UNDERSTANDING THE LOTTO STATISTICS:

Figure 1

This is for specific information concerning the last 48 drawings:

134 10 27 33 34 37 39 (see figure 4 number 134)

The first set of numbers is the last drawing in this case - drawing 134 (all drawings will be numbered **XX** to **last** - the dates are supplied on the bottom of the document - **last** being the last drawing prior to printing off this package.

0 - a spacer - will be used if a bonus number is added to the game

B   M
2   1

These two numbers represent the set of balls and the machine that was used. In this case set 2 of the balls and machine 1.

**   PIS**
2011020 (numbers *10 27 33 34 37 39*)

This is the position in the shute (spelled this way so as to differenciate this field from others) that the numbers were in before the game started. We count up from the bottom (look at figure 5 for a graphic depiction of this) In this case two balls were in position 1 (**33,34)** there were no numbers in position 2. Then we had 1 number in position 3 (**10**), we had one ball in position 4 (**37**), none from position 5, two from position 6 (**27,39**), and none from position 7. There are a total of 7 possible positions. To see where all the ball are positioned before every lotto game look at figure 5.

CHUTE
01011300 (numbers *10 27 33 34 37 39*)

This is the chute that the numbers came from - they are numbered 1 to 8 counting from the left. In this case chute 1 had none, chute 2 had 1 (**10**), chute 3 had none, chute 4 had 1 (**27**), chute 5 had 1 (**33**), chute 6 had 3 (**34,37,39).** Chutes 7 and 8 had no numbers.

CARD ROW
010012200 (numbers *10 27 33 34 37 39*)

This is the same as chute except that we are using a play sheet (the form you use to pick your numbers). As in the above example you will see that we have numbers that are in row 2,4,5,6.

CARD COLUMN
103200 (numbers *10 27 33 34 37 39*)

This is again using the play sheet - this time looking top to bottom by column. As you can see we have 1 number from column 1 (**37**), none from column 2, 3 from column 3 (**27,33,39**), two from column 4 (**10,34**) and none from column 5 and 6.

POP CT (popular count) (numbers *10 27 33 34 37 39*)
85

This is the number of times each number came up added together. This number divided by the highest possible popular counts for the same number of drawings tells you the ideal percentage to use when you select numbers. Example - based on the last 48 imaginary draws the numbers 1,2,3,4,5,6 came up 10 times each - that means that the popular count for them would be 60. After reviewing the last 48 winning tickets you find out that the popular counts for the numbers averaged from 40 to 52. That means that when you select numbers you should compare them to the most popular counts from previous drawings and they should add up to between 40 to 52 for you to have a chance to win.

ODD (numbers *10 27 33 34 37 39*)
4

The number of odd numbers for this drawing is 4 (**27, 33, 37, 39**).

ODD POS(ions)
011011

This is the positions that were odd, in this case 2,3,5, and 6.

MP 1-5 (numbers *10 27 33 34 37 39*)
0100021101

This is the numbers in relation to the most popular numbers for the previous drawings - this number set is using all drawings from 1 to the drawing just before the one referenced. In this case drawings 1 to 133 (this is drawing 134). The next one down uses 1 to 132 etc.... Figure 5 does the same thing except that it only uses the last 48 drawings. To understand this number break the 51 numbers in 10 groups based on the popularity of the numbers for all drawings prior to the one being reviewed. As it depicts, we had on of our numbers (**numbers *10 27 33 34 37 39***) on in the second group of 5 most popular numbers, 2 from 26 to 30 most popular numbers, one from the 31-35 group, 1 from the 36 to 40 group and 1 from the last group of 46 to 51.

MP 1-8 (numbers *10 27 33 34 37 39*)

Same as **MP 1-5** except we now have 6 groups - 1 to 8, 9-16, 17-24, 25-32, 33-40 and 41-51

MP 1-9 (numbers *10 27 33 34 37 39*)

Same as **MP 1-5** except we now have 6 groups - 1 to 9, 10-18, 19-27, 28-36, 37-45 and 46-51

MP 1-13 (numbers *10 27 33 34 37 39*)

Same as **MP 1-5** except we now have 4 groups - 1 to 13, 14-26, 27-39, and 40-51.

