Hi2Lo 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)
211	Bowler leaves 1-2-4-7 (RH) or 1-3-6-10 (LH).. Roll one die. 1-5 = OPEN (63), 6 = spare (6/)
221	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/)
222	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
311	Bowler leaves 2-8-10 (RH) or 3-7-9 (LH). Roll 3 dice. Triples = spare (7/), otherwise OPEN (72)
321	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
322	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/)
331	Bowler leaves 2-8 (RH) or 3-9 (LH).. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
332	Bowler leaves 5-7-10 split. Roll 3 dice. Triples = spare (7/), otherwise OPEN (71)
333	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
411	Bowler leaves 5-7-10 split. Roll 3 dice. Triples = spare (7/), otherwise OPEN (72)
421	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
422	Bowler leaves 4-6-7-9-10 (RH) or 4-6-8-9-10 (LH). Roll 3 dice. Triples = spare (5/), otherwise OPEN (53)
431	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
432	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
433	Bowler leaves 4-6-7-9-10 (RH) or 4-6-8-9-10 (LH). Roll 3 dice. Triples = spare (5/), otherwise OPEN (54)
441	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (61)
442	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
443	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (61)
444	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
511	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
521	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
522	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
531	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
532	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
533	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
541	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
542	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
543	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
544	Bowler leaves 4-7-9-10 (RH) or 6-7-8-10 (LH). Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
551	Bowler leaves 4-7-9-10 (RH) or 6-7-8-10 (LH). Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
552	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
553	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
554	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
555	FOUL! Roll one die - 1 = OPEN (F7), 2-3 = OPEN (F8), 4-5 = OPEN (F9), 6 = spare (F/)
611	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
621	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
622	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
631	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
632	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
633	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
641	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
642	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
643	Bowler leaves 2 pins (SPLIT). Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
644	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
651	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
652	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
653	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
654	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
655	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
661	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
662	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2 = OPEN (71), 3-5 = OPEN (72), 6 = spare (7/)
663	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/)
664	Bowler leaves 4-6-7-9-10 (RH) or 4-6-8-9-10 (LH). Roll 3 dice. Triples = spare (5/), otherwise OPEN (53)
665	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/)