

	11	21	31	41	51	61	22	32	42	52	62	33	43	53	63	44	54	64	55	65	66	
21\$	7P 5P	\$ or Z	*	U*	Z	P	24/20* 4P	S	S*	Z	Z or 13/7 6/4 or S	21P 5P	U* or S*	P	R	U*+D	Z* or R*	**	3P	R	U+D	21\$
21Z	24/22 5P	24/21 or Z	P	**	Z	P	11P 4P	S	P	Z	S	U+D	24/21 6/2* or Z	P or Z	S or R	U+D	Z	R*	3P 1P*	R	U+D	21Z
31P	24/22 5P or 7P 5P	Z	P	Z	Z	P	22P 4P	Z or S	P	Z	S	U+D	Z	P	S	5P	D	R	3P	R	U+D	31P
41\$	* or 7P 5P	\$	*	U*	\$	P	24/20* 4P	S	S*	Z	R*	21P + (5P or 3P)	U*	R*	R or S	** + 4P	Z*	R*	3P	R	U+D	41\$
41Z	24/22 5P	Z	P	**	Z	P	22P 4P or 11P 4P	Z or S	P	Z	R*	U+D	24/21 6/2*	R*	S or R	24/16* + 2P*	24/20 6/1* or Z or R	P*	3P 1P*	R	U+D	41Z
51\$	7P 5P	\$	*	U*	\$	P	24/20* 4P	13/10 6/4	S*	13/8 6/4 or Z	R	21P 5P	S*	P	R	U*+D	Z*	R*	3P	R	U+D	51\$
51Z	24/22 5P	\$ or 24/21	P	**	Z	P	11P 4P	D or S	P	Z	R	U+D	U or D or S or 24/21 6/2*	P	R	U+D	Z	P*	3P 1P*	R	U+D	51Z
61P	7P 5P	\$	P	Z	Z	P	11P 4P	Z or S	P	Z	R	U+D	U or Z	P	R	U+D	R or Z	R	3P	D	7P 2P	61P
32D	7P 5P	\$	P	\$	\$ or Z	P	22P 4P or 20P or 11P 4P	Z or D	P	Z	S	21P 5P	D	P	R*	U+D	R*	R*	3P	R	U+D	32D
32S	4P*	24/23 6/4*	P	24/23 8/4*	Z	P	11P 4P*	13/10 6/4*	P*	13/8 6/4*	6/4* + (13/7 or 24/18)	U+D	13/10 8/4*	P	13/4*	U+4P*	13/4*	R*	3P 1P*	R	U+D	32S
32Z	24/22 5P	6/3* or Z	P	U or Z or 8/3*	Z or R	P	11P 4P	6/3* + (3/1* or 24/22 or 13/11)	P	Z or **	S	5P 3P*	24/20 6/3* or 13/9 6/3*	P*	R*	U+D	R*	13/3*	3P* 1P*	R or S	U+D	32Z
42P	7P 5P	Z	P	Z	Z	P	22P 4P	Z	P	Z	S	5P 3P	S or D	P	S or R	U+D	Z	P or R	3P	R	U+D	42P
52D	7P 5P	\$	P	\$	\$	P	11P 4P	D	P	D	S	5P 3P	D	P	S or R	U+D	D	R*	3P	R	U+D	52D
52Z	24/22 5P	Z or 6/3*	P	13/8	Z	P	11P 4P	13/11 6/3*	P	D or Z	S or R	5P 3P*	13/9 6/3*	P*	R	U+D	Z	13/3*	3P* 1P*	R	U+D	52Z
62R	24/22 5P or 7P 5P	24/21	*	Z*	Z	P	13/9* 4P	U or S	D* or Z*	Z	\$ or Z	5P 3P	Z* or D*	P	Z	U+D* or 5P*	D*	S*	3P 1P*	R	U+D	62R
62\$	7P 5P	\$	*	U*	\$ or Z	P	24/20* 4P	13/10 6/4 or D	S*	13/8 6/4	S or \$	5P 3P or 21P 5P	S*	P	13/4	U*+D	Z*	R*	3P	R	U+D	62\$
62S	7P* 5P	13/11 8/7*	P	13/9 8/7*	13/7*	P*	11P 4P	24/21 6/4 or S or U	13/7*	24/22 6/1*	Z*	7P*	Z or U	P	Z*	U+D	24/20 6/1*	R*	3P 1P*	**	U+D*	62S
43D	7P 5P	\$	P	\$	\$	P	22P 4P	Z or D	P	Z	R*	21P 5P	D	R*	R*	U+D	R*	R or S	3P	R	U+D	43D
