

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	220	300	148	35	2	1	1	707	300 t
2	277	291	110	26	2	1		707	t
3	332	270	91	12	1		1	707	T
4	384	255	61	6	1			707	r
5	427	235	40	5				707	
6	441	234	32					707	148 T
7	501	173	31	2				707	n
8	542	148	17					707	
9	552	137	18					707	291 t
10	582	115	10					707	g
11	617	87	3					707	
12	623	82	2					707	220 t
13	619	83	5					707	t
14	640	62	5					707	c
15	646	59	2					707	(
16	685	22						707	
17	667	39	1					707	NOTE: W
18	663	44						707	o
19	689	18						707	a
20	687	19	1					707	C
21	689	18						707	P
22	687	20						707	a
23	688	19						707	
24	692	15						707	T
25	696	11						707	t
26+	669	37	1					707	t
		2793	578	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