The Lotto BlackBook

By Larry Blair

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"I Was Hitting Close - Now I Won $1,000,000.00!!!"

"Before I won, I was hitting pretty close. I'd get four and then sometimes I'd get five. I hit three fives in one game using the same system twice. I played two complete systems when I won the $1,000,000 Jackpot.

I'm still playing the lottery twice a week. Thank you so much for the The Lotto BlackBook."

Marion Cornelius
Washington, US

"I Won the Power Ball Jackpot"

"It is my pleasure to write to tell you I have been lucky in winning a Power Ball Jackpot of $100,000 using your BlackBook.

Larry, I appreciate your help and, above all, I give you gratitude that words cannot express. I am eternally indebted to a new wonderful friend."

Alberta M. Worth
Oregon, US

"I won $340,708"

"Your system is awesome! Using your secret pattern I won $240,708 in the Illinois CASH-5 lottery. It took less than 30 days after I put your system into use. I made the front page of my neighborhood paper. It was a great feeling and I owe it all to you, Paul."

Thomas J. McGill
Illinois, US

"Investing in this course is like investing in Microsoft at $10 per share: it's guaranteed to yield tremendous winnings.

You can spend years without winning anything at lotto and losing thousands of dollars in the lottery tickets.

But doesn't it make a lot more sense to start right now with a proven plan that made miracles for other people? "

<div align="right">Larry Blair</div>

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I. GLOSSARY

1. Adjacent Numbers - Numbers in a bet that are one digit apart. Example: in the bet 02, 08, 15, 16, 31, 49 - 15 and 16 are Adjacent Numbers.

2. Agent - A place to purchase lottery tickets. A retail outlet.

3. ANN - Abbreviation for the term Announced Number(s). Also referred to as Trailing Numbers.

contributed by Brad

4. Announcers - A number or set of numbers that are predictors for numbers arriving in the next draw.

5. Annuity - A non-lump sum lottery payout that is paid to the winner in installments over many years.

6. Antipode Draw - A draw result having extreme numbers. Example: 01-02-03-47-48-49 or any set of winning numbers having only numbers at both ends of the lowest or higher possible decades. Example: 01-38-40-42-45-48.

contributed by Dennis Bassboss

7. AW - Abbreviation for the term Abbreviated Wheel.

contributed by Brad

8. Beer As a noun - Cool exalting beverage stemming from the University Dark Ages and used primarily when thinking about the Lottery, when playing the Lottery, when losing at playing the Lottery and when winning at playing the Lottery. As a verb - Transitive, infinitive; used only on occasions when you have won the Lottery and your best friend has not, you may say to them, "Hey, best friend, let's go out tonight. I'd like to Beer with you." From Latin roots and herbs.

contributed by daleks

9. Bonus Ball - The seventh ball drawn in a 6/49 type lottery. Matching 5 numbers and the Bonus Ball returns the second highest prize which is disproportionally small when compared to the top prize. Also the eighth ball drawn in a Super 7 (7/47) type lottery where the Bonus Ball is combined with the second prize payouts (6/7 + B) and the sixth level prize (3/7 + B).

10. Boxed Bet - A method of betting a three or four-digit number that will win if the numbers come in any sequence. For example a boxed 735 would win if the winning number was 537. * Boxed bets are commonly used in horse racing as well as in the daily type lotteries.

11. Breakopen - An instant-win ticket where the player tears open a flap to see if the ticket is a winner. Also called Pulltabs, Nevada Tickets, etc. Breakopens are often sold by charities as well as lotteries.

12. Cash Cow - A jackpot winning prize.

13. Cold Numbers - Overdue numbers that appear less frequently than would be normally expected over the last "X" number of draws. "X" is a hotly debated variable amongst lottery predictionists. * don't let the "overdue" part fool you.

14. Combo - A method of betting a three or four-digit number that covers all possible combinations of the sequences. Also a short form for "Combo Maniac".

15. Daily Games - Pick 3 and Pick 4 games held daily and run by the state or province.

16. DN - Abbreviation for the term Designated Number. Used in a lottery wheel. Also referred to as a Power Keeper or Lock.

17. Double - A Pick 3 or Pick 4 digit number that contains two numbers of the same digit. Example 355.

18. Double-Double - A Pick 4 digit number comprised of two doubles. Example 3553.

19. Exotic Numbers - An unusual or infrequently drawn set of numbers.

20. Free Lotto - Lottery games that are played online. They usually require the player to view advertisements in order to play for free.

21. FW - Abbreviation for the term Full Wheel.

22. Group Play - A group of lottery players who combine their bets and equally share the burden of the cost of playing. Often referred to as a Lottery Pool.

23. Hanging Ghost - A number that is due to hit but does not appear. It is still a strong contender for many future draws.

contributed by Dennis Bassboss

24. Hints Hints - A term coined by Dennis Bassboss and used successfully by many other members at Lotto 649 Players Club to define a small group of numbers (no more than 3) which have an exceptional propensity of hitting in exactly the next draw

25.   Hopper - A globe shaped container that continually rotates to mix the lottery balls until all the numbers are drawn.

26.   Hot Numbers - Numbers that appear more frequently than would be normally expected over the last "X" number of draws. "X" is a highly debated variable amongst lottery predictionists.

27.   Instant Game - A "Scratch and Win" lottery ticket where the player scratches off the surface of the ticket to discover if they have instantly won a prize.

28.   Jackpot - The top prize paid out for any lottery game. If this top tier prize is not won, it is added to the next draw making the jackpot ever bigger until there is a winner.

29.   Keno - Lots of numbers are drawn in this daily type of game. Usually 20 numbers are drawn from a total set of 80. Players select from 3 to 10 numbers to win various prizes.

30.   Last Digit - Numbers with the same last digit. Example 20, 30, 40.

31.   LD - Abbreviation for the term Last Digit.

32.   Lottery Draw - The results of a specific lottery outcome.

33.   Lottery or Lotto - A game of astronomical odds where players select a small group of numbers from a large group of numbers to win prizes of various levels determined by the amount of winning numbers selected.

34.   Lottery Wheel - A method of combining a pool or group of numbers into a series of bets.

35.   Lucky Dip - A random selection of lottery numbers made by the lottery terminal's computer at the point of purchase. Also called a Quick Pick. A bet not preferred by lottery predictionists.

36.   Money - A term used to describe the end goal of playing the lotteries.

37.   Natural Selection - A selection of numbers made by the player as opposed to a computer-generated "Quick Pick" selection.

38.   Odds - The chance of winning. Example: The chance of winning a Lotto 6/49 game is 1 out of 13,983,816!

39.   Oneoffitis - A term used to describe the frustration of betting number(s) that are one off plus or minus the winning numbers.
contributed by Brad

40.   OON - Abbreviation for the term One Off Number. Selecting number(s) for prediction +/- one from the last set of numbers drawn.
contributed by Brad

41.   Overdue - A term used to describe numbers that appear less frequently than would be normally expected over the last "X" number of draws. * While Overdue is a useful concept in playing Pick 3/4 games, it is not very helpful in predicting numbers in Lotto 6/49 type games.

42.   OW - Abbreviation for the term Open Wheel.
contributed by Brad

43.   Pick 3 Pick 4 Game - A daily lotto game played with four digits between 0 and 9.
The numbers can be repeated.

44.   Playslip - The card with several boxes in which players select their number combinations and wagering options. When completed, the playslip is processed through the lottery terminal to generate the official lottery tickets.

45.   QP - Abbreviation for the term Quick Pick.

46.   Quick Pick - A random selection of lottery numbers made by the lottery terminal's computer at the point of purchase. Also called a Lucky Dip. A bet not preferred by lottery predictionists.

47.   REP - Abbreviation for the term Repeating Number(s) from the last draw.

48.   Rollover - When a jackpot is not won, it is added or "rolled over" to the next draw's jackpot, increasing the prize payment until the jackpot is finally won.

49.   Root Sum - A number from one to nine derived from the addition of all of the numbers in a single bet. Example: The root sum of this bet 04, 20, 21, 37, 44, 49 is 4. Derived from 0+4=4+2=6+0=6+2=8+1=9+3=12+7=19+4=23+4=27+4=31+9=40 4+0=4.

50.   Shift in the Draw - A sudden change in draws results. Example: It could be from a high sum trend to a low sum trend or highly announced to not so announced. It is generally associated with the all of a sudden appearances of many cold numbers from more than 10 draws prior.

contributed by Dennis Bassboss

51.   Skip and Hit Pattern - The pattern of a specific number's appearances and absences measured by an examination of "X" number of draw results.

52.   Spoiler - A term to describe a number that you thought about playing, didn't think it would come logically but your instinct tells you that it will. You didn't play it and it hit anyway. Also a term to describe a number which you never considered playing and had no business hitting – i.e. a long-shot.

contributed by Beaker

53.   Straight - A Pick 3/4 bet outcome that is bet and won in exactly the same order. Example bet was 372 and the draw result was 372.

54.   Sum - The sum of all numbers in the bet. Example: The sum of this bet 04, 20, 21, 37, 44, 49 is 175. Derived from 04 + 20 + 21 + 7 + 44 + 49 = 175.

55.   Ticket - The official lottery bet. A piece of paper issued after purchase, containing the numbers bet for the upcoming draw(s). * always remember to sign the back.

56.   Underdrawn - Overdue or "Cold" numbers that appear less frequently than would be normally expected over the last "X" number of draws. "X" is a hotly debated variable amongst lottery predictionists. * don't let the "overdue" part fool you.

57.   Virgin - A term referring to a single number or combination of numbers that have not previously been drawn.

58.   WinHunter - terrific free lottery software released under the GNU Open Source licensing, authored by Andrew Reed.

59.   Winner - That state of being to which all lottery players aspire to become.

60.   X - A mark that the lottery player places in the boxes of the playslip to indicate their selection of numbers and wagering options. Also an open variable to describe the number of draws from a lottery's history that is chosen for analysis.

61.   Y? - Because it's all about the dream and you can't win if you don't play.

62.   Z zzzzzzzzz ... - numbers that have "gone to sleep". Also referred to as cold numbers and underdrawn numbers.

II. STRATEGY

All players who want to design a strategy to win at any game should consider the rules of the game. Lottery is not an exception. If you decide to play this game, you have to know that although all the lotteries around the world have the same principles, with respect to the rules, they are very different.

Many passionate players wrote this book to make you understand better the lottery system and to give you more chances of winning. This step-by-step guide will carry you through all the stages of the game so you can understand the rules. With the help of this guide you can develop another style of playing the lottery, having more chances to win. My purpose is to provide you with the tools to build your own system, and to change it when you consider that it doesn't work anymore.

You will find here complete systems (but also tools to build your own system) and help to understand why it's working and why not.

If you are an experienced player, you have read a lot of books already, and if not, you may want to do it. Experienced players have a long history of testing different systems, reading reports and lottery magazines, but also using computer software.

They worked very hard to discover how to beat the lottery. Are you wondering why I'm offering my results so kindly? Sharing my work with other people will push me to work harder and improve my methods.

Your head is probably filled with the same questions that bother each lottery player. Has someone found a system that works? Why don't lucky winners win the second time? Are the organizers of the lottery cheaters? And many other questions.

There are two groups of people that claim they could help you win the big prize: the psychics, who can predict the result, and the system builders, who give you all sorts of systems, which will hopefully work. The first group, holding supernatural powers, wouldn't use their powers for themselves for achieving such shallow goals. The second group is very suspicious because you can't know which method is true and which is not.

In this book, you will find the tools to understand the game, and build your own system, or you can use one of our systems. In order to increase your chances the first thing you should do is to buy two tickets instead of one. It is proven that people who win can't keep their prizes. Some of them won even five out of six, but they only have the technical competency and not the remote thought. You are so concentrated on winning that you end up overloading your mind with negative thoughts and then you can't concentrate on what is really important when you want to win. A player who loses thinks that nothing works, he or she gets discouraged easily and passes very quickly from one state to another. In his or her subconscious mind, he or she wants to play and lose so he or she could say afterwards that he or she gave a fair try but the system is impossible to beat. They find all sorts of explanations why the system doesn't work and they are willing to share their ideas to everyone who is interested in learning how to become a loser. You should really stay away from this kind of people.

2.1. On to systems

You have to understand that the systems work only if the player has the education and skills to make them work. Mathematicians say that each number has the exact same chance to be drawn. Any combination of six numbers that is being played has the same possibility to come out, just as any other. If you look at the reports in the websites or in the letters you will see that players who buy a quick pick, and then hope it will work, contradict each other. When you don't know what you are doing, you are going to find an explanation why every possible combination that you play will work. This is the reason you are playing it: you think it is a winning combination. Another tool that most players don't know how to use is the wheeling system, playing it without knowing what it can or can't do for their strategy. Most of the systems work if you stick to them, but people want fast results and don't want to wait until the system works. When these systems pay results, people are already playing other systems. Almost all people want unconsciously to stay in an "almost winning" situation because it's better for their emotions. There is no other explanation why people sabotage themselves to stay on the losing side. Hundreds of dollars are spent on systems that can be built by any player.

The creators of a system take the past data and then create patterns of them. If they use only a part of the data, the system would be very different from the initial one and you would be playing a totally different system. Even if data is added, the system should confirm the pattern. Most systems are built that when this happens, it changes it completely. These are postdictive errors, i.e. they use data to create the system that they wouldn't have at the moment of draw. Their systems are built to work in the past, but when you play them, they don't stick. Some systems work only at the beginning, so you stay 100% by them, but in fact they worked only because of

luck. Some people claim that any system can work, but they say this because they haven't really tested it to be sure. Other systems claim that the balls are in a competition one against the other to get out. They say that if a number didn't come in a period of time, it is due to come out, and it is called a hot number. At the other spectrum there are the cold numbers. But, surprisingly, draw after draw, cold numbers are coming out and not hot ones.

2.2. Do Any Systems Work?

All the systems work to an extent. Mathematicians claim that each number has an equal chance of being drawn and every six combination you play is as god as any other. How many times after you bought a Quick Pick, you looked at it and had the impression that it wouldn't win? Do you know why? Because you already know how a winning ticket should look like but you don't have the tools to construct one. Most reports show you the numbers, but they end up disagreeing. You usually tend to find a very good reason why a number should be played (your lucky number, your birthday, etc.). Another popular system that is played by millions of people in different games is the Wheeling system. You may think that a program that costs $100.00 could provide you with a four number ticket once a month or at least a five number ticket two or three times a year, but it doesn't happen. In the selection process it is suggested that you provide some kind of magic intuition. There are some systems that can "predict" a winner only in the past and not in the future. The creator of the system worked backwards, from the winning draws and worked to find a pattern and then he created it. Another system says that the balls are in a race. This thing might help you win at a race, but not at the lottery. The past performance might help you win at a car race or at future performances of dogs and horses. Even if the balls were set on a fifty foot ramp and then released, you would have small chances of guessing which ball will hit first, because there are a lot of factors that influence the rate of roll. If you put the balls in a tumbler, there are no discernible factors to affect them, and the proof is that all balls eventually win. Of course some numbers were drawn more than others, because if a ball is heavier and no longer perfect, it can't be a winning ball.

2.3. Then Why Play?

One expert claimed that it's not worth playing until the prize is ten times the normal weekly prize. As if he would turn down a lesser prize! People like to play because it is very challenging and fun. It makes you optimistic and it gives you hope that all your dreams could come true. When you stop trying, you will lose the chance of seeing your dreams come to life.

2.4. Gamblers vs. Players

My definition of a gambler is a person who puts a lot of money on the Quick Pick. A person who justifies his or her choice is a player. You are a better player when you manage to improve your chances.

Gamblers: If you are a gambler you should find another game, because the lottery is not for you. You only help keeping up the pot for the rest of us. This is a game for true players.

Players: You may know a great deal about the Lottery or you may know nothing. The thing is that at Lotto everything you know today may be wrong tomorrow. For example, at 6/49 Lotto drawing in Florida, when the prize was $100 million, a well known expert said that never in the history of the Florida Lottery did all six numbers came up all odd or all even, this was considered a bad bet. Guess what numbers came out at the drawing on 12/07/91/?

They were 9-11-31-35-39-47. This guide is a very useful report, which is selected from tones of information.

