

22	0	17	1	4	22	28	10	6		11	20	4	26	11	26
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Scorecard segments results

22	n/a															-11	
	0																1
		31															-4
	17															7	2
																	1
20		36															1
	1															5	3
																	16
	4	29														15	32
																	-18
	22	5														16	5
																	22
	28	31															-10
																	6
	10	6															4
																	-18
																	7
	6	26															12
																	8
																	8
		2															-3
	3																9
																	-10
		2															-7
	11																10
																	-8
	30	14															2
																	11
	20																2
																	-20
	7	17															4
																	-12
																	12
		10															-12
	26																8
																	13
																	-8
	11	22															4
																	14
																	-12
	26	17															4
																	15

The ball lands on the Number 3 which fails and loses -\$16.. The dealer average is still not a round number. For the history of -15 this targets the Number 26, but we will use the +sight adjustment of the Number 2 which is 30 MK II and the main target 2 MK X.

The ball lands on the Number 11 which earns +\$7. 30 MK II breaks even and 2 MK X earns +\$7. The motion of -7 makes the average -1 so we switch to that to target the Number 30 with 30 MK VIII.

The ball lands on the Number 20. This distance of +2 earns +\$2. The average -1 targets the Number 7 with the Number 4.

Landing on the Number 4 we lose -\$16. The history with -12 changes the target method back to MK VIII. We target the Number 10 with 10 MK VIII.

