

# Iuri Granjiero

Roux Method Expert



This excerpt was taken from a recent solve analysis by Iuri Granjiero. 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 5 pages in length.

**R' L D' F B' U R2 F2 B R B R' B2 U2 L B2 L F2 D2 B2**

Here, you opted to block build non-linearly. This can be very dangerous if you don't plan all the non-linear parts of it in inspection. That is, after you executed what you've inspected, FB should be solved. The second pair of the FB solution can get really ugly if you have to preserve something else. This is not to say you should stop experimenting with non-linear solutions, but from the looks of it, you didn't plan it very clearly, and that's really important.

Your first two squares solution was:  $x' y L' u' U l2 L U' L' L' U L$

Here,  $l2 L$  serves no purpose. I would have to put the BR edge on top.

You finished it off with with  $M' U z' U' L' U L U' L' U z$  for FB.

Then,  $U' M' U' M l U l'$  For SB.

Your CMLL alg was  $U U L' U L' L' D l' U U l D' L' L' U' L$ .

This is not recommended. Instead, consider switching to  $L U L' U L U' L' U L U' F U' F' L'$ .

Your LSE was:

$U M' U U M U' U' M U' M' U' M U U M' U' M U U M' U U$

I would have done an  $M'$  instead of an  $M$  for the first move. Apart from that, the solution was good.

Reconstruction:

<https://alg.cubing.net/?setup=R- L D- F B- U R2 F2 B R B R- B2 U2 L B2 L F2 D2 B2&alg=x- y L- u- U l2 L U- L- L- U L %0AM- U z- U- L- U L U- L- U z%0AU- M- U- M l U l-%0AU U L- U L- L- D l- U U l D- L- L- U- L%0AU M- U U M U- U- M U- M- U- M U U M- U- M U U M- U U>