

# 3BLD M2OP Method

## Corner Memo

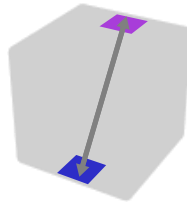
See OP method.

## Edge Memo

Edge buffer is DF (letter U). C/W, I/S are opposites to each other. Anytime C/W/I/S comes as 2nd letter in a pair, change it to its opposite. For example, edge memo of scramble  $x2 y D' F2 L2 U' R2 U B2 D U F' R F2 L B F U2 L U2 F R'$  is HI EF BO SA GN P (change HI to HS).

## Edges Exec

To swap one edge and buffer U, setup letter edge to swapping spot A, do  $M2'$  and undo setup moves. A: B = A B A'.



$M2'$  (swap U/A)

<b>A</b> $M2'$	<b>B</b> $R U R' U': M2'$	<b>C</b> $U2 M' U2 M'$	<b>D</b> $L' U' L U: M2'$
<b>E</b> $B L' B': M2'$	<b>F</b> $B L2 B': M2'$	<b>G</b> $B L B': M2'$	<b>H</b> $L B L' B': M2'$
<b>I</b> $D M' U R2 U' M U$	<b>J</b> $U R U': M2'$	<b>K</b> buffer	<b>L</b> $U' L' U: M2'$
<b>M</b> $B' R B: M2'$	<b>N</b> $R' B' R B: M2'$	<b>O</b> $B' R' B: M2'$	<b>P</b> $B' R2 B: M2'$
<b>Q</b> $U B' R U' B: M2'$	<b>R</b> $U' L U: M2'$	<b>S</b> $M2' D U R2 U' M'$	<b>T</b> $U R' U': M2'$
<b>U</b> buffer	<b>V</b> $U R2 U': M2'$	<b>W</b> $M U2 M U2$	<b>X</b> $U' L2 U: M2'$

## Parity

If the number of corner letters is odd, do parity =  $D' L2 D M2' D' L2 D$ .

## Corners Exec

See OP method.