2x2 Ortega Method (for intermidiates)

The Ortega Method is one of the most popular speedsolving methods for the 2x2 Rubik's Cube. It is much faster than the beginner method while still being relatively easy to learn.

Many cubers switch to Ortega after becoming comfortable with the beginner method because it requires only a small number of algorithms and can achieve very fast solve times.

With practice, sub-5 second solves are very possible using Ortega.

Here I will put the videos that have the best algorithms for this method. They are from J Perm's chanel.

How to solve the 2x2 by the Ortega method (for people who are new to this method)
https://www.youtube.com/watch?v=z2gOUzMmY3w&list=PLI24ciRbl8BX6l1lmnY2wpWOpgRXRkE3w&index=4

How to get faster with Ortega method (for those who want to average under 5 seconds)
https://www.youtube.com/watch?v=wR149NNk2Fw&list=PLI24ciRbl8BX6l1lmnY2wpWOpgRXRkE3w&index=11

What Is the Ortega Method?

The Ortega Method solves the cube in three main steps:

1. Solve one face
2. Orient the last layer (OLL)
3. Permute both layers (PLL)

Unlike the beginner method, Ortega does not fully solve the first layer before moving on.

Instead, it focuses on solving one complete face quickly and then finishing the cube using efficient last-layer algorithms.

Why Learn Ortega?

Advantages of Ortega:

- Faster than the beginner method
- Easy transition from beginner solving
- Requires fewer algorithms than advanced methods
- Great balance between simplicity and speed
- Used by many intermediate speedcubers

Disadvantages:

- Slower than advanced methods like CLL or EG
- Requires more algorithm recognition than beginner solving

Step 1 — Solve One Face

The first step in Ortega is solving one complete face.

Most cubers start with white.

Your goal:

- Make one solid color face
- Ignore the bottom layer side colors for now

Unlike the beginner method:

- The side colors do not need to match yet
- Only the face itself matters

Eficient Face Building

Try to solve the face in as few moves as possible.

Instead of solving pieces one at a time:

- Look for pairs
- Solve multiple corners together
- Use intuition instead of algorithms whenever possible

Important Goal:

This step should become very fast over time.

Top Ortega solvers can build the first face in only a few moves.You just need a lot of practice.

Step 2 — Orient the Last Layer (OLL)

After solving one face, turn the cube over so the solved face is on the bottom.

Your goal is to make all top stickers the same color.

This step is called OLL (Orientation of the Last Layer).

Here you will need to watch the video. There are 7 OLL cases.

OLL Recognition Tips

Look for Headlights

Headlights are two matching stickers facing the same direction.

Look for Bars

A bar means two stickers of the same color next to each other.

Learn Shape Recognition

Try to recognize patterns instead of individual stickers.

This greatly improves speed.

Step 3 — Permute Both Layers (PLL)

Once all top stickers face upward, the cube still needs to be permuted.

This means moving pieces into their correct locations.

Unlike the beginner method:

- Ortega solves both layers at the same time during PLL
- There are 5 cases

Also need the watch the video for the algorithms.

Important Ortega Concepts

Inspection Matters

Before starting your solve:

- Look for easy face-building opportunities
- Plan your first few moves

Good inspection can greatly improve solve times.

Learn Finger Tricks

Smooth turning is extremely important for Ortega.

Try to use finger tricks instead of regripping constantly.

Recognition Is Key

Many beginners focus only on algorithms.

However, recognition speed is just as important.

The faster you identify cases, the faster you solve.

Common Beginner Mistakes

Solving the First Face Too Slowly

Do not solve corners one by one forever.

Try to look for efficient solutions.

Overthinking OLL

You do not need to fully understand every case immediately.

Focus on learning a few common patterns first.

Pausing Between Steps

Try to immediately recognize the next case after finishing a step.

This skill improves naturally with practice.

Turning Too Hard

Fast solving is about smoothness, not force.

Turning aggressively often causes lockups.

Average Progress Using Ortega

Typical progress:

- Beginner Ortega: 10–20 seconds
- Intermediate Ortega: 5–10 seconds
- Advanced Ortega: sub-5 seconds

Many cubers stay with Ortega for a long time before moving to advanced methods.

What to Learn After Ortega

Once comfortable with Ortega, you can continue with:

EG method (120+ algorithms)

Advanced method used by top 2x2 speedcubers.

You can average 1-2s with it.