MP 1-17 (numbers *10 27 33 34 37 39*)

Same as **MP 1-5** except we now have 3 groups - 1 to 17, 18-34, and 35-51.

MP
130

This is the most popular count for the 6 numbers selected the most for the past 132 drawings. Always one less than the drawing being reviewed. Example in this case the most popular numbers for the drawings 1 to 133 were 3(24 times), 21(22 times), 48 (22 times), 5(21 times), 11(21 times), and 34(20 times) (24+22+22+21+21+20 = 130) If you were looking at drawing 111 then the numbers would reflect the most popular 6 numbers for drawings 1 to 110.

%
65

This is the most popular percentage for this drawing using all drawings from 1 to the drawing just before this one. In this case 1 to 133. If you were looking at drawing 109 we would be using 1 to 108 etc... . This is usefull to see if numbers you choose have a chance to win. Look at Figure 4 for a summary of numbers using all drawings 1 to 134 minus the drawing working on. You can see that 68% and 72% were the most popular percentages. Every so often a real high number of most popular numbers comes up, other times very few. Choose the way that you think will give you the best results.

COMBO PIC / SH
2112150

This is just another way to look at the chutes and positions in the shutes. Just add the two numbers PIS and CHUTE together (left justify)

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    2011020
 +  01011300
    21121500
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PACK(ED) PIC
3220000

Here we just add up the quantity of each number by position in the chute- this example (PIS 2011020) you have 3 zeros, 2 ones, 2 twos, no threes, or fours, or fives, or sixes.   If the numbers were 3,12,17,26,29,38 then this would be 60000010. As you can see in drawing 128 (see figure 5 seventh one down) the value is 5002000 - this means that the most numbers in any c(s)hute was 3 twice and all other 5 c(s)hutes had no numbers. Position 1 had no numbers, position 2 had no numbers, position 3 had 3 numbers, position 4 had no numbers, position 5 had 3 numbers, position 6 had no numbers, and position 7 had no numbers.

PACK(ED) CHUTES
4301000

This is the same as PACK(ED) PIC except we use chutes (1 to 8) (see figure 5 first diagram) we had 4 chutes with no numbers in them, 3 chutes were we had 1 number in them, no chutes where we had 2 numbers and 1 chute where we had 3 numbers (chute 6 - counting left to right).

PACK(ED) C(ard) ROW
5220000

Same as above except we use the play sheet.

PACK(ED) C(ard) Col(umn)
3111000

Same as above except we use the play sheet

PACK(ED) 1-5
5410000

Same as above except we pack MP 1-5

PACK(ED) 1-8
2301000

Same as above except we pack MP 1-8

PACK(ED) 1-9
1301000

Same as above except we pack MP 1-9

After all the numbers you will find percentages for each group by section.

FIGURE 2

This figure shows you what numbers came up more often by tray of balls used, machine used and combinations of balls and machines.

6 17 | 2• 6 20 7   4• 13 6

example shown tells you the following - the number 6 came up 17 times for all games 1 to 134, next it shows you for set of balls 1 that 6 came up 6 times - right after the • it displays the most popular numbers for set of balls 1. first the number then the number of times it came up.   It does this for all balls then machines then balls and machines combined.

FIGURE 3

EXAMPLE

6 70 66 63 57 51 40 32 20 6 ZERO HITS TO FOLLOW 0- 5 6 8 9 11 12 14 15 17 18 20 21 22 23 25   ETC.   **(line 1)**
1= 2 3 4 10 13 16 19 24 28 30 32 36 42 45 46 50 | 2= 1 7 27 31 37 43 48 | **(line 2)**
  6   70 BALLS(1-4) 2   2   0   2 MACH (1-3) 1 4 1 BALLS AND MACHINES (8) 0 2 0 1 0 0 1 1   **(line 3)**
7 27 =3 TRIPS 3 1 0 0 0 0 | 7 27 43 QUADS 1 0 0   **(line 4)**

These figures give you information about each number.

