

The Original

PICK3EDGE.COM

Learn More. Win More



Thomas Jodzio

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Welcome to Pick3Edge

Welcome! Well, if you are reading this, you can now consider yourself a serious Pick 3 player. You now have in your hands (or on your screen) the most unique, advanced and comprehensive book on playing the Pick3 lottery. It has taken me over 17 years to plow through system after system, experimenting, tracking, modifying, winning and losing. And now, you have the benefit of bypassing all of that. Set aside some time and carefully review this material. I'm not going to use a lot of small talk and waste your time. You bought this book to learn how to strategically play the Pick 3 and that's exactly what we are going to do.

Playing Pick 3 is fun, and if done right, can also be profitable (bonus). However, there are fundamentals, basics, and terminology that you will have to become familiar with if you want to succeed. That is where this book comes in.

Above all you learn in this book, remember Advance Seasoned Pick 3 players have one thing in common. They understand that **THERE IS NO ONE PERFECT SYSTEM!** As great as some of the systems in this book may seem, none of them by themselves is ever going to be consistently profitable over a long period of time. Once you find the systems that work best in your state at any given time, track them and use them against each other as a type of filter to identify the winning combinations.

As a way of catering to everyone, all of the systems in this book can be played using only paper and pencil. You can use a spreadsheet program to setup and track but it is not required. If you want to use a program like Excel, you will find some basic formulas in the back of the book to help you progress faster. Some of the systems are simple and some are rather complex. Skim through them and play with the ones that "make sense" then, try going back to the ones that seem a little more complicated. There are lots of resources within this book that can help you understand quickly. Among them is the Glossary of terms at the back of the book. Use this to help you identify key terminology as you work through the systems.

Now turn the page and lets get going!



Basics

Where to play

Pick3 is played in the following 40 states, countries and providences:

Arizona, California 2, Connecticut 2, Delaware 2, Florida, Georgia 2, Idaho, Illinois 2, Indiana 2, Iowa 2, Kansas, Kentucky 2, Louisiana, Tri-State (Maine, New Hampshire, Vermont) 2, Maryland 2, Michigan 2, Minnesota, Missouri 2, Nebraska, New Jersey 2, New Mexico, New York 2, North Carolina, Ohio, Oklahoma, Ontario, Pennsylvania 2, Puerto Rico, Quebec, South Carolina 2, Tennessee 2, Texas 2, Virginia 2, Washington, Washington, D.C. 2, West Virginia, Western Canada, Wisconsin,

The 2 next to the state name means two draws per day, usually midday and evening drawing.

Playing online

Before Oct. 2006 you had the option of playing multiple lotteries though online casinos, but US President Bush on Oct 13, 2006 signed the Unlawful Internet Gambling Act of 2006, a bill attached to a larger port security measure passed by Congress a month earlier, making it illegal for banks or credit card companies to process transactions involving internet gambling.

But there is a site www.betslips.com that is strictly a multiple lottery site. It is one of the only alternatives left to online lottery playing.

Government-run lotteries have been slow to operate online. Also, government-run lotteries typically return a lower percentage of money back to the players (in the form of prizes) than they should. Betslips provide access to the world's lottery games over the Internet. They contract couriers within the jurisdiction of each of the games they service, and those couriers are your "feet on the street" to play each game.

If you are interested in playing online, go to the site and read more. Personally, I like the feeling of walking into a retailer and cashing in my winning tickets the following morning. So I don't play online. But if you live in an area that does not have a daily pick3 game or you cant get to a retailer locally, Betslips is the only recommendation I could offer.

Fundamentals

On the most rudimentary level the Pick 3 game is made up of 3 digits each pulled from 10 numbers marked 0 to 9.

Example: **135**

There are 10 possible numbers for the First digit, 10 more for the Second digit and 10 more for the Third digit.

First Column	Second Column	Third Column
0	0	0
1	1	1
2	2	2
3	3	3
4	4	4
5	5	5
6	6	6
7	7	7
8	8	8
9	9	9

That's 1000 possible combinations (10 x 10 x 10 = 1000). Within these combinations there are three different ways to identify the different groups of numbers.



6 Way Number (Combo, Unique, Standard Number)

Three unique digits in each column, as in the example **135**. It is called the 6-way because it can appear as **135, 153, 351, 315, 531, 513**. This type of number can be played as:

Box (One bet covers all of the 6 possible ways the number can come up.)

Straight (One bet covers an exact match for the one of the 6 possible combinations.)

The 6 way occurrence is 71%. Meaning in a perfect world you should see a 6 way number about every 7 out of 10 draws.

3 Way Number (A Double Number)

Two of the digits are the same and the third is different (Also known as a "Double Number"). An example would be **133**. It is called the 3-way because it can appear as **133, 331, 313**. This type of number can be played as:

Box One bet covers all of the 3 possible ways the number can come up

Straight One bet covers an exact match for the one of the 3 possible combinations.

The 3 way occurrence is 27%. Meaning in a perfect world you should see a 3 way number about every 2 in 10 Draws.

1 Way Number (A Triple Number)

All three of the digits are the same. An example would be **333**. Obviously this only plays Straight.

The Triple occurrence is 1.37%. Meaning in a perfect world you should see a 3 way number 1 in 100 Draws.

Anatomy of a Pick3 Number

Each Pick3 number has a unique identity, below are the main ways to categorize or label a Pick3 number.

High Low and Even Odd

Odd (O) / Even (E) Numbers

Odd Numbers – 1, 3, 5, 7, 9

Even Numbers – 0, 2, 4, 6, 8

High (H) / Low (L) Numbers

Low Numbers – 0, 1, 2, 3, 4

High Numbers – 5, 6, 7, 8, 9

HE HO LE LO Numbers

HE Numbers are (HighEven) – 6, 8

HO Numbers are (HighOdd) – 5, 7, 9

LE Numbers are (LowEven) – 0, 2, 4

LO Numbers are (LowOdd) – 1, 3

Sums

To get the Sum of a number, you multiply the numbers by each of the digits in each of the columns. For example, if the number drawn was 358, you would add $3 + 5 = 8$, then add that $8 + 8$ in the third column giving a 16 Sum.



Base Sum

The Base Root is the last digit in the SUM of a number. If there is only one digit in the SUM then that number is the Base Root.

SUM = 8, then Base SUM = 8

SUM = 14, then Base SUM = 4

SUM = 22, then Base SUM = 2

Root Sums

To find the ROOT SUM of a number continue to add the SUM of the number until a single digit is returned. That single digit is the ROOT SUM of that number.

Example – 224 The SUM is $2+2+4=8$ SUM, since 8 is a single digit, **8** is also the ROOT SUM.

2nd Example – 446 The SUM is $4+4+6=16$ SUM, Then add $1+6=7$ ROOT SUM

3rd Example - 757 The SUM is $7+5+7=19$ SUM, Then add $1+9 = 10$, Then $1+0=1$ ROOT SUM.

So now when you see a number like 166, try to see it as:

- 1) A Double Number
- 2) LO, HE, HE Number (Note that its Heavy High and Heavy Even)
- 3) It has a Sum of 13 ($1+6+6=13$)
- 4) It has a Base Sum of 3
- 5) It has a Root Sum of 4 (Sum 13 = $1+3=$ Root Sum 4)

If you are not used to it, looking at the numbers in this way will take a little getting used to. But try to do it, it will help. Several of the systems refer to these principals so trying to get a grip on them now will definitely give you an advantage...YOUR EDGE!

Lottery Math

OK, so I'm assuming that you know how to do basic grammatical math. However, for those that may not know about "Lottery" math, here is the general description.

Math (Lottery) – Most systems (at least all of the ones in this book) only require rudimentary mathematics (Addition and Subtraction). The Basic rule when adding or subtracting numbers using lottery math is to not carry over or borrow from.

Example $4+8 = 2$ NOT 12

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19
 $4 + 8 = 12$ (Don't carry the 1)

Below are all of the addition and subtraction tables for using lottery math. Just so there is no confusion.

