

```

> bteam(3,crds0,board0,0,0,400,10000,0,100,0,0,0,0)
[1] 400
> bteam(3,crds1,board0,0,0,400,10000,0,100,0,0,0,0)
[1] 400
> bteam(3,crds2,board0,0,0,400,10000,0,100,0,0,0,0)
[1] 400
> bteam(3,crds3,board0,0,0,400,10000,0,100,0,0,0,0)
[1] 400
> bteam(3,crds4,board0,0,0,400,10000,0,100,0,0,0,0)
[1] 400

> bteam(3,crds4,board7,0,0,400,10000,0,100,0,0,0,0)
#: 12 10 10 10 12
Suits: 4 3 1 4 1
Hash table: 0 0 0 0 0 0 0 0 0 3 0 2 0 0
[1] "can form three of a kind"
[1] 400

> bteam(3,crds4,board6,0,0,400,10000,0,100,0,0,0,0)
#: 12 10 10 3 12
Suits: 4 3 1 3 1
Hash table: 0 0 1 0 0 0 0 0 0 2 0 2 0 0
[1] "can form two pairs"
[1] 400

> bteam(3,crds3,board5,0,0,400,10000,0,100,0,0,0,0)
#: 14 11 11 11 9
Suits: 4 3 3 2 2
Hash table: 0 0 0 0 0 0 0 0 1 0 3 0 0 1
[1] "can form three of a kind"
[1] 400
> bteam(3,crds4,board4,0,0,400,10000,0,100,0,0,0,0)
#: 12 10 2 3 10
Suits: 4 3 3 3 2
Hash Table: 0 1 1 0 0 0 0 0 0 2 0 1 0 0
[1] 0
> bteam(3,crds4,board8,0,0,400,10000,0,100,0,0,0,0)
#: 12 10 11 13 12
Suits: 4 3 1 4 1
Hash Table: 0 0 0 0 0 0 0 0 0 1 1 2 1 0
[1] "can form a 4 number straight"
[1] 0

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