

POSITIONS REPORT
PART TWO

POS'N	NONE	ONE	TWO	THREE	FOUR	FIVE	SIX	TOTAL	To under Total Ga Position POS'N 1
1	219	298	148	35	2	1	1	704	298 t
2	277	290	109	25	2	1		704	t
3	331	268	91	12	1		1	704	T
4	381	255	61	6	1			704	r
5	426	233	40	5				704	
6	438	234	32					704	148 T
7	499	172	31	2				704	n
8	540	147	17					704	
9	549	137	18					704	290 t
10	579	115	10					704	g
11	614	87	3					704	
12	620	82	2					704	219 t
13	616	83	5					704	t
14	638	61	5					704	c
15	643	59	2					704	(
16	682	22						704	
17	664	39	1					704	NOTE: W
18	660	44						704	o
19	686	18						704	a
20	684	19	1					704	C
21	686	18						704	P
22	684	20						704	a
23	685	19						704	
24	689	15						704	T
25	693	11						704	t
26+	666	37	1					704	t
		2783	577	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