Addition Tables:

<u>0 + 0 = 0</u>	<u>1 + 0 = 1</u>	<u>2 + 0 = 2</u>	<u>3 + 0 = 3</u>	<u>4 + 0 = 4</u>
<u>0 + 1 = 1</u>	<u>1 + 1 = 2</u>	<u>2 + 1 = 3</u>	<u>3 + 1 = 4</u>	<u>4 + 1 = 5</u>
<u>0 + 2 = 2</u>	<u>1 + 2 = 3</u>	<u>2 + 2 = 4</u>	<u>3 + 2 = 5</u>	<u>4 + 2 = 6</u>
<u>0 + 3 = 3</u>	<u>1 + 3 = 4</u>	<u>2 + 3 = 5</u>	<u>3 + 3 = 6</u>	<u>4 + 3 = 7</u>
<u>0 + 4 = 4</u>	<u>1 + 4 = 5</u>	<u>2 + 4 = 6</u>	<u>3 + 4 = 7</u>	<u>4 + 4 = 8</u>
<u>0 + 5 = 5</u>	<u>1 + 5 = 6</u>	<u>2 + 5 = 7</u>	<u>3 + 5 = 8</u>	<u>4 + 5 = 9</u>
<u>0 + 6 = 6</u>	<u>1 + 6 = 7</u>	<u>2 + 6 = 8</u>	<u>3 + 6 = 9</u>	<u>4 + 6 = 0</u>
<u>0 + 7 = 7</u>	<u>1 + 7 = 8</u>	<u>2 + 7 = 9</u>	<u>3 + 7 = 0</u>	<u>4 + 7 = 1</u>
<u>0 + 8 = 8</u>	<u>1 + 8 = 9</u>	<u>2 + 8 = 0</u>	<u>3 + 8 = 1</u>	<u>4 + 8 = 2</u>
<u>0 + 9 = 9</u>	<u>1 + 9 = 0</u>	<u>2 + 9 = 1</u>	<u>3 + 9 = 2</u>	<u>4 + 9 = 3</u>



$5 + 0 = 5$	$6 + 0 = 6$	$7 + 0 = 7$	$8 + 0 = 8$	$9 + 0 = 9$
$5 + 1 = 6$	$6 + 1 = 7$	$7 + 1 = 8$	$8 + 1 = 9$	$9 + 1 = 0$
$5 + 2 = 7$	$6 + 2 = 8$	$7 + 2 = 9$	$8 + 2 = 0$	$9 + 2 = 1$
$5 + 3 = 8$	$6 + 3 = 9$	$7 + 3 = 0$	$8 + 3 = 1$	$9 + 3 = 2$
$5 + 4 = 9$	$6 + 4 = 0$	$7 + 4 = 1$	$8 + 4 = 2$	$9 + 4 = 3$
$5 + 5 = 0$	$6 + 5 = 1$	$7 + 5 = 2$	$8 + 5 = 3$	$9 + 5 = 4$
$5 + 6 = 1$	$6 + 6 = 2$	$7 + 6 = 3$	$8 + 6 = 4$	$9 + 6 = 5$
$5 + 7 = 2$	$6 + 7 = 3$	$7 + 7 = 4$	$8 + 7 = 5$	$9 + 7 = 6$
$5 + 8 = 3$	$6 + 8 = 4$	$7 + 8 = 5$	$8 + 8 = 6$	$9 + 8 = 7$
$5 + 9 = 4$	$6 + 9 = 5$	$7 + 9 = 6$	$8 + 9 = 7$	$9 + 9 = 8$

Subtraction Tables:

$0 - 0 = 0$	$1 - 0 = 1$	$2 - 0 = 2$	$3 - 0 = 3$	$4 - 0 = 4$
$0 - 1 = 9$	$1 - 1 = 0$	$2 - 1 = 1$	$3 - 1 = 2$	$4 - 1 = 3$
$0 - 2 = 8$	$1 - 2 = 9$	$2 - 2 = 0$	$3 - 2 = 1$	$4 - 2 = 2$
$0 - 3 = 7$	$1 - 3 = 8$	$2 - 3 = 9$	$3 - 3 = 0$	$4 - 3 = 1$
$0 - 4 = 6$	$1 - 4 = 7$	$2 - 4 = 8$	$3 - 4 = 9$	$4 - 4 = 0$
$0 - 5 = 5$	$1 - 5 = 6$	$2 - 5 = 7$	$3 - 5 = 8$	$4 - 5 = 9$
$0 - 6 = 4$	$1 - 6 = 5$	$2 - 6 = 6$	$3 - 6 = 7$	$4 - 6 = 8$
$0 - 7 = 3$	$1 - 7 = 4$	$2 - 7 = 5$	$3 - 7 = 6$	$4 - 7 = 7$
$0 - 8 = 2$	$1 - 8 = 3$	$2 - 8 = 4$	$3 - 8 = 5$	$4 - 8 = 6$
$0 - 9 = 1$	$1 - 9 = 2$	$2 - 9 = 3$	$3 - 9 = 4$	$4 - 9 = 5$

$5 - 0 = 5$	$6 - 0 = 6$	$7 - 0 = 7$	$8 - 0 = 8$	$9 - 0 = 9$
$5 - 1 = 4$	$6 - 1 = 5$	$7 - 1 = 6$	$8 - 1 = 7$	$9 - 1 = 8$
$5 - 2 = 3$	$6 - 2 = 4$	$7 - 2 = 5$	$8 - 2 = 6$	$9 - 2 = 7$
$5 - 3 = 2$	$6 - 3 = 3$	$7 - 3 = 4$	$8 - 3 = 5$	$9 - 3 = 6$
$5 - 4 = 1$	$6 - 4 = 2$	$7 - 4 = 3$	$8 - 4 = 4$	$9 - 4 = 5$
$5 - 5 = 0$	$6 - 5 = 1$	$7 - 5 = 2$	$8 - 5 = 3$	$9 - 5 = 4$
$5 - 6 = 9$	$6 - 6 = 0$	$7 - 6 = 1$	$8 - 6 = 2$	$9 - 6 = 3$
$5 - 7 = 8$	$6 - 7 = 9$	$7 - 7 = 0$	$8 - 7 = 1$	$9 - 7 = 2$
$5 - 8 = 7$	$6 - 8 = 8$	$7 - 8 = 9$	$8 - 8 = 0$	$9 - 8 = 1$
$5 - 9 = 6$	$6 - 9 = 7$	$7 - 9 = 8$	$8 - 9 = 9$	$9 - 9 = 0$



Odds

The best part of the Pick3 has to be the fact it has relatively low odds and a high payoff. Look at it this way, if you were to pick three numbers in the lotto you might get a free ticket or 5 bucks. But getting three numbers boxed in the Pick three and can return \$40 – 80 for a \$.50 - \$1 play and around \$500 for a \$1 play straight. Of course that's in non-pari-mutuel states.

Pari- WHAT? Pari-mutuel states are those that divide the winning equally among the winners and in effect lowering the amount each player wins. Not the best scenario for a Pick3 player...but certainly better then in any of the other games.

For even better odds, there is the option of online betting. While I do not use this method, Online betting can provide a much larger return and allow for a longer runs while chasing the numbers. One of the most popular for Pick3 is 5dimes.com. 5Dimes offers a payout of \$150 for a \$1 box, and up to \$900 for a straight \$1 play. And you can play most of the states.

So on with the odds. Well, with 1000 possible numbers (000 – 999) it appears that the probability is 1/1000 that you will hit the number. And given that most Pick3 lotteries payout at \$500 for a \$1 per straight number play, means if you played all the possible combinations you would lose \$500. Not so good. However, we are not going to be guessing, or picking numbers by throwing darts, no, you are going to be tracking the numbers and waiting for the probability of independent events to stack up in your favor.

So what are the odds for independent events?

Basic Gambling Formula: When two events, A and B, are independent, the probability of both occurring is: $P(A \text{ and } B) = P(A) \cdot P(B)$ In other words 50/50

Well there are lots of 50/50's in Pick3. High / Low, Even / Odd etc. So the probability of getting :

1 High Number = $\frac{1}{2}$ (or 50% probability it won't happen again)

2 High Number in a row is $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$ (or 75% probability it won't happen again)

5 High Numbers in a row is $\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} = \frac{1}{32}$ (or 97% wont happen again)

And so on...(Careful though, I have seen roulette wheels go 13+ Red ... A 99.99% probability against it)

The more they keep hitting, the greater the probability of it NOT happening again! Get it?

Now applying this to other areas of the Pick3, like Sums, Roots etc. (That you will learn about later) and you can start looking at the numbers a little differently.

For example, say you see that ODD doubles have hit 5 times in a row. Well there is only a 1/32 (or 3%) probability of it coming up ODD again and 97% probability of it coming up EVEN!

If it dose not come Even then the probability that it will come Even on the next double is...1/64 or 98.5%...That's pretty good odds!!

So let dig in and look at the breakdown and Odd for each of the common categories of the 1000 Pick3 numbers.



Breakdown of Numbers

The 1000

First, if you have never seen it, here is a list of All 1000 possible combinations.

