

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	215	297	147	35	2	1	1	698	297 t
2	275	289	106	25	2	1		698	t
3	329	264	91	12	1		1	698	T
4	377	254	60	6	1			698	r
5	422	231	40	5				698	
6	436	231	31					698	147 T
7	493	172	31	2				698	n
8	534	147	17					698	
9	547	133	18					698	289 t
10	574	114	10					698	g
11	609	86	3					698	
12	614	82	2					698	215 t
13	610	83	5					698	t
14	635	58	5					698	c
15	637	59	2					698	(
16	677	21						698	
17	658	39	1					698	NOTE: W
18	654	44						698	o
19	680	18						698	a
20	678	19	1					698	C
21	681	17						698	P
22	678	20						698	a
23	679	19						698	
24	683	15						698	T
25	687	11						698	t
26+	660	37	1					698	t
		2760	571	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