

POSITIONS REPORT  
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	226	307	153	36	2	1	1	726	307 t
2	284	300	113	26	2	1		726	t
3	342	276	94	12	1		1	726	T
4	396	260	62	7	1			726	r
5	435	245	41	5				726	
6	451	242	33					726	153 T
7	516	177	31	2				726	n
8	558	151	17					726	
9	566	141	19					726	300 t
10	599	117	10					726	g
11	632	91	3					726	
12	640	84	2					726	226 t
13	635	86	5					726	t
14	656	65	5					726	c
15	665	59	2					726	(
16	704	22						726	
17	684	41	1					726	NOTE: W
18	680	46						726	o
19	708	18						726	a
20	704	21	1					726	C
21	707	19						726	P
22	706	20						726	a
23	707	19						726	
24	711	15						726	T
25	715	11						726	t
26+	687	38	1					726	t
		2871	593	88	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 36 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