






















Right Hand OH PLLs

ID	image	algorithm	comments
Ua		R2 U' R' U' R U R U R U' R (y2) R U' R U R U R U' R' U' R2	U perms are the most exploitable. learn both angles
Ub		L2' U L U L' U' L' U' L' U L' (y2) L' U L' U' L' U' L' U L U L2'	
Z		L U L' U L' U' L' U L U' L' U' L2' U L	
H		R2 U2' R U2' R2 U2' R2 U2' R U2' R2	tilted because pinky-ring U2' is faster
Aa		x U2 L2' z' L' U' L D2' L' U L' (y2) x' L' U L' z L2' U I' x' U' L2' U2	AUF before, then take the closer angle
Ab		x L2' U2 z U L U' R2 U L' U (y2) x' U L' U z' U2 L' u y R U2' R2	
E		x' U L' U L' z L' U I' x z L' U L' U' L' D' L U L'	table abuse is useful in the middle
Ja		L U' R' U L' U2' R U' R' U2' R (y2) R U' L' U I' x z L2' U L' U' L2' U	I do (L U') with a double pinky push also fast, therefore valuable to learn both angles
Jb		R' U L U' R U2' L' U L U2 L' (y2) L' U z' U L' u y z' U2 L' U L U2 L'	I do (L U') with a double pinky push
Na		L U' R U2' L' U L R' U' R U2' L' U I'	(L U') double pinky push
Nb		R' U L' U2' R U' R' L U L' U2' R U' r	(R' U) double index push
Ra		z' U L' U' L' U L U R U' L' U I' x z L' U2 L'	table abuse for cube rotation
Rb		L' U L U L' U' L' D' L U L' u y R U2' R	
T		L' U' L U L2' D' L U L U L' U' L2' D L'	
F		z' U L2' U' L' U L2' U D' L U L U L' U' L' U2 L' u (y2) L' U2 L U L' U2 L' R U' L' U' L' U L U L2' U I'	I always AUF first because it's rotated at the end unless this one is already lined up, I favor the first
Y		L2' U L U L' U x' U z U L' U L U R' U' (y2) z' U L U' L' D2 L U L' U' L2 z L2 U L2 U L2	the first is much better
V		z' U L2' z' L' U z U L' U L' U L z' L2' U L' z L' U I2' (y) z' U L' U L x U z' U' L U L2 x' U L U' L' U'	AUF first then take whichever angle is closer
Ga		L2' u L' U L' U' L D' x' U2 I' U I	
Gb		D L' U' L D' U L2' U L' U L U' L U' L2'	the French G because the normal is so terrible
Gc		z' U2 I' U L' U L U' R y' L2' u L' u'	
Gd		L U L' y' L2' u' L U' L' U L' u L2'	