2.5. Lottery

Although we use the terms Lotto and Lottery in the same way, they are very different. The Lottery is the Pick 3 and Pick 4. They have numbers from 0-9 and, as a number is drawn, it goes back into the game so it can be drawn again. Other games have different sets of 10 balls for the first, second and third position. Pick 4 is the same like Pick 3 but with just one exception: it has a fourth pick for the fourth position.

Lotto is the game where from 25 or 54 numbers, 5, 6 or 7 balls are drawn. The order of the balls doesn't matter and they are drawn only once. So status draws a special ball, which is called bonus or power ball.

Payouts: You should play in a game/ state that pays more often on less. Florida, for example, pays $450 for 3 correct numbers, but it only pays $30 or $40 for four numbers in 5/26 or 6/49 games. A lotto play varies from 50 cents to $10.

2.6. Lottery Pick 3 and Pick 4

If you make for a straight play, you have to know that with a 50 cents ticket you can win 250$ for three correctly positioned digits or 40$ for three out of position correct digits, which is called o box play. The Pick 4 will bring you 2500$ for four correctly positioned digits on a 50 cent ticket or 100$ for four out of position digits on a 50 cent box. You shouldn't ignore the Pick 3 and Pick 4 just because they don't bring you millions. You have to realize that they have winnable odds. And with the prizes from Pick 3 and Pick 4 you can finance your Lottery play.

How to Win at Pick 3

You must understand that you can't buy a winning ticket because there are about 1 thousand possible combinations of three (0 through 9 digits) in all the possible orders. For 1 thousand combinations at 50 cents each, you would have to pay $500 and only win $250. If you want to put the numbers into numeric order there would be 220 sets of numbers, from which 120 would contain different digits (456) and come up seven out of ten drawings, 90 contain two digits that are different (228) and come up three out of ten drawings, and ten contain all digits the same (333) and come up probably once a year. If you decide to play 220 combinations with 50 cents a play, you would have to pay $110 and only win $40.

2.7. Tools

You have to get a recent copy of your game's history, update it to the recent drawing and then buy your ticket. If you can't get this information from the Lottery vendors, you can manage with the last three weeks winning numbers.

THEORY:

- The best numbers due to play are those with different digits (456) because these are expected to be drawn seven out of ten chases.
- 50% to 75% of the time, one of three digits drawn yesterday will be drawn today as well.
- 25% of the time, one of three digits drawn the day before yesterday will be drawn today.
- 10% of the time two out of three digits drawn yesterday will be drawn today.
- The best digits to play are the ones that are drawn now, and not a week or a month ago.

METHOD Write in a row the seven sets of numbers, which are the most recent, together with the date, order and how they were drawn. For example: 11/2/93 11/3 11/4 11/5 11/6 11/7 11/8/93#5-3-1 2-6-3 3-4-6 1-3-0 6-8-0 8-4-0 1-4-8. Add the number of drawings for each digit: 0 three, 1 three, 2 one, 3 four, 4 three, 5 one, 6 three, 7 zero, 8 three, 9 zero. Now we have three digits that will be drawn today and were drawn yesterday: 1-4-8. The digit that has hit the most is 3, hitting four times, so we combine it with 1-4-8, getting 3-1, 3-4 and 3-8. There are some Lotteries that allow you to play front or back pairs and play $25 on a 50 cents play. Now we add the other two strong digits, 0 and 6, to the sets and get: 3-1-0, 3-1-6, 3-4-0, 3-4-6, 3-8-0 and 3-8-6. On 11/09/93 the Fla Pick 3 played $500 for a $1 play and $290 for a 50 cents play or 50 cents box, when the winning draw was 3-1-6.

THEORY
- The digits that haven't been drawn for a long time may come up double.
- Numbers, which have two like digits, may come up three times in ten drawings. You should play them when they are double or triple overdue.

Let's take another look at the numbers. These are the seven most recent: 11/3/93 11/4 11/5 11/6 11/7 11/8 11/9/93# 2-6-3 3-4-6 1-3-0 6-8-0 8-4-0 1-4-8 3-1-6. Now add up the number of times each digit was drawn: 0 three, 1 three, 2 one, 3 four, 4 three, 5 zero, 7 zero, 8 three, 9 zero. The strongest digits are: 3 & 6, followed by 0,1,4,8 and finally 7 & 9. The best play is: 3-7-7 3-9-9 6-7-7 6-9-9. You could also play 0-7-7 0-9-9 1-7-7 1-9-9 4-7-7 4-9-9 8-7-7 9-7-7. On 11/10/93, the Fla winning draw was 4-7-7 and for a straight $1 pay the winning was 5$00 and for a 50 cent straight/50 cent box it was $330.

THEORY
- If a double digit was drawn, it is very probably not to come up for at least 2 or 3 drawings.
- A winning set is made of a strong digit (from yesterday's draw) and from a digit that hasn't been drawn for a long time.

Look at the most recent drawn numbers again: . 11/4/93 11/5 11/6   11/7 11/8   11/9 11/10/93 #3-4-6 1-3-0 6-8-0 8-4-0 1-4-8 3-1-6 4-7-7. The strongest digit is 4 (it was drawn four times), the strong digits are 0,1,3,6,8 (drawn three times) and the digits that haven't been drawn are 2,5,9. This are the choices: 4-0-2, 4-0-5, 4-0-9, 4-1-2, 4-1-5, 4-1-9, 4-3-2, 4-3-5, 4-3-9, 4-6-2, 4-6-5, 4-6-9, 4-8-2, 4-8-5, 4-8-9, 7-0-2, 7-0-5, 7-0-9, 7-1-2, 7-1-5, 7-1-9, 7-3-2, 7-3-5, 7-3-9, 7-6-2, 7-6-5, 7-6-9, 7-8-2, 7-8-5, 7-8-9. On 11/11/93 the Fla the winner was 2-6-7 and for a 50 cent box played the prize was $40.

If you have too many choices, you should wait for a day with fewer choices, because if you force the winning you will surely lose.

Some Other Pick 3 Methods

These are some ways to play without having to invest too much money
<u>THEORY</u>
- If there are too many good-looking number sets, play only half or play them straight, not straight and boxed.
- Look at the 6 or 5 most recent draws if you have too many strong digits
- Add an eight or ninth day if none of your digits stand up.
- You should play the 3 digits from yesterday's draw with the 2 strongest digits. Here is an example: let's say that 1-2-3 hit yesterday and the two strong digits are 5 & 8. These are the choices: 5-8-1 5-8-2 5-8-3.
- It's best to play 50-cent straight sets until you get a hit.
- If you don't have any money left in your playing budget, you should use the last cents to play only the 3 strongest digits if one is from yesterday's draw.
- Play the strongest digit and 2 from yesterday's draw. For instance if you have   1-2-3 (= 1-2 1-3 2-3) and the strong digit is 9, you should play 9-1-2 9-1-3 and 9-2-3.
- Play two digits from yesterday's game (one should be fresh and the other should have repeated once) with 3 or 4 strong digits in turn. Here is an example: 1-2-3 were drawn the day before yesterday and 4-5-2 yesterday. The strongest digits are 3&8. The numbers you should play are: 3-2-4 3-2-5 8-2-4 8-2-5.
- Combine the best with the worst digits: say that 3 & 4 are the worst and 5 & 7 are the best. In this case you should play 5-7-3 5-7-4 5-3-4 7-3-4.

2.8. Pick 3 Wheel

Sometimes, when you have 4 digits that look so good, you know that you just have to combine them. There are 2 simple methods to do this. One of them is to substitute the digits: 1-2-3 and 4: 1-2-3 4-2-3 1-4-3 1-2-4 or you can play them in their order 1-2-3 1-2-4 1-3-4 2-3-4. Five digits are best played in their order: 1-2-3 1-2-4 1-2-5 1-3-4 1-3-5 1-4-5 2-3-4 2-3-5 2-4-5 3-4-5. If you have six digits, it's best to wait for a day with fewer sets, because there are 28 combinations.

All Ten Digits

```
1 2 3    1 3 5    1 4 6     1 3 6    1 4 7
   4     2 4 6    2 5 7     2 4 7    2 5 8
   5       7      3 8       5 8      3 6 9
   6       8        9         9        0
   7       9        0         0
   8       0
   9
   0
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123   135    146    136    147


124   136    147    137    148
125   137    148    138    149
126   138    149    139    140
127   139    140    130    157
128   130    156    146    158
129   145    157    147    159
120   146    158    148    150
      147    159    149    167
      148    150    140    168
      149    246    156    169
      140    247    157    160
      235    248    158    247
      236    249    159    248
      237    240    150    249
      238    256    236    240
      239    257    237    257
      230    258    238    258
      245    259    239    259
      246    250    230    250
      247    346    246    267
      248    347    247    268
      249    348    248    269
      240    349    249    260
             340    240    347
             356    256    348
             357    257    349
             358    258    340
             359    259    357
             350    250    3 5 8 3 5 9 3 5 0 3 6 7 3 6 8 3 6 9 3 6 0
```
(Recommendation: guard these for the right moment.)

Pick 3 Bonus Methods

Theory: Some winning numbers have already paired off together in the past, so look in your past

history and continue this with the other methods to win. Example: 4/05/94 3-7-0 4/06 1-7-8 4/07 3-5-9 4/08 6-8-0 4/09 0-1-6 4/10 6-7-5 4/11 2-9-0 4/12 0-7-0 4/13 4-1-7 4/14 8-9-7 . 4/15 6-0-1 4/16 5-8-7, and 8-0-7 was drawn on 04/17/94.

Or: maybe you prefer to walk with the magic square: 4:9:2: the digits from 1 to: 3:5:7: 9 are summed up to form 15, sum realized no matter: 8:1:6 how they are added. Look in your game history for numbers adding up to 15, which were not only drawn like shown but also predicted by one or two winning digits the day before.

How to Win the Pick 4

Although the Pick 3 and Pick 4 may seem alike, they are played differently. Pick 4 has 9000 more possible combinations; it is more difficult but the prize is even bigger. <u>Theory:</u>
- Numbers with all 4 digits different come up 50-50 with 2 digits doubled: 1234 vs. 1224.
- If you want to play the Pick 4 with fair odds of winning, you should select 2 sets of 4 digits. One should contain numbers in consecutive order (1234), then you should mix the numbers (4213), and the other one should have 3 digits with one doubled (1232). You will probably not want to wait years to win at Pick 4, so make a list of your Pick 4 numbers and find out the ones that haven't been picked so far. Then, pick these numbers, because they are likely to come up. This method isn't very profitable to play at Pick # because the prize isn't so big, but for Pick 4 is very appropriate.

Lotto

Although there are a lot of offers that can help you to win, Lotto Expert offers two basic approaches to win. You will find a lot of information in books or software, which can tell you the numbers that have hit the most or least, the numbers which have hit in combination with other numbers, how many games a number skips before another hit, etc.

Even if you have this information, remember that the number could easily not repeat the history and be drawn again. For example, experts say that 4 and 10 have been together ten times. Should we suppose that they would be drawn together? If we presume that 4 was drawn 28 times and 10 31 times, this mean that they weren't drawn together for 39 times. This shakes our initial supposition.

The wheeling system makes up number patterns from groups of numbers larger than the 5,6,7 you would play on a lotto ticket. Let's take an example. You are playing the Fla 5/26 Lotto, and you are allowed to play only 5 numbers on a ticket, but you feel that you must play numbers, so you play your 5 numbers 6 times; your numbers are 03-06-15-23-24, but you also like #13, so you play.

<div align="center">
03-13-15-23-24
06-13-15-23-24
03-06-13-23-24
03-06-13-15-24
03-06-13-15-23
</div>

This is called a full wheel, because it covers all the numbers in all the possible combinations. Although a full wheel is very expensive, if your numbers are the one drawn, you have one ticket with 5 correct numbers and 5 tickets with 4 correct numbers. Because this strategy is very expensive, usually Lotto Clubs can afford to play it. A full wheel requires six tickets to cover six numbers. If you want to play only three or four, it costs less, but your chances drop considerably.

2.9. Computers

Computers use a program called linear programming and they use algorithms, because this system can work with 10,000 variables. Computers turned up to be very useful at the Fla 5/26, which had 65,000 variables and the Fla 6/49, which had 13,983,816 variables. Lottery computers use a simpler algorithm, which only uses a variable that changes the most six drawn numbers into six other numbers. I will show you a better way to play like a computer. First, write all the numbers your system is using. Then flip your "lucky" coin and if it heads keep it; if it tails, cross it out; then do the same thing for all 49 and then do it again for the remaining ones and so on, until you remain with the numbers you need to play.

The expert method says that Chart A: 01-04-09-24-31-42-45-48-49 looks good and chart B: 02-07-12-18-34-44-46-47-49 also looks good. They disagree with each other, but on one thing they do agree: the number 49. Is it right or not? Will this system create a balance between the numbers or will it wheel only one of the sets?

2.10. The Balance of Nature

All living things are walking computers, because they are made up of millions of combinations. Our DNA, for example, can be expressed in numbers. Nature is the ultimate "player", because it had millions of years to draw the winners and it made a very good job, balancing our features. For example, one feature is centered, like your nose; two features are very well balanced, each on one side, at the same level, like your eyes. If you have ten features, they are in perfect harmony, like our fingers, five for each hand. Lotto, as you can well imagine, didn't have millions of years to balance the drawing, so there are some which are out of balance. You have to realize which drawings are good for your game, and which aren't. My method uses only the proof that the Lotto games work, and not its history. If you want to use a system that selects the drawing history, try to set the system the second time without the "out of balanced" games. If you track the results, you will probably find a well-balanced Lotto with your own history.

Tools for lotto:
        These are the same tools like the ones from Pick 3: a history of the game, the 10 most recent numbers, and a pen and paper.

2.11. The Balance of Lotto Balance

These numbers are of balanced number drawings. When you have fewer numbers, the chance of occurrence is bigger.

    1. HIGH & LOW: if you list the winning numbers from the lowest first digit to the highest last digit, you will be able to draw a line between the third and the fourth. Here is an example:

        10/09/93 05-14-18-|-26-28-39
        10/16/93 04-15-16-|-28-31-40
        10/23/93 02-19-22-|-27-34-47
        10/30/93 02-05-09-|-14-30-34
In this example, you can consider that the mid point is at 24/25 or 25/26, which is half of 49. In more than 50% of the cases, half of the numbers are above and half below the mid.

2. THIRDS: If you want to split the drawings in three, you will have three patterns: 16,16 and 17. The first groups would be 01-16, the second 17-32 and the third 33-49. In many cases, the numbers fall in groups like 2-2-2 or variation of the pattern 1-2-3 (like: 1-3-2, 3-2-1, 3-1-2, 2-3-1).

3. ODDS & EVENS: the odd numbers are: 1,3,5,7 and the even numbers are: 2,4,6,8. Almost 50% of the winning numbers have balanced the odds & even, having 3 odd numbers and 3 even numbers. Only 40% will have 2 odd and 4 even or 4 odd and 2 even.

4. REPEATERS: the repeaters are the numbers that were drawn at the last game and at the present game. The possibility that a number could be a repeater is almost 50%, but 40% say that three will be no repeaters, and only in 10% of the cases more than one number will repeat.

5. SEQUENTIALS: these are the consecutive numbers drawn in the same game (example: 7& 8, 12 & 13). These numbers appear in a small game in 50% of the cases, but at bigger games only in 20% of the cases.

6. SEQUENTIAL ODD/EVEN: these are the numbers odd/even, which are drawn consecutively (example: 26 & 28, 47 & 49).

7. SEQUENTIAL LEAP FROG: This happens when the number in front or after the drawn number will be drawn in the next game (example: the drawn numbers are: 03-15-18-29-44 and the possible leapers are 02,04,14,16,17,19,28,30,43, 45). In the lotto games, the numbers 01 and 49 are considered to be sequential.

8. CENTERED SEQUENTIAL LEAP FROG: this happens when the number between a sequential odd/even pair is the next drawn (example: these numbers are drawn: 07-09-16-29-32-34, and the sequential pairs are 07-09, 32-34)

9. LAST 3-6 GAMES: If you study your lotto game, you will see that in 20%-30% of the cases, three (or more) of the winning numbers will be found in the three previous games and in the last four games will be found in 40%-50%. Usually, it's obvious that three numbers from the last four games will be drawn along with three numbers that haven't been drawn in the last four games.

