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

Total	Hi2Lo Sequence	
3	111	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
4	211	Bowler leaves 1-2-4-7 (RH) or 1-3-6-10 (LH).. Roll one die. 1-5 = OPEN (63), 6 = spare (6/)
5	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/)
	311	Bowler leaves 2-8-10 (RH) or 3-7-9 (LH). Roll 3 dice. Triples = spare (7/), otherwise OPEN (72)
6	222	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
	321	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
	411	Bowler leaves 5-7-10 split. Roll 3 dice. Triples = spare (7/), otherwise OPEN (72)
7	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/)
	421	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
	511	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
8	332	Bowler leaves 5-7-10 split. Roll 3 dice. Triples = spare (7/), otherwise OPEN (71)
	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/)
	521	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
	611	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
9	333	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
	432	Bowler leaves 4 pins. Roll one die. 1 = OPEN (60), 2 = OPEN (61), 3-4 = OPEN (62), 5 = OPEN (63), 6 = spare (6/)
	441	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (61)
	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/)
	621	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
10	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)
	442	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
	532	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	541	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/)
11	443	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (61)
	533	Bowler leaves 4-6-7-10 split. Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
	542	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	551	Bowler leaves 4-7-9-10 (RH) or 6-7-8-10 (LH). Roll 3 dice. Triples = spare (6/), otherwise OPEN (63)
	632	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	641	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
12	444	Bowler leaves 7-10 split. Roll 3 dice. Triples = spare (8/), Any pair = (80), otherwise OPEN (81)
	543	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	552	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
	633	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
	642	Bowler leaves 1 pin. Roll one die. 1-5 = OPEN (90), 6 = spare (9/)
	651	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
13	544	Bowler leaves 4-7-9-10 (RH) or 6-7-8-10 (LH). Roll 3 dice. Triples = spare (6/), otherwise OPEN (62)
	553	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
	643	Bowler leaves 2 pins (SPLIT). 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/)
	661	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
14	554	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
	644	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
	653	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
	662	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2 = OPEN (71), 3-5 = OPEN (72), 6 = spare (7/)
15	555	FOUL! Roll one die - 1 = OPEN (F7), 2-3 = OPEN (F8), 4-5 = OPEN (F9), 6 = spare (F/)
	654	Bowler leaves 2 pins. Roll one die. 1 = OPEN (80), 2-5 = OPEN (81), 6 = spare (8/)
	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/)
16	655	Bowler leaves 3 pins. Roll one die. 1 = OPEN (70), 2-3 = OPEN (71), 4-5 = OPEN (72), 6 = spare (7/)
	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)
17	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)
18	666	GUTTER BALL! Roll one die - 1 = OPEN (G7), 2-3 = OPEN (G8), 4-5 = OPEN (G9), 6 = spare (G/)