

4blind

► Parity Algorithms

Center: U2

Wing:

$(r' U2 r U2 r' U2) \times (r U2 r U2 r U2 r2 U2) (x' r' U2)$

Corner:

$U2 R U R' U' (r2 U2 r2 Uw2 r2 Uw2) U' R U' R' U2$

► Parity Rules

If memorization for any step (centers/wings/corners) has an ODD number of letters, then execute the parity algorithm after that step is completed.

Parity for one step does not imply parity for any other steps. Each parity is independent of the others.

Follow this order for execution: Centers - Wings - Corners. If you do not, the parity algorithms may mess up other pieces!

► Center Setup Moves

B: $(Rw' F') (U r U' l' U r' U') (l F Rw U2)$

(if 2nd in letter pair, swap to D)

D: $(Lw F') (r U l' U') (r' U l U') (F Lw' U2)$

(if 2nd in letter pair, swap to B)

V: $(Lw' U' r2) (U' l U r2) (U' l') (U2 Lw U2)$

► Wing Setup Moves:

C: $l' [\text{swap to Q}] l$

I: $D r U R2 U' r' U R2 U' D' r2$

(if 2nd in letter pair, swap to S)

K: $l2 [\text{swap to Q}] l2$

Q: $U B' R U' B (r2) B' U R' B U'$

S: $r2 D U R2 U' r U R2 U' r' D'$

(if 2nd in letter pair, swap to l)

W: $l [\text{swap to Q}] l'$