Lo2Hi Sequence	OOTP (Out-Of-The-Pocket) Chart V2
111	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
112	Bowler leaves 1-2-4-7 (RH) or 1-3-6-10 (LH).. Roll one die. 1-5 = OPEN (63), 6 = spare (6/)
113	Bowler leaves 2-8-10 (RH) or 3-7-9 (LH). Roll 3 dice. Triples = spare (7/), otherwise OPEN (72)
114	Bowler leaves 5-7-10 split. Roll 3 dice. Triples = spare (7/), otherwise OPEN (72)
115	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
116	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
122	Bowler leaves 1-2-4-6-10 (RH) or 1-3-4-6-7 (LH). Roll one die. 1-2 = OPEN (53), 3-5 = OPEN (54), 6 = spare (5/)
123	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
124	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
125	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
126	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
133	Bowler leaves 2-8 (RH) or 3-9 (LH).. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
134	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
135	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
136	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
144	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (61)
145	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
146	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
155	Bowler leaves 4-7-9-10 (RH) or 6-7-8-10 (LH). Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
156	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
166	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
222	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
223	Bowler leaves 2-4-5-8 (RH) or 3-5-6-9 (LH). Roll one die. 1 = OPEN (62), 2-5 = OPEN (63), 6 = spare (6/)
224	Bowler leaves 4-6-7-9-10 (RH) or 4-6-8-9-10 (LH). Roll 3 dice. Triples = spare (5/), otherwise OPEN (53)
225	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
226	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
233	Bowler leaves 5-7-10 split. Roll 3 dice. Triples = spare (7/), otherwise OPEN (71)
234	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
235	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
236	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
244	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
245	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
246	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
255	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
256	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
266	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2 = OPEN (71), 3-5 = OPEN (72), 6 = spare (7/)
333	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
334	Bowler leaves 4-6-7-9-10 (RH) or 4-6-8-9-10 (LH). Roll 3 dice. Triples = spare (5/), otherwise OPEN (54)
335	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
336	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
344	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (61)
345	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
346	Bowler leaves 2 pins (SPLIT). Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
355	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
356	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
366	Bowler leaves 1-2-4-6-10 (RH) or 1-3-4-6-7 (LH). Roll one die. 1-2 = OPEN (53), 3-4 = OPEN (54), 5-6 = spare (5/)
444	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
445	Bowler leaves 4-7-9-10 (RH) or 6-7-8-10 (LH). Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
446	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
455	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
456	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
466	Bowler leaves 4-6-7-9-10 (RH) or 4-6-8-9-10 (LH). Roll 3 dice. Triples = spare (5/), otherwise OPEN (53)
555	FOUL! Roll one die - 1 = OPEN (F7), 2-3 = OPEN (F8), 4-5 = OPEN (F9), 6 = spare (F/)
556	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
566	Bowler leaves 4-6-7-9-10 (RH) or 4-6-8-9-10 (LH). Roll 3 dice. Triples = spare (5/), otherwise OPEN (54)
666	GUTTER BALL! Roll one die - 1 = OPEN (G7), 2-3 = OPEN (G8), 4-5 = OPEN (G9), 6 = spare (G/)