

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	231	338	163	40	2	1	1	776	338 t
2	305	324	118	26	2	1		776	t
3	368	293	101	12	1		1	776	T
4	425	279	64	7	1			776	r
5	463	262	46	5				776	
6	483	259	34					776	163 T
7	554	189	31	2				776	n
8	586	169	21					776	
9	611	146	19					776	324 t
10	642	124	10					776	g
11	674	99	3					776	
12	679	95	2					776	231 t
13	678	93	5					776	t
14	699	72	5					776	c
15	712	62	2					776	(
16	752	24						776	
17	733	42	1					776	NOTE: W
18	727	49						776	o
19	752	24						776	a
20	754	21	1					776	C
21	756	20						776	P
22	755	21						776	a
23	757	19						776	
24	761	15						776	T
25	764	12						776	t
26+	735	40	1					776	t
		3091	627	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