

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	221	305	150	36	2	1	1	716	305 t
2	281	295	111	26	2	1		716	t
3	339	271	92	12	1		1	716	T
4	391	256	61	7	1			716	r
5	430	240	41	5				716	
6	446	238	32					716	150 T
7	506	177	31	2				716	n
8	549	150	17					716	
9	559	138	19					716	295 t
10	590	116	10					716	g
11	626	87	3					716	
12	631	83	2					716	221 t
13	627	84	5					716	t
14	648	63	5					716	c
15	655	59	2					716	(
16	694	22						716	
17	675	40	1					716	NOTE: W
18	671	45						716	o
19	698	18						716	a
20	694	21	1					716	C
21	698	18						716	P
22	696	20						716	a
23	697	19						716	
24	701	15						716	T
25	705	11						716	t
26+	677	38	1					716	t
		2829	584	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