10. LAST DIGITS: this happens when two numbers, which are drawn together and have the last same digit (example: 06 & 26, 08 & 38, 17 & 37). In 50% of the drawings, two numbers will have the last same digit and many will have two or more. Fla 6/49 10/93 02-19-22-27-34-47. Because most drawings contain two numbers that have the last same digit, if at a drawing these numbers don't come up, it is almost sure that the next drawing will contain two sets. For example: Fla 6/49 10/30/94 02-05-09-14-30-34 is a draw. Remember that 19 was followed by 09, 34 by 14 and 34.

Now check your history for examples:

	26		39			49				54				
1	11	21	01	11	21	31	01	11	21	31	41	01	11	21	31	41	51
2	12	22	02	12	22	32	02	12	22	32	42	02	12	22	32	42	52
3	13	23	03	13	23	33	03	13	23	33	43	03	13	23	33	43	53
4	14	24	04	14	24	34	04	14	24	34	44	04	14	24	34	44	54
5	15	25	05	15	25	35	05	15	25	35	45	05	15	25	35	45
6	16	26	06	16	26	36	06	16	26	36	46	06	15	26	36	46

```
7   17     07 17 27 37 07 17 27 37 47 07 17 27 37 47
8   18     08 18 28 38 08 18 28 38 48 08 18 28 38 48
9   19     09 19 29 39 09 19 29 39 49 09 19 29 39 49
10 20      10 20 30    10 20 30 40    10 20 30 40 50
```

11. DOUBLE DIGITS: We say that a number has double digits when it has the same digit in the front and in the back (example: 22,33,44,55,66). Although they are few, these numbers are very often drawn with the same last digit (13-33) or with another double digit (33-44), but numbers with half or double the other are very rare (11-22 & 22-44).

12. ADDITION: This happens when the sum of two drawn numbers make the third one (example: 07-10-12-22-47-48, 10 & 12 are summed and the result is 22).

13. HALF OR DOUBLE: This happens when a number is half of or double another number, from the same drawing (example: 14-16-19-28-39-48, 14 is half of 28 or 28 double of 14).

14. REVERSE DIGITS: This happens when a number is the reverse of another in the same drawing (example: 14-41, 04-40, 12-21).

```
 26        39          49          54
1   10     01 10 12 21   01 10 12 21  01 10 12 21
2   20     02 20 13 31   02 20 13 31  02 20 13 31
12 21      03 30 23 32   03 30 14 41  03 30 14 41
           04 40 23 32   04 40 15 51
                24 42    05 50 23 32
              34 43           24 42
                              25 52
                              34 43
                              35 53
                              45 54
```

Sometimes, these numbers are followed in the next drawing by their reverse (example: yesterday's drawing contained 02 and today's drawing contains 20).

15. MULTIPLE: This happens when numbers can be multiplied to make a third number in the same set (06x08=48).

16. DIVISION: This happens when a number can be divided into two different numbers from the same set (example: 18 is divided into 03 & 06).

17. POSITION: Most numbers like to have a fixed position in almost every lottery draw. The positions are: the first one between 01 and 13, the second between 05 and 21, the third position between 16 and 29, fourth position between 26 and 38, fifth position 31-44 and the sixth position between 41 and 49. Follow the strong patterns and ignore the numbers that don't know their position.

18. BINGO: Play as many tickets as you need to cover all your numbers. For example, for 49 numbers you should have at least 8 or 9 tickets. This way, the chances to win are increasing rapidly.

2.12. How to Create a Winning Ticket

Don't try to get all of the rules above on a single ticket. Start with a simple system and then work your way up to complex matrixes. First you have to practice before you actually play. Let's say that these numbers were at the last drawing: 07-15-27-34-38-44. Now write the numbers that can leap-frog, note H (hot) above the ones that have been drawn in the last games and C (cold) above the ones that haven't. HCCCHCCCCHCC 06-08-14-16-26-28-33-35-37-39-43-45. Write the numbers which appear in the last three drawings: 02-05-06-07-12-15-17-23-25-26-27-30-34-36-38-39-40-41-44-47 * * * * * * , then star the ones that appear in your repeater set. Note the odds and evens, the numbers that have the last same digit and are sequential numbers. Then note the numbers which weren't in the winning draws 01-03-04-09-10-11-13-18-19-20-21-22-24-29-31-32-42-46-48-49 and brake down the last winning draw. 07 15 27 34 38 44 Now search the numbers that could leap-frog, the numbers which are half/double the above, those who have the last same digit and reverse digits and then add them above. 07-47 15-45 27-37 14-34 08-38 14-44

You can see that one number from each set comes from the last four drawings. Now look for the leap-froggers, the numbers that will keep you in the high/low spread, and the numbers that can be added to make other numbers. (05+08=13).   07-23-30-47 06-15-39-45 02-05-27-37 the 2&5=7+20 from zero hits = 27. 12-14-26-34 08-12-23-38 12+23=35 from zero hits. 14-17-31-44

The numbers that haven't been drawn recently will balance the high/low, odd/even. Now search the numbers that are sequential sets (14-15) and sequential odd sets (15-17). 05-07-23-30-42-47 06-10-15-16-39-45 02-05-20-27-37-42 12-14-23-26-34-49 08-12-23-35-38-48 03-14-17-31-44-45 At first, you could not notice the relationships between the numbers, but as you gain experience, it will be a lot easier and you won't have to force the numbers to fit.

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2.13. How I Play

When you play the Fla 6/49 you should play eight or nine sets of numbers, which cover all 49 numbers. This way you will have all the 6 winning numbers on your tickets. Write down the numbers that you want to play. Write the leapers, odd/even, sequential, and reverse. You want to create a set of numbers that will win, not that will just fit. Combine your best parts with other numbers that fit your pattern. For example: if you create a set like: 03-06-09-18-30-48, you have: 03+06=09, 03x06=18, 03+06+09=18, 09 doubled is 18, 03 & 30 are reversed, 18+30=48, 18 & 48 have the same last digit. In this example, you can see all the demands for a winning ticket. As you get more experience, you will be able to see that winning numbers from the last drawing can predict the next game. Let's say that 14 was in the last drawing. It can predict 04,14,24,34,41,44. If you get lost and don't know what to do, look into your drawing history and find patterns. Then note how many times the numbers have repeated, the neighbors of the previous winner, the sets of numbers with the same last digit, the numbers which can be added to form a third number in the same set, the reverse numbers, the sequential numbers and the odd/even.

EXAMPLES (from Fla 6/49)

% 09/04/93 10-15-20-38-39-43
- 10 & 20 have the same last digit
- 38 & 39 are sequential
- no repeaters & no leapers
- 3 odd & 3 even
- 3 high & 3 low

% 09/11/93 12-22-31 -43-44-49

- 12 & 22 have the same last digit.
  43 & 44 are sequential.
  43 repeated.
  12 + 31=43.
  22 & 44 are double digits. 22 & 44 are half or double
  the other. 49 has the same last digit as 39 from the
  previous draw.
  3 odd & 3 even.
  4 high & 2 low.

$^3/_4$ 09/18/93 10-16-26-28-41-47
- 16 & 26 have the same last digit.
  10+16=26.
- no repeats. & no leapers.

10 came from within the last two draws. 4 even & 2 odd. 4 high & 2 low. $^3/_4$ 09/25/93 14-18-31-39-45-48
- 18 & 48 have the same last digit.
- 14+31=45.
- no repeats.

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- 48 was a leaper from the side of 47 in the last draw.
- 31 & 39 came from within the last three draws.
- 41 repeated as reverse 14.
- 31 has same last digit as 41 from previous draw.
- 3 odd & 3 even.
- 4 high & 2 low.

¾ 10/02/93 09-26-28-36-43-44
- 26 & 36 have the same last digit.
- 44 is a double digit.
- There were no repeats.
- 26 & 28 are sequential even digits.
- 43 & 44 are sequential digits.
- 26, 28, 43, 44 all came from within the last three draws.
- 28 and 44 has same last digit as 14, 18 and 48 from previous draw.
- 2 odd & 4 even.
- 5 high & 1 low is out of balance. ¾

10/09/93 05-14-18-26-28-39
- 18 & 28 have the same last digit.
- 26 & 28 are sequential even numbers.
- 26 & 28 repeated from the last draw.
- 14, 26, 28, 39 all came from within the last two draws.
- 14, 18 and 28 has same last digit as 28 and 44 in previous draw.
- 2 odd & 4 even.
- 3 high & 3 low return to balance.

¾ 10/16/93 04-15-16-28-31-40
- 15 & 16 are sequential numbers.
- 15 plus 16 equals 31.
- 28 repeated from the last draw.
- 04 is a leaper from the side of 05 in the last draw.
- 28 & 31 came from within the last three drawings.
- 16, 28, 31 came from within the last four drawings.
- 04 has same last digit as 14 from previous draw.
- 2 odd & 4 even.
- 3 high & 3 low

The first person to win the grand prize at the Florida Lottery was Joseph Patrick Crowley of Boca Raton and won 20 millions.

2.14. When You Have to Wheel

This is not a reliable system. For example, if you play a five-number game and you only buy two tickets, you must have at least one three-number ticket or better.

Synergy: this happens when you play a third set. The first & the second, the second & the third and the third & the first sets could form combinations. If you have extra sets, recombine your three strongest sets by:

Eighteen-number Wheel

05-07-23-30-42-47 06-10-15-16-39-45 02-05-30-27-37-42
05 -------- 30 ------ 06 ------- 16 ------ 02 ------- 27
   07 -------- 42 ------- 10 ------ 39 ----- 05 ------- 37
      23 ------- 47 ------- 15 ------ 45 ------- 30 ------ 42
05----23 ---- 42 --- 06----15 --- 39
              06----15 ---- 39 --- 02 --- 30 -- 37
05----23 ---- 42 ------------------------ 02 -- 30 --- 37
  07 ----- 30----47 ---- 10 --- 16----45
              10 --- 16----45 -- 05 ---- 27----42
  07 ----- 30----47 ------------------------ 05 ---- 27----42

This is the same, only using numbers 01-18

01-02-03-04-05-06 07-08-09-10-11-12 13-14-15-16-17-18

01 -------- 04 ------ 07 ------- 10 ------ 13 ------- 16
   02 ------- 05 ------ 08 ------- 11 ------ 14 ------- 17
      03 ------- 06 ------- 09 ------- 12 ------- 15 ----- 18

01 ----- 03----05 --- 07 --- 09 --- 11
             07----09 ---- 11----13 ------ 15----17
01 ---- 03 -- 05 ------------------------ 13 -- 15 ---- 17

  02 ---- 04 ----- 06----08----10 ----- 12
            08----10 ------ 12---14 ---- 16 --- 18
  02 ---- 04 ----- 06 ---------------------- 14 ---- 16 --- 18

 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

With wheel, each number is played three times. If your 18 chosen numbers contain all six winning numbers, then you will probably win at least two three number tickets.

Twenty-four-number Wheel

1-2-3-4-5-6 7-8-9-10-11-12 13-14-15-16-17-18 19-20-21-22-23-24

1 ...... 4…....7 ..... 10 .... 13 16
        7 ...... 10 .... 13 .... 16 .... 19 22
1…....4…....7 .... 16 .... 19 22
 2… .... 5 ... 8 .... 11 .... 14 17
        8 .... 11 .... 14 .... 17 .... 20 23
 2 .... 5…..8 .... 17 .... 20 23

```
    3…...6 ....... 9 ......... 12 ........ 15 ........ 18
              9…… ... 12 ........ 15 ....... 18 ........ 21…… ... 24
    3…...6… ... 9 .................................... 18 ........ 21 ......... 24
1….3...5…..7…..9....11
          7…..9....11 ...... 13 .... 15 ..... 17
              13....15....17....19....21....23
1...3...5 ............... 13....15....17
1...3...5 .............................. 19....21....23
        7...9....11 ................... 19....21....23
  2...4...6...8...10....12
        8...10....12....14....16....18
                14....16....18....20....22....24
  2...4...6 ................ 14....16....18
  2...4...6 ................................ 20....22....24
        8...10....12 ................... 20....22....24
----------------------------------------------------------
5 5 5 5 5 5 6 6 6 5 5 5 5 5 5 5 6 6 6 5 5 5 5 5
```

The 5 and 7 games don't balance the wheel well, so it's best to use... 01----03----05----07----09 You would play all four sets. If all five winning numbers 01-02-03-04-05 06-07-08-09-10 fell within your ten numbers, you would win at least two 02----04----06----08----10 three-number tickets or better.01----03----05----07----09----11----13   01-02-03-04-05-06-07 08-09-10-11-12-13-14   02----04----06----08----10----12----14

You would play all four sets and if all seven winning numbers fell within your 14 numbers, you will win at least two, four-number tickets and two, three-number tickets or better.

Squares

The magic Squares could help you get started, and it is also very easy. You just have to write the numbers from upper left to lower right. Here is an example: 07/17/93 09-18-28-40-44-46.

```
 01                  09
   02 18
     03                  28
        04 40
           05 44
              46
```

Now write all the resulting numbers you could use: leapers, reverse, numbers with same last digit, sequential, odds and evens: 08-10-19-29-39-49/08 17-19-28-38-48/08-27-29-38-48/04-10-20-30-39-41/04-14-24-34-43 45/06-16-26-36-45-47.
!!!!Some numbers, the good side plays, are forecast more than once 04-08-10-19-29-38-39-48, and you should fill up the square using these numbers.
If you need more, you should select numbers that result when you plus or minus two of the above. The next winning numbers were: 07/24/93 08-14-24-34-41-46.

2.15. Single Ticket Plan

Many of us see LOTTERY as a way of taxation. When you lose, the tax is 100% and you win 50%. You have to understand when to play and when not. Don't ever bet on all drawings in the game you play. If the numbers don't come up right, wait until the next drawing.

You should use a single ticket when you are sure that you have a good chance for the numbers to come up. Let's say that you have numbers with only one digit apart: 44 & 46, then you have a very good chance that 45 may appear in the next drawing. Now use the Magic Square for picking the numbers and then note the reverse, leapers, same last digit, and make two sets from the numbers, which have the bigger chance to appear. Now create a set with the best balances (include two numbers with the same last digit, 3 odd & 3 even and 2 numbers, which added form a third). Then try to forecast how the next drawing will balance the last two.

Something else to consider
There are people who are patient enough to go through all their drawing history to find half of the numbers for the next drawings. In some cases, about 4 or 6 numbers can come up only from the last three drawings. Let's assume that these are the last eight games in the FL 5/26: 01/28/94 02-10-18-19-24

        01/31/94 01-04-10-18-20
        02/01/94 11-19-22-23-25
        02/02/94 02-08-14-16-25
        02/03/94 01-04-18-22-24
        02/04/94 10-11-12-18-24
        02/07/94 10-17-18-19-22
        02/08/94 03-15-21-25-26

Draw 02/03/94 numbers could be found in the previous drawing numbers. 01-02-04-08-10-11-14-16-18-19-20-22-23- 24-25. You will have 11-12 numbers to pick from for wheeling. Draw 02/08/94 numbers could not be found in the last three drawings. If you drop the numbers from the last three games 01-04-10-11-12-17-18-19-22 24, you will have only sixteen to pick from for wheeling.

Shrink your lottery
Everyone wishes that the lottery had fewer numbers, but few of us know that within the lottery there are smaller lotteries, which can be played. Some lotteries may be 01 thru 36 or 14 thru 44.

Do you have a computer?
If you have an IBM, I recommend you THE LOTTO CHALLENGER V3.7 by Data Solutions (1529 Thistledown Drive, Brandon, Fl. 33510). This program will help you understand the relationship between numbers and it will make your task much easier. It will help you determine the odds/evens, the leapers, the high/low, hot & cold, due to repeated numbers and sequential. This program will give you answers to almost every question except, "What numbers will hit today?" As you may well have noticed, this question is answered by the lotto history.

2.16. Running a Lottery for Beginners

To understand the lottery, try to make your own lottery starting from scratch.

Lottery formats

It is very easy to imagine that the more attractive your game is, the higher the income will be. The thing that attracts people to the lottery game is the possibility of winning an enormous sum of money, which will be a life-changing experience. Another thing is the necessity of some players to win once in a while.

Let's say that you manage to sell N tickets with $1 each, and give a fraction f for prize money, that leaves you with (1-f) x N profit. f should be large enough to attract players, but small enough to leave you with a profit. You will have to figure out how to divide f among players. Profitable lotteries have three main formats: the Genoese type, Keno games and Number games. At all of these games you have to make another choice: shall the winner at a certain level get a fixed sum or should they have equal shares from a total amount allocated for a level?