000	100	200	300	400	500	600	700	800	900
001	101	201	301	401	501	601	701	801	901
002	102	202	302	402	502	602	702	802	902
003	103	203	303	403	503	603	703	803	903
004	104	204	304	404	504	604	704	804	904
005	105	205	305	405	505	605	705	805	905
006	106	206	306	406	506	606	706	806	906
007	107	207	307	407	507	607	707	807	907
008	108	208	308	408	508	608	708	808	908
009	109	209	309	409	509	609	709	809	909
010	110	210	310	410	510	610	710	810	910
011	111	211	311	411	511	611	711	811	911
012	112	212	312	412	512	612	712	812	912
013	113	213	313	413	513	613	713	813	913
014	114	214	314	414	514	614	714	814	914
015	115	215	315	415	515	615	715	815	915
016	116	216	316	416	516	616	716	816	916
017	117	217	317	417	517	617	717	817	917
018	118	218	318	418	518	618	718	818	918
019	119	219	319	419	519	619	719	819	919
020	120	220	320	420	520	620	720	820	920
021	121	221	321	421	521	621	721	821	921
022	122	222	322	422	522	622	722	822	922
023	123	223	323	423	523	623	723	823	923
024	124	224	324	424	524	624	724	824	924
025	125	225	325	425	525	625	725	825	925
026	126	226	326	426	526	626	726	826	926
027	127	227	327	427	527	627	727	827	927
028	128	228	328	428	528	628	728	828	928
029	129	229	329	429	529	629	729	829	929
030	130	230	330	430	530	630	730	830	930
031	131	231	331	431	531	631	731	831	931
032	132	232	332	432	532	632	732	832	932
033	133	233	333	433	533	633	733	833	933
034	134	234	334	434	534	634	734	834	934
035	135	235	335	435	535	635	735	835	935
036	136	236	336	436	536	636	736	836	936
037	137	237	337	437	537	637	737	837	937
038	138	238	338	438	538	638	738	838	938
039	139	239	339	439	539	639	739	839	939
040	140	240	340	440	540	640	740	840	940
041	141	241	341	441	541	641	741	841	941
042	142	242	342	442	542	642	742	842	942
043	143	243	343	443	543	643	743	843	943
044	144	244	344	444	544	644	744	844	944
045	145	245	345	445	545	645	745	845	945
046	146	246	346	446	546	646	746	846	946
047	147	247	347	447	547	647	747	847	947
048	148	248	348	448	548	648	748	848	948
049	149	249	349	449	549	649	749	849	949
050	150	250	350	450	550	650	750	850	950
051	151	251	351	451	551	651	751	851	951
052	152	252	352	452	552	652	752	852	952
053	153	253	353	453	553	653	753	853	953
054	154	254	354	454	554	654	754	854	954
055	155	255	355	455	555	655	755	855	955
056	156	256	356	456	556	656	756	856	956
057	157	257	357	457	557	657	757	857	957
058	158	258	358	458	558	658	758	858	958
059	159	259	359	459	559	659	759	859	959



060	160	260	360	460	560	660	760	860	960
061	161	261	361	461	561	661	761	861	961
062	162	262	362	462	562	662	762	862	962
063	163	263	363	463	563	663	763	863	963
064	164	264	364	464	564	664	764	864	964
065	165	265	365	465	565	665	765	865	965
066	166	266	366	466	566	666	766	866	966
067	167	267	367	467	567	667	767	867	967
068	168	268	368	468	568	668	768	868	968
069	169	269	369	469	569	669	769	869	969
070	170	270	370	470	570	670	770	870	970
071	171	271	371	471	571	671	771	871	971
072	172	272	372	472	572	672	772	872	972
073	173	273	373	473	573	673	773	873	973
074	174	274	374	474	574	674	774	874	974
075	175	275	375	475	575	675	775	875	975
076	176	276	376	476	576	676	776	876	976
077	177	277	377	477	577	677	777	877	977
078	178	278	378	478	578	678	778	878	978
079	179	279	379	479	579	679	779	879	979
080	180	280	380	480	580	680	780	880	980
081	181	281	381	481	581	681	781	881	981
082	182	282	382	482	582	682	782	882	982
083	183	283	383	483	583	683	783	883	983
084	184	284	384	484	584	684	784	884	984
085	185	285	385	485	585	685	785	885	985
086	186	286	386	486	586	686	786	886	986
087	187	287	387	487	587	687	787	887	987
088	188	288	388	488	588	688	788	888	988
089	189	289	389	489	589	689	789	889	989
090	190	290	390	490	590	690	790	890	990
091	191	291	391	491	591	691	791	891	991
092	192	292	392	492	592	692	792	892	992
093	193	293	393	493	593	693	793	893	993
094	194	294	394	494	594	694	794	894	994
095	195	295	395	495	595	695	795	895	995
096	196	296	396	496	596	696	796	896	996
097	197	297	397	497	597	697	797	897	997
098	198	298	398	498	598	698	798	898	998
099	199	299	399	499	599	699	799	899	999

Box Combinations

All 220 box combinations (6way Boxes, Doubles and Triples)

000 001 002 003 004 005 006 007 008 009 011 012 013 014 015 016 017 018 019 022 023 024 025 026 027 028 029 033
 034 035 036 037 038 039 044 045 046 047 048 049 055 056 057 058 059 066 067 068 069 077 078 079 088 089 099 111
 112 113 114 115 116 117 118 119 122 123 124 125 126 127 128 129 133 134 135 136 137 138 139 144 145 146 147 148
 149 155 156 157 158 159 166 167 168 169 177 178 179 188 189 199 222 223 224 225 226 227 228 229 233 234 235 236
 237 238 239 244 245 246 247 248 249 255 256 257 258 259 266 267 268 269 277 278 279 288 289 299 333 334 335 336
 337 338 339 344 345 346 347 348 349 355 356 357 358 359 366 367 368 369 377 378 379 388 389 399 444 445 446 447
 448 449 455 456 457 458 459 466 467 468 469 477 478 479 488 489 499 555 556 557 558 559 566 567 568 569 577 578
 579 588 589 599 666 667 668 669 677 678 679 688 689 699 777 778 779 788 789 799 888 889 899 999



High / Low Breakdown

(L) Low Numbers – 0, 1, 2, 3, 4
(H) High Numbers – 5, 6, 7, 8, 9

Number Types	Total	% of All	Type Combinations
HHH All High	35	15.9%	555 556 557 558 559 566 567 568 569 577 578 579 588 589 599 666 667 668 669 677 678 679 688 689 699 777 778 779 788 789 799 888 889 899 999
HHL 2 High, 1 Low	75	34.1%	055 056 057 058 059 066 067 068 069 077 078 079 088 089 099 155 156 157 158 159 166 167 168 169 177 178 179 188 189 199 255 256 257 258 259 266 267 268 269 277 278 279 288 289 299 355 356 357 358 359 366 367 368 369 377 378 379 388 389 399 455 456 457 458 459 466 467 468 469 477 478 479 488 489 499
HLL	75	34.1%	005 006 007 008 009 015 016 017 018 019 025 026 027 028 029 035 036 037 038 039 045 046 047 048 049 115 116 117 118 119 125 126 127 128 129 135 136 137 138 139 145 146 147 148 149 225 226 227 228 229 235 236 237 238 239 245 246 247 248 249 335 336 337 338 339 345 346 347 348 349 445 446 447 448 449
LLL	35	15.9%	000 001 002 003 004 011 012 013 014 022 023 024 033 034 044 111 112 113 114 122 123 124 133 134 144 222 223 224 233 234 244 333 334 344 444

Even / Odd Breakdown

(O) Odd Numbers – 1, 3, 5, 7, 9
(E) Even Numbers – 0, 2, 4, 6, 8

Number Types	Total	% of All	Type Combinations
EEE	35	15.9%	000 002 004 006 008 022 024 026 028 044 046 048 066 068 088 222 224 226 228 244 246 248 266 268 288 444 446 448 466 468 488 666 668 688 888
EEO	75	34.1%	001 003 005 007 009 012 014 016 018 023 025 027 029 034 036 038 045 047 049 056 058 067 069 078 089 122 124 126 128 144 146 148 166 168 188 223 225 227 229 234 236 238 245 247 249 256 258 267 269 278 289 344 346 348 366 368 388 445 447 449 456 458 467 469 478 489 566 568 588 667 669 678 689 788 889
EOO	75	34.1%	011 013 015 017 019 033 035 037 039 055 057 059 077 079 099 112 114 116 118 123 125 127 129 134 136 138 145 147 149 156 158 167 169 178 189 233 235 237 239 255 257 259 277 279 299 334 336 338 345 347 349 356 358 367 369 378 389 455 457 459 477 479 499 556 558 567 569 578 589 677 679 699 778 789 899
OOO	35	15.9%	111 113 115 117 119 133 135 137 139 155 157 159 177 179 199 333 335 337 339 355 357 359 377 379 399 555 557 559 577 579 599 777 779 799 999



The Sums

Ex. To find the SUM of 358, you would add 3 + 5 + 8 = a 16 Sum

SUM	How Many	% of All	Type Combinations
0	1	0.5%	000
1	1	0.5%	001
2	2	0.9%	002 011
3	3	1.4%	003 012 111
4	4	1.8%	004 013 022 112
5	5	2.3%	005 014 023 113 122
6	7	3.2%	006 015 024 033 114 123 222
7	8	3.6%	007 016 025 034 115 124 133 223
8	10	4.5%	008 017 026 035 044 116 125 134 224 233
9	12	5.5%	009 018 027 036 045 117 126 135 144 225 234 333
10	13	5.9%	019 028 037 046 055 118 127 136 145 226 235 244 334
11	14	6.4%	029 038 047 056 119 128 137 146 155 227 236 245 335 344
12	15	6.8%	039 048 057 066 129 138 147 156 228 237 246 255 336 345 444
13	15	6.8%	049 058 067 139 148 157 166 229 238 247 256 337 346 355 445
14	15	6.8%	059 068 077 149 158 167 239 248 257 266 338 347 356 446 455
15	15	6.8%	069 078 159 168 177 249 258 267 339 348 357 366 447 456 555
16	14	6.4%	079 088 169 178 259 268 277 349 358 367 448 457 466 556
17	13	5.9%	089 179 188 269 278 359 368 377 449 458 467 557 566
18	12	5.5%	099 189 279 288 369 378 459 468 477 558 567 666
19	10	4.5%	199 289 379 388 469 478 559 568 577 667
20	8	3.6%	299 389 479 488 569 578 668 677
21	7	3.2%	399 489 579 588 669 678 777
22	5	2.3%	499 589 679 688 778
23	4	1.8%	599 689 779 788
24	3	1.4%	699 789 888
25	2	0.9%	799 889
26	1	0.5%	899
27	1	0.5%	999