43S	24/22 5P*	\$*	P*	6/5* + (13/9 or 24/20)	\$*	24/18 6/5*	11P 4P	13/11 8/5*	P	Z	\$*	5P* 3P	8/5* + (24/20 or 13/9)	\$*	R*	5P*	R*	P	3P 1P*	R	U+D	43S
43Z	4P*	24/23 6/4*	P	24/23 8/4*	Z or 24/23 6/1*	P	11P 4P*	6/4* + (13/10 or 24/21)	P*	13/8 6/4*	R*	U+D	8/4* + (13/10 or 24/21)	R*	13/4*	24/16* + 4P*	13/4*	R	3P 1P*	R	U+D	43Z
43U	4P**	**	P*	**	\$*	13/7 6/5*	11P 4P*	8/5* 6/4*	P*	13/8 6/4*	\$*	5P* 3P	24/20 8/5*	\$*	13/4*	13/5* + 4P*	13/4*	P	3P	S	U+D	43U
53P	7P 5P	Z or \$	P	Z	Z	P	11P 4P	S	P	D	S or \$	U+D	D or Z	P	S	U+D	Z or D	P	3P	R	U+D	53P
63R	24/22 5P or 7P 5P	*	24/23 13/10*	Z or \$	Z or \$	P	11P 4P	Z*	P	Z	\$ or S	10P* 3P	S* or D*	D*	S*	U+D	Z or 6/1* 24/20	S	3P 1P*	R	U+D	63R
63S	7P* 5P	13/11 8/7*	P	8/7* + (13/9 or 24/20)	13/7*	P*	11P 4P	24/21 6/4 or Z or S or U	13/7*	24/22 6/1* or Z	Z*	7P*	Z	P	R*	U+D	R*	Z*	3P 1P*	**	U+D*	63S
54D	7P 5P	\$	P	\$	\$	P	22P 4P	D	P	D	R*	21P + (3P or 10P)	D	R*	R or S	24/16* + 9P	D or R	R	3P	R	U+D	54D
54Z	24/22 5P*	\$*	P*	\$*	\$*	P	11P 4P	13/11 8/5*	P	Z	\$*	5P* 3P	13/9 8/5*	\$*	13/7 8/5*	5P*	Z	P	3P 1P*	R	U+D	54Z
64P	7P 5P	\$	P	\$	\$	P	22P 4P or 11P 4P	D or Z	P	Z or D	\$ or S	U+D or 5P 3P	D	P	S	U+D	D	P	3P	R	U+D	64P
64R	7P 5P	Z*	P	\$	\$	P	11P* 4P	S* or D*	S*	D*	S*	5P 3P	S	P	S	U+D	Z	S or P	3P* 1P*	R	U+D	64R
64S	7P* 5P	8/7* + (24/22 or 13/11)	P or 8/7* 24/21	8/7* + (24/20 or 13/9)	13/7*	P*	R*	S	13/7*	24/22 6/1*	R*	7P*	Z	R*	Z*	16P* or (* + 9P)	24/20 6/1*	Z*	3P 1P*	**	U+D*	64S
65R	7P 5P	\$	P	\$ or Z	\$ or Z	P	11P 4P	S	P	D	S	U+D	Z	P	S	U+D	Z	P or S	3P 1P*	R	U+D	65R
	11	21	31	41	51	61	22	32	42	52	62	33	43	53	63	44	54	64	55	65	66	

D : Bring two checkers Down from the midpoint
P : Make a Point (to emphasize that it is, say, the 5-point, we write "5P")
R : Run one of the back checkers to the outfield
\$: Slot the 5-Point, and bring one checker down from the midpoint
S : Split the back checkers using the larger die value, and bring one checker down from the midpoint
Z : Split the back checkers using the smaller die value, and bring one checker down from the midpoint
U : Move both back checkers Up
* : Hit (** denotes a double hit)
+ : And (strictly speaking, this is redundant, but it is occasionally inserted for clarity)