Macky Example Solve 1, No Parity

Scramble - B^2 D^2 F D' U^2 R' B^2 U L^2 R' D^2 L' U^2 R' U B R^2 D L F R^2 U F D^2 R^2
Corners only scramble - R^2 B^2 D^2 L^2 B^2 D^2 L' U^2 L D^2 U^2 F^2 R' D R' U F^2 R' U R' D'
Edges only scramble - R^2 B^2 F^2 D' B^2 L^2 U^2 R^2 F^2 D^2 R' B' D' L' D' F' R D L'

Memorization
Corners
CO – (1↺2↺)(3↺4↺)(5↺8↺)
CP – (13)(268)(47) – put the swap 2's together (ie, put (13)(47) together)
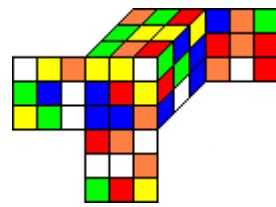
Edges
EP   (jf rc ie pn y)   goes back to m/v so start new cycle immediately
         (s ub)   went back to beginning of cycle, and all edges accounted for, so stop
EO – none

After Donning the Blindfold
1. Corner Orientation
  (1↺2↺)   z'-L'-U'R'U(RU'R'U)-L-(U'RUR')U'RU-z
  (3↺4↺) y^2 z'-U'R'U(RU'R'U)-L'-(U'RUR')U'RU-L-z y^2
  (5↺8↺) x^2 y' z'-L'-U'R'U(RU'R'U)-L-(U'RUR')U'RU-z y x^2

After this step, you should get this:
F^2 D' B^2 F^2 U' B^2 U B^2 R^2 F^2 U^2 R B' D' L' D' L^2 F' R D L'
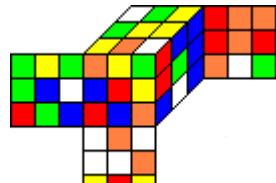
2. Corner Permutation
(13)(47)   U   x'(RU'R'U)*3 x   U'
  (268) B^2 D' L^2 x R' U R' D^2 R U' R' D^2 R^2 x' L^2 D B^2

After this step, you should get this:
R^2 B^2 F^2 D' B^2 L^2 U^2 R^2 F^2 D^2 R' B' D' L' D' F' R D L'
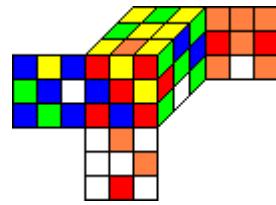
3. Edge Permutation
  j   U' L U M^2 U' L' U
  f   U R U' M^2 U R' U'
  r U^2 M' U^2 M'   use this alg because it is 1st in pair
  c F^2 MUMUMU²M'UM'UM'U² F^2 M^2 use this alg because it is 2nd in pair
  i   U R' U' M^2 U R U'
  e   U' L' U M^2 U' L U
  p   x' U L U' M^2 U L' U' x
  n   x' U' R' U M^2 U' R U x
  y   M U^2 M U^2 use this alg because it is 1st in pair

  s   R' U R U' M^2 U R U' R
  u   L U' L' U M^2 U' L U L'
 b   x' U' R U M^2 U' R' U x

After this step, you solved it

4. Edge Orientation
None

5. Parity
None

Macky's Example Solve 2 - M2/3OP, With Parity

Scramble - D F' D R^2 B^2 U F L' F' L^2 U^2 L^2 B R^2 B' R U' D B R' F' D^2 B' L' R^2
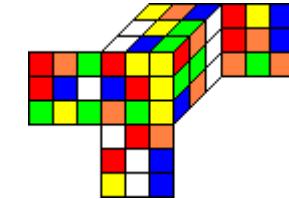
Memorization
Corners
CO – (2↺6↺)(3↺7↺)
CP – (164)(357 8)

Edges
EP   (fs h)(w ke pr do n)   odd # of edges thus you have parity
EO   t   Only one edge needs flipped, thus you must flip m too

After Donning the Blindfold
1. Corner Orientation
  (2↺6↺)   D'L'   z'-L'-U'R'U(RU'R'U)-L-(U'RUR')U'RU-z   LD
  (3↺7↺)   D'F'U   z'-L'-U'R'U(RU'R'U)-L-(U'RUR')U'RU-z   U'FD

After this step, you should get this:
L^2 F^2 L^2 D' L^2 B^2 D R^2 F^2 L^2 B^2 U B' R F' L D B^2 R^2 F L D'
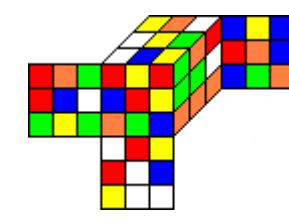
2. Corner Permutation
  (164) R^2 y   x R^2 D^2 R U R' D^2 R U' R x'   y' R^2
  (357) D^2 (R² U' R²' U R²-D²')*2 D^2
  (38)   Parity – save for later

