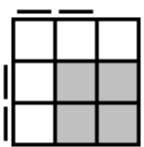


Mark49152's Top-Third OLLs

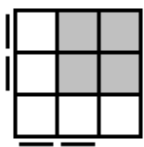
[version 2013.04.08.1; images from [speedsolving.com wiki](http://speedsolving.com/wiki)]

- These 15 OLLs account for ~42% of the total moves saved by full OLL over 2-look OLL.
- Average saving is ~8 moves per case, compared to ~3 for the bottom 15 OLLs.
- Recognise group by U face (fast), and default to 2-look OLL for other groups.

SQUARES — save 8.5 moves on average.

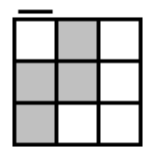


OLL-5 "RBWAS"
r' U2RUR'U r

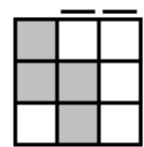


OLL-6 "RFWAS"
r U2R'U'RU' r'

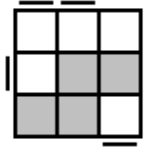
SMALL LIGHTNING BOLTS — worth 7.3. Like the squares, these are all Sunes with set-up moves.



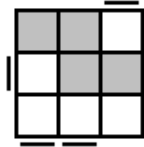
OLL-7 "Wide Sune"
r UR'URU2 r'



OLL-8 "RBWS"
r' U'RU'R'U2 r

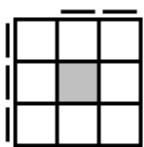


OLL-11 "Contra Sune"
M(RUR'URU2R')UM'

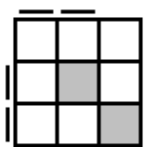


OLL-12 "Back Contra"
M'(R'U'RU'R'U2R)U'M

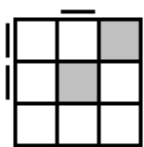
LIKELY DOTS — worth 8.1. Excludes the two with probability less than 1/54. Dots are the hardest OLLs but it's better to know them than to rely on partial edge control.



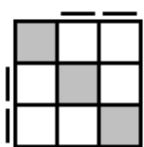
OLL-2 "Zamboni"
F(RUR'U')S(RUR'U')f'



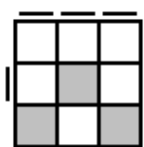
OLL-3 "Anti-Mouse"
(fRUR'U'f')U'(FRUR'U'F')



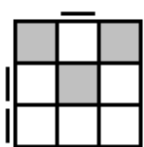
OLL-4 "Mouse"
(fRUR'U'f')U'(FRUR'U'F')



OLL-17 "Slash"
(RUR'U)(R'FRF')U2(R'FRF')

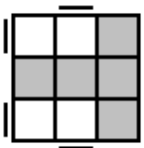


OLL-18 "Crown"
F(RUR')d R'U2(R'FRF')

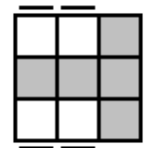


OLL-19 "Bunny"
MU(RUR'U')M'(R'FRF')

T SHAPES — worth 7.5. OLL-45 is one of the EO algs so you just need to learn the case and angle.

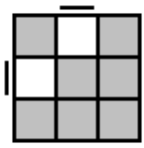


OLL-45 "Suit Up"
F(RUR'U')F'



OLL-33 "Key"
(RUR'U')(R'FRF')

BONUS — 10 moves! The top move saver.



OLL-28 "Stealth"
M'UM U2 M'UM