

SQ1 Beginner Lars Method

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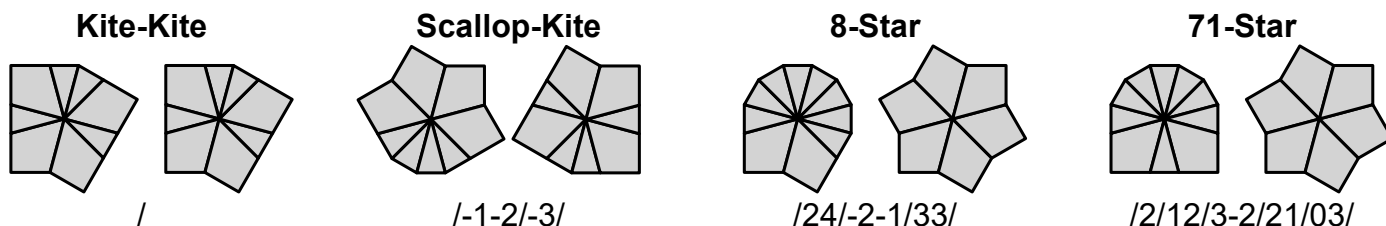
The top (bottom) layer is on the left (right) of the image. Hold SQ1 such that FL side of equator (middle layer) is short edge. Never rotate the entire SQ1. Left hand always grips short side of equator. All images are top view.

Notation

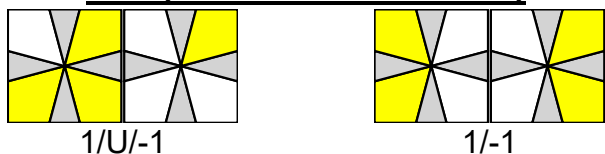
$\pm x \pm y$ = turn U layer ($\pm 30x$)° and D layer ($\pm 30y$)°; / = rotate right side 180°;
 $n = n0$; $\underline{n} = 0n$; U = 3; D = $\underline{3}$; M2 = 1/-1-1/01.

CS (Cubeshape)

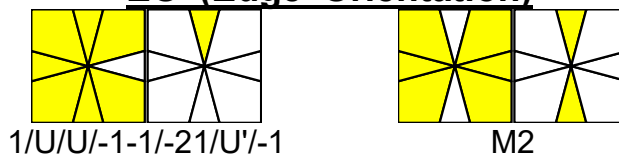
The end of any cubeshape is to transform into Kite-Kite. One can make 4 paired corners then transform to Scallop-Kite. Or make and place 3 paired corners in DL, then 3 more in DR, and then transform into 8-Star or 71-Star.



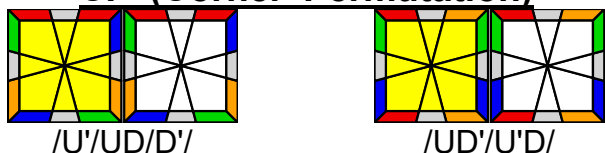
CO (Corner Orientation)



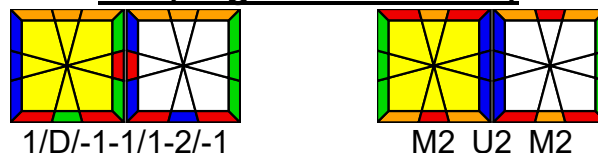
EO (Edge Orientation)



CP (Corner Permutation)



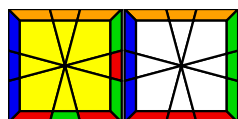
EP (Edge Permutation)



Other cases:

put bars on L or R then do /U'/UD/D'/ into #1

Parity



/U'/D/D'/D /2/2 /-2/4 /-2/2 /-14/D'/D

Equator Flip



1/U2'/U2'/5