

CHECK AND RECORD GEO WX, kF FIELD, IN/OUT range, and ODDS NOW!!

Session Result:
 Hit Miss Tie Pass

Name: LINDA COUSIN
 Date: 9/18/13
 ET start/finish: 8:00 / _____
 LST: 1899
 MY PS COORD: _____
 New Associated Original

GEO WX 0 / 6
 Last 24 Hrs. Current

kF = 0 1 2 3 Bz IN / OUT - 104 - 25 - 25 - 15
 Start Mid1 Mid2 End nT Change Odds

Today's session #: **1** (WATCH FOR PASSES) 2 3 4 5 6

Session Matches Photosite: 1 or 2 or Pass

RGN: 28 = outcome: 1 - hcc OR OVER OR 2 - PIH OR UNDER
away team home team

After judging the session to determine the matching Photosite, the Randomly Generated Number (RGN) is revealed and matched to the RGN sheet to determine whether outcome 1 or 2 is associated with the 1st Photosite in the Photoset. If the session matches Photosite 1, the winning team is the team that is associated with the RGN outcome. If the session matches Photosite 2, the winning team is the team that was NOT associated with the RGN outcome.

Predicted outcome for this game is: Out right winner: _____ moneyline _____
 Spread Winning Team hcc + 1 - 3 points moneyline: 105
 OVER / UNDER POINTS _____ moneyline: _____
 FINAL SCORE AWAY Team _____ HOME Team _____



Given the associated, randomly generated number for this session, describe and sketch the Photosite in the Photoset below that is associated with the outright winner (moneyline) OR spread winner (run line) OR O/U total of the NHL / MLB / NBA / NFL game on 9/18/13 @ 2013 between Team 1 (away) = hcc & Team 2 (home) = PIH

Photoset Coordinate: SHSD
 MANIFESTED NEUROGRAM: _____
 DECODE out loud: _____

COLORS:	FEEL:	TEXTURES:	ACTION:	SOUNDS (Onomatopoeia, when able)
<u>Black</u> <u>Room</u>	SOLID Hard medium soft	Rough Smooth Porous Slippery airy sandy powdery spongy dimpled glassy coarse lumpy	DIRECTION SPEED: None slow medium fast	<u>SHSD</u> loud quiet crowd of people
TEMPERATURE: Hot Cold ambient	WEIGHT/BALANCE: Light heavy	Life Form Manmade Natural	SMELL: sweet sour earthy chemical smoky fresh	TASTE: sweet sour earthy chemical smoky fresh

Sketch



Simile:

