



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

Session Result:  
Hit Miss Tie Pass

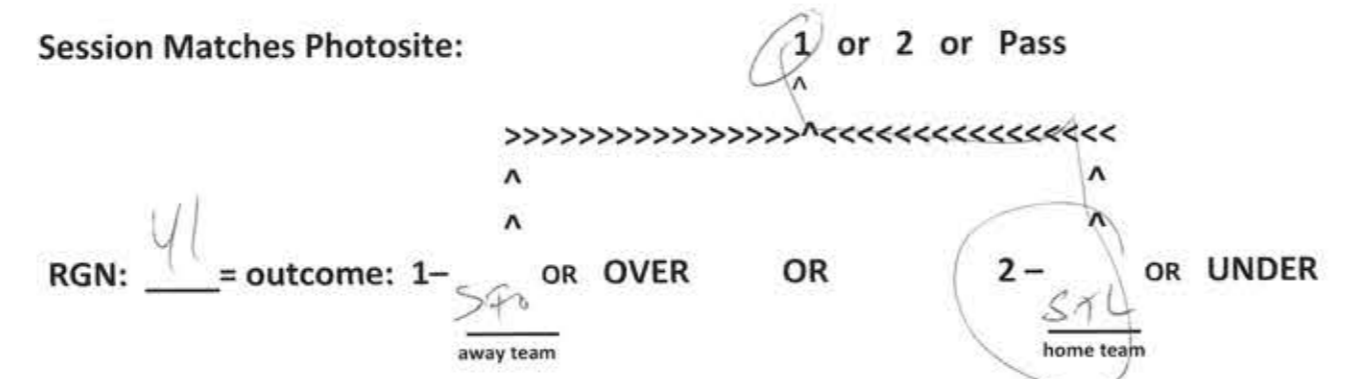
Name: Lipson  
Date: 9/17/20  
ET start/finish 1030  
LST 1434  
MY PS COORD New WAZO Associated Original

GEO WX 0 / 0  
Last 24 Hrs. Current

kF = 0 1 2 3 Bz IN / OUT -1.9 -6 -6 1.3 78/74.71  
Start Mid1 Mid2 End nT Change Odds

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

Session Matches Photosite:



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 STL + / - 3 points moneyline: 100  
OVER / UNDER POINTS \_\_\_\_\_ moneyline: \_\_\_\_\_  
FINAL SCORE AWAY Team \_\_\_\_\_ HOME Team \_\_\_\_\_

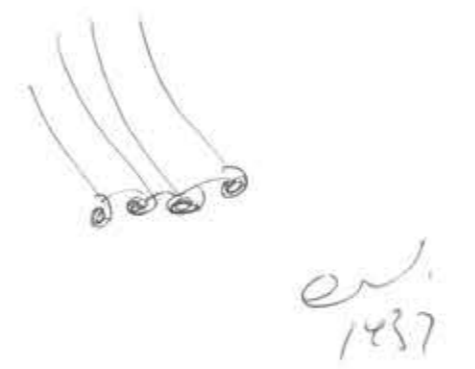
Given the associated, randomly generated number for this session, describe and sketch the Photosite in the Photoset below that is associated with the outright winner (moneyline) OR spread winner (run line) OR O/U total of the NHL / MLB / NBA / NFL game on 9/17/20 @ 2025 between Team 1 (away) = SFO & Team 2 (home) = STL

Photoset Coordinate: NUQG

MANIFESTED NEUROGRAM: \_\_\_\_\_ DECODE out loud: \_\_\_\_\_

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

Sketch



Simile :