After this step, you should get this: R^2 F^2 L^2 F^2 U L^2 D' R^2 D B R F' L D B^2 R^2 F L D'
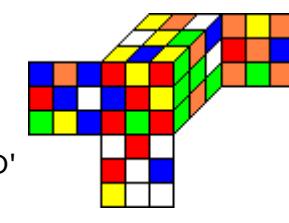
3. Edge Permutation
  f   U R U' M^2 U R' U'
  s   R' U R U' M^2 U R' U' R
  h   l U' R' U M^2 U' R U l'

  w   U R^2 U' M^2 U R^2 U'
  k   r' U L U' M^2 U L' U' r
  e   U' L' U M^2 U' L U
  p   x' U L U' M^2 U L' U' x
  r   M U^2 M U^2 use this alg because it is 2nd in pair
  d   x' U L' U' M^2 U L U' x
  o   F E R U R' E' R U' R' F' M^2 use this alg because it is 2nd in pair
  n   x' U' R' U M^2 U' R U x   Odd # of M^2 slices, so add M^2 to fix it

After this step, you should get this: L^2 D^2 R' U^2 L' B^2 L D^2 U^2 L' F^2 L' F U L' U^2 L U' F'
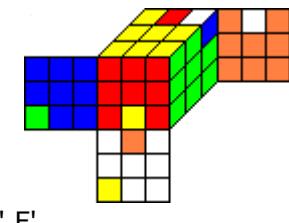
4. Edge Orientation
  tm F^2 MUMUMU²M'UM'UM'U² F^2

After this step, you should get this: D^2 B^2 L^2 B L^2 D^2 B^2 D^2 F' D^2 R^2 B^2 R^2 F
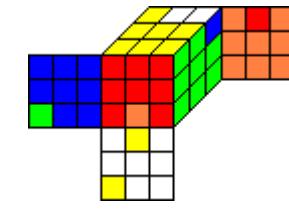
5. Parity
- Corners messed up = 38
- Edges messed up = m & c
- Whenever you have parity using the 3OP/M2 method, you must keep track of the corners that need to be switched and then also switch the m/v and c/t edges
- To do this, do setup moves then use any PLL case that switches 2 corners and two edges
  - It might be convenient to consistently use 1 or 2 PLLs for this
- Restrict the set-up moves to the (UDF²B²R²L²) group

(38)(mc) F^2 L^2 y' [Nb-Perm=(R'URU')(R'F'U')(FRU)(R'FR'F')(RU'R)] y L^2 F^2

Macky's Example Solve 3 – M2/3OP, No Parity

Scramble - D' B' F R' F² U F L² D² B' U² R² D' L² F R' D' F U L' F U' R B² U'
Corners only scramble - D L² B² F² U' B² L² D' R² D' L² U L² U B' R² D' B' R² U' B U'
Edges only scramble - F² L' U² L R² U² R D² U² F² R² B D' R' B² L D B' F D' R'

Memorization
Corners
CO – (1↻2↻)(5 7 8 ↻)
CP – (15 42 78 3)

Edges
EP – (wo sl fa i)(u ku)
EO – tp
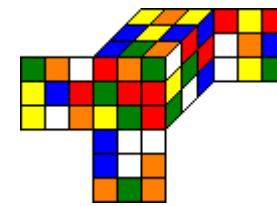
After Donning the Blindfold
1. Corner Orientation
(1↻2↻)	z'-(U'R'U)(RU'R'U)-L'-(U'RUR')(U'RU)-L-z	
(578 ↻)	FD [(U'RUR')(U'RUR')L']*3 L'	D'F'

After this step, you should get this:
U F² D² U' R² D' R² U' F L F² U B D R² D² F U² L B
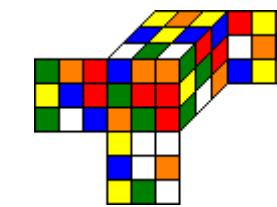
2. Corner Permutation
(154)	DR²y	x (R² D²)(R U R') D² (R U' R) x'	y'R²D'
(127)	B²y²	x (R² D²)(R U R') D² (R U' R) x'	y²B²
(183)	DR²DR²U'	x (R' U R') D² (R U' R')(D² R²) x'	UR²D'R²D'

Note how "1" starts every cycle here

After this step, you should get this:
U' L² D² R² B² D² R² U B² D² L' D² B' F' R' D R² U' F' L'
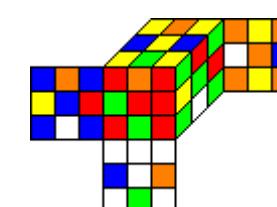
3. Edge Permutation
w	U R² U' **M²** U R² U'
o	F E R U R' E' R U' R' F' M²
s	R' U R U' **M²** U R' U' R
l	x' U L²' U' **M²** U L² U' x
f	U R U' **M²** U R' U'
a	M² D R' U R U' M' U R U' M R D'
i	U R' U' **M²** U R U'
u	L U' L' U **M²** U' L U L'
k	r' U L U' **M²** U L' U' r
u	L U' L' U **M²** U' L U L'