The Root Sums

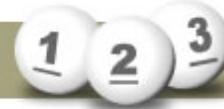
Ex. To find the ROOT SUM of 358, you would add 3 + 5 + 8 = 16 Sum. THEN, add the 1+6 to get a 7 ROOT SUM

ROOT SUM	Amount	% of All	Type Combinations
0	1	0.5%	000
1	24	10.9%	001 019 028 037 046 055 118 127 136 145 199 226 235 244 289 334 379 388 469 478 559 568 577 667
2	24	10.9%	002 011 029 038 047 056 119 128 137 146 155 227 236 245 299 335 344 389 479 488 569 578 668 677
3	25	11.4%	003 012 039 048 057 066 111 129 138 147 156 228 237 246 255 336 345 399 444 489 579 588 669 678 777
4	24	10.9%	004 013 022 049 058 067 112 139 148 157 166 229 238 247 256 337 346 355 445 499 589 679 688 778
5	24	10.9%	005 014 023 059 068 077 113 122 149 158 167 239 248 257 266 338 347 356 446 455 599 689 779 788
6	25	11.4%	006 015 024 033 069 078 114 123 159 168 177 222 249 258 267 339 348 357 366 447 456 555 699 789 888
7	24	10.9%	007 016 025 034 079 088 115 124 133 169 178 223 259 268 277 349 358 367 448 457 466 556 799 889
8	24	10.9%	008 017 026 035 044 089 116 125 134 179 188 224 233 269 278 359 368 377 449 458 467 557 566 899
9	25	11.4%	009 018 027 036 045 099 117 126 135 144 189 225 234 279 288 333 369 378 459 468 477 558 567 666 999

Key Numbers:

Ex. One "key" digit which appears in all possible combinations.

KEY Number	Amount	% of All	Type Combinations
0	55	25.0%	000 001 002 003 004 005 006 007 008 009 011 012 013 014 015 016 017 018 019 022 023 024 025 026 027 028 029 033 034 035 036 037 038 039 044 045 046 047 048 049 055 056 057 058 059 066 067 068 069 077 078 079 088 089 099
1	55	25.0%	001 011 012 013 014 015 016 017 018 019 111 112 113 114 115 116 117 118 119 122 123 124 125 126 127 128 129 133 134 135 136 137 138 139 144 145 146 147 148 149 155 156 157 158 159 166 167 168 169 177 178 179 188 189 199
2	55	25.0%	002 012 022 023 024 025 026 027 028 029 112 122 123 124 125 126 127 128 129 222 223 224 225 226 227 228 229 233 234 235 236 237 238 239 244 245 246 247 248 249 255 256 257 258 259 266 267 268 269 277 278 279 288 289 299



3	55	25.0%	003 013 023 033 034 035 036 037 038 039 113 123 133 134 135 136 137 138 139 223 233 234 235 236 237 238 239 333 334 335 336 337 338 339 344 345 346 347 348 349 355 356 357 358 359 366 367 368 369 377 378 379 388 389 399
4	55	25.0%	004 014 024 034 044 045 046 047 048 049 114 124 134 144 145 146 147 148 149 224 234 244 245 246 247 248 249 334 344 345 346 347 348 349 444 445 446 447 448 449 455 456 457 458 459 466 467 468 469 477 478 479 488 489 499
5	55	25.0%	005 015 025 035 045 055 056 057 058 059 115 125 135 145 155 156 157 158 159 225 235 245 255 256 257 258 259 335 345 355 356 357 358 359 445 455 456 457 458 459 555 556 557 558 559 566 567 568 569 577 578 579 588 589 599
6	55	25.0%	006 016 026 036 046 056 066 067 068 069 116 126 136 146 156 166 167 168 169 226 236 246 256 266 267 268 269 336 346 356 366 367 368 369 446 456 466 467 468 469 556 566 567 568 569 666 667 668 669 677 678 679 688 689 699
7	55	25.0%	007 017 027 037 047 057 067 077 078 079 117 127 137 147 157 167 177 178 179 227 237 247 257 267 277 278 279 337 347 357 367 377 378 379 447 457 467 477 478 479 557 567 577 578 579 667 677 678 679 777 778 779 788 789 799
8	55	25.0%	008 018 028 038 048 058 068 078 088 089 118 128 138 148 158 168 178 188 189 228 238 248 258 268 278 288 289 338 348 358 368 378 388 389 448 458 468 478 488 489 558 568 578 588 589 668 678 688 689 778 788 789 888 889 899
9	55	25.0%	009 019 029 039 049 059 069 079 089 099 119 129 139 149 159 169 179 189 199 229 239 249 259 269 279 289 299 339 349 359 369 379 389 399 449 459 469 479 489 499 559 569 579 589 599 669 679 689 699 779 789 799 889 899 999

Types of Numbers

Types	Amount	% of All	Type Combinations
Singles	120	54.5%	012 013 014 015 016 017 018 019 023 024 025 026 027 028 029 034 035 036 037 038 039 045 046 047 048 049 056 057 058 059 067 068 069 078 079 089 123 124 125 126 127 128 129 134 135 136 137 138 139 145 146 147 148 149 156 157 158 159 167 168 169 178 179 189 234 235 236 237 238 239 245 246 247 248 249 256 257 258 259 267 268 269 278 279 289 345 346 347 348 349 356 357 358 359 367 368 369 378 379 389 456 457 458 459 467 468 469 478 479 489 567 568 569 578 579 589 678 679 689 789
Doubles	90	40.9%	001 002 003 004 005 006 007 008 009 011 022 033 044 055 066 077 088 099 112 113 114 115 116 117 118 119 122 133 144 155 166 177 188 199 223 224 225 226 227 228 229 233 244 255 266 277 288 299 334 335 336 337 338 339 344 355 366 377 388 399 445 446 447 448 449 455 466 477 488 499 556 557 558 559 566 577 588 599 667 668 669 677 688 699 778 779 788 799 889 899
Triples	10	4.5%	000 111 222 333 444 555 666 777 888 999



Consecutive Numbers

Ex. 0,1,2,3,4,5,6,7,8,9,0,1,2,3...etc.

Types of Consecutives	Amount	% of All	Type Combinations
Pairs with consecutive	90	40.9%	001 009 011 012 013 014 015 016 017 018 019 023 029 034 039 045 049 056 059 067 069 078 079 089 099 112 122 123 124 125 126 127 128 129 134 145 156 167 178 189 223 233 234 235 236 237 238 239 245 256 267 278 289 334 344 345 346 347 348 349 356 367 378 389 445 455 456 457 458 459 467 478 489 556 566 567 568 569 578 589 667 677 678 679 689 778 788 789 889 899
Consecutive Doubles	20	9.1%	001 009 011 099 112 122 223 233 334 344 445 455 556 566 667 677 778 788 889 899
All Three Consecutive	10	4.5%	012 019 089 123 234 345 456 567 678 789

Pairs

Pairs are only 2 of the 3 numbers in a Pick 3 combination. There are 45 regular pairs and 10 double pairs.

Types of Pairs	Amount	*Combos	Pairs
All Odd	10	540	13 15 17 19 35 37 39 57 59 79
All Even	10	540	02 04 24 68 60 62 64 80 82 84
Consecutives	10	540	01 12 23 34 45 56 67 78 89 90
Ghost Pairs	10	540	14 18 25 29 36 03 07 47 58 69
Doubles	10	270	11 22 33 44 55 66 77 88 99 00
Mirror/Sister/Vtrac	5	270	16 27 38 49 50

*Combos = Amount x 6ways x 9 variable numbers = 540 combinations without doubles



Foundations

Not all of the Edges in this book are “Systems”, some are methods, strategies or just tools. For the Systems though, there were few general rules implemented to create a baseline for the testing process. One of them was that in order for a system to be deemed worthy it needed to be able to produce one hit in one month’s time and show a profit (except for pairs system). There were a couple of systems that needed to use the entire month as a history file then produced a hit within the first week of the following month, and one system that needed to use a 4+ months back testing, but then yielded a consistent return.

The history file used to back test each of the systems was the Florida lottery (One of the harder lotteries to play, besides California’s digital draw) from January 1, 2006 to January 31, 2006. The Florida lottery is an Evening ONLY system, meaning there are no midday draws. It is recommended that for any of the systems you use, only use one draw file midday or evening. **DO NOT COMBINE EVENING WITH MIDDAY DRAW FILES UNLESS TOLD TO BY THE SYSTEM.**

Draw File

Here is the Florida Draw file used.

