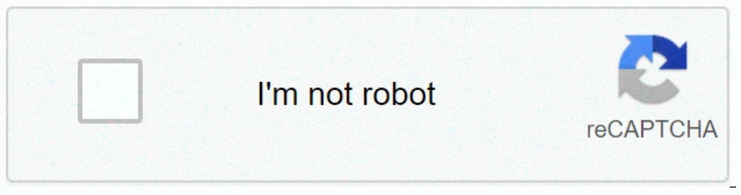

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Roux method pdf by kian

CMLL is Roux's third step, and is oriented and reciprocally angled simultaneously. This is an algorithmic step, so you have to remember 42 different algorithms. Below I have a document of all the algorithms and videos showing how I executed them all. The orientation of Kian's CMLLs Edge is the first

step in Roux's last six edges (LSE). It's a very difficult concept to get used to, so below I'm pointing out a solution for every case you might be able to come across. Note: purple edges are the wrong one. Hello EO over there! I'm Kian Mansour, speedcuber from Canada. I used the Roux method to solve the Rubik's Cube 3x3 in less than 7 seconds 2 hands and under 10 seconds one hand. This website is the place for me to share all my algorithms, techniques and tips. On this site, you will find various videos, resources, and guides for the Roux method. On the right is a link to my WCA profile, and below you will find a video of my 9.54 second Oh World Record average and a link to my youtube channel.www.worldcubeassociation.org/results/p.php?i=2015MANS03 This site uses cookies from Google to provide its services and analyze traffic. Information about your use of this Site is shared with Google. By using this site, you consent to the use of cookies. Roux (French pronunciation: [1]) is a Rubik's cube speedsolving method invented by Gilles Roux. Roux is based on the Blockbuilding and Corners First methods. It is famous for its low movecount, lack of rotation, and adaptability to One-Handed Solving. Step 1. Build Block 1x2x3 anywhere in the cube. 2. Build the second 1x2x3 block across the first 1x2x3 block, without disturbing the first 1x2x3 block. After this step, there should be two 1x2x3 blocks: one on the lower left side, and one on the lower right side, leaving the U slice and the M slice free to move. Steps 1 and 2 are referred to as The First Two Blocks 3. Simultaneously direct and reorient the remaining 4 corners in the top layer (U-slice). You can use OLL CMLL, COLL, or Corner (along with T or J, and permutation Y) to do this. 4a. Navigate the remaining 6 edges using only the M and U movements (UF, UB, UL, UR, DF, DB need to be properly oriented). 4b. Solve UL and UR edges, preserve edge orientation. After this step, the left and right side layers should be complete. 4c. Break the center and edges at the M-slice, see Last Six Edges. Steps 3 and 4 are referred to as the Last 10 Pieces Pros Like Peter method, the Roux method uses less movement than the popular Fridrich method. It's also more intuitive and requires fewer algorithms. Once the first block is built the rest of the cube can be completed mostly with R, r, M and U movements thus eliminating CMLL is one of the best algorithm sets because there are only 42 cases and most algorithms are fast OLLCP from CFOP Blokbuilding and the intuitive nature of this method allows for LSE Roux Step lookahead upgrades and inspections are very easy to master, as they have an easy lookahead and allow for fast 2-gen TPS MU. Cons Block building can be difficult for beginners to get used to. Dependence on r and M movements may also be difficult for some people, so cubes that have problems with M may not be allowed to use this as their main method (or better, practice the M movement). Since M-slices are often used, especially in the final stages, it is possible that the DNF is greater than +2 if the solver misses the second flick in M2, or if the solver misses the last M movement. This is DNF because M uses R and L faces in one. M-slices become increasingly difficult with higher order puzzles. With 7x7x7 and 6x6x6, many argue that Roux is fundamentally usable; however, with practice, one might be able to do well with it on a large cube. M-slices are very difficult with OH, and OH Roux solvers almost always need to take advantage of table abuse and therefore can pretty much never break one hand away from the table or the other surface. However, if one practices doing one-handed M slices, it can be done very well but only with a table (which should not be a concern in the competition). Non-linear Block Repair: The first block and the second block do not need to be built in that order. You can build part of one and finish the other later. This is especially useful when there are many blocks and free pairs already created. Mismatched center: The first two blocks can be built around the wrong center. This allows more efficiency and allows the rouxer to utilize the built-in blocks. The centers are repaired directly before CMLL with u M' u' or u' M' u. Some Roux users have studied several algorithms for each CLL case, each affecting the edges in different ways. This allows manipulation of the orientation of the edges, leading to an easier LSE. It's called CMLLEO. Mismatched Blocks: Another improvement is expanding to break any of the four possible second blocks. This means that the D-layer color of the two blocks does not have to match. After building unsuitable blocks, the fastest way to recognize CMLL is through the use of the NMCLL recognition method. If the new Roux solver plans to use an unsuitable block, it is probably best to study this method to recognize the angle. Otherwise, corner recognition will be difficult if the choice is made to use a different method of introduction. There is a complete guide to using unmatched blocks in this link. Pinkie Pie: a variant proposed by Alex Lau in 2016, involving orienting edges /UR on layer D when using the OLLCP algorithm to direct the remaining edges and solve the remaining angles. Users will then get skip 4a and a very easy 4b step. While this may seem good, many faster Rouxers argue that it better affects the EO's move doesn't go all the way to the hassle of putting UL/UR on D and having to recognize OLLCP. There is also the reason that many Roux solvers use this method to have fewer algorithms and do not want to learn large OLLCP algsets. EOLR: a variant proposed by Gilles Roux and developed by James Straughan[1]. This variant was used by Alex Lau and subsequently used and documented by Kian Mansour and Iuri Grangeiro. It combines steps 4a and 4b methods, orienting the edges and placing the UL+ UR edges simultaneously. In the EOLRa variant, the UL+UR edge is placed on layer D and in the EOLRb variant, the UL+UR edge is solved. The cases are all intuitive, as they involve doing EO cases from different angles to set a good arrow. UFUB: Instead of breaking the edge of ULUR in 4B, UFUB solved. This can lead to a more efficient solution, but the lookahead becomes much more difficult. It's most useful for passing 4C point cases, but requires central recognition and more lookahead. Wrong center: The standard roux involves the orientation of all 6 edges relative to the middle color that is at the bottom of the block. Instead, we can direct them relative to the front color. As with UFUB, efficiency is improved, but the lookahead is hindered. This is most useful for known cases of EOLR. See also: Advanced techniques for Roux Roux on other puzzles There are many different methods for different puzzles inspired by Roux. A selection of the best known methods and puzzles are listed here: 4x4x4 (and other Large Cubes): Meyer Method, Kenneth's Great Cube Method, Stadler method, Lewis Method, CR4, BigRoux Square-1: LBL (Square-1) (cubeshape, two corner block edge corner, edge D, PLL), Lin, Screw Skewb: The most famous Skrouxb method here is the Square-1 method, since they are the second most popular behind Vandenbergh and because one of them has been used to establish the famous User External Link Tutorial/Example solve solution