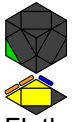










































































Skewb FL Algorithms (First Layer)



FL that have least 2 solved corners on D [72] = 1-mover [2] + 2-mover [7] + 3-mover [13] + 4-mover [18] + 5-mover [23] + 6-mover [9]. Learn intuitively.

							
$xr'R'rR$	$xR'r'Rr$	$y'xRr'R'$	$xR'r'Rr$	xR'	$y'xr'R'rR'$	xR	$xr'Rr$
							
$xR'rRr'$	$xr'R'rRr$	$xr'R'rRr'$	$xR'rRr$	$xr'R'rR$	$xR'rR$	$xr'R'rRr'$	$xr'R'rRr$
							
$xr'R'rRr'$	$xr'R'rR$	$xr'R'rRr'$	$xR'rR$	$xr'R'rRr$	$xR'rRr'$	$xr'R'rRr$	$xr'R'rR$
							
$xRrRr'R'$	$xR'rRr'$	xRr'	$xR'rRr'$	$yxBRr'Rr$	$xr'R'rRrR$	$yxBr'Rr$	xRr
							
$xR'rRrR$	$yxR'B'rRr$	$xr'RrRrR'$	$xR'rRrRr$	$xr'R$	$xr'Rr'$	$xR'rRrRr$	$xr'R'rR'$
							
$xrRr'$	$xr'R'rR'$	$xr'R'rRrRrR$	$xr'RrRrR'rR$	$xr2'Rr$	xrR	$xRrR'rRr'$	$xRr'R'rRr$
							
$xrRr'R$	$xR'rRr'rR$	$xRr'R$	$xR'rRr'RrR$	$xr'RrRrRr$	$xrRr'Rr$	$xr'Rr'R$	$xR'r'RrRr$
							
$xrRrRr$	$xRrR'r'R'$	$xRrRr$	$xR'rRr'rR$	$y'xb'R'rR'$	$xRrR$	$xr'RrRr$	$yxr'RrB'$
							
$xR'rRrRr'$	$xrRr'$	$yxB'R'rRr$	xRr'	$xr'R'$	$xR'rRr$	$xR'r'RrRr'$	$xr'Rr'$