01/31/06	586
01/30/06	158
01/29/06	464
01/28/06	943
01/27/06	253
01/26/06	962
01/25/06	634
01/24/06	957
01/23/06	185
01/22/06	086
01/21/06	733
01/20/06	364
01/19/06	395
01/18/06	923
01/17/06	487
01/16/06	046
01/15/06	667
01/14/06	480
01/13/06	622
01/12/06	219
01/11/06	914
01/10/06	000
01/09/06	885
01/08/06	535
01/07/06	359
01/06/06	508
01/05/06	119
01/04/06	470
01/03/06	327
01/02/06	797
01/01/06	747



Money management

Bankroll

Most serious Pick3 players and gamblers have a bankroll. This is a set amount of money they let themselves play with. Commonly, its \$70 a week (\$10 day for a week). If you have to use the whole \$70 to cover the numbers for a bet on the first day...then you have to wait till the following week to play with money again. If you do not abide or stick to your bankroll...then you have problem and need to put this book down now! It's not a bad thing. Just please be very honest with yourself.

Remember : YOU PLAY FOR FUN NOT TO PAY BILLS!!

OK enough, if you are still reading then lets talk betting.

Look at betting by how much and how long you can play. For Example, say that you have an \$80 bankroll for the week. With that, you could play 10 numbers for 7 days at \$1 box apiece...or...5 numbers for 7 days at \$2 apiece...or ...70 numbers for 2 days at \$0.50 apiece. You get the idea.

If at anytime during the playing days you hit, use the profit to pay for the next hit at twice the budget.

I know that sounds great in theory and realistically I know It's hard to do, but that is where diligence comes in and the ability to stick to your bankroll.

When you win, try to use the winnings to double up on the next play. In other words, you play 10 combinations and win either \$80 or \$160. To double the next play you need 55+55 or you can use half plays 55+27.50. If your win was on a 6-way for \$80 you need to take from pocket or bankroll another \$30 (or \$2.50) to increase the next play. If the win was a 3-way number (Double) for \$160 you are covered and can put the difference in the bankroll for when a 6-way comes up again and you need to dip into the bankroll to make up the difference.

A quick note on what some call "Breaking the Lottery". The object is to Hit using the fewest amount of numbers for the most amount you can comfortably afford. (For example hitting a straight number 100 times = 100 x \$500 or \$50,000). However, many states have a payout limit which is usually disclaimed on the website, tickets or in the printed material at the stores. It states that the lottery will only allow so many bets per number or not payout more then, as in Florida's example, \$10 Million.

Well, if you are at the level of playing more then 20,000 tickets with one number straight, then you should probably think of quitting and letting the rest of us have a shot.

Martingale Gambling

The Martingale is one of the oldest betting systems around. It's progressive in how it works. You make your standard bet, say \$5, on say a 50/50 probability for all odd doubles. Every time you win you make the same bet for the next draw. But if you lose, you double your bet for the next draw. When you eventually hit after a series of misses, your net win will be \$5. In fact, every time you win a bet, you'll be up another \$5, regardless of past losses.

Here's an example: Say you are betting 5 numbers to hit box. (Meaning it pays out \$80).You can bet on these 5 numbers for \$1 box up to 15 days. At the end of the 15 days you have spent \$75 for an \$80 win. Martingale says to double up from here. So the next bets are for \$2 box (if it hits it pays \$160 now) for the next 15 days. If it does not hit you play \$3 box...and so on and so on.

If you could always double your bet when you lose you'd be guaranteed to always come out ahead. But in real life you can't always double your bet. First of all, you'll run out of money at some point (max out bankroll) and be unable to double your bet.

So that's the risk of the Martingale: If you lose enough times in a row, you'll go broke and not have enough money to make the next bet. So while the Martingale can work in the short term, the longer you play, the more likely you are to have a long losing streak during which you couldn't double your bets high enough. (Stick to your Bankroll...and know when to "walk away")

Method

From this point you should have a pretty good understanding of the basics of the Pick3 lottery. The next section of this book deals with the top 50 systems and methods (strategies) for playing the Pick3. Some of these strategies are very old. Lotteries have been around a lot longer than the conventional daily games offered by the state.

What you are looking ultimately do is:

- 1) Turn the page and start going over the strategies in this book. Remember, **THIS IS NOT A SYSTEM** for winning the lottery, it is the foundation, building blocks and education you need to consistently win the lottery more frequently. In other words, this is going to take a little concentration on your behalf. You can do this! Just be patient, and don't expect to turn the page and start winning. Don't just grab the first system or two and start playing with real money. Wait let me follow that with !!!!!!!!!!!!! Do this right. Get familiar with the systems. Take the time to look over ALL of the strategies before you go on to step 2. (You can read step2 just don't do it until you finish step1.)
- 2) Determine how you are going to track the systems. Most people nowadays use a spreadsheet program on the computer like Excel. If you don't have Excel you can use OpenOffice from Sun Microsystems, its free <http://www.openoffice.org/> . If you don't have a computer or internet access I would recommend picking up a graph paper note book (the kind with a gazillion little boxes instead of lines)
- 3) You are going to need to get a hold of your states history file. Most states have their entire history file online. If not, then you can try asking the lottery vendor to print out a one month history file. IF that does not work then contact your lottery agency directly and request one...you have to have this.
- 4) As diligently as you can,(you don't want to make a mistake) copy the one month history file into your history chart. This is time consuming and tedious, but once its done, it invaluable.
- 5) Grab a month of your most recent history and start going though the systems to determine which is hitting and which is cold. Again this takes time and you may not be familiar with all of this stuff so give yourself a little time to absorb.
- 6) Take the top performing systems and start tracking them. First if they require tracking, start tracking them back though your states history file and try to determine how long the hot streaks last and how frequent they are.
- 7) **NEVER START PLAYING WITH MONEY!!** Always start tracking on paper. NO, the history file does not count. You need to be able to put down on paper..."Tonight these numbers will hit", do it for a week or two and determine if you turned a profit. Its much harder to do. Don't get caught into thinking when find a hot system that is hitting, "I should have been playing for money...I would have made a killing". But that is so much better then looking back and saying " Ouch, I lost a crap load this week" realizing that the pattern was a fluke, or that you made an error in your math at the beginning. Lots can happen.

Just promise me you will Study, Practice then Play...OK? Ok! Now turn the page and start Studying!



The Top 50

Edge1- +1 -1 Rundown

As with all systems, back check this one through your states history file first to see if it is "Hot" or not. You will be tracking on a week by week basis. So grab a number that fell at the beginning of the week (Monday or Sunday) and after doing the rundown play the numbers for the coming week (7 days). For the example below we will use 1/18/06 number, **535**.

First, you do the rundowns +1, & -1. Remember to use Lottery Math (Do not borrow, do not carry.)

First the +1

535
 646
 757
 868
979

Now the -1

535
 424
 313
 202
191

Stop at the point where you have gone down +1, -1, 4 numbers down from the original number. You use the original number of 535, and then you go to the bottom numbers of the +1, -1 workout, which are **979** & **191** and you stack them in that order.

So you have the following stack:

535
979
191

Now, add +5 to all the numbers in the stack you created (no borrow, no carrying):

535	5+5=0	3+5=8	5+5=0	080
424	4+5=9	2+5=7	4+5=9	979
646	6+5=1	4+5=9	6+5=1	191

So now you have 2 stacks to work with:

535 080
 979 424
 191 646

Choose your numbers (6 way boxed combinations) out of these stacks.



Typically, I use the Stack with the +5 results. But you can use both or maybe just the front. Try it in your state to see what is working best.

Additionally, try waiting till you see a duplicate numbers in the stacks. For example, in the +5 stack the combination 408 would be considered a duplicate number because you can get to it by:

080 080
424 or by: 424
646 646

Some other combinations you can find by using this method are: 408, 464, 842, 424, 826.

In the following example of the historical draw file for FL '06 you see the **Yellow** highlights are the numbers used for the rundowns. Next to them are the rundowns and the 2 stacks are in the boxes on the right of each rundown (the +5 stacks on the far right).

You will notice that the Plus5 Stacks **hit** both times.

tue	1/31/2006	5 8 6				
mon	1/30/2006	1 5 8				
sun	1/29/2006	4 6 4				
sat	1/28/2006	9 4 3				
fri	1/27/2006	2 5 3				
thu	1/26/2006	9 6 2				
wed	1/25/2006	6 3 4				
tue	1/24/2006	9 5 7				
mon	1/23/2006	1 8 5				
sun	1/22/2006	0 8 6	+1	-1	Regular Stack	Plus 5 Stack
sat	1/21/2006	7 3 3	0 8 6	0 8 6	0 8 6	5 3 1
fri	1/20/2006	3 6 4	1 9 7	9 7 5	4 2 0	9 7 5
thu	1/19/2006	3 9 5	2 0 8	8 6 4	6 4 2	1 9 7
wed	1/18/2006	9 2 3	3 1 9	7 5 3		
tue	1/17/2006	4 8 7	4 2 0	6 4 2		
mon	1/16/2006	0 4 6				
sun	1/15/2006	6 6 7				
sat	1/14/2006	4 8 0				
fri	1/13/2006	6 2 2				
thu	1/12/2006	2 1 9				
wed	1/11/2006	9 1 4				
tue	1/10/2006	0 0 0				
mon	1/9/2006	8 8 5				
sun	1/8/2006	5 3 5	+1	-1	Regular Stack	Plus 5 Stack
sat	1/7/2006	3 5 9	5 3 5	5 3 5	5 3 5	0 8 0
fri	1/6/2006	5 0 8	6 4 6	4 2 4	9 7 9	4 2 4
thu	1/5/2006	1 1 9	7 5 7	3 1 3	1 9 1	6 4 6
wed	1/4/2006	4 7 0	8 6 8	2 0 2		
tue	1/3/2006	3 2 7	9 7 9	1 9 1		
mon	1/2/2006	7 9 7				
sun	1/1/2006	7 4 7				



Edge2 Missing Pairs

Starting with last months history, divide each of the drawn number combinations into pairs.
For example 738 would give 73, 78 and 38 pairs.

