

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	225	307	152	36	2	1	1	724	307 t
2	283	300	112	26	2	1		724	t
3	341	275	94	12	1		1	724	T
4	395	260	61	7	1			724	r
5	435	243	41	5				724	
6	451	241	32					724	152 T
7	514	177	31	2				724	n
8	556	151	17					724	
9	564	141	19					724	300 t
10	597	117	10					724	g
11	630	91	3					724	
12	638	84	2					724	225 t
13	633	86	5					724	t
14	654	65	5					724	c
15	663	59	2					724	(
16	702	22						724	
17	682	41	1					724	NOTE: W
18	678	46						724	o
19	706	18						724	a
20	702	21	1					724	C
21	705	19						724	P
22	704	20						724	a
23	705	19						724	
24	709	15						724	T
25	713	11						724	t
26+	685	38	1					724	t
		2867	589	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