Line 1 gives you the number being reviewed (highlighted and underlined), in this case the **6** after the number (6 in this case) the drawings that the number appeared (you will have to look at figure 4 to see the date it occurred. Next is the list of numbers that this number (6) never came up with. In this case 5 8 9 11 12 etc... (note - you will always see the number, in this case 6, somewhere in the zero hits line, because it cannot occur twice in the same drawing in the California lottery, some progressive gambling systems can have repeat numbers. Line 2 shows you how many times the number (6) came up with other numbers and the amount of times. The | (bar) is used as a separator. This will go up to as highest a number as needed. In the case shown here 6 came up with 2 3 4 10 13 etc one time each, 1 7 27 etc.. twice each.

  6   70 BALLS(1-4) 2   2   0   2 MACH (1-3) 1 4 1 BALLS AND MACHINES (8) 0 2 0 1 0 0 1 1   **(line 3)**

Line 3 gives you the number of times the numbers came up (in this case 6 came up 6 times). Next the most popular 6 numbers are added up and the total is printed next. Next information concerning the balls and machine and balls & machines used. In this example the number 6 was drawn 2 times from set of balls 1, twice form set of balls 2, zero times from set of balls 3, and twice from set of balls 4. Next from what machines and then from machines and balls in this order B1M1, B1M2, B1M3, B2M1, B2M2, B2M3, B3M1, B3M2, B3M3, B4M1, B4M2, B4M3.

7 27 =3 TRIPS 3 1 0 0 0 0 | 7 27 43 QUADS 1 0 0   **(line 4)**

Line 4 gives you trips and quads. Trips is any three numbers (using in this case 6 as one of the numbers) that occurred more than two times. In this case 7 and 27 and 6 came up 3 times (7 27 =3)
the next 6 numbers reflect the quantity of three number combinations, in this case we had 3 sets of numbers that occurred 2 times, one set that occurred once and no cases were we had 4 or 5 or 6 of the same group of 3 numbers. After this we have quads and we follow the same system. Quads is where we had 4 numbers that repeated more than one time.

FIGURE 4

1.   The numbers drawn - the left column just reflects the drawing in this pool and has no reference to any specific date. The last drawing is the most current. The zero reflects a bonus number if ever used again.

2.   This is the balls and machines for the drawing to the left. There are 4 sets of balls and 3 machines.

3.   This is the drawings back reference. There are 6 numbers followed by a xx. The first number tells you how many drawings   you had to go back before one of the numbers in that drawing occurred. The second number reflects how many drawings   you had to go back before you had two numbers appear ...... the 6th number reflects how many drawings back before all 6   numbers appear. The xx is for a bonus number if one should be added to the game. If you were to look at the numbers you   will see a range from 5 to 68 drawings before all the numbers appeared. Use a system of either using balls from only the last   5 or six drawings or no balls from the last 7 drawings (see drawings 49 and 106 for the ranges.

4.   This is the appearance of any number from this drawing in another drawing working backwards. Example drawing 134
    (10,27,33,34,37,39) there we no numbers in drawing 133. one number repeated in drawing 132, one in drawing 131, none in
    drawing 130, one in drawing 129 etc..... we go back 12 drawings. Unlike the 3 section this is any repeat of a number even if   it is the same one. Section 3 goes back and looks for each specific number until all are found. Again look at drawing 106 - it   shows you that we had to go back 7 drawings before we had a found any numbers from the 134th drawing.

Figure 6

Figure 6 shows you combinations of 3 and 4 numbers that repeated more than twice for 3 numbers and once for 4 numbers.

1   3 17   2 - 32(3 3) * 130 (4 1) * ...

The 1, 3 and 17 repeated 2 times - first in drawing number 32 then in drawing 130. The numbers in parentheses the set of balls and the machine used. In this case drawing 130 used set of balls 4 and machine 1. The list will print all that are present.

Moving to the quads section (4 numbers that repeated)

1 4 6 43 48   2 61 (2 3) * 75 (1 2) *

The 1, 4, 6, 43, 48 repeated 2 times - once in drawing 61 and again in drawing 75. The numbers in parentheses are for set of balls and machine used for that drawing.