U')(RUR')F'(RUR'U')(R'FRF')$ $F(RU'R'U')(RUR'F')(R\ U\ R'\ U')x(R'\ U\ R\ U')$	手法不同的 2 个， 而且大家很喜欢的 顺手公式	1.6 1.5
 K2	$(L'\ U'\ r)\ D^2\ (r'\ U\ L\ U)\ y\ (R^2\ U'\ R^2'\ U'\ R^2)$	张神稼的 PLL 公式，D2 是个麻烦。 可以尝试 u2，换向方法请自寻	2.2

 L1	$L' (U R' U' z) (R U R' U' R2) U D$	Gan 的 PLL	1.4
 L2	$x' (R2 u' R' u) R2 x' y' (R' U R' U' R2)$ $U' L' U' L F L' U' L U L F' L2 U L$	第二个公式在做 L 时无形的加入小写 r 会更好	1.5
 M1	$(R U R') F' (R U R' U') (R' F R2) U' R'$	中间部分很像 H1	1.1
 M2	$z U D (R2 U' R' U) (R2 D') (R U')$	D 转用无名指	1.4
 N1	$R' U2)(R U'U')(R' F R U R' U')(R'F' R2 U')$		1.6
 N2	$(r' F2) (r U'U') (r' U r) U (r' F' r' F') r2 U'$	(r' F' r' F')中，第一个 F 右手拇指，第二个 F 左手食指	2.1
 O1	$U'(R'2 B')(R'U')(R'UIU I')(U'2R U'U' R')$	R'2 接 B'	1.8
 O2	$(LU'2L'U2)(rU' r'U'L)U(rUr'L'U)$	N1 的镜像手法变形	1.8
 P1	$(R'2 u') (R U') (R U R') u (R'2 f R' f')$		1.8
 P2	$L'2 u' L' U L' U' L u Lr y' RU'R'$	R1 镜像手法变形	2.0
 Q1	$(R U R')y'(R2' u' R U')(R' U R' u R2)$ $y' (f R f')(R2 u' R U')(R' U R' u R2)$	相当于 P1 原路返回，手法不同	1.8

	Q2	(L U L') y (R'2 u' R U') (R' U R') u R2	与 Q1 后部分完全一样	2.0
	R1	(R2 u) (R' U R' U') (R u'R'2)y'(R'UR)	P1 的镜像再反向 180°的结果	1.7
	R2	x' (R U'U') (L U' R' U) x (U r' F') (U' R U' R')		2.2
	S1	(R'U'R)y R2 u' (R' U)(R U' R u' R2)	R1 的逆算法，很好记	1.8
	S2	(L' U' LF2') y' u (R' U R U') (R u' R'2)	后面也和 S1 一模一样	2.0
	T1	z (U R' D R'2 U' R D')*2 R	这个适合 D 转很猛的人群	1.7
	T2	F'(RUR'U')(R' FR2)(FU' R' U' R U)(F' R')		1.9
	U1	z(U'RD')(R2UR'U') (DRD'R2UR')(DR') <i>(R'URU'R')(F'U'F)(RUR'U'RU')(f'Rf)</i>	前半部分与 L1 一样，手法不同	2.0
	U2	(R'URU')(R'F'U'F)(RUI'U)(R'U'I U'R)	很顺手的公式，感觉 U1 还不如转 y 接 U2 快	1.8

以上公式所耗时间仅供参考，谢谢合作

杭州-HCLO（陈霖）

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