The Genoese format

This game is very popular in the UK. You have to pick 6 numbers from a list of 49. The winning numbers are also selected from this list and the prizes are shared according to how many numbers you guessed (the UK game is 6/49 = m/M)

In places like Canada, Germany, South Africa and some states in the USA m=6 & M=49 are also used. The chance of winning the jackpot is p=1/MCm. If you take m=6 and M=49, p comes close to one million. The Michigan Roledown is 5/33, which makes p one in 250,000.

If you sell about half a million tickets at £1 each, the jackpot won't be enormous and it will be won once every 28 games. Having only these chances, people will not be very interested in your lottery

If the jackpot isn't won for three or four games, it should be shared equally among the players who qualify - the pari-mutuel version. Another method that the UK lottery uses to attract players is the Superdraw. In this special draw more money is added to the jackpot.

There is another variation of this Genoese lottery, which asks the players to pick a separate number, and the winner will be the one who manages to match the numbers in both of the categories.

Keno

This game is played 16 hours per day, having draws every few minutes. m=20 winning numbers will be selected from M=80 numbers. The player tries to match a fixed number R, let's say 1£R£12, of them. To win a prize you might need only some numbers to be among the wining numbers. Because Keno is such a popular game, the prize is a fixed sum and for risk control, it is best to set a maximum sum that can be paid out on any game.
-The integrity of any lottery is very important. The Genoese lotteries use a physical device, by putting numbered balls in a transparent plastic tub. The drawing is showed live on TV. Keno, on the other hand, invokes the pseudo-rundown number generator of a computer, which is a risky method, because the system could have flaws or there might be a problem of corruption.

To help you understand Keno, this table will show you the winning chances, prizes in two versions.

Number matched	0	5	6	7	8	9	10
Chances: 1 in	22	19.5	87	620	7,400	160,000	9,000,000
Payout(M)	2	2	20	80	500	10,000	100,000
Payout(W)	3	2	5	50	500	5,000	100,000

On average, 69% of the stake money is returned in Massachusetts and in Washington 49% the people in Washington are more cautions, playing only 2$, but in Massachusetts people play almost 3$. In a standard game, the four digits are drawn from the list {0,1,2…9} and there are 10,000 different possibilities. Players have to mach all digits. This game has a fixed prize, with a return of 50% (IN Massachusetts 60%). Players are allowed to "box" their bets, which weans they can choose the numbers without having to mention their order.

Getting the numbers wrong
Lottery designers are usually careful but even in modern times some blunders have been made. For example in the Scramble game in Canada (in 1981) players had to select 6 digits and they would win a fixed sum if their section matched the winning 6 digits in any order. 123456 had 720 winning chances and 222222 had only one chance!

The UK National Lottery was "born" in November 1994 and there were many who hoped that the publicity night would increase the interest in probability and enhance the nation's numeracy.

Hot tips
At the beginning of lottery playing, you could find in the newspaper the history of games, you could identify the "due" numbers &the "hot" numbers. Now these articles don't exist and people tend to believe that each draw is independent from the rest and each combination has the same chance as every other set.

The player wins something if his or her selection matches at least 3 of the winning numbers; if the selection contains all the six numbers, he or she wins the jackpot prize (almost £2 million). Half of the money stake is returned as prizes, so whenever you buy a £1 ticket, you lose 50%.

To manage to discover the winning chances, remember that a number of different choices, of 6 numbers, from a list of 49, is 49C6=13,983,816=N. These N combinations are considered to have an equal chance be drawn. So if buy a ticket your chance to win is 1 in 14 millions. This is a very small figure. The chance to die within the next hour is 1 in a million and within a year is one in 1,000.

All people who match all the 6 numbers share the Jackpot. To win a huge sum of money, you have to be the only one who has a winning ticket.

Really random
There is little information about the combinations the UK players choose. We do know that about 10,000 people choose multiples of seven. After the drawing, we know exactly how many people have chosen the correct combination and how many won a share of the jackpot. There were some extreme cases when 133 people selected the right number or when no one claimed the jackpot for 6 times in a row.

Hans Riedwyl (with the permission of the Swiss Lottery) studied the players' choice for a week and discovered that some combinations attract more players:
1. winning combinations from the last years
2. winning combinations from lotteries in other countries
3. combinations that made a pattern on the lottery ticket (diagonal, zigzags, straight lines)
4. some other systematic choices, like last week's drawings plus another number.

How to win more

Avoid this kind of systematic choices and be aware of people who copy your selection, because you can get a huge surprise when you have to share the jackpot with someone, in case you win. You could choose randomly. If the numbers {7,17,23,32,38,42} and {2,12,19,28,38,48} were marked on a ticket you will see that: -Every number is on a different row -Two numbers aren't adjacent vertically -No numbers are in the outside columns.

A lot of people choose the numbers which represent a birth date of a relative, so numbers 1-31 are very often chosen. Try instead to select them randomly, but if the numbers don't sum at least 177, 5 of them are not on the edge of the ticket and from a single duster or spread as 6 isolated numbers, reject them. This method leaves over 1,500,000 combinations and won't bring you the jackpot, but it will bring you a big prize.

2.17. The Smaller Prizes

The door to riches?

Until now we concentrated only on winning the jackpot or just a part of it, but now we will try to work out the chances to win some other prizes. Let's call the winning numbers Good and the other 43 Bad. To match five of the Good numbers, you have to combine these five numbers with one of the Bad numbers, making 6x43=258 possible winning tickets. The Bonus is a number from the Bad ones, six of these choices will be winners for the Bonus prize, and the other 252 go for the Match 5 prize.

To win a Match 4 prize, you have to select 4 of the Good numbers and 2 from the Bad ones, giving you 13,545 combinations for the possible winning numbers. To win a £10 prize at Match 3 you have to guess the right combination from 246,820. This means that if you buy a ticket once a week you will probably only win once a year. You could spend £1,000 before winning only £10. This table shows you what prize you could win, your chances at any level.

	Frequency	Maximum Prize (£)	Mean Prize (£)	Minimum Prize (£)
Jackpot	1	22.6 million	2 million	122,500*
Bonus	6	1,236,000**	100,000	4,100
Match 5	252	7,800	1,500	180
Match 4	13,545	164	62	16
Match 3	246,820	10	10	10

Be above average

Statistics say that you could win more than the average amounts, but in order to achieve this you will have to play combinations that other players tend to avoid. To do this, take a look at the data to see where there are fewer jackpot winners than expected considering the level of sales.

The first 850 draws contained 40 occasions where the winning numbers had 3 consecutive numbers (34, 35, 36). Considering the sales in that period, there should have been 135 winners, but there were only 88. In the same period, there were only 58 occasions where the winning combination had 3 or more numbers higher than 40, but the jackpot winners were half as expected.

Even if you remain faithful to your combination every time, your chances of winning and the number of prizes are not affected. The key is to use combinations that other people don't use. The bad news is that we don't have this information about other players. If this information were made public, many players would change their style of playing.

How to win your Pick-6 Lottery game

The following information is an approach to winning the Pick-6, but it doesn't guarantee success, because this thing is impossible.

Your method of playing could be your worst enemy, making it impossible for you to win .If you don't know what your system or software was designed to do, it is a big possibility that it was created to make you happy, by giving you some winnings. If you don't have enough knowledge to understand such information, then save it for when you will.

Why we win/ Why we lose?

These are the odds we deal with from the moment we bought that lottery ticket. Here is an example from a 6/49 game: you want to play 12 numbers in 2 combinations. The chances to have six winning numbers among any six numbers are 1 in 13,9 million, but the chances to have six winning numbers among 12 numbers are 1 in 15,134. These are examples of chances to win in a group of 12, 18 & 22 randomly selected numbers.

6 if 12 = 1 in 15,134.00
5 if 12 = 1 in 477.20
4 if 12 = 1 in 42.42
3 if 12 = 1 in 8.18

6 if 18 = 1 in 753.28
5 if 18 = 1 in 52.65
4 if 18 = 1 in 9.83
3 if 18 = 1 in 3.81

6 if 22 = 1 in 187.42
5 if 22 = 1 in 19.67
4 if 22 = 1 in 5.45
3 if 22 = 1 in 3.10

The line "6 if 22 =1 in 187.42" tells you to expect having all the 6 numbers within the 22, one time in 187.42 tries or two times in 374.82 tries. If you get lucky and get all six among your 22 from the first try, this is what happens:

6 with 6 among 12 numbers played = 1 in 924.00

5 with 6 among 12 numbers played = 1 in 25.67
4 with 6 among 12 numbers played = 1 in 4.11
3 with 6 among 12 numbers played = 1 in -2.31

6 with 6 among 18 numbers played = 1 in 18,564.00
5 with 6 among 18 numbers played = 1 in 257.83
4 with 6 among 18 numbers played = 1 in 18.75
3 with 6 among 18 numbers played = 1 in 4.22

6 with 6 among 22 numbers played = 1 in 74,613.00
5 with 6 among 22 numbers played = 1 in 777.22
4 with 6 among 22 numbers played = 1 in 41.45
3 with 6 among 22 numbers played = 1 in 6.66

Now you know the trick; the more numbers you play, the better your odds of having the winning ticket are. The wheeling system is a net of numbers trying to catch a prize. At any two combinations containing 12 different numbers you have at least two 3# prizes, if your six numbers come up. It takes 77-wheeled combinations to provide you with a 95% chance of a 4# win when all six numbers come up. Let's revise what we found out until now: it doesn't matter if we wheel 12, 18 or 22 numbers, because the odds of guessing all the six numbers are very low and the chance of winning a jackpot is close to none.

Why we don't pick the winning numbers?

The key to the lottery is number distribution. The most important number distribution is the one that shows us from where the winning numbers come. To do this, we have to build a chart, which is not found in lottery systems and software; we use the history of the last 18 drawings and make the next chart.

For draw 874 based on draws 856 through 873 (04/10 - 06/08/02)

```
## Hits
1  xx
2  xxx
3  x
4  xx
5  x
6  xxxx
7  xxxx
8  xx
9  xxxx
10 xx
11
12 x
13 xx
14 xxx 15
""
```

Now we want to arrange the Hot and Cold numbers, which will help us determine where the winning numbers came from. For draws 916 based on draws 898-915 through 915-922.

```
916    917    918    919    920    921    922    923
20 5 20 5 20 5 20 5 36 5 36* 5 36 5 36 5
36  5 36* 5 25 5 36 5 40 5 40 5 40 5 37 5
40  5 07 4 36 5 11 4 11 4 11 4 12 4 40 5
07  4 11  4 07  4 17  4 20  4 12  4 20  4 12*  4
11  4 17  4 11  4 25  4 25  4 20  4 23  4 17  4

17  4 25* 4 17 4 26 4 37 4 37 4 37* 4 20 4
25  4 26 4 26 4 37 4 07 3 37 4 01 3 23 4
26  4 37 4 37 4 40* 4 09 3 07 3 09 3 32 4 32 4 40
4 40 4 04 3 12* 3 09 3 11 3 01 3
37  4 41  4 04  3 07  3 15  3 15  3 15  3 05*  3

41  4 09  3 09  3 09*  3 17*  3 17  3 17*  3 09 3
16  3 16  3 21  3 12  3 21*  3 23*  3 21  3 11 3
21* 3 21 3 32* 3 21 3 26 3 25 3 26 3 15 3
29  3 29 3 41 3 27 3 27 3 26 3 27 3 27 3
30  3 32 3 05 1 32 3 32 3 27 3 32* 3 28 3
       ------------------------------------------------------
43  3 04* 2 06 2 38 3 38 3 32 3 38 3 38 3
04  2 05 2 12* 2 41 3 41 3 38 3 39 3 41 3
06  2 06 2 13 2 05 2 01 2 41 3 41 3 44 3
09* 2 10 2 15 2 06 2 04 2 44 3 44 3 04 2
10  2 12 2 16 2 13 2 05 2 01* 2 04* 2 13* 2
       ------------------------------------------------------
13  2 13 2 24 2 15* 2 06 2 01 2 05* 2 16 2
22  2 27 2 27* 2 16 2 13 2 05 2 07 2 21 2
28  2 28 2 28 2 24 2 16 2 13 2 13 2 22 2
31  2 30 2 29 2 28 2 23* 2 16 2 16 2 24 2
34  2 31 2 30 2 29 2 24 2 24 2 22 2 25 2

49  2 34 2 31 2 30 2 28 2 28 2 24 2 26 2
50  2 38 2 34 2 31 2 29 2 29 2 25 2 29 2
51  2 43 2 38* 2 34 2 30 2 30 2 28* 2 30 2
52  2 49 2 43 2 43 2 31 2 31 2 29 2 31 2
53  2 50 2 49 2 44 2 43 2 39* 2 30 2 34 2
       ------------------------------------------------------
01 1 51 2 50 2 50 2 44 2 43 2 31 2 39 2 03 1 52
2 51 2 51 2 50 2 50 2 34 2 51 2 05* 1 53 2 52 2
52 2 51 2 51 2 50 2 52 2
08 1 01 1 53 2 01* 1 52 2 52 2 51 2 02 1
12* 1 03 1 01 1 03 1 02 1 02 1 52 2 02 1

14  1 08 1 03 1 08 1 03 1 03 1 02 1 06 1
15  1 14 1 08 1 10 1 08 1 06 1 03 1 07* 1
18  1 15* 1 10 1 14 1 10 1 10 1 06 1 10 1
19  1 18 1 14 1 19 1 14 1 14 1 10 1 14 1
23  1 19 1 18 1 22 1 19 1 19 1 14 1 19 1

24 1 22 1 19 1 23* 1 22 1 22* 1 19 1 42 1
```

27* 1 23 1 23 1 33 1 33 1 34* 1 42 1 43* 1 33 1
24* 1 33 1 39 1 34 1 42 1 43 1 47 1 38* 1 33 1 39
1 42 1 39* 1 47 1 47 1 48 1 39 1 39 1 42 1 47 1
42 1 48 1 48 1 49* 1
----
42 1 42 1 44* 1 48 1 47 1 49 1 49 1 50 1
47 1 47 1 47 1 49 1 48 1 08 0 08 0 08 0
48 1 48 1 48 1 53 1 49 1 18 0 18 0 18 0 02 0 02
0 02 0 02* 0 53 1 33 0 33 0 33 0 35 0 35 0 22* 0
18 0 18 0 35 0 35 0 35 0
━━━━━━━━━━━━━━━━━━━━━━━━━━
49 0 44* 0 35 0 35 0 35 0 45 0 45 0 45 0
50 0 45 0 45 0 45 0 45 0 46 0 46 0 46 0
51 0 46 0 46 0 46 0 46 0 53 0 53 0 53 0

These data contain the last 18 drawings, which show from where the winning numbers come. At first sight it may seem like a bucket of numbers, but we will help you by condensing the chart above and the last 50 drawings. To help you through the chart, we'll give you some explanations: HOT: a number with 3 (or more) hits in the last 18 drawings; AVERAGE: a number with no drawings in the last 18 drawings; Cold: a number with no drawings in the last 18 drawings. There are also Warn Average (2 hits), Cold Average (1 hit), Just Hot (3 hits) Hot (more than 4 hits), Just Cold and Very Cold.

Hot Average Cold
20/3 24/2 09/1 Draw # 874 06/12/2002
18/3 27/3 08/0
19/3 26/3 08/0
20/4 25/2 08/0
19/3 25/3 09/0
17/1 24/2 11/3
17/1 26/5 10/0
16/2 26/2 11/2
16/3 28/1 09/2
16/1 29/4 07/1
16/2 30/4 07/0 Draw # 884 07/17/02
14/2 31/3 08/1
15/1 31/4 07/1
16/1 29/2 08/3
17/3 30/2 06/1
16/3 32/3 05/0
18/2 28/3 07/1
16/4 30/2 07/0
16/3 30/3 07/0
16/4 28/0 09/2
15/3 31/2 07/1 DRAW # 894 08/21/02
16/1 31/3 06/2
15/0 34/6 04/0
13/2 36/2 04/2
14/1 36/4 03/1

16/1 35/5 02/0
17/1 30/3 05/2
17/3 31/3 04/0
17/3 31/3 05/0
17/2 29/4 07/0
16/0 29/6 08/0 Draw # 904 09/25/02
19/3 26/2 08/1
16/1 29/3 08/2
16/2 30/4 07/0
18/2 27/3 08/1
20/4 26/1 07/1
21/2 25/3 07/1
19/1 28/5 06/0
19/3 28/3 06/0
19/3 27/3 07/0
17/1 29/2 07/3 Draw # 914 10/30/02
17/4 31/1 05/1
16/1 32/5 05/0
15/2 33/3 05/1
14/1 34/4 05/1
17/2 31/3 05/1
17/3 32/3 04/1
18/2 27/4 07/0
19/3 27/2 07/0
18/2 28/4 07/0
16/2 25/4 07/0 Draw # 924 12/04/02

Concentrate on the "Hot" number column, but remember that the "Hot" numbers don't have more than four winning numbers, and these numbers contribute from one to four numbers toward winning the jackpot, at no time does the jackpot come only from Hot numbers. Now look at the "Cold" numbers and you'll see that every strategy based on waiting for the Cold numbers to hit together is not going to happen.

