

Another way to solve the last layer in two steps (18,6 moves on average)

Orient the last layer edges any way.

First step: Permutation of corners and orientation set up (8,8 moves on average)

All algorithms for the first step:

Name	Algorithm	Number of moves
Sune	R U R' U R U2' R'	7
Niklas	R U' L' U R' U' L	7
Buffy	(u2) R' U2 R U F R' U R U' F'	10
AntiBuffy	L' R U R' U' L U2 R U2 R'	10
NiklasSune	(u') F R' U2 R F' R' F U2 F' R	10
Bob	(u2) R U R' U L' U R U' L U2 R'	11

AUF so, that two corners are in place. Identify your corner orientation. Then you will see which algorithm you need.

Sune → S
 Niklas → N
 Buffy → B
 AntiBuffy → AB
 NiklasSune → NS
 Bob → Bo

S. S → symmetry of Sune
 S. AB → symmetry of AntiBuffy
 ...

Symmetry of Sune → L' U' L U L' U2 L

	-	N				S. Bo
	-	N	B	AB	NS	Bo
	S. S	S. AB	S. B	S. N	S. NS	S. Bo
	S. S	S. AB	S. B	S. N	S. NS	S. Bo
	S. S	S. AB	S. B	S. N	S. NS	S. Bo
	S. S	S. AB	S. B	S. N	S. NS	S. Bo
	S	N	B	AB	NS	Bo
	S	N	B	AB	NS	Bo

Second Step: Orientation of the last corners and permutation of the edges (9,8 moves on average)

Now (if you did all correctly) the corners are solved and have a Sune configuration or the corners are oriented. Here are all possible cases:

Diagram	Name	Algorithm	Number of moves
			0
	Arne	F2 R2 L2 B2 D' F2 R2 L2 B2	9
	Bert	R2 L2 D L2 F2 R2 L2 B2 R2 D' R2 L2	12
	Allan	(u') R2 U F B' R2 F' B U R2	9
	AntiAllan	(u') R2 U' F B' R2 F' B U' R2	9
		(u') R U' L U2 R2 D' F2 U D L' U' R	12
	Rune	(u2) R' U' R U' R U R2' U R2 U2' R'	11
		F' L' U' L U F (u') F U R U' R' F'	12
		(u2) R2 U' R' U' R2' U R U R2 U R' U R	13
	Sune	(u') R U R' U R U2' R'	7
	AntiSune	(u2) R' U2 R U R' U R	7
		(u2) R' U' R B2 U L U' L' B2 R' U R	12
		(u') L U' R U R2' D' F2 D R L'	10
	Benny	(u') R' U2 R2 U2' R2' U' R2 U' R2' U R	11
	AntiBenny	(u') R U R2 U' R2 U' R2' U2 R2 U2 R'	11
		R L' D B2 D' R2' U R U' L	10
		(u') R U R' F2 L' U' L U F2' R U' R'	12

Pictures, algorithms and its names are from Bernard Helmstetter (<http://www.ai.univ-paris8.fr/~bh/cube/>) and Lars Petrus (<http://lar5.com/cube/yMain.html>).