

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	218	297	148	35	2	1	1	702	297 t
2	276	289	109	25	2	1		702	t
3	330	267	91	12	1		1	702	T
4	379	255	61	6	1			702	r
5	424	233	40	5				702	
6	438	233	31					702	148 T
7	497	172	31	2				702	n
8	538	147	17					702	
9	549	135	18					702	289 t
10	578	114	10					702	g
11	613	86	3					702	
12	618	82	2					702	218 t
13	614	83	5					702	t
14	637	60	5					702	c
15	641	59	2					702	(
16	680	22						702	
17	662	39	1					702	NOTE: W
18	658	44						702	o
19	684	18						702	a
20	682	19	1					702	C
21	685	17						702	P
22	682	20						702	a
23	683	19						702	
24	687	15						702	T
25	691	11						702	t
26+	664	37	1					702	t
		2773	576	85	6	2	2		

Example:

You have 6 numbers you usually play. Three came up last night and you're not to play them again tonight. Well as the week goes by the best chance of them 35 times three of the numbers from the previous game came up again. 25 times three of the six came up when one day went by. This put them in p