What about the strategy of playing the Hot and Cold numbers? This strategy will work in only one draw in fifty, which is not an opportunity that comes around often enough to take it into account. To show you this, your software picks the hottest 12 to 22 numbers to wheel, a nice 3 if 3 or 4 if 6 wheel would give you some three number wins or a very lucky four number hit (in only 19 chases from 50). Considering that and we're talking a high odds 6/53 game, winning several times a month doesn't look like you're on the right path. In the last 50 drawings, the jackpot was never won by playing the Hot numbers.

Let's take a peep at wheels that use all numbers. If you look closely, you will see that they are made up of two or more independent wheels. Almost all of these split (or Franken) Wheels start with an excellent 3if3in 22number 77combination wheel. If your Hot numbers land in that portion, you would see some lower tier wins. The rear portion is a 3if4 wheel. In this case if the worst scenario comes up and Hot numbers contribute only with zero one or two winning numbers to the 3if3 portion, there would be four or more winning numbers for the rump portion to win a three number prize and so the "guarantee" of a 3 number win. The split wheels turn up in all sizes, so it's not unusual to find the favored 3if6in 24number 20combination wheel made up of a 3if3 and a 3if4 portion often intertwined in the attempt to mask its flawed construction. The 3if5of6 wheels are also

not immune only because they are made up of two 3if3 wheels. These wheels may seem ingenious often because they are tighter than a properly made wheel, but don't be deceived because they still make it hard to win. Keep in mind the odds of getting winning numbers within the playing numbers. If your want to split wheel front, then the end is 12, 18 or 22 numbers and the odds of having all the winning numbers among them is reduced rapidly compared with playing a non-split wheel. You might as well play two totally independent wheels. The way you choose to play doesn't matter, because your odds of getting all six winning numbers on one side are the same as getting all odd or all even or all high or all low numbers on one side. OUCH!

Now you will be reminded that every combination has an equal chance of being drawn, but the question is: how can being part of one kind of wheel make the numbers less likely than being part of another? If you want to understand this, you have to know a little bit about how odds work in the real world. There is a huge difference between the possibility of an event to happen every drawing and how often that event is likely to occur. It's actually very easy, the more there are of a thing in a pot, the more likely you will pull one out in a draw. Some people claim that there is exactly one type of each combination; but we're not talking about combinations right now, but about having the numbers that make up the winning combination among a group of numbers we're playing.

Let's say you have a pot with 500 white marbles and 10 blue, and you give the thing a good shake. Now, without looking try drawing a blue marble. What color do you expect to find in your hand? You can imagine that anything could have happened, but in fact, the blue marble is likely to be drawn. If you didn't put the drawn marbles back, white marbles would be drawn 500 times and blue 10 times. But if you did put the marble back, after each draw there is a big possibility that you wouldn't draw a blue marble. Let's change things a little bit and, instead of 500 white marbles and 10 blue, we'll try 255 white and 255 blue. How many white and blue marbles do you expect to draw after trying three times? What about after 24 tries? Now the odds favor half and half every time. In a typical 6/49 game before the first ball is drawn we know we should expect the following breakdown off odd and even, low and high, with a range of hotter to colder numbers to follow. 3/3 odd/even, low/high, hot-av/g-cold = 4,655,200 = 33.28(991)% 4/2 odd/even, low/high, hot-av/g-cold = 3,491,400 = 24.96(743)% 2/4 odd/even, low/high, hot-av/g-cold = 3,187,800 = 22.79(635)% 5/1 odd/even, low/high, hot-av/g-cold = 1,275,120 = 09.11(854)% 1/5 odd/even, low/high, hot-av/g-cold = 1,062,600 = 07.59(878)% 6/0 odd/even, low/high, hot-av/g-cold =   177,100 = 01.26(646)% 0/6 odd/even, low/high, hot-av/g-cold =   134,596 = 00.96(251)%

The breakdown chart above could be counterintuitive, as many people would look at it and think they should play 3/3 odd/even, low/high, hot-cold on every ticket to have a chance at winning in one third of all drawings. Nothing could be further from the truth! Here are the odds of the three 3/3 groups hitting together:

        YYY, YYN, YNY, NYY, YNN, NYN, NNY, NNN or 1 in 8 of the 1 draw in 3 of these opportunities arises.

Do you use to filter your combinations? If your remove all and remain with 3/3 odd/even, low/high combinations the chances of winning the jackpot are slim. The trick is to make combinations like those that win in your game and to avoid long shots when you try to win a jackpot. This means you have to select or build combinations with a very good assortment of qualities, because well-constructed combinations can contain 1 to 5 odd, even, low, high and 0 to 4 hot, average or cold

numbers for a jackpot attempt. If we break these down into three groups, which cover all the numbers we see 17 working proportions. Hot Average Cold.

4	2	0
4	0	2
4	1	1
3	3	0
3	0	3
3	2	1
3	1	2
2	2	2
2	3	1
2	1	3
2	4	0
1	5	0
1	3	2
0	6	0
0	5	1
0	4	2
0	3	3

There are 28 ways to split up the numbers into three groups; of course some distributions are less likely. 01-16 17-33 34-49

6	0	0 = 8,008 combinations unlikely
0	6	0 = 8,008 combinations unlikely
0	0	6 = 8,008 combinations unlikely
5	1	0 = 69,888 combinations rare
5	0	1 = 69,888 combinations rare
1	5	0 = 69,888 combinations rare
1	0	5 = 69,888 combinations rare
0	5	1 = 69,888 combinations rare
0	1	5 = 69,888 combinations rare
4	2	0 = 69,888 combinations rare
4	0	2 = 218,400 combinations fair
2	4	0 = 218,400 combinations fair
2	0	4 = 218,400 combinations fair
0	2	4 = 218,400 combinations fair
0	4	2 = 218,400 combinations fair 4
	1	1 = 495,040 combinations good
1	4	1 = 495,040 combinations good
1	1	4 = 495,040 combinations good
3	3	0 = 1,142,400 combinations better
3	0	3 = 1,142,400 combinations better
3	2	1 = 1,142,400 combinations better
3	1	2 = 1,142,400 combinations better
1	3	2 = 1,142,400 combinations better
2	3	1 = 1,142,400 combinations better
1	2	3 = 1,142,400 combinations better
2	1	3 = 1,142,400 combinations better
2	2	2 = 1,958,400 combinations best

Best 2-2-2 has still only 2 million chances out of 13.9 million, so we need a very good mix in any combination we make. At first it may seem confusing, but remember that from all these, you need a good assortment in picking your numbers. The thing that hurts your chances is having everything one way and the winning combination comes in another. You would do better with some chances to win in almost every draw than waiting for a type of draw that may not come up at all.

How to Eliminate Some Numbers:
Even though we'd like to put all the numbers into play, the cost can be enormous. Even the addition of a few numbers to a game sends the odds soaring and eliminating a few numbers has the reverse effect. The Florida game odds were raised from 6/49's 1 in 13.9 million to 6/53's 1 in 22.9 million. Four additional numbers almost doubled the odds! The successful elimination of four or more numbers has an opposite effect, lowering the odds an equal amount. The standard method of eliminating numbers to bring a 6/53 game back to a 6/49 or to bring a 6/49 to 6/48 for wheeling or even to 6/43 to eliminate 8 million combinations, is to not play some (or all) of the numbers drawn in the prior draw. In 45% of the times, none of the numbers from the prior draw are drawn again in the next game. So, if on Sat. 12/07/02 01-03-07-32-34-49 is drawn, don't play any of these numbers in the next draw.

On Wed 12/11/02 08-10-15-24-48-53 was drawn. The winning numbers didn't contain any of the numbers from the previous drawing. This trick works about 45% of the time and even more often if you only eliminate one or two of the previous numbers for an easy divide by six. Lotteries use games like 6/49 rather than 6/48, because it makes it harder (requiring more combinations) to cover all the numbers evenly. You can play all 48 numbers on 8 combinations, but it becomes confusing trying to cover all 49 when 5 have to be specially picked to go with the 49th.

How to Eliminate More Numbers
Sometimes you want to remove more than six numbers from the game at a time. The following method does this again about 45% of the times, but it can't be used together with the above method of eliminating the previous six numbers; in fact it requires you to play them. Here you go: print out the last 20 draws or more, then draw a line after the most recent 3, the next most recent 3, then most recent 4, and the next two most recent 3. You will get two groups of 3 draws, followed by a group of 4 draws and finally two more groups of 3 draws. Like this:
Group E
907 10/05/02 Sat 09-15-16-26-28-42
908 10/09/02 Wed 10-20-26-40-41-47
909 10/12/02 Sat 17-20-32-41-50-52
Group D
910 10/16/02 Wed 03-34-36-37-40-51
911 10/19/02 Sat 11-27-30-36-43-52
912 10/23/02 Wed 16-17-30-31-41-49
Group C
913 10/26/02 Sat 11-20-25-37-48-51
914 10/30/02 Wed 05-19-20-23-29-31
915 11/02/02 Sat 01-07-11-29-37-40
916 11/06/02 Wed 05-09-12-21-27-38
Group B
917 11/09/02 Sat 04-15-24-25-36-44
918 11/13/02 Wed 12-22-27-32-38-44
919 11/16/02 Sat 01-02-09-15-23-40

Group A
920 11/20/02 Wed 12-17-21-23-39-44
921 11/23/02 Sat 01-22-23-34-36-39
922 11/27/02 Wed 04-05-17-28-32-37

Now write out the numbers in your game (in this case it would be from 01 to 53). If the number appears in-group A or C make a check next to it. When you are done you should have 42 check marks and count them. If the number appears in-group B or E and is not already checked, put an "X" next to it (ignore those with checks). Play the numbers with and without check marks, but don't play the numbers with "X" next to them. Let's see how this works out:

```
1   **  16 X   31 *    46
2   X   17 **  32 *    47 X
03      18      33      48 *
4   *   19 *   34 *   49
5   *** 20 **  35      50 X
06      21 **  36 *   51 *
07 *    22 *   37 *** 52 X
08      23 *** 38 *   53
9   *   24 X   39 **
10 X   25 *    40 *
11 **  26 X    41 X
12 **  27 *    42 X
13      28 *    43
14      29 **   44 *
15 X   30       45
```

		13-14-15	16-17-18
01-02-03	04-05-06		
01-02-03	07-08-09		
01-02-03	10-11-12		
01-02-03	13-14-15		
01-02-03	16-17-18		
04-05-06	07-08-09		
04-05-06	10-11-12		
04-05-06	13-14-15		
04-05-06	16-17-18		
07-08-09	10-11-12		
07-08-09	13-14-15		
07-08-09	16-17-18		
10-11-12	13-14-15		
10-11-12	16-17-18		

- 15 combinations covering 18 numbers, what could happen?
- If you get 2 sets of 3 right, GUARANTEED JACKPOT!!!
- If you get 1 set of 3 right and a set of 2 Guaranteed 5# win!!
- If you get 1 set of 3 right and 1 number guaranteed 4# win!

- Any set of 3 right guarantees multiple 3# wins!!!
- Even a set of 2 right and 1 number in another means a 3# win.
- How can you lose? Have only 1 or none right per 3# set.
- Playing One Combination:
- Make up two subsets of 3 with the balances in mind and combine to make one combination.
- Playing 12 Numbers:

Make up four subsets of 3 with the balances in mind and combine to make six combinations.

01-02-03 | 04-05-06
01-02-03 | 07-08-09
01-02-03 | 10-11-12

04-05-06 | 07-08-09
04-05-06 | 10-11-12

07-08-09 | 10-11-12

Playing All the Numbers:
It takes 120 combinations like the ones above to cover 6/48, we can cover the full 49 by taking the 46-47-48 group and adding fifteen 46-47-49 additional plays for each subgroup combining. Like this

04-05-06
07-08-09 on to
46-47-48 and we add
46-47-49 until we reach
46-47-48 and
46-47-49 or we could use our elimination routines
When you play all the numbers, you have the opportunity to make up subsets, which reflect the various opportunities you learned about in the charts above. For example: you can have some subsets with 2 or 3 hot numbers, some with 2 or 3 average numbers and some with a hot and two average, or two hot and a cold.
When you play all the numbers, some additional guarantees come into effect. As before any two subgroups of 3 numbers guarantees a jackpot.

Like in any subgroup of three means, there must be three numbers among the remaining subgroups. If there is a subgroup with 2 of the winning numbers, you must have a 5# and a 4# win and if there are three subgroups with 1 number then you must have three 4# wins plus multiple 3# wins from the subgroup with 3 correct. You could lose only having one or no correct numbers per subgroup. You have here the complete wheel for playing all the 6/49 numbers. Be ready to copy and paste into your software for loading and if you like a little fine edge filtering. You should practice first on a small wheel, as it won't print your exchanged numbers unless you save it and open it in notepad for printing.

135 combinations.

01 02 03 04 05 06
01 02 03 07 08 09
01 02 03 10 11 12
01 02 03 13 14 15
01 02 03 16 17 18
01 02 03 19 20 21
01 02 03 22 23 24

01 02 03 25 26 27

01 02 03 28 29 30
01 02 03 31 32 33
01 02 03 34 35 36
01 02 03 37 38 39
01 02 03 40 41 42
01 02 03 43 44 45
01 02 03 46 47 48
01 02 03 46 47 49
04 05 06 07 08 09
04 05 06 10 11 12
04 05 06 13 14 15
04 05 06 16 17 18
04 05 06 19 20 21
04 05 06 22 23 24
04 05 06 25 26 27
04 05 06 28 29 30
04 05 06 31 32 33
04 05 06 34 35 36
04 05 06 37 38 39
04 05 06 40 41 42
04 05 06 43 44 45
04 05 06 46 47 48
04 05 06 46 47 49
07 08 09 10 11 12
07 08 09 13 14 15
07 08 09 16 17 18
07 08 09 19 20 21
07 08 09 22 23 24
07 08 09 25 26 27
07 08 09 28 29 30
07 08 09 31 32 33
07 08 09 34 35 36
07 08 09 37 38 39
07 08 09 40 41 42
07 08 09 43 44 45
07 08 09 46 47 48
07 08 09 46 47 49
10 11 12 13 14 15
10 11 12 16 17 18
10 11 12 19 20 21
10 11 12 22 23 24
10 11 12 25 26 27
10 11 12 28 29 30
10 11 12 31 32 33
10 11 12 34 35 36
10 11 12 37 38 39
10 11 12 40 41 42
10 11 12 43 44 45
10 11 12 46 47 48

