



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

Session Result:
Hit Miss Tie Pass

Name: Lincoln Cousins

Date: 9/23/21

ET start/finish 10:30 / 1

LST 1019

MY PS COORD LKPO

New Associated Original

GEO WX 0 / 0
Last 24 Hrs. Current

KF = 0 1 2 3 Bz IN / OUT -3.8 -3.6 -3.3 .5
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: 66 = outcome: 1- OR OVER OR 2- 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 _____ + / - 14 points moneyline: _____

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 9/23/21 @ 2021 between Team 1 (away) = OSH & Team 2 (home) = DEW

Photoset Coordinate: 6m15

MANIFESTED NEUROGRAM:

DECODE out loud:

COLORS:	FEEL:	TEXTURES:	ACTION:	SOUNDS (Onomatopoeia, when able)
<u>yellow</u> <u>red</u>	SOLID Hard medium soft	Rough Smooth Porous slippery airy sandy powdery spongy dimpled glassy coarse lumpy	DIRECTION SPEED: None slow medium fast	<u>om</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

Yellow
Red
om
1018

Simile :

