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This excerpt was taken from a recent solve analysis by Lucas Etter. 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.

Time: 9.872 (starts at 1:12)
Scramble: B2 L' U2 L R2 B2 R2 B2 U2 B2 R D L2 D L' U2 B' U' F' U L'
Full reconstruction and animation: https://bit.ly/2Umpz1N
x' // inspection
U r' U' R' D2 // cross
R' U R y U L U L' // 1st pair
U' U R' U' R y L' U L // 2nd pair
y' U' F U' F' // 3rd pair
U' U R' U' R U' R' U' R // 4th pair
U' r U R' U' r' F R F' // OCLL
U U' R U R' y' R2 u' R U' R' U R' u R2 // PLL
U2 // AUF

Notes:
1. As you were completing this pair, the red-blue pair also formed. You really need to take advantage of free pairs, which starts with having greater piece awareness. I would recommend that you practice doing F2L cases blindfolded so that you can focus on subsequent pairs during solves. Furthermore, there is a multislotting solution that you could have done here: L' U L2 U2 L'.

2. You have a very easy 2GLL case here. This is the algorithm you should use: R U R' U R U2 R' U' R U2 R' U' R U' R'. Try learning some more 2GLLs here: https://sites.google.com/site/antoineccantin/2gll.

3. Although quite subtle, you performed U and U' before executing your PLL. You should definitely consider learning two-sided PLL recognition to minimize those unnecessary moves.