
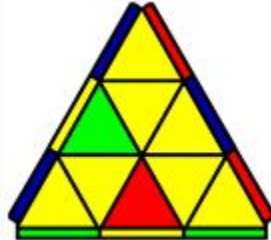

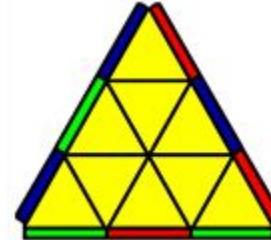







These are all the algorithms you need for solving the last layer of the Pyraminx with the “keyhole” method. They are the fastest for me.

Case 1	Case 2	Case 3	Case 4	Case 5
				
Flip 2 Edges & Rotate Clockwise 	Flip 2 & Rotate Counter-Clockwise 	Rotate Edges Clockwise 	Rotate Edges Counter-Clockwise 	Flip 2 Edges with all Edges in correct position
(R' L R L')	(L R' L' R)	(L R' L' R') z' (L' R' L)	(R' L R L) z (R L R')	(R' L R L') z (R L' R' L)

To perform a (z) puzzle rotation keep your left hand in place, release your right hand and re-grip the puzzle from the top with your right hand while inclining it clockwise 60 degrees until your hands are again parallel to the floor. To perform a (z') puzzle rotation keep your right hand in place, release your left hand and re-grip the puzzle from the top with your left hand while inclining it counter-clockwise 60 degrees until your hands are again parallel to the floor.

Re-grip with a 120 degree twist before the second **R'** and **L** turns in cases 3 and 4, respectively, for continuous turning and faster execution.

Algorithms for cases 1 & 2 are a mirror of each other.

Sources: sarah.cubing.net / Speedsolving.com

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