



3x3 PLL

PLL (Permutation of the Last Layer) solves the cube after [OLL](#). This is the last step of the [CFOP](#) method.
Note: Recognize G perms with headlights (solved corners) on the left, and find where the block is.
[Beginner: 2-Look PLL](#)

NAME ↕	CASE	ALGORITHM ↕	GROUP ^	BEST ↕	AVG ↕
Aa		x R' U R' D2 R U' R' D2 R2	Adjacent Corner Swap	-	-
Ab		x R2 D2 R U R' D2 R U' R	Adjacent Corner Swap	-	-
F		R' U' F' R U R' U' R' F R2 U' R' U' R U R' U R	Adjacent Corner Swap	-	-
Ga		R2 U R' U R' U' R U' R2 U' D R' U R D'	Adjacent Corner Swap	-	-
Gb		R' U' R U D' R2 U R' U R U' R U' R2 D	Adjacent Corner Swap	-	-
Gc		R2 U' R U' R U R' U R2 U D' R U' R' D	Adjacent Corner Swap	-	-
Gd		R U R' U' D R2 U' R U' R' U R' U R2 D'	Adjacent Corner Swap	-	-
Ja		R' U2 R U R' U2 L U' R U L'	Adjacent Corner Swap	-	-
Jb		R U R' F' R U R' U' R' F R2 U' R'	Adjacent Corner Swap	-	-
Ra		R U R' F' R U2 R' U2 R' F R U R U2 R'	Adjacent Corner Swap	-	-
Rb		R' U2 R' D' R U R' D R U R U' R' U' R	Adjacent Corner Swap	-	-
T		R U R' U' R' F R2 U' R' U' R U R' F'	Adjacent Corner Swap	-	-
E		x' R U' R' D R U R' D' R U R' D R U' R' D'	Diagonal Corner Swap	-	-
Na		R U R' U R U R' F' R U R' U' R' F R2 U' R' U2 R U' R'	Diagonal Corner Swap	-	-
Nb		L' U' L U' L' U' L F L' U' L U L F' L2' U L U2' L' U L	Diagonal Corner Swap	-	-
V		R' U' R U' y R' F' R2 U' R' U R' F R F	Diagonal Corner Swap	-	-
Y		F R U' R' U' R U R' F' R U R' U' R' F R F'	Diagonal Corner Swap	-	-
H		M2 U M2 U2 M2 U M2	Edges Only	-	-
Ua		R U R' U R' U' R2 U' R' U R' U R	Edges Only	-	-
Ub		M2 U' M U2 M' U' M2	Edges Only	-	-
Z		M' U' M2 U' M2 U' M' U2 M2	Edges Only	-	-

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