

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	220	298	148	35	2	1	1	705	298 t
2	277	290	109	26	2	1		705	t
3	331	269	91	12	1		1	705	T
4	382	255	61	6	1			705	r
5	426	234	40	5				705	
6	439	234	32					705	148 T
7	500	172	31	2				705	n
8	541	147	17					705	
9	550	137	18					705	290 t
10	580	115	10					705	g
11	615	87	3					705	
12	621	82	2					705	220 t
13	617	83	5					705	t
14	638	62	5					705	c
15	644	59	2					705	(
16	683	22						705	
17	665	39	1					705	NOTE: W
18	661	44						705	o
19	687	18						705	a
20	685	19	1					705	C
21	687	18						705	P
22	685	20						705	a
23	686	19						705	
24	690	15						705	T
25	694	11						705	t
26+	667	37	1					705	t
		2786	577	86	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. 26 times three of the six came up when one day went by. This put them in p