

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	229	335	162	40	2	1	1	770	335 t
2	303	322	116	26	2	1		770	t
3	366	291	99	12	1		1	770	T
4	421	277	64	7	1			770	r
5	460	261	44	5				770	
6	480	257	33					770	162 T
7	549	188	31	2				770	n
8	581	169	20					770	
9	605	146	19					770	322 t
10	636	124	10					770	g
11	669	98	3					770	
12	673	95	2					770	229 t
13	673	92	5					770	t
14	693	72	5					770	c
15	707	61	2					770	(
16	746	24						770	
17	727	42	1					770	NOTE: W
18	722	48						770	o
19	746	24						770	a
20	748	21	1					770	C
21	750	20						770	P
22	749	21						770	a
23	751	19						770	
24	755	15						770	T
25	758	12						770	t
26+	730	39	1					770	t
		3073	618	92	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 40 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