Do this for the month. Based on the Florida history file would look like this:

Pairs	HITS	In Combinations
00	1	000
01	0	
02	0	
03	0	
04	3	046 480 470
05	1	508
06	2	086 046
07	1	470
08	3	086 480 508
09	0	
11	1	119
12	1	219
13	0	
14	1	914
15	2	158 185
16	0	
17	0	
18	2	158 185
19	3	219 914 119
22	1	622
23	3	253 923 327
24	0	
25	1	253
26	2	962 622
27	1	327
28	0	
29	3	962 923 219

Pairs	HITS	In Combinations
33	1	733
34	3	943 634 364
35	4	253 395 535 359
36	2	634 364
37	2	733 327
38	0	
39	4	943 395 923 359
44	1	464
45	0	
46	4	464 634 364 046
47	3	487 470 747
48	2	487 480
49	2	943 914
55	1	535
56	1	586
57	1	957
58	5	586 158 185 885 508
59	3	957 395 359
66	1	667
67	1	667
68	2	586 086
69	1	962
77	2	797 747
78	1	487
79	2	957 797
88	1	885
89	0	
99	0	



The **yellow** highlights are the pairs left that did not hit after a month.

They are:

01	02	03	09	13	16	17	25	28	38	45	89	99
----	----	----	----	----	----	----	----	----	----	----	----	----

Now you want to make combinations out of the remaining pairs.

For example,

pair 01 would pair up with other pairs that have a 0 or a 1, example 02, 03, 09, 13, 16 and 17. The combinations they would make are 012, 013, 016, 019 and 017.

Pair 02 would pair up with other pairs that have a 0 or a 2, example 01, 03, 09, 25, 28. The combinations they would make are 012, 023, 029, 025 and 028

You would continue this pattern for all the pairs.

So all of your available pair combinations (minus repeats like 012 above) from the remaining pairs would be we have above would be:

012	099
013	138
016	167
017	248
024	245
028	389
038	382
098	

You would play these combinations for the next 5 days.

In this example, on 2/23/06 the 138 HIT 3 days later.

2/5/2006	0	6	0
2/4/2006	3	3	6
2/3/2006	1	8	3
2/2/2006	5	3	2
2/1/2006	3	7	5



Edge3 123 workout (Stacks)

One of the oldest systems that has a pretty good hit percentage is the 123 workout. You will start by using the previous number drawn. For the purpose of this system we will be using the Jan. 11, (914)

Use lottery math rule: When adding or subtracting numbers do not carry.

Example $4+8 = 2$ NOT 12

The +1+2+3

First we will add 123 to each of the numbers

$$1+9 = 0 \quad 2+1 = 3 \quad 3+4 = 7$$

First Number = **037**

The -1-1-1

Now we will subtract 111 from the number

$$9-1 = 8 \quad 1-1 = 0 \quad 4-1 = 3$$

Second number = **207**

The +2+3+5

Now we will be adding 235 to the number

$$2+9 = 1 \quad 3+1 = 4 \quad 5+4 = 9$$

Third number = **149**

Now stack each of the numbers to get:

037
803
149

Finally use the "Tic Tac Toe" (TTT) method to come up with your numbers. Called Tic Tac Toe because it looks like a TTT board.

Across			Numbers
0	3	7	037
			803
8	0	3	149
1	4	9	

Down			Numbers
0	3	7	081
			304
8	0	3	739
1	4	9	

Diagonal			Numbers
0	3	7	003
			107
8	0	3	
1	4	9	

Diamond			Numbers
0	3	7	384
			334
8	0	3	
1	4	9	

Corners			Numbers
0	3	7	803
			814
8	0	3	373
			394
1	4	9	

H Pattern			Numbers
0	3	7	080
			180
8	0	3	730
			930
1	4	9	

1/2 Diamond				Numbers
0		3	7	009
				701
8		0	3	
1		4	9	

Cross				Numbers
0		3	7	803
				804
8		0	3	303
				304
1		4	9	

Pulling your Patterns

The Tic Tac Toe numbers are:

Patterns	Combinations Found
Across	037 – 803 - 149
Down	081 – 304 - 739
Diagonal	003 - 107
Diamond	384 - 334
Half Diamond	009 - 701
Corners	803 – 814 – 373 – 394
H Pattern	080 – 180 – 730 – 930
Cross	803 – 804 – 303 – 304

Take out doubles and repeats and you have the following 10 box combinations:
037, 803, 081, 304, 739, 107, 384, 814, 930, **804**.

1/22/2006	086
1/21/2006	733
1/20/2006	364
1/19/2006	395
1/18/2006	923
1/17/2006	487
1/16/2006	046
1/15/2006	667
1/14/2006	480
1/13/2006	622
1/12/2006	219
1/11/2006	914
1/10/2006	000
1/9/2006	885
1/8/2006	535

← The hit that followed.

← The number used in the stack.

You will also notice I highlighted the next hit as well. Using number 046 on 1/16/06 you get the following stack.

- 169 (You get from 046 + 123)
- 935** (You get from 046 - 111)
- 271** (You get from 046 + 235)

You should be able to just “eyeball” the stack and see the hits that followed.

- 1/18/06 – **923**
- 1/19/06 - **395**



Edge4 Pair System

Another fairly easy system that is also very quick to do.

To start, we will say tonight is **1/24/06** and we are looking for the numbers in FL tomorrow 1/25/06. We start off by selecting our single numbers going back 2 days to 1/22/06 with numbers **086** drawn.

Florida

	01/26/06	962
Tomorrow -	01/25/06	634
Today -	01/24/06	957
	01/23/06	185
2 days back -	01/22/06	086
	01/21/06	733
	01/20/06	364
	01/19/06	395
	01/18/06	923
	01/17/06	487
8 days back -	01/16/06	046

These will be our singles **0,8** and **6**. Next we select our pairs by going back 8 draws to 1/16/06 with numbers **046** drawn and make our pairs **04, 06, 46** and combine all our numbers like so:

Combinations:

004 006 046
 804 806 846
 604 606 646

While not an exact match this time, you can see how close it came with the 634, the 46 pair was definitely one of the pairs to use.

Now if doubles had come out we would have just used 6 combinations instead of the 9.

Finally, you are not locked into the 2-day 8-day rule, however they seem to work the most frequently. You can also look at 1,2 or 3 days back for the singles and 3,4,5,6,7, and 8 days back or the pairs. Maybe track them and see which is hot.



Edge5 The Big 4 Sum Groups

The delinquent sums are a quick way to get a few good numbers to play. This is a noted pattern that takes place in Pick 3 and should be tracked regularly.

The following is the SUM chart representing all 120 single and 80 double possible combinations. Sums are the total of all the numbers in a digit added together. (123 = Sum 6) $1+2=3$ $+3=6$

Sum Root Chart:

SUMS	Pick 3 Combinations with Sums and Root Totals	Total Numbers	ROOTs
27	999	1	9
26	899	1	8
25	799 889	2	7
24	699 789 888	3	6
23	599 689 788 779	4	5
22	499 589 679 688 778	5	4
21	399 489 579 588 669 678 777	7	3
20	299 389 479 488 569 578 668 677	8	2
19	199 289 379 388 469 478 559 568 577 667	10	1
18	099 189 279 288 369 378 459 468 477 558 567 666	12	9
17	089 179 188 269 278 359 368 377 449 458 467 557 566	13	8
16	079 088 169 178 259 268 277 349 358 367 448 457 466 556	14	7
15	069 078 159 168 177 249 258 267 339 348 357 366 447 456 555	15	6
14	059 068 077 149 158 167 239 248 257 266 338 347 356 446 455	15	5
13	049 058 067 139 148 157 166 229 238 247 256 337 346 355 445	15	4
12	039 048 057 066 129 138 147 156 228 237 246 255 336 345 444	15	3
11	029 038 047 056 119 128 137 146 155 227 236 245 335 344	14	2
10	019 028 037 046 055 118 127 136 145 226 235 244 334	13	1
9	009 018 027 036 045 117 126 135 144 225 234 333	12	9
8	008 017 026 035 044 116 125 134 224 233	10	8
7	007 016 025 034 115 124 133 223	8	7
6	006 015 024 033 114 123 222	7	6
5	005 014 023 113 122	5	5
4	004 013 022 112	4	4
3	003 012 111	3	3
2	002 011	2	2
1	001	1	1
0	000	1	0

Notice the **Green** area. This is the most common group of sums (SUMS 12 – 15) . Now if you only use the non-double numbers you have 10 numbers in each of the 4 groups of sums or 40 numbers. In other words...



