These algorithms are what I deem to be theoretically optimal for PLL, ignoring any pre-regrips or pre-rotations. Algs that have an equal speed mirror counterpart are only shown as righty. Not practical at all for solves or even framecount attempts (unless you are skilled enough to perform the difficult executions at peak speed *and* are fully ambidextrous).

(needs reviewing)
Aa: R2’ D2 R U R’ D2 R U’ R
Ab: L2 D2’ L’ U’ L D2’ L’ U L’
E: R U’ R’ D R U R’ D’ R U R’ D R U’ R’ D’
F: R2' F R F' R' U' F' U F R2 U R' U' R
Ga: L2 u L' U L' U' L u' L2' f' L f
Gb: F' U' F R2 u R' U R U' R u' R2’
Gc: R2' u' R U' R U R' u R2 f R' f'
Gd: F U F' L2’ u' L U' L' U L' u L2
H: M2' U M2' U2' M2' U M2'
Ja: U' R D' R2’ U R' U' R2 D U
Jb: U L' D L2 U' L U L2’ D' U'
Na: U R' D R2 U' R D' U R' D R2 U' R D'
Nb: U' L D' L2' U L' D U' L D' L2' U L' D
Ra: L2 F' L' U' L' U L F L' U2 L U2’ L
Rb: R2 F R U R U' R' F' R U2’ R' U2 R'
T: R U R' U' R' F R2 U' R' U' R U R' F'
Ua: R2 U’ S’ U2’ S U’ R2
Ub: L2’ U S U2 S' U L2’
V: R' U' F' S U F2 U' B' R2 U' R' D R' U
Y: F R' F' R U R U' R2' U' R U R f' U' f
Z: M2' u' M2' u S M2' S'