After this step, you should get this:
D F² L² R² U² L² F² R² D R² F² L' R' F' U² F' L R'
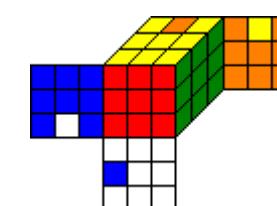
4. Edge Orientation
|		
tp	L' F MUMUMU²M'UM'UM'U²	F' L

After this step, it should be solved
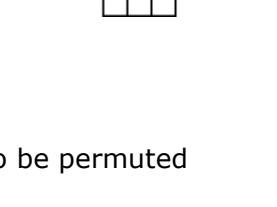
5. Parity
None – because there were an even number of edges and corners that needed to be permuted

After this step, it should be solved

Picture Walkthrough

Scramble	(1↻2↻)	(578 ↻)	(154)	(127)	(183)

w	o	s	l	f	a	i	u	k	u	tp
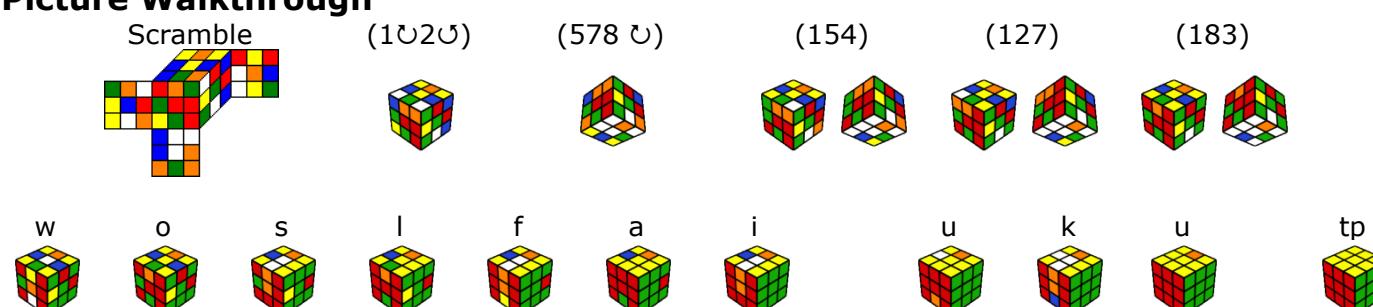
Macky's Example Solve 4 – M2/3OP, Parity

Scramble - F D² R² D' B² L F' B R' L U' F² D B² L' U² L F' B' R' L' D² R' L² F'
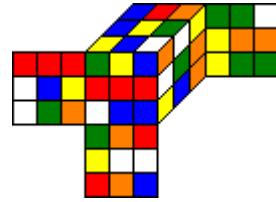
Memorization
Corners
CO – (345 ↻)(678 ↻)
CP – (1286)(457)

Edges
EP	(jo hc g)	goes back to m/v so start new cycle immediately
	(w zs n)	went back to beginning of cycle, since this is second cycle, go back to beginning of cycle
	(u lr d)	odd number of edges thus parity
EO	– none	

After Donning the Blindfold
1. Corner Orientation
(345 ↻)	BU'	[(U'RUR')(U'RUR')L']*3L'	UB'
(678 ↻)	xy	[(U'RUR')(U'RUR')L']*3L'	y'x'

After this step, you should get this:
D L² D² U' B² R² B² L² R' F² R' D² U² B' L² U R' D L² F
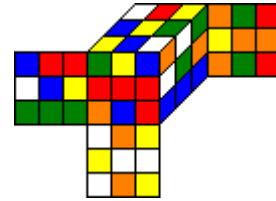
2. Corner Permutation
(128)	B²U'	x (R² D²)(R U R') D² (R U' R) x'	UB²
(16)		Parity left	
(457)	DR²DF²	x (R' U R') D² (R U' R')(D² R²) x'	F²D'R²D'

After this step, you should get this:
U² R² F² L² U² B² L D B' U' F D² F L B² F' D' U F' U²
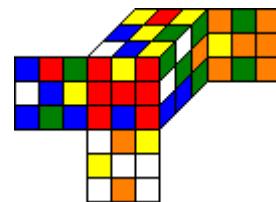
3. Edge Permutation
j	U' L U **M²** U' L' U
o	F E R U R' E' R U' R' F' M²
h	I U' R' U **M²** U R U I'
c	F² MUMUMU²M'UM'UM'U² F² M²
g	x' U' R² U **M²** U' R² U x
w	U R² U' **M²** U R² U'
z	U' L² U **M²** U' L² U
s	R' U R U' **M²** U R' U' R
n	x' U' R' U **M²** U' R U x
u	L U' L' U **M²** U' L U L'
l	x' U L²' U' **M²** U L² U' x
r	M U² M U²
d	x' U L' U' **M²** U L U' x Odd # of M², so do an M²

After this step, you should get this: F² R² U R² U² F² U' R² U² R² F² U' F² U²
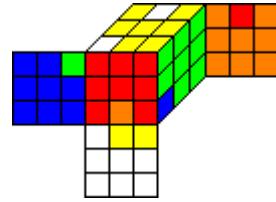
4. Edge Orientation
None

5. Parity
(16)(mc)	UF²	y' [Ra-Perm = (RU²')(R'U²)(RB'R')U'RURBR²U] y	F²U'