37

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10 11 12 46 47 49


13 14 15 16 17 18
13 14 15 19 20 21
13 14 15 22 23 24
13 14 15 25 26 27
13 14 15 28 29 30
13 14 15 31 32 33
13 14 15 34 35 36
13 14 15 37 38 39
13 14 15 40 41 42
13 14 15 43 44 45
13 14 15 46 47 48
13 14 15 46 47 49
16 17 18 19 20 21
16 17 18 22 23 24
16 17 18 25 26 27
16 17 18 28 29 30
16 17 18 31 32 33
16 17 18 34 35 36
16 17 18 37 38 39
16 17 18 40 41 42
16 17 18 43 44 45
16 17 18 46 47 48
16 17 18 46 47 49
19 20 21 22 23 24
19 20 21 25 26 27
19 20 21 28 29 30
19 20 21 31 32 33
19 20 21 34 35 36
19 20 21 37 38 39
19 20 21 40 41 42
19 20 21 43 44 45
19 20 21 46 47 48
19 20 21 46 47 49
22 23 24 25 26 27
22 23 24 28 29 30
22 23 24 31 32 33
22 23 24 34 35 36
22 23 24 37 38 39
22 23 24 40 41 42
22 23 24 43 44 45
22 23 24 46 47 48
22 23 24 46 47 49
25 26 27 28 29 30
25 26 27 31 32 33
25 26 27 34 35 36
25 26 27 37 38 39
25 26 27 40 41 42
25 26 27 43 44 45
25 26 27 46 47 48
```

25 26 27 46 47 49
28 29 30 31 32 33
28 29 30 34 35 36
28 29 30 37 38 39
28 29 30 40 41 42
28 29 30 43 44 45
28 29 30 46 47 48
28 29 30 46 47 49
31 32 33 34 35 36
31 32 33 37 38 39
31 32 33 40 41 42
31 32 33 43 44 45
31 32 33 46 47 48
31 32 33 46 47 49
34 35 36 37 38 39
34 35 36 40 41 42
34 35 36 43 44 45
34 35 36 46 47 48
34 35 36 46 47 49
37 38 39 40 41 42
37 38 39 43 44 45
37 38 39 46 47 48
37 38 39 46 47 49
40 41 42 43 44 45
40 41 42 46 47 48
40 41 42 46 47 49
43 44 45 46 47 48
43 44 45 46 47 49

Never the pointer numbers, clusters of three numbers in sequential numeric order are rare and two sets of three numbers in sequential numeric order in the same combination are almost unheard of. The wheel is so powerful, because every twelve numbers played in every possible way four subsets of three numbers can be combined, each making a 100% 4if6in12number wheel. So you are not only playing a big 100% 6if6if3and3in49number wheel, but you are also playing so many 4if6in12number wheels I can't pick them all out.

Economy System

If you are not ready for the Super Wheel or you don't want to use the hot, average, cold distribution for Pick-5 or Pick-7, here's how to do it. First examine your past draw history and focus on the lowest drawn number in each winning combination. Here's some Florida draws: 12/04/02 15-27-29-34-38-48

      12/07/02 01-03-07-32-34-49
      12/11/02 08-10-15-24-48-53
      12/14/02 06-14-18-36-39-45
      12/18/02 02-04-19-24-26-45
      12/21/02 09-20-21-34-37-47
      12/25/02 07-13-21-29-39-47
      12/28/02 22-23-29-35-38-50

Excluding the aberrations, see how the first numbers run from 01 to 20 and 25. This gives you a min-max range for the first number and shows how many lines to put into play. Go for a figure, which applies to roughly 9 out of 10 drawings over the last 100 draws. Write the numbers 01

through 20 or 22 or 25. Now you need lottery software that tells you what numbers hit together most often in your game. These numbers are called "Pairs" or "Co-Occurrence" and are found on a Pairs Chart. Your Pairs history doesn't have to be from the latest draw, so if you don't have good lottery software you can use the Pairs Chart in the demo of Lottery Director Software. You have the first number for each combination. Now find the number that was paired with these numbers, and write it next to its neighbor. Do the same with the pair of the second number. You stop when you find four numbers in the chain of most paired numbers for each line. At this point we can bring the combinations back into conformance with our final completing numbers. This system puts in the game all the numbers you have so far. If the numbers you want to use are not in the list, note them down to be sure that you play them. Look at the combinations for the expected 1/5, 2/4, 3/3, 4/2, 5/1 balances of Odd/Even, Low/High, Hot/Average/Cold, then use the numbers you consider to be right and complete the combinations.

If you use the balances often, it will help to remember that every winning combination has one combination that could cause it to be deleted. Pick-5 games are smaller than Pick-6, so expect to have only 15 to 20 lines to cover the lowest drawn numbers. Although there are min-max ranges for each position, this doesn't guarantee a winning number on the same line with the lowest drawn winning number.

Probably, one day there will be software to do all these things for us. When you play for the prizes, you Really Want Conditional 5if6

Wheeling Can Help You Win

Many people may think that all lottery players chase 3# prizes. It was proven that in order to have the winning numbers among yours, you have to play as many numbers as possible. If you try to win with higher tier prize wheels, by playing 10 or 12 numbers, the odds of having more than 3 winning numbers among yours are very small. When you get pass the 12 numbers, the price goes up rapidly.

A 4if6in18 wheel takes 42 lines. (18,6,4,6,42) A
4if6in22 wheel takes 102 lines. (22,6,4,6,102) A
4if6in24 wheel takes 154 lines. (24,6,4,6,154) A
4if6in49 wheel takes thousands of lines. Ouch!

Experts claim that it's very important to play a properly made wheel with a 100% guarantee, but why is this important when you try to win a jackpot? The problem is that wheel users don't think about how the wheel is constructed and how it can be used to their advantage. Almost all players don't apply the gamble aspect of lottery to wheeling. They are willing to take a chance on number, wheel and filter selection. Economy wheeling is very useful when you don't contribute to the process and want to wheel as many numbers as possible for the lowest price. If you accept some conditions, you could win a 5# prize or a 4# and 3# prize. Do you remember the 3# banker wheel? Three numbers are chosen to appear in every line and the remaining 3 numbers with 3 bankers correct or roughly 200 lines, where they guarantee 2if3 plus banker equals a 5# win.

Let me show you something different: 5if6in22 numbers 32 lines conditional. We start with 12 numbers, 4 groups of 3 numbers each. This gives you 4 chances to get your bankers right. 01-02-03 | 04-05-06 | 07-08-09 | 10-11-12. Write your numbers bellow the pointers. Then follow with 10

numbers your research and you will see that it will contain the remaining 3 winning numbers for the next draw. 13-14-15-16-17-18-19-20-21-22.

Write the numbers again and exchange them with mine. If one group of bankers is correct and the remaining 3 winning are among the 10, you have a 5# winning line, and a 4# winning line if a group of bankers has 2 numbers correct and the remaining 3 are among the 10.
01 02 03 13 16 19
01 02 03 13 17 21
01 02 03 14 15 22
01 02 03 14 18 20
01 02 03 15 18 20
01 02 03 16 17 21
01 02 03 17 19 21
01 02 03 18 20 22
04 05 06 13 15 21
04 05 06 13 16 17
04 05 06 14 18 22
04 05 06 14 19 22
04 05 06 14 20 22
04 05 06 15 16 21
04 05 06 15 17 21
04 05 06 18 19 20
07 08 09 13 14 20
07 08 09 13 16 18
07 08 09 14 16 20
07 08 09 14 18 20
07 08 09 15 17 22
07 08 09 15 19 21
07 08 09 17 19 22
07 08 09 17 21 22
10 11 12 13 15 17
10 11 12 14 16 21
10 11 12 14 18 19
10 11 12 14 20 22
10 11 12 16 18 22
10 11 12 16 19 20
10 11 12 18 20 21
10 11 12 19 21 22   End 32 lines.
If you are concerned with having 2 sets of bankers with 3 numbers correct, you should match them up to form the 6 possible pairs:
01 02 03 04 05 06
01 02 03 07 08 09
01 02 03 10 11 12
04 05 06 07 08 09
04 05 06 10 11 12
07 08 09 10 11 12

A jackpot is guaranteed by 2 sets of correct bankers, a 5# line is guaranteed by one set of 3 and a set of 2. A 4# line is guaranteed by any set of 3, a single number and any 6 winning numbers among the 12. 5if6in24 numbers 44 lines conditional.

We start with 12 numbers, 4 groups of 3 numbers each, which gives you 4 chances of getting the bankers right. 01-02-03 | 04-05-06 | 07-08-09 | 10-11-12. Write your numbers bellow and follow with 12 numbers your research and you will see that it will contain the 3 remaining numbers for the next draw 13-14-15-16-17-18-19-20-21-22-23-24. Do the same as before and write the numbers below, exchange them with my combinations. The winning lines are the same:

01 02 03 13 15 16
01 02 03 13 17 24
01 02 03 13 21 23
01 02 03 14 18 19
01 02 03 14 19 20
01 02 03 14 19 22
01 02 03 15 17 21
01 02 03 15 23 24
01 02 03 16 17 23
01 02 03 16 21 24
01 02 03 18 20 22
04 05 06 13 14 16
04 05 06 13 16 19
04 05 06 13 16 24
04 05 06 14 19 24
04 05 06 15 17 23
04 05 06 15 18 21
04 05 06 15 20 22
04 05 06 17 18 20
04 05 06 17 21 22
04 05 06 18 22 23
04 05 06 20 21 23
07 08 09 13 15 24
07 08 09 13 17 18
07 08 09 13 19 23
07 08 09 14 16 21
07 08 09 14 20 22
07 08 09 15 17 23
07 08 09 15 18 19
07 08 09 16 20 22
07 08 09 17 19 24
07 08 09 18 23 24
07 08 09 20 21 22
10 11 12 13 15 22
10 11 12 13 19 22
10 11 12 13 21 22
10 11 12 14 16 18
10 11 12 14 17 20
10 11 12 14 23 24

10	11	12	15	19	21
10	11	12	16	17	24
10	11	12	16	20	23
10	11	12	17	18	23

10 11 12 18 20 24   end 44 lines

The Banker Insurance is the same as above. For the next 2 sets, we have for 5if6in36 numbers 88 lines and for club play we have 5if6in49 numbers in 140 lines. We will pivot on the bankers and bring in a set of 12 numbers for the 36# wheel. For the 49# wheel we pivot on the bankers and bring in a set of 12 numbers and a set of 13 numbers. For a 5# guarantee, you will have to get one set of bankers and all the remaining 3 winning numbers in one of the sets. In these cases, insurance adds an additional six lines. Wheels can be copied and pasted in CoverMaster or Lottery Director for ease of changing pointers for your numbers, because both drop numbers onto the wheel in the order you put them. 5if6in 36 numbers 88 lines conditional. We start with 12 numbers, 4 groups of 3 numbers each, which will give us 4 chances to get our bankers right. 01-02-03 | 04-05-06 | 07-08-09 | 10-11-12. Now write your numbers below these pointers and follow with 2 sets of 12 numbers. Your research will show that one of them will contain the remaining 3 of the winning numbers for the next draw. Some say that the second group contains the numbers you think that won't contain the remaining 3 winning numbers. 13-14-15-16-17-18-19-20-21-22-23-24 25-26-27-28-29-30-31-32-33-34-35-36

Write again your numbers below the pointers; exchange your numbers with mine. A 5# winning line is guaranteed if one group of bankers is correct and the remaining 3 winning numbers are among the 12. The 4# winning lines are guaranteed, if one group of bankers is correct and 2 or 3 winning numbers are among the 12. A 4# winning line is guaranteed, if one group of bankers has 2 numbers correct and the remaining 3 winning numbers are all among the 12, or if the bankers have 3 correct and 1 winning number is among the 12.

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01 02 03 13 15 16
01 02 03 13 17 24
01 02 03 13 21 23
01 02 03 14 18 19
01 02 03 14 19 20
01 02 03 14 19 22
01 02 03 15 17 21
01 02 03 15 23 24
01 02 03 16 17 23
01 02 03 16 21 24
01 02 03 18 20 22
04 05 06 13 14 16
04 05 06 13 16 19
04 05 06 13 16 24
04 05 06 14 19 24
04 05 06 15 17 23
04 05 06 15 18 21
04 05 06 15 20 22
04 05 06 17 18 20
04 05 06 17 21 22
04 05 06 18 22 23
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04 05 06 20 21 23


07 08 09 13 15 24
07 08 09 13 17 18
07 08 09 13 19 23
07 08 09 14 16 21
07 08 09 14 20 22
07 08 09 15 17 23
07 08 09 15 18 19
07 08 09 16 20 22
07 08 09 17 19 24
07 08 09 18 23 24
07 08 09 20 21 22
10 11 12 13 15 22
10 11 12 13 19 22
10 11 12 13 21 22
10 11 12 14 16 18
10 11 12 14 17 20
10 11 12 14 23 24
10 11 12 15 19 21
10 11 12 16 17 24
10 11 12 16 20 23
10 11 12 17 18 23
10 11 12 18 20 24
01 02 03 25 27 28
01 02 03 25 29 36
01 02 03 25 33 35
01 02 03 26 30 31
01 02 03 26 31 32
01 02 03 26 31 34
01 02 03 27 29 33
01 02 03 27 35 36
01 02 03 28 29 35
01 02 03 28 33 36
01 02 03 30 32 34
04 05 06 25 26 28
04 05 06 25 28 31
04 05 06 25 28 36
04 05 06 26 31 36
04 05 06 27 29 35
04 05 06 27 30 33
04 05 06 27 32 34
04 05 06 29 30 32
04 05 06 29 33 34
04 05 06 30 34 35
04 05 06 32 33 35
07 08 09 25 27 36
07 08 09 25 29 30
07 08 09 25 31 35
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07 08 09 26 28 33
07 08 09 26 32 34
07 08 09 27 29 35
07 08 09 27 30 31
07 08 09 28 32 34
07 08 09 29 31 36
07 08 09 30 35 36
07 08 09 32 33 34
10 11 12 25 27 34
10 11 12 25 31 34
10 11 12 25 33 34
10 11 12 26 28 30
10 11 12 26 29 32
10 11 12 26 35 36
10 11 12 27 31 33
10 11 12 28 29 36
10 11 12 28 32 35
10 11 12 29 30 35
10 11 12 30 32 36

Banker Insurance is the same as above. 5if6in49 numbers 140 lines conditional. Start with 12 numbers, 4 groups of 3 numbers each, giving you 4 chances to get your bankers right. 01-02-03 | 04-05-06 | 07-08-09 | 10-11-12. Write your numbers below the pointers and follow with 36 numbers in 2 sets of 12 numbers each and a set of 13, then your research will show that one of these 3 sets contains the remaining 3 of the winning numbers for the next draw.

13-14-15-16-17-18-19-20-21-22-23-24
25-26-27-28-29-30-31-32-33-34-35-36
37-38-39-40-41-42-43-44-45-46-47-48-49

Write your numbers below the pointers, exchange your numbers for mine. If one group of bankers is correct and the remaining 3 winning numbers are all among one of the 3 sets, a 5# winning line is guaranteed. Multiple 4# winning lines are guaranteed if one group of bankers is correct and 2 or 3 winning numbers are in the sets of 12 or 13 numbers. If one group of bankers has 2 numbers correct and the remaining 3 winning numbers are among the 12 or 13 number sets, a 4# winning line is guaranteed.

01 02 03 13 15 16
01 02 03 13 17 24
01 02 03 13 21 23
01 02 03 14 18 19
01 02 03 14 19 20
01 02 03 14 19 22
01 02 03 15 17 21
01 02 03 15 23 24
01 02 03 16 17 23
01 02 03 16 21 24
01 02 03 18 20 22
04 05 06 13 14 16
04 05 06 13 16 19
04 05 06 13 16 24
04 05 06 14 19 24

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04 05 06 15 17 23


04 05 06 15 18 21
04 05 06 15 20 22
04 05 06 17 18 20
04 05 06 17 21 22
04 05 06 18 22 23
04 05 06 20 21 23
07 08 09 13 15 24
07 08 09 13 17 18
07 08 09 13 19 23
07 08 09 14 16 21
07 08 09 14 20 22
07 08 09 15 17 23
07 08 09 15 18 19
07 08 09 16 20 22
07 08 09 17 19 24
07 08 09 18 23 24
07 08 09 20 21 22
10 11 12 13 15 22
10 11 12 13 19 22
10 11 12 13 21 22
10 11 12 14 16 18
10 11 12 14 17 20
10 11 12 14 23 24
10 11 12 15 19 21
10 11 12 16 17 24
10 11 12 16 20 23
10 11 12 17 18 23
10 11 12 18 20 24
01 02 03 25 27 28
01 02 03 25 29 36
01 02 03 25 33 35
01 02 03 26 30 31
01 02 03 26 31 32
01 02 03 26 31 34
01 02 03 27 29 33
01 02 03 27 35 36
01 02 03 28 29 35
01 02 03 28 33 36
01 02 03 30 32 34
04 05 06 25 26 28
04 05 06 25 28 31
04 05 06 25 28 36
04 05 06 26 31 36
04 05 06 27 29 35
04 05 06 27 30 33
04 05 06 27 32 34
04 05 06 29 30 32
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04 05 06 29 33 34

04 05 06 30 34 35
04 05 06 32 33 35
07 08 09 25 27 36
07 08 09 25 29 30
07 08 09 25 31 35
07 08 09 26 28 33
07 08 09 26 32 34
07 08 09 27 29 35
07 08 09 27 30 31
07 08 09 28 32 34
07 08 09 29 31 36
07 08 09 30 35 36
07 08 09 32 33 34
10 11 12 25 27 34
10 11 12 25 31 34
10 11 12 25 33 34
10 11 12 26 28 30
10 11 12 26 29 32
10 11 12 26 35 36
10 11 12 27 31 33
10 11 12 28 29 36
10 11 12 28 32 35
10 11 12 29 30 35
10 11 12 30 32 36
01 02 03 37 38 49
01 02 03 37 40 48
01 02 03 37 42 45
01 02 03 38 40 42
01 02 03 38 45 48
01 02 03 39 41 47
01 02 03 39 43 44
01 02 03 39 43 46
01 02 03 40 45 49
01 02 03 41 43 47
01 02 03 41 44 46
01 02 03 42 48 49
01 02 03 44 46 47
04 05 06 37 41 46
04 05 06 37 41 49
04 05 06 37 45 48
04 05 06 38 39 40
04 05 06 38 42 47
04 05 06 38 43 44
04 05 06 39 42 44
04 05 06 39 43 47
04 05 06 40 42 43
04 05 06 40 44 47
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04 05 06 41 45 48
04 05 06 45 46 49
04 05 06 46 48 49
07 08 09 37 39 45
07 08 09 37 40 48
07 08 09 37 47 48
07 08 09 38 41 46
07 08 09 38 42 43
07 08 09 38 44 49
07 08 09 39 40 47
07 08 09 39 45 48
07 08 09 40 45 47
07 08 09 41 42 49
07 08 09 41 43 44
07 08 09 42 44 46
07 08 09 43 46 49
10 11 12 37 39 49
10 11 12 37 44 47
10 11 12 37 46 48
10 11 12 38 40 41
10 11 12 38 41 45
10 11 12 38 42 43
10 11 12 39 44 46
10 11 12 39 47 48
10 11 12 40 42 45
10 11 12 40 43 45
10 11 12 41 42 43
10 11 12 44 48 49
10 11 12 46 47 49   end 140 lines

If you made it this far, you may have noticed the true workhorse of this method is the 2if3of3 wheel.

III. WHEEL SYSTEMS

3.1. What is a Lottery Wheel?

Lottery Wheel Systems are a method of playing the lottery, where players buy tickets and arrange the numbers on them in such a manner that they'll have a guaranteed winner if their numbers come up. There are hundreds of possible wheel combinations, but they all come down to 3 key elements:

1. The minimum guarantee (for example, I want to match a minimum of 3 numbers),
2. The number of lottery numbers drawn that must fall within your set of numbers in order to guarantee a prize, and,
3. How many different numbers you're including in the wheel.
   A short version of the 3 key elements of the wheel is:

- Guaranteed X-win if Y of the numbers drawn are in your set of Z numbers.

Shorter still, the common nomenclature to describe a wheel is: X if Y of Z.