The BIG 4 SUM Groups

Big Group 1 - 12 SUM

039-048-057-156-147-237-246-345-129-138

Big Group 2 - 13 SUM

049-058-067-139-148-157-238-247-256-346

Big Group 3 - 14 SUM

059-068-149-158-167-239-248-257-347-356

Big Group 4 - 15 SUM

069-078-159-168-249-258-267-348-357-456

Now to start with you will have to track the SUMS back. Take a look at chart below. Notice the frequency of hits the Big 4 sum group has represented by the **green** highlight.

Heres a couple of things to watch for in the Big 4.

Most Due – If you look at the following chart you will notice that the 15 SUMS (Big Group 4) are the most due. When they are cold, most sums will be out for 10 to 15 plays...this Group has be out 21 days. While you might be tempted to play the 15 Sum Group, hold off. Look at the frequency pattern when they do come. They tend to hit and then hit again in the next draw or two.

So the idea would be to track this 15 Group SUM until it Hits and then play all 10 number combinations boxed on the next draw and if it does not Hit, then play again the following draw.

HITS – Another idea is to wait for the **Green HITS** in the Chart below to go out 4+ then play all the Groups. In other words, wait for all of the Big 4 Sum Groups to NOT hit for at least 4 in a row, then play all of them. It will happen about once a month.

DATE	NUMS	SUMS	HIT	SUM	SUM	SUM	SUM
				12	13	14	15
1/31/2006	586	19					
1/30/2006	158	14	HIT			14	
1/29/2006	464	14	DBL			14	
1/28/2006	943	16					
1/27/2006	253	10					
1/26/2006	962	17					
1/25/2006	634	13	HIT		13		
1/24/2006	957	21					
1/23/2006	185	14	HIT			14	
1/22/2006	086	14	HIT			14	
1/21/2006	733	13	DBL		13		
1/20/2006	364	13	HIT		13		
1/19/2006	395	17					
1/18/2006	923	14	HIT			14	
1/17/2006	487	19					
1/16/2006	046	10					
1/15/2006	667	19					



1/14/2006	480	12	HIT	12		
1/13/2006	622	10				
1/12/2006	219	12	HIT	12		
1/11/2006	914	15	HIT			15
1/10/2006	000	0				
1/9/2006	885	21				
1/8/2006	535	13	DBL		13	
1/7/2006	359	17				
1/6/2006	508	13	HIT		13	
1/5/2006	119	11				
1/4/2006	470	11				
1/3/2006	327	12	HIT	12		
1/2/2006	797	23				
1/1/2006	747	18				

Numbers with the 12 SUM

039-048-057-156-147-237-246-345-129-138

Numbers with the 13 SUM

049-058-067-139-148-157-238-247-256-346

Numbers with the 14 SUM

059-068-149-158-167-239-248-257-347-356

Numbers with the 15 SUM

069-078-159-168-249-258-267-348-357-456

The next day the SUM 15 Hits.

2/1/2006	375	15
----------	-----	----



Edge6 Even Odd Pairs

So what are “Even Odd Pairs”? They are the 2 digits that are either both even or both odd numbers. Here is a list of all the Even and Odd pairs.

Even	Odd
00	11
02	13
04	15
06	17
08	19
22	33
24	35
26	37
28	39
44	55
46	57
48	59
66	77
68	79
88	99

The first thing you want to do is make a chart similar to the one on the next page. Track all the even and odd pairs, including the doubles (marked by a “D”). What you are looking for is the most overdue pairs or the pairs that have not hit in a while. In the history file below we would ideally want to go back another month. For now, **02 24 28 13 17** pairs are the most due.

The most overdue pair usually tends to come up as an all EVEN or all ODD number.

So if you tracked back far enough and found 02 was the most overdue pair, you would play: 402, 602 and 802 Boxed.

Also, if you are using the doubles method and feel doubles are coming, add in these numbers, 002 and 022 Boxed.

Finally, if neither of the all ODD or all EVEN (doubles or not) have not hit in 4 draws...PLAY ALL!!



An example of an all EVEN and all ODD pairs Chart.

	All	02	04	06	08	24	26	28	46	48	68	13	15	17	19	35	37	39	57	59	79	
1/31/2006	586																					
1/30/2006	158																					
1/29/2006	464	D																				
1/28/2006	943																					
1/27/2006	253																					
1/26/2006	962																					
1/25/2006	634																					
1/24/2006	957																					
1/23/2006	185																					
1/22/2006	086																					
1/21/2006	733	D																				
1/20/2006	364																					
1/19/2006	395																					
1/18/2006	923																					
1/17/2006	487																					
1/16/2006	046																					
1/15/2006	667																					
1/14/2006	480																					
1/13/2006	622	D																				
1/12/2006	219																					
1/11/2006	914																					
1/10/2006	000																					
1/9/2006	885																					
1/8/2006	535	D																				
1/7/2006	359																					
1/6/2006	508																					
1/5/2006	119	D																				
1/4/2006	470																					
1/3/2006	327																					
1/2/2006	797	D																				
1/1/2006	747																					

Using the example above of the 02 pair. We would have played the 02 as 024, 026 and 028

On 2/17/06 the 02 pair Hit as 402, an All EVEN combination.

2/20/2006	713	17
2/19/2006	680	
2/18/2006	351	
2/17/2006	402	2420
2/16/2006	050	
2/15/2006	867	
2/14/2006	313	13



Edge7 Add1 & Sub1

Included simply because you will see this “System” out there, this method is incredibly simple and very infrequent.

Basically, you will just be adding 1 and subtracting 1 from the last number drawn.

While included in this edition, this “system” relies on some very odd odds (no pun). This system takes the number that just hit and adds or subtracts 1 from it.

Here is how this works:

Say the most recent number to HIT was 428

Adding 1 to each position:	5	2	8		4	3	8		4	2	9
Most recent number that HIT:	4	2	8		4	2	8		4	2	8
Subtracting 1 from each position:	3	2	8		4	1	8		4	2	7

Your numbers would be **528, 438, 429 & 328, 418, 427**



Edge8 Pyramids

There are several methods for setting up the Pyramid system.

The first method is to use one month from the year before. For example, if you were in Feb. 07, you would be looking for Feb. 06 numbers to get your numbers to track.

The Next would be to use the month prior. For example, if you are looking for the numbers for Feb. then use Jan.'s numbers.

Once you determine which set you are going to use, track them by totaling how many times each number hits in a given month.

In the following chart, we are using our sample history file.

Number of Hits Per Digit

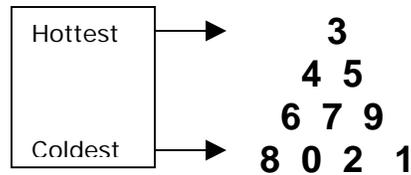
		0	1	2	3	4	5	6	7	8	9
1/31/2006	586						1	1		1	
1/30/2006	158		1				1			1	
1/29/2006	464					2		1			
1/28/2006	943				1	1					1
1/27/2006	253			1	1		1				
1/26/2006	962			1				1			1
1/25/2006	634				1	1		1			
1/24/2006	957						1		1		1
1/23/2006	185		1				1			1	
1/22/2006	086	1						1		1	
1/21/2006	733				2				1		
1/20/2006	364				1	1		1			
1/19/2006	395				1		1				1
1/18/2006	923			1	1						1
1/17/2006	487					1			1	1	
1/16/2006	046	1				1		1			
1/15/2006	667							2	1		
1/14/2006	480	1				1				1	
1/13/2006	622			2				1			
1/12/2006	219		1	1							1
1/11/2006	914		1			1					1
1/10/2006	000	3									
1/9/2006	885						1			2	
1/8/2006	535				1		2				
1/7/2006	359				1		1				1
1/6/2006	508	1					1			1	
1/5/2006	119		2								1
1/4/2006	470	1				1			1		
1/3/2006	327			1	1				1		
1/2/2006	797								2		1
1/1/2006	747					1			2		
Total Hits:		8	6	7	11	11	11	10	10	9	10
		0	1	2	3	4	5	6	7	8	9



List the numbers from highest hitting to lowest.

3,4,5,6,7,9,8,0,2,1

Now put the numbers into a "Pyramid". From Hottest on the top, then down and left to right till you get to the coldest in the bottom right.



Now get your combinations out of the pyramid by making smaller pyramids.

345, 467, 579, 680, 702, 921, 381, 482,

501, 457, 670, 792, 369

2/3/2006	1	8	3
2/2/2006	5	3	2
2/1/2006	3	7	5

Within 3 days of this example **381** HIT box as 183 on 2/3/06.



Edge9 TTT Patterns

In this system you will be making 4 different TTT (Tic-Tac-Toe) tables, named below as Stack 1, Stack 2, Stack 3 and Stack 4.

