

# Peter Renzland's **Elegant Rubik's Cube Solution Method**

## Overview:

1. Move each corner home, properly oriented, ignoring edges.
2. Move each edge home, properly oriented, preserving corners.

## Transforms:

1. **UR \*7.5:** Moves **front-left-down Corner Cubie** to **back-down-left Corner Cubicle**.
2. **U2R2 \*3:** Moves **front-up Edge** to **back-up**, using **front-right : back-right Helpers**.

NB: We **apply** a Transform to **move one cubie home**. The cubie will end up properly oriented, when approaching its home from the correct direction and orientation. We line up the cubie across from its home cubicle and shoot it home. Its near **end** facelet will end up on the far **end**. The source-facelet colour must match the target-face colour. (Not the colour of the cubie currently occupying the target cubicle!) **If we understand this concept**, we can easily line up the cubie from the correct direction and orientation.

## Procedure:

To send a **Corner** cubie home, line it up opposite its home cubicle, with cubie's near facelet matching home face colour; (this takes at most 2 turns); apply the **Corner-Move Transform**; invert the line-up turns.

To send an **Edge** cubie home, line it up opposite its home cubicle, with cubie's near facelet matching home face colour; (this takes at most 3 turns); line up a **Helper Edge-Pair** alongside (already matched, or both still random); (this usually takes 1 turn); apply the **Edge-Move Transform**; invert the line-up turns.