OOTP (Out-Of-The-Pocket) Chart V2

Total	Lo2Hi Sequence	
3	111	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
4	112	Bowler leaves 1-2-4-7 (RH) or 1-3-6-10 (LH).. Roll one die. 1-5 = OPEN (63), 6 = spare (6/)
5	113	Bowler leaves 2-8-10 (RH) or 3-7-9 (LH). Roll 3 dice. Triples = spare (7/), otherwise OPEN (72)
	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/)
6	114	Bowler leaves 5-7-10 split. Roll 3 dice. Triples = spare (7/), otherwise OPEN (72)
	123	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
	222	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
7	115	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
	124	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
	133	Bowler leaves 2-8 (RH) or 3-9 (LH).. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
	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/)
8	116	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
	125	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
	134	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 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)
	233	Bowler leaves 5-7-10 split. Roll 3 dice. Triples = spare (7/), otherwise OPEN (71)
9	126	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	135	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)
	225	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
	234	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
	333	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
10	136	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	145	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	226	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
	235	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)
	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)
11	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)
	236	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	245	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	335	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
	344	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (61)
12	156	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
	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/)
	336	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
	345	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	444	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
13	166	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/)
	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/)
	445	Bowler leaves 4-7-9-10 (RH) or 6-7-8-10 (LH). Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
14	266	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2 = OPEN (71), 3-5 = OPEN (72), 6 = spare (7/)
	356	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
	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/)
15	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/)
	456	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
	555	FOUL! Roll one die - 1 = OPEN (F7), 2-3 = OPEN (F8), 4-5 = OPEN (F9), 6 = spare (F/)
16	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)
	556	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
17	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)
18	666	GUTTER BALL! Roll one die - 1 = OPEN (G7), 2-3 = OPEN (G8), 4-5 = OPEN (G9), 6 = spare (G/)