Example: you want to pick 14 numbers in your wheel, and want to have a 4-number match if 5 of the numbers drawn are in your set of 14, your wheel would will be 4 if 5 of 14. As your number widens, and you increase your guarantee to a greater number of matches, the number of tickets you use is quite large. That's why you should set a budget limit before you start

playing. Don't think you will win every time, because even with a wheel, you're still only covering a very small set of the game's total combinations. There are three different types of wheels, which offer different levels of coverage of your numbers:

1. **Full Wheels** (All members have access) Covers all possible combinations of the selected numbers. This system has a great advantage because you can win prizes if 3 or more numbers drawn are on your ticket. This is ideal for large pools of players.
   Filtering (Gold and Platinum members have access). This reduces the number of combinations included in your Full Wheel. Filtering is available only on Full Wheels, because if used on other systems, they will lose their guarantees.
2. **Key Wheels** (Gold and Platinum members have access). It is the same like Abbreviated Wheel, except that each ticket will contains your key number. You should use it only when you're sure that a certain number will appear.
3. **Abbreviated Wheels** (Platinum members have access). Doesn't cover all possible combinations, but guarantees at least one winning ticket if some of your numbers fall within the drawn numbers. This is a very good system because it offers a unique combination between a good coverage of numbers and a reasonable budget.

Some of the Pick 6 Abbreviated Wheels are available to Platinum members in the book wrote by Iliya Bluskov <u>Combinatorial Lottery Systems (Wheels) with Guaranteed Wins</u>

3.2. <u>A Beginner's Look at Wheeling</u>

The 3 if 5 in 12 numbers 2 combinations is the simplest wheel and is created when you buy 2 tickets with 12 different numbers between them. It works like this. Two tickets . . . 01-02-03-04-05-06 07-08-09-10-11-12. Write any 5 numbers from 01-12, 3 of them have to be on one ticket or the other, if you have 55 of the 6 winning numbers among your 2 tickets, you have to win something. If you have all 6 of the winning numbers between your 2 tickets, you have to win two 3#'s. This works if you replace those 12 numbers with any set of 12 different numbers. Now, leave those 2 tickets as they are and buy a 3rd ticket with 6 more numbers different from the first 2; now it becomes possible that only 2 of the winning numbers be on each ticket, but there remains an 86% chance of a 3# win. You are covering a third of the numbers on 3 tickets and have a shot at a prize. After 3 tickets, you have a 50% chance of a 3# win. It takes 6 tickets to cover 12 numbers, but you have a guaranteed 3# win. Now, let's take this 4 if 6 in 12 number 6 combination wheel and add a 7th ticket with all different numbers bringing the total up to 18. We have the 4 if wheel and the 3 if wheel at a reasonable price. From now on it will get more expensive to play.

3.3. <u>Advanced Wheeling</u>

Within every six number combination the following prize winning opportunities are found:

20 ways to make a 3 number winning ticket
15 ways to make a 4 number winning ticket
06 ways to make a 5 number winning ticket
06 ways to make 5 plus a bonus number into a winning ticket
01 way to make a 6 number winning ticket

This is powerful enough, that any two tickets with all twelve numbers different form a 3if5in12number2combination wheel and of course cover 3if6in12n2c as well. Three tickets with

all eighteen numbers different cover better than 80 percent of the combinations necessary to guarantee a 3if6in18n prize if all six of the winning numbers are to be found among the 18 being wheeled. These are the pointers for a 4if5in9n3c wheel... 1-2-3-4-5-6 4-5-6-7-8-9 1-2-3-7-8-9; the 3 sub-combinations 1-2-3, 4-5-6, 7-8-9 are all used twice in this balanced wheel. If you had combination of 5 of the 9 numbers, you would be 100% guaranteed one 4 number winning ticket and if you had all 6 of the winning numbers among the 9 not only would you have a guaranteed 4 number win, you would also have about 65% coverage of what it takes to guarantee a 5# win.

On an old computer, you could see that 80-90% coverage a wheel had far fewer combination then the wheels I was using from books and lotto software. Unfortunately the program could not be stopped at that ideal point and kept on going. Remember the 4if5in9n2c wheel above; well here it is at the front of a 4if6in12n6c wheel . . . 01-02-03-04-05-06 04-05-06-07-08-09 01-02-03-04-05-06 01-04-09-10-11-12 02-05-06-10-11-12 03-07-08-10-11-12. I found you could put the 4if5in9n3c wheel into the 4if6in12n6c wheel; you can put two of those 4if6in12n6c wheels into a 3if6in24n wheel and still achieve 95% of 3if6in24numbers coverage in only 15 combinations! Many wheels these days are made by putting a 3if3 wheel next to a 3if4 wheel to make an overall 3if6 cover, because if all six winning numbers fall among those being played, at least 3 must fall onto the 3if3 or if not, then 4 must fall onto the 3if4 half of the wheel, if you want to win a 3# prize. If you want to do better, then all the numbers must fall onto one side or the other. You have better chances of getting all the winning numbers if they are of equal sizes and strength. You should play in a way that it's for you.

IV. MATHEMATICS OF LOTTERY

4.1. Frequency Distribution

I will show you another size of the "Hot & Cold" numbers. All sorts of "experts" say Frequency is more important in lottery. I have to admit that it has its use, but it is not always presented in its most informative format. Some cheap lottery software has charts, which only count how many times each number was drawn over a range of drawings. Sophisticated software provides a selectable range of history for its frequency chart with graphic 3D display of what's Hot and what's not. The most important thing is to know what Hot and Cold numbers contribute to making up a winning combination! Let's define our terms "Hot and Cold" numbers: Hot: As numbers with 3 or more hits in the last 12 draws. Average: As numbers with 1-2 hits in the last 12 draws. Cold: As numbers with 0 (Zero) hits in the last 12 draws. I look at the last 12 draws, count up how many times each number has been drawn and rank the numbers from most to least number of hits; I circle the Hot and Cold numbers.
X/Y - Number of Hot, Average, Cold / Hits
Draw 2712 09/01/2002 to 2759 10/19/2002
Hot Average Cold
08/3 23/2 05/0 Draw # 2712 09/01/2002
07/2 24/2 05/1
07/0 23/3 06/2
10/1 21/2 05/2
08/3 25/1 03/1
09/0 21/4 06/1
09/1 21/2 06/2
08/0 23/3 05/2
09/2 24/3 03/0

11/2 21/3 04/0 Draw # 2721 09/10/2002
10/1 22/4 04/0
09/0 22/5 05/0
11/1 18/3 07/1
11/1 19/3 06/1
09/1 21/4 06/0
08/1 21/2 07/2
08/1 23/3 05/1
09/3 22/2 05/0
09/2 22/3 05/0
09/3 22/2 05/0 Draw # 2731 09/20/2002
09/1 21/4 06/0
09/2 21/3 06/0
09/1 20/2 07/2
09/1 20/3 07/1
10/2 20/2 06/1
09/1 21/3 06/0
13/3 17/2 06/0
13/1 16/3 07/0
13/2 15/3 08/0
11/1 17/3 08/1 Draw # 2741 09/30/2002
12/3 17/1 07/1
10/0 20/5 06/0
09/3 21/2 06/0
09/0 20/4 07/1
10/1 19/2 07/2
10/1 20/3 06/1
10/1 21/3 05/1
09/0 23/3 04/2
10/1 24/3 02/1
10/1 24/4 02/0 Draw # 2751 10/10/2002
07/1 27/4 02/0
09/0 25/5 02/0
09/0 23/5 04/0
11/1 20/4 05/0
10/1 20/3 06/1
09/3 21/0 06/2
08/1 22/4 06/0
09/1 21/2 06/2
11/0 21/4 04/1 Draw # 2760 10/19/2002

You should see if the "Hot" numbers can't make a jackpot, because the best showing is 3 winning numbers. It is the same with the "Cold" numbers; they can't make a jackpot, because the best showing is 2 winning numbers. We have only one incident where "Hot and Cold" combine to make a jackpot possible. "Hot" numbers play a role in 90% of all winning draws with one to three of the winning numbers in the combination. "Cold" numbers don't appear in almost 50% of all drawings. "Average" numbers have 4 draws with all 5 of the winning numbers and another ten draws with 4 of the 5 winning numbers. "Hot and Average" numbers have 18 draws with all five of the winning numbers compared to "Average and Cold" with 10 wins with all five between them. The way to play is to cover the full spread with overlapping sub wheels inside the larger

covering the first 10 and last 5, the mid 20. I suggest a 3if3in10 wheel for the "Hot" numbers and 90% open cover 3if5in20 wheel for the "Average" numbers. Good luck!

4.2. Delta Lottery Number Reduction

They are actually figuring out the span between each number, learning the first as a starting point of reference. You could know the first 2 numbers in ascending order, if you knew the lowest numbers and the span. You have a example using 7 recent draws from the Oh 6/49: 7 recent Oh 6/49 draws 5/4   26 29 30 34 37 49 (14) 5/8   07 16 17 29 30 38 (42) 5/11 05 20 36 40 41 45 (37) 5/15 01 07 18 22 30 35 (05) 5/18 04 17 28 41 42 47 (18) 5/22 09 18 21 22 24 31 (23) 5/25 19 22 29 30 33 45 (42)

In the next set of numbers, the 1st # is the first # of each of the 7 draws above the lowest number drawn. The span is the #"s for the 7 draws above. Adding the first lowest numbers and the span forms the second number.

1st#   #Span
26: 03 01 04 03 12 07: 09 01
12 01 08 05: 15 16 04 01 04
01: 06 11 04 08 05 04: 13 11
13 01 05 09: 09 03 01 02 07
19:    03   07 01 03   12

The next chart shows the spans or deltas values from 1-15; the 1st # is the span value and the next 5#'s the amount of times occurring in each position. Position meaning p1-p2, p2-p3, p3-p4, p4-p5, p5-p6. The last number is the total span value or delta occurrences. This is based on the last 40 drawings of the Oh 6/49

Span Value	Occurrence per position	Total value occurrence
1	02 08 08 08 03	29
2	03 03 05 03 05	19
3	06 03 02 05 04	20
4	04 03 08 04 03	22
5	02 02 02 04 05	15
6	05 05 02 03 03	18
7	01 02 02 02 05	12
8	02 04 03 01 03	13
9	03 01 01 01 02	08
10	03 01 01 01 01	07
11	01 03 00 01 00	05
12	01 01 02 02 02	08
13	04 01 02 01 01	09
14	00 00 01 00 00	01

54

15   01 01 00 01 00   03

As the span values get higher the occurrence gets lower.

In a 6/49 the avg. number by position is 7,14,21,28,35,42 but to play this set of numbers together all the time, we would never win a jackpot. Even if you play a mix of the most commonly occurring spans, you won't win a jackpot because you wouldn't know which the lowest numbers are. The probability of the smallest delta that can be found in a 6/49 game can be calculated by the following equation: n=delta

$$\frac{(49-5n)\text{-choose-}6 \text{ minus } (49-5(n+1))\text{-choose-}6}{49\text{-choose-}6}$$

This gives us the following table:

Delta p(min delta) p(as dec) 1/p

Delta	p(min delta)	p(as dec)	1/p
0	6924764 /13983816	0.495198449	2.02
1	3796429 /13983816	0.271487339	3.68
2	1917719 /13983816	0.137138461	7.29
3	869884 /13983816	0.062206482	16.08
4	340424 /13983816	0.024344142	41.08
5	107464 /13983816	0.007684884	130.13
6	24129 /13983816	0.001725495	579.54
7	2919 /13983816	0.000208741	4790.62

Please note that n=0 for the discussion I've seen here means delta of 1.

4.3. Decade Reduction Strategy

This strategy is not a sure thing, but the safest thing to do is to find 3 decades that are drawn together most often and play the numbers within those decades. When you capture 5 or 6 numbers, it can happen several times in a row. If you work with decade reduction, you need to choose 2 to 3 decade groups and all of the numbers from those groups to use. If you play decade reduction, the wheel allows for 18#'s in 30 combos. The 2-decade groups have 20 numbers. At first wheel, I use all of the numbers from the 2-decade groups eliminating the 2 numbers that end in 0. The second wheel uses 6 numbers, from 3-decade groups, numbers from the first wheel and numbers from the next. The next drawing uses the next sets of numbers only captures 4 numbers that 6 - 2's and 1- 3 without counting the bonus number. You have to understand that no strategy is 100% sure, but almost 40-60% sure. Find a strategy that you like and stick to it. Your purpose isn't to chase the numbers but to catch them.

V. MONEY MANAGEMENT

5.1. Money Management Systems

It is the bastard mix of magician and advertising. Stage magic is all about misdirecting the viewers' focus away from how the trick is performed. So, money management was the stepchild of the gaming system industry. Now things are different. We see ads on how to win big money at games with small payouts, win ten grand at roulette, win a quarter of a million at Pick-3, buy the system and find out how! The secret to winning a quarter of a million at Pick-3 is to walk into the 7/11 and put down $500.00 straight on each number you want to play. The magician directs your attention away from the prediction system or the money management system's total lack of a prediction system. Mathematically speaking, a winning Pick-3 system that plays at a profit over time is impossible, because the state only returns fifty cents on the dollar. Odds are a thousand to one and a one-dollar straight play wins $500.00 so you can't buy a win that would be profitable. The best system I've seen is Mastermind-3. The trouble is that you're playing between 36 and 50 numbers, so you'd get only 5 or 8 doubled plays before having to start over again. Say, you're playing 50 tickets and one hits straight.

Allowing you to play $2. on 50 tickets to win $1,000.
Allowing you to play $4. to win $2,000.

Allowing you to play $8. to win $4,000.

Allowing you to play $16. to win $8,000.

Allowing you to play $32. to win $16,000.

Allowing you to play $64. to win $32,000.
Allowing you to play $128. to win $64,000.
Allowing you to play $256. to win $128,000.
Allowing you to play $512. to win $256,000.

And here you have your quarter of a million provided. You can even play games with the numbers trying for a better jumping off point. Give four a $4 play, four a $2 play, and eight a $1 play straight plus a 50 box bet on all; this theory is a box win and it will pay for the day if you don't win big. You could flex your money management in a thousand ways, based on the first win paying for the next, though the idea of carrying $25,000.00 to the 7/11 each day trying to win $250,000.00 is really crazy. Another problem is paying taxes on each step of the winning system. Just think that the lottery is going to hand you a check the next day for those amounts above without stripping off taxes, think again. Maybe you'll have to add some more layers or run to hundreds of 7/11's collecting one $500.00 win at a time. If you lose, good records might get some of that tax money back, but you still have to front that amount or add layers to keep playing. Remember: when it comes to doubling up on Pick-3 after a win of short series it would be best to provide yourself with a good system that clusters wins, say after a dry spell. If your Pick-6 pays a fair prize (say $10.) for a three number win, you can track your combinations and when you've spent $9 on one without a win you start putting $2 on it. This system could ruin you. You must understand that lottery is not designed to be won, so it takes a good system and a healthy dose of luck to reach the winners' circle.

VI. PSYCHOLOGY OF GAMBLING

6.1. Winners and Losers

The table below is a summary of the points of comparison between winners and losers. There are 16 of them. A detailed treatment for each of these points follows the table.

Winners

- o Think for themselves
- o Use common sense
- o Use valid analysis methodology
- o Confirm their findings
- o Accept and deal with the facts
- o Understand that there are no secrets
- o Avoid Voodoo
- o Avoid bad software
- o Don't depend on wheels
- o Actually do play
- o Play only when the conditions are right
- o Avoid bad games
- o Don't gamble
- o Utilize free resources
- o Share with others
- o Stick with it

Losers
- • Depend on others to do the work
- • Abandon common sense
- • Use invalid analysis methodology
- • Rely on unconfirmed findings

- Ignore the facts and fantasize
- Chase secrets
- Chase Voodoo
- Use bad software
- Depend on wheels
- Rarely actually play
- Play under wrong conditions
- Play bad games
- Gamble beyond their means
- Spend on freely available resources
- Take from others
- Become anti-lottery crusaders.

6.2. Think For Yourself

There's nothing wrong with researching a subject and finding as much useful information as possible. That is the way humans typically learn anything. It has been proven to be the best way to build a foundation of knowledge on any subject.

The time comes, though, when it becomes important to start thinking for you. You must begin to question, verify and even challenge the basic knowledge you have. You must begin to forge new ideas by exploring unknown territory and formulate new theories by independent thought.

People who are willing to make this effort will be rewarded by making new discoveries and by adding those new discoveries to the body of knowledge. This has been the process of progress. Without it, the human race would still be relying on lightning strikes as the only source of fire. Winners will make the effort and prosper. Losers will make no effort and wonder why they never win.

6.3. Common Sense

The study of lottery games is the same with the study of any other subject. You must apply a little common sense when you use the knowledge gained by that study. Winners will do this and losers won't.

