

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	215	295	147	35	2	1	1	696	295 t
2	275	287	106	25	2	1		696	t
3	328	263	91	12	1		1	696	T
4	375	254	60	6	1			696	r
5	421	230	40	5				696	
6	434	231	31					696	147 T
7	492	171	31	2				696	n
8	532	147	17					696	
9	545	133	18					696	287 t
10	573	114	9					696	g
11	607	86	3					696	
12	612	82	2					696	215 t
13	609	82	5					696	t
14	633	58	5					696	c
15	635	59	2					696	(
16	675	21						696	
17	656	39	1					696	NOTE: W
18	652	44						696	o
19	678	18						696	a
20	676	19	1					696	C
21	679	17						696	P
22	676	20						696	a
23	677	19						696	
24	682	14						696	T
25	685	11						696	t
26+	659	36	1					696	t
		2750	570	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