

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	215	296	147	35	2	1	1	697	296 t
2	275	288	106	25	2	1		697	t
3	329	263	91	12	1		1	697	T
4	376	254	60	6	1			697	r
5	421	231	40	5				697	
6	435	231	31					697	147 T
7	493	171	31	2				697	n
8	533	147	17					697	
9	546	133	18					697	288 t
10	574	114	9					697	g
11	608	86	3					697	
12	613	82	2					697	215 t
13	609	83	5					697	t
14	634	58	5					697	c
15	636	59	2					697	(
16	676	21						697	
17	657	39	1					697	NOTE: W
18	653	44						697	o
19	679	18						697	a
20	677	19	1					697	C
21	680	17						697	P
22	677	20						697	a
23	678	19						697	
24	682	15						697	T
25	686	11						697	t
26+	659	37	1					697	t
		2756	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