



## 13.99 3x3 Ao5 Analysis

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<http://youtu.be/jYjLvIKWH6A>



14.57 2018/3/2 13:36 Tianjin 58 ETM – 3.98 TPS

**x2 y D' R2 D' B2 D F2 R2 D' R2 U' R' F L' R B D' L2 B2 R' U2**

y' // inspection

L' U2 U' F' R' F D' R' D' // cross

U2 U L' U L U2 L' U L // 1st pair

R U2' R' U2 y' L U L' // 2nd pair

U U' L' L y' U L U' L' // 3rd pair

R U' R' U2 R U' R' // 4th pair

R U' R' U' R U R D R' U' R D' R' U2 R' // PLL

U2 //AUF

- Whilst this cross was a bit difficult, it didn't look like you planned it all out in inspection, hence the execution mistake. I can't tell how much inspection you used, but definitely use more of it to plan the cross more solidly if you can.
- y' U' L F' L2' U' R' D2 F is a better solution for this cross in my opinion.
- Transition to first pair was decent, the only thing was the U3 before execution, but it's not too bad in this situation given that you probably had to spin the top layer to check the piece.
  - U D R U R' D' is also a decent solution for that pair :)
- Second pair was done very well.
- The situation you had for the third and fourth pair was a bit tough - you couldn't really see the red/blue pair was connected, and the orange/green was right in front of you. I see that you changed your mind after doing a few moves for the orange/green pair, which worked out fine in this situation. The one thing is that you locked up/panicked a little bit when you changed your mind. Changing your mind about which pair to solve can cause problems sometimes so I do try to avoid it unless it's not too late to change.
- Last layer was easy :) Try and finish the AUF though, it's a good habit haha

15.90 2018/3/2 13:37 Tianjin 69 ETM – 4.34 TPS

**x2 y F' B' L B' L2 U2 L F2 D2 F U' F2 B2 U' R2 D B2 U R2 D2**

y2 // inspection

F R' F2 D F D' // cross

y U' R U2' R' U' y R' U' R // 1st pair

U' R U' R' L U' L' // 2nd pair

U' U' L' U L U L' U L U' L' U L // 3rd pair

U U R U R' U2 R U R' // 4th pair

U' r' U' R U' R' U2 r // OLL

U' U' R' U2 R U2' R' F R U R' U' R' F' R2 // PLL

U //AUF

- I think a different starting orientation would have helped a bit here. y R B' R2' D R D' is a bit easier to execute.
- The other thing I noticed here is that you executed the last D' quite slowly.
- No need for both of those rotations in the first pair. R U2' R' U2 L' U' L is better.
- The L U' L' to insert that second pair also had some lockups - it should just be a simple regrip and insertion.
- I think that your lookahead between the third and fourth pair could definitely have been better. You see the blue/red pair needs to be solved, and because it's quite a long solution, this should allow you to track the white/red/green corner (noting that the green/red edge is in its slot and won't move). The benefit there is that you can go straight into the final pair and do R U2' R' U R U R'
- Not really any issues with the last layer here.

13.10 2018/3/2 13:37 Tianjin 73 ETM – 5.57 TPS

**x2 y R' L' U F B U' R2 D B R' L2 B2 D' B2 R2 U F2 L2 B2 L2**

y' // inspection

U' L F' y R' F R D2 // cross

U L' U' L U y' L U L' // 1st pair

U R' U2 R L' U L // 2nd pair

U R' U' R2 U R2' U' R // 3rd pair

U U R U' R' U' R U' R' U R U' R' // 4th pair

U2 R U R' U' R' F R F' // OLL

U' R' U R U' R' F' U' F R U R' F R' F' R U' R // PLL

U2 //AUF

- Probably a good idea to avoid the rotation in this cross - it wasn't too bad but also wasn't really necessary. y2 U' F R' D2 r U' r' is one way of doing this - see if you can find the 6 move solution on your own though! :)
- Ideally we'd do the green-red pair first here, but assuming you didn't see it, and you saw the other one straight away, then what you did is fine.
- For the second pair, U R' U2' R is better than U R' U2 R because it means you won't need to regrip before the R' move.
- 3rd pair was cool! :)
- For the final pair, I liked that you turned pretty quickly, this is generally a good idea during the last pair because you don't need to be looking ahead for the next pair, only trying to recognise the OLL quickly.
- Last layer was quite clean again.
- Even though this was a 73 move ETM solve, I actually think the solution was quite good, and you were able to execute it at 5.57 TPS.

9.87 2018/3/2 13:38 Tianjin 45 ETM – 4.55 TPS

**x2 y U L2 R2 F2 D' B2 D' F2 D U' L' U L F D2 R2 U2 R' B R2**

y2 // inspection

L' D R' F' L // cross

U' U R U R' // 1st pair

d' L U L' // 2nd pair

U U' R U' R' y U R U' R' // 3rd pair

U U' L' U L // 4th pair

U' U' R' U' R U' R' U R U' R' U x // OLL

U //AUF

- Cross and first two pairs were very straightforward, the only slight mistake was the time lost looking for the first pair, but it was otherwise really good.
- For the last two pairs, the only real issue was lookahead - the solutions were also pretty straightforward :)
- Nice LL, well done on the sub 10 - just make sure to get those AUFs correct! :)

14.30 2018/3/2 13:38 Tianjin 68 ETM – 4.75 TPS

**x2 y F' L D' R U2 D B R L2 B L2 U F2 B2 D' L2 F2 R2 U2 F2**

y2 // inspection

L R' F U' D2 R' F R // cross

U' U' y' L U' L' // 1st pair

L' U L d L U' L' // 2nd pair

U' R U' R' U R' U' R // 3rd pair

U U' U' U' F' R U R' U' R' F R // 4th pair

U F (R U R' U')2 F' // OLL

R2 U' R U' R U R' U R2 D' U R U' R' D // PLL

- For this cross solution, the D2 U' can and should be done simultaneously. After the F move, you can regrip to a neutral grip, and do the D2 with your left pinky and left ring finger, and then the U' with your left index.
- The re-grip before the first pair was also a little bit shaky.
- R' F U' F' R is a nice way of handling that blue-orange pair and is definitely something that I suggest incorporating in your solves.
- Third pair was good :)
- Not sure why you did U U' U' U' before that final pair though. For this, I think that doing U2' with your left hand is the best thing because it allows you to transition really nicely and place your right thumb on the bottom corner for the F' at the same time.
- Last layer was again quite clean.

### Main tips for improvement:

- You can definitely work on planning better crosses - solution and execution. It seems like your cross is taking over 2 seconds on average at the moment and I think there's room for improvement there.
- Generally speaking, whilst you have nice fingertricks for most things, your execution seems to suffer from many lockups. From what I can tell (and I'm not 100% sure), it seems to be that the cube you're using might be too loose, old, or otherwise unsuitable. I suggest playing with the tensions, changing the GES, or perhaps using a cube on which you suffer fewer lockups.
  - For example, the lockups at 0:08 and 0:12 cost you more than 1 second, maybe even closer to 2 seconds.
- You seem to be a bit unsteady with your cube regrips, sometimes losing stability and causing lockups.
- F2L lookahead can definitely be improved - for example, the situation you had in solve 2 is something that you should work on and eliminate any pauses.
  - To practice things like this, you can scramble the front 2 F2L pairs and then try to solve them efficiently and without pausing. 2 generator (R & U) scrambles are also decent.
- Last layer execution could be a little bit faster for your speed, but I think that will come with time and with fewer lockups.
- Be a bit more careful about finishing the solve before you stop the timer :p