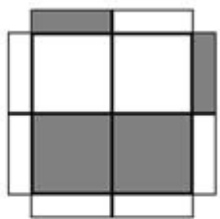
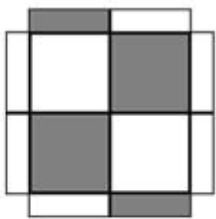


x2

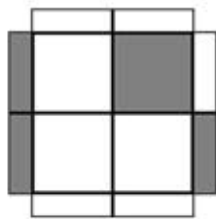
then



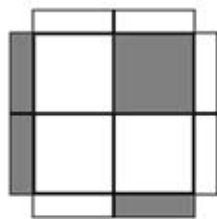
y2 R U' R'



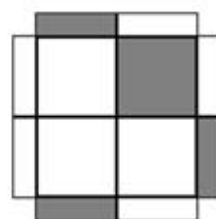
y' R' F' R



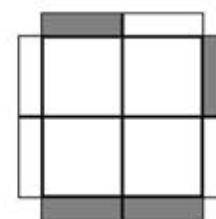
F' L2 F



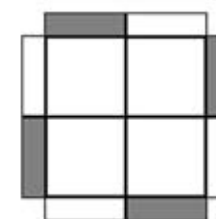
F2 R2 U' R'



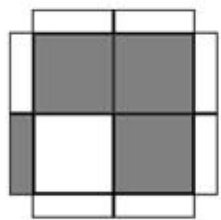
L2 U L'



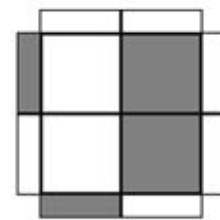
F' R U' F2 U'



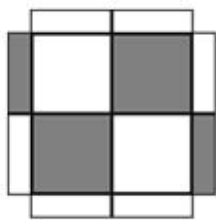
R F2 U' R2 F U'



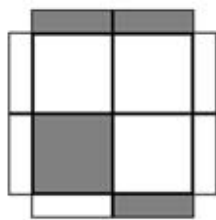
R U' B L



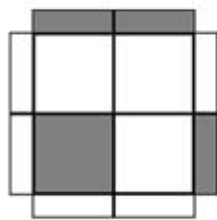
y R' U R



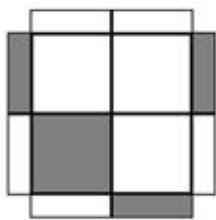
L U L'



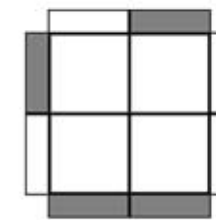
y2 R U2 R'



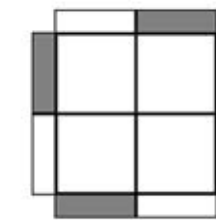
R2 F2 U F



y L2 D' R



R' F U' F2 U



x U R' U' R U2 R



R2 U F2 U2 R2 U R2
(B Layer is Solved)



R2 F2 R2



R U' R F2 R' U R'
(DFL <-> DBL)



R U2 R' U' R U2 L' U R' U' L



F2 U' R U' R' U F2 U R U R'



L D' L F2 L' D L'
(DBR <-> DBL)



R2 U R2 U2 Y' R2 U R2
(DBR <-> DBL)

Guimond Algorithm Sheet

Created by: Tristan Wright

The Algorithm is always under the corresponding pattern. You may freely share, distribute, and modify these algorithms.