Valid Methodology Winners make sure that the methods they use are scientifically correct and valid. Losers are interested in achieving results good for them rather than how those results are achieved. Working with data grounded on bad methodology will guarantee that you remain a consistent loser.

Confirmation of Findings Winners confirm their findings obtained through research, but losers ignore this vital step and accept whatever happens to look good at the time.

Accept the Facts Winners accept and deal with whatever facts they find or discover, but losers ignore the facts and choose to base their conduct on wishful thinking and self-delusion.

No Secrets Winners aren't looking for secrets, because they understand that there are no secrets. Losers are forever seeking a secret for cracking the lottery, which of course should be provided to them by whoever finds it.

Voodoo Voodoo pertains to the lottery and is a term applied to any method that involves the metaphysical, paranormal and supernatural. This includes astrology, numerology, necromancy, telepathy, dream analysis, biorhythms, magnetic anomalies, barometric pressure, Celtic runes, Tarot cards, I Ching, Ouiji boards, black magic and crystal balls and many more. Winners avoid this kind of nonsense and reject these methods, but losers chase after these kinds of schemes.

Bad Software Lottery software is probably the most controversial subject. There is a great deal of lottery software available to the player nowadays. Some is free, but most costs money. Some is good, but most is trash. The following offers some guidance on how to tell the difference. A Winner will choose software that:

- Is accurate, because this is of utmost importance above all else
- Doesn't make wild claims about its predictive capabilities.
- Is easy to understand and use.
- Provides visual attractiveness and functionality in the user interface
- Allows the user to import and export data using simple and common file formats.
- Gets the job done in a timely manner without overtaxing your system resources
- Doesn't require an Internet connection in order to function properly.
- Doesn't require a perpetual pay-per-use scheme.
- Doesn't require a version update fee every 6 months or even annually.
- Offers a fully functional evaluation version

Wheels

This is another source of controversy. Wheels result from the work of some very clever people and can be a very useful tool for the lottery player. A wheel allows the playing to select many more numbers than would normally be possible. The intent is that a properly constructed wheel should guarantee the player at least 1 ticket that matches a specified prize level. This seems like a pretty attractive way to win some money when playing. The whole concept is predicated on a number of very big IFs, which can be very easy to overlook by starry-eyed players. That little word "guarantee" can easily seduce a player into believing that they are playing with some kind of special advantage over any other method. This belief is false and here's why: You are guaranteed a win only IF:

The selected set of numbers contains at least the same amount of winning numbers as the guarantee stipulates. This is not easy to achieve, especially with small wheels. The smaller the set of numbers is, the less chance you have of covering the guarantee, but the larger the set of numbers, the larger the amount of combinations that are generated. You must also be aware of the fact that there are 39,049,918,716,424 ways to choose any set of 21 numbers from the 49 available. That number is so large that if it represented millimeters, it would equate to well over 4 light years in distance!

All the resulting combinations are played. If even 1 line is removed from play, then the guarantee is void. The problem is that a wheel will almost always produce combinations that you don't want, because they have such a low probability of occurrence. It is tempting to filter out those combinations and, by doing so, you have destroyed the integrity of the wheel. The selected numbers have been loaded into the wheel template in the right (or favorable) order. Most covering designs will give very different results depending on where the individual numbers are positioned.

The following screenshot will perhaps serve to illustrate what all players are up against:

Going down the left side of the window you will see the odds of having matching hits within a full wheel of 21 numbers. Remember that you are much more likely to have 5 matching numbers than none at all and that you are most likely to have 3. For the sake of this illustration though, let's imagine that you have somehow managed to beat the odds of almost 258 to 1, and 6 of your 21 numbers have actually been drawn. Take a look at the data within the blue rectangular border. It clearly shows that even though you may have all 6-jackpot numbers within your set of 21, over 80% of all the combinations played would fail to win you even the minimum prize level. The player to disqualify these 43,498 combinations for one reason or another has done nothing. They are just natural losers due to the simple mathematical facts inherent to the game. This still leaves over 10,000 combinations that are potential winners. We are left with the thorny problem of somehow deciding which ones are worthy of playing and which ones aren't.

Playing Winners use the knowledge they have gained and put their trust in it. They don't just talk the talk, but actually play, only when the conditions are favorable or when it just "feels" right. Favorable conditions include things like waiting for the jackpot to roll over at least twice to a sizeable amount. The benefits of this are three-fold:

If you win, it may as well be a big win. If the jackpot turns out to be shared, it's better to have 1/3 of $15M than 1/3 of $2M. It costs less money over time and allows the player to be more relaxed and better prepared.

Losers tend to follow two opposing courses of action:

They almost never purchase tickets, and when they do, it's under bad conditions. They play every draw.

Bad Games A bad game is based on the following criteria:

• Cost vs. return given the same cost per play, which games give the greatest potential prize?
• Odds. All lottery games have high odds of winning, but some are truly ridiculous.
• Control. Does the player have full or limited control over how the numbers are selected?
• Frequency. How often are draws held?

The worst offenders:

Keno – high odds, poor return, too frequent
Daily Pick 3 or 4 - poor return, too frequent
Powerball – extremely high odds, poor return for anything but the jackpot
Super 7 – high odds, poor control

There are no truly good or easy games, but some are better than others. Here's what to look for:

a pick 5 or pick 6 game (that preferably also draws a bonus number)
jackpots that return millions for your buck odds no greater than a 3rd
rollover jackpot player has full control over selecting numbers played
draws no more than twice a week

Gambling Winners don't gamble, they play responsibly and don't wager beyond their means. Losers exercise poor judgment and play the lottery like it is some back-alley craps game.

Resources Winners find and use lottery resources that are free. Losers pay through the nose for the very same resources.

Sharing Winners share their knowledge and resources for free, but losers do nothing but take.

<u>Persistence</u> Winners stick with it and stay the course, which is often disappointing and difficult, and losers become disgruntled because they never win and rapidly become anti-lottery crusaders.

<u>Are You a Lotto Hunter or Trapper?</u> The odd/even statistics are static, they never change, there is no movement, and the movement is in the draw of the numbers and how they land the most often. Then map the movements and occurrences of the numbers drawn to see what happens most often. Then with the knowledge of the static possibilities, you design a trap to try and capture the numbers when they are drawn. If you're a trapper and you're going to design a trap, you need to know the nature of the beast. What are its habits? What does it do the most? How does it move? Where does it spend its time most often? If you're a hunter, to find what you're looking for you need to know the nature of the beast. A trapper and a hunter are very similar, they are both after the same thing, but a trapper designs a trap sets it and waits, and a hunter tracks his or her prey upon its every move. A trapper knows the beast's habits, where it lives and where it moves to most often and designs a trap to place in its path. A hunter knows the beast's habits, how it moves and the area it lives in the most often. Then the hunter tracks his prey and when he's in range, he takes aim and shoots at his target on its next move. To trap numbers you need to know where they go most often and with this knowledge you choose a set of numbers based on your trap design that are most likely to move together and you place them in combinations based on your trap design. Remember that numbers have a wide range of paths to follow, so one must be patient and wait for the numbers to run the course that will lead them back down the path that you laid the trap on. To hunt numbers you can see where they last moved from and you can see where they last moved. Now in hunting and trapping there are rules. The first rule when hunting for numbers: you can only shoot them when they move, you can't shoot them in the position they are in now. So to take aim you must determine which numbers are most likely to move next and, when they do, you take your shot; remember that it takes six numbers to score a kill. When trying to capture numbers, you should know the area they go to most often, how they move, where they come from and where they go.

6.4. Top 10 Myths about Lottery (and why they are not true)

I've seen it all, the evolution of lottery from the simple monthly games to the exciting lottery games available today; the good that the lottery winners have had around the world; the benefits that lottery tickets sellers have realized for their businesses. From the beginning, most lottery firms in the world have been operated in the public interest, by men and women, who take their responsibilities very seriously; that's why lotteries have such a great reputation for honesty and respectability. For the first three lotteries in the US, former FBI Special Agents were dunning the lottery because of their integrity. Later, former law enforcement people headed several lotteries.

People who are against the lottery and don't have evidence to support their position tend to create myths about lotteries.

Myth 1
"The odds of being struck by a lightning are better than winning the lottery." In an October number of Public Gaming International magazine, Iowa Lottery Commissioner Ed Stanck debunked this myth. The statistics which were gathered by NASPL indicate that in 1996 1,136 people won 1 million dollars and 4,520 wan 100,000$ by playing North American lotteries. In the same year 91 people were killed struck by a lightning. Also, you can win without hitting the jackpot at the lottery, but what second prize does the lightning strike offer?

Myth 2

"Lottery is a from of taxation"

A tax is a payment to support government, which citizens have to pay, and playing the lottery is voluntary. Missing a lot of fun and possibly a prize is the only consequence to not playing lottery.

Myth 3

"Lottery preys on poor by target marketing to those who can least afford to play" This is a very absurd myth because no one would focus on people who can't afford to buy the product, as they will become bankrupt. Usually, lottery products are marketed in qualifying retail outlets, which are predominantly supermarkets, gas stations and convenience stores. You won't see too many lotteries in areas where there are only some supermarkets, gas stations and convenience stores, but if there is a concentration of qualifying retail outlets you will see many more lotteries. So, you can imagine that the income level does not choose lottery sales sites. Almost every player buys his ticket in the area where he or she works, shops and not necessarily where he or she lives. If lottery organizations would decide to bow to this myth, and stop selling products in low –income areas, they would face discriminatory charges and the people who will be denied the access to lottery products because they have a low income will probably have a very strong case against the state.

Myth 4

"Lottery purchases are made mostly by low-income people"

This is another unfounded myth. A 1997 survey conducted by the Washington Post found that middle-income people are the group that is most likely to play lottery. This survey says that: Americans with incomes ranging 25,000-45,000$ played the lottery at least once a year. Americans earning 45,000-65,000$ played even more often: one third even played one a month. Americans earning 45,000-75,000$ were most likely to play, about 65% played in the last year. Only 53% of the people who earned 25,000$ played, and this group were least likely to play. Americans with incomes more than 75,000$ spend three times as much on lottery tickets than people with incomes under 25,000$.

Myth 5

"That billboard thing in Illinois"

The supporters of the lottery industry try to correct the bad press lottery, which the lottery received due to erroneous reporting about billboard placed in Illinois in the year 1986. The Illinois Lottery was charged by opponents with targeting advertising with a billboard picturing a lottery ticket and the wording "your ticket out of here". In fact, the billboard read "How to get from Washington Street to Easy Street" and it was only one of hundreds placed in various locations. The Washington Street located on the main access road to Chicago Stadium was chosen simply to reach an entertainment seeking audience…

Myth 6

"You get nothing for your lottery purchase if you don't win a prize"

Lottery is a game, therefore it is entertaining. With the acquisition of a lottery game, the player gets the excitement of scratching latex squares, choosing his or her lucky number, or opening a pull-tab and maybe, if he or she is lucky, he or she will even get a prize. Even non-winners have the second chance to win something, because they can enter in special drawings for a second prize. The probability of the game enhances the excitement and the fact that every ticket could become a winner ticket, if it

is played correctly, becomes an entertaining challenge. Television has an important role in creating a new dimension of entertainment for lottery games, by adding comedy, drama and suspense in the show.

Myth 7
"Lottery is responsible for the growing number of compulsive gamblers in the U.S." Last year a survey was conducted by the National Gambling Impact Study Commission, which showed that there is no relationship or absence of lotteries. The survey pointed out that the availability of lotteries has absolutely no impact on the gambling problem. Compulsive gamblers usually look for games that have sensory stimulation, high excitement, and where skills are needed. As you can well notice, sensory stimulation, high excitement and a skill level are not really a part of the lottery game. Although this is not a problem for the lotteries, the organizer doesn't ignore this issue, that's why lottery organizations include a Play Responsibly message.

Myth 8
"The state benefits from the lottery profits, so it can't be trusted to regulate their industry" You can imagine that if we trust the government to make tax policies and decisions regarding us and our future, we can trust them to regulate their own lottery organizations. Lottery files and board meetings are made public and they are accessible to the media and citizens.

Myth 9
"There is no guarantee that the lottery drawings are conducted fairly"
Security has been of highest priority when selling lottery products and organizing public drawings. The televised official drawings ensure every player that he or she has the same chance like everyone else to win. Although the secure printing facilities and controlled distribution increase the level of security, the lottery industry is mooring. In the direction of bar coding and electronic validation equipment, lottery offers them so people would be more confident and assured that they have a fair chance

Myth 10
"There are few people who can actually benefit from lottery because there are relatively few payouts compared to the number of lottery tickets cold"

There are millions of people who won cash prizes playing lottery games, but there are a lot more who are lottery winners. A part of the lottery game is distributed to provide the hardware, software, tickets advertising and lottery retailers. In the U.S. more than 230 million people benefit from the lottery proceeds, which support a variety of projects.

Here I have given you all the tools to win the lottery. This is what I and all the professional lottery players use. This is all you need, if you use it in the manner presented here.

Play the game and win...
Larry B.
END