

Daniel Karnaukh

Multifarious Master



This excerpt was taken from a recent solve analysis by Daniel Karnaukh. 3x3 solve analyses are done on an average of 5 video submitted by the client. The coach watches the video, reconstructs the solves to gain a better understanding, and then explains in detail ways each solve can be improved. The full version of this analysis was 7 pages in length.

18.23 U' L2 R2 U' F2 R2 U' L2 U' F2 D R' D' F U' B' D2 U' L U R2

Cross: x2 U' L F' U' y R' F R

You did this cross in 7 moves and 1 rotation, but this can be done in 5 with 0 rotations: x2 L F U R' F. You *never* want to rotate just to insert your last cross piece, that's a huge waste of a rotation and slows down not only your cross but also your transition to F2L.

F2L1: y' R U R' U2' U r U R' U' M

This was a really bad way of doing this pair. For cases like these, always just do double reverse sexy (or the lefty correspondent): L' U L U' L' U L. That way you don't have to rotate at all and your solution is 2 gen instead of 4 gen. Also you should get out of the habit of inserting pairs in the front with r U R' U' M, that kind of insert is only really worth it from the back, from the front you can just do U' F' U F or F R' F' R.

2: y' U' R U R' U2 L' U' L

Pretty good solution, but here's a way you could've done it with 1 fewer move: U2' R U R' L' U L. This was probably the best pair to pick, the other 2 don't look good and are difficult to find if you aren't looking ahead and tracking them (which you're not).

3: y' U L' U L U2' y L U L'

You didn't have to rotate at all for this pair, here's what you should've done: R' F R F' U' L U L'. Sledgehammers are really good for this specific F2L case, so start implementing those into your F2L when appropriate (not always!)

4: y' U' y U' U' R U' R' U R U R'

You had no reason to do 2 rotations and 3 U moves before starting your alg for this pair. The better thing to do would be to pause, look at the cube, decide what you have to do and then start your alg. Doing pointless U moves is, well, pointless. It wastes lots of time and doesn't help you actually recognize the case any faster. Your solution was good though, no problems with that.

OLL: U F U R U' R' F' U R U2 R2' U' R2 U' R2' U2' R

No complaints other than you should learn the OLL alg for this, it's actually just a setup to a suno: (U') M R U R' U R U2 R' U M' (I suggest executing the M R as r' R2)

PLL: U' R U R' F' R U R' U' R' F R2 U' R' U'

No complaints here other than the long pause you took to recognize