For the example we used 1/6/2006 508

Stack1

Start by making a TTT then placing the number in diagonally

5		
	0	
		8

Next, continue by subtracting 1 from the bottom right number. $8-1=7$ (Note, if the number is 0, then $0-1=9$, just view the zero as a 10)

5		
	0	
	7	8

Keep going by subtracting another 1 from the 7. $7-1=6$

5		
	0	
6	7	8

Continue subtracting and placing the numbers in the available boxes.

5	4	3
5	0	2
6	7	8



Stack2

Now you will just do it again, but this time Add one (1) to each of the numbers. $8+1=9$

5		
	0	
	9	8

Continue by adding 1 to the 9. $1+9 = 0$ (Just go back to zero (0) if the number exceeds nine(9))

5		
	0	
0	9	8

Keep adding 1 until you complete the remaining boxes.

5	2	3
1	0	4
0	9	8

Stack 3

Now create a stack with last night's number going horizontal

5	0	8

In this stack you will be adding 5 to each of the numbers and placing it over the number you added to.

$5+5 = 10$ (Just put 0), $0+5 = 5$, $8+5 = 13$ (Just put 3)

0	5	3
5	0	8

In this stack you will be subtracting 3 to each of the numbers and placing it under the number you subtracted from.

$5-3 = 2$, $0-3 = 7$, $8-3 = 5$

0	5	3
5	0	8
2	7	5



Stack 4

Finally, Do the same as in Stack 3, except subtract two (2) from the number instead of 3

0	5	3
5	0	8
3	8	6

Now, add up how many times each number comes up in each of the TTT's and put the totals in the Frequency column. Subtract four 5's for 0's and four 8's from the frequency results to get a look at the true frequency.

Number	Frequency	Minus the 508 in each	
0	7	-4	3
1	1		1
2	3		3
3	5		5
4	2		2
5	7	-4	3
6	2		2
7	2		2
8	4	-4	0
9	1		1

Grab the hottest numbers, minimum of 4 (Here we have 0,2,3 & 5) and create your sets.

023, 035, 235

While not a perfect match, you will notice that within the next two days the 35 pair showed.



Edge10 Doubles on a Budget

This is a great trapping method, meaning you set it up and wait for the numbers to step in to the trap.

Start by tracking the last two weeks of numbers. Within that range of numbers look for how many times pairs repeat. You are looking for a pair set to repeat itself three or more times.

Look at our example data below.

1/31/2006	586			
1/30/2006	158			
1/29/2006	464			
1/28/2006	943			
1/27/2006	253			
1/26/2006	962			
1/25/2006	634	6	3	4
1/24/2006	957			
1/23/2006	185			
1/22/2006	086			
1/21/2006	733			
1/20/2006	364	3	6	4
1/19/2006	395			
1/18/2006	923			
1/17/2006	487			
1/16/2006	046	0	4	6
1/15/2006	667			
1/14/2006	480			
1/13/2006	622			
1/12/2006	219			

Within this data set the 46 pair came up 3 times. So you would play it as doubles. **664** or **446**. You'll notice that on 1/29 the **464** hit.

A good point to this is that you only have to play a few numbers and sometimes none at all when pairs don't show three plus times in your data set.

Note that the 93 pair also showed over three times in this set...so you would want to cover that too.

Another idea is to track your front and back pairs for three months and play the hottest of those as doubles.



Edge11 TTT w/Missing

This is a variation of the TTT system (Edge9) by taking advantage of the missing numbers (those numbers that don't make it into the TTT setup).

Briefly, as you may recall, the TTT set up is:

1 0 1
 9 2 2
 8 7 3

The numbers in **red** represents the last hit. You get the remaining numbers by filling in counterclockwise each position -1 until you run out of room (Explained in detail in Edge9).

The following set is from our example history file.

1/14/2006	480
1/13/2006	622
1/12/2006	219
1/11/2006	914
1/10/2006	000
1/9/2006	885
1/8/2006	535
1/7/2006	359
1/6/2006	508
1/5/2006	119
1/4/2006	470
1/3/2006	327
1/2/2006	797
1/1/2006	747

Creating the TTT

From the history file above, List the Drawn number in the TTT diagonally from top left to bottom right as shown below.

7		
	4	
		7



Start subtracting 1 from the digit in the bottom right box. Here the number was 7 so $7-1=6$ (Note if any of the numbers are 0 then $0-1=9$, just count the 0 as a 10)

7		
	4	6
	7	7

Continue subtracting 1 and moving counter clockwise around the TTT filling in the remaining boxes.

7	4	5
3	4	6
2	1	7

Finding the Missing Numbers

Notice that 0,8 and 9 are “missing” from the TTT above. Combine the numbers to get your Missing pairs.

08, 09, 89

Now combine your drawn numbers (747) with these missing pairs (08, 09, 89) to get a new set of combinations.

708, 709, 789,

408, 409, 489

(Note that if you didn't have a double number as your drawn number (747), you would have had another set)

Now pull your TTT numbers

Across			Numbers
7	4	5	745
			346
3	4	6	217
2	1	7	

Down			Numbers
7	4	5	732
			441
3	4	6	567
2	1	7	

Diagonal			Numbers
7	4	5	747
			245
3	4	6	
2	1	7	

Diamond			Numbers
7	4	5	346
			316
3	4	6	
2	1	7	



Corners			Numbers
7	4	5	374
			321
3	4	6	654
			671
2	1	7	

H Pattern			Numbers
7	4	5	734
			234
3	4	6	564
			764
2	1	7	

1/2 Diamond			Numbers
7	4	5	742
			547
3	4	6	
2	1	7	

Cross			Numbers
7	4	5	344
			341
3	4	6	644
			641
2	1	7	

Capital I			Numbers
7	4	5	744
			544
3	4	6	214
			714
2	1	7	

Across 745 – 346 - 217
 Down 732 – 441 - 567
 Diagonal 747 - 245
 Diamond 346 - 316
 Corners 374 – 321 – 654 - 671
 H Pattern 734 – 234 – 564 – 764
 Half Diamond 742 - 547
 Cross 344 – 341 – 644 – 641
 Capital I 744 – 544 – 214 - 714

Take out the repeats, the all 3 consecutive (rare), the doubles, and the 747

Across 745 – 346 - 217
 Down 732 – 441 - 567
 Diagonal 747 - 245
 Diamond 346 - 316
 Corners 374 – 321 – 654 - 671
 H Pattern 734 – 234 – 564 – 764
 Half Diamond 742 - 547
 Cross 344 – 341 – 644 – 641
 Capital I 744 – 544 – 214 - 714



The numbers remaining are:: 745, 346, 217, 732, 245, 316, 374, 671, 764, 742, 341, 641, 214, 714

Again, The Missing Numbers were: 708, 709, 789, 408, 409, 489

Now look at the numbers that followed the 747 and you see we had a hit within 2 days using the TTT and 13 days using the MISSING.

1/14/2006	480	MISSING (HIT)
1/13/2006	622	
1/12/2006	219	
1/11/2006	914	
1/10/2006	000	
1/9/2006	885	
1/8/2006	535	
1/7/2006	359	
1/6/2006	508	
1/5/2006	119	
1/4/2006	470	
1/3/2006	327	TTT (HIT)
1/2/2006	797	
1/1/2006	747	



Edge12 Overdue Common Pairs

Given the history file, this system did not produce a hit within a respectable timeframe. However, if you look at this system close you will notice that it warrants some further research. Unfortunately, this is a heavy system to setup, backtrack and maintain.

The bottom line of this system is to find the 3 most overdue pairs in your pick3 game. Each of the pairs must have a common digit with one another, hence, "Common" Pairs.

In the example below: 01 03 13 are the most overdue pairs. They are considered common because each of them can be paired up with each other to make a new 3-digit combination. From here you would wheel digits 031 to get your new combinations. Wheeling all three digits would make 24 straight combinations to play including unique and doubles. You can also conserve your money by playing the 7 combinations boxed.

001, 003, 011, 033, 113, 331, 013

This will cover all the unique as well as the doubles numbers.

First - Use a chart like the one below to check off the pairs as they hit.

0's	1's	2's	3's	4's
0 0				
0 1	1 1			
0 2	1 2	2 2		
0 3	1 3	2 3	3 3	
0 4	1 4	2 4	3 4	4 4
0 5	1 5	2 5	3 5	4 5
0 6	1 6	2 6	3 6	4 6
0 7	1 7	2 7	3 7	4 7
0 8	1 8	2 8	3 8	4 8
0 9	1 9	2 9	3 9	4 9

5's	6's	7's	8's	9's
5 5				
5 6	6 6			
5 7	6 7	7 7		
5 8	6 8	7 8	8 8	
5 9	6 9	7 9	8 9	9 9



Next, set up a history of numbers that hit and simultaneously mark off the pairs that hit. I have also included a column that shows which pairs hit and the number of hits.

Date	Number	Unique pairs in number	Pairs that Hit		
2/20/2006					
2/19/2006					
2/18/2006					
2/17/2006					
2/16/2006					
2/15/2006					
2/14/2006					
2/13/2006					
2/12/2006					
2/11/2006					
2/10/2006					
2/9/2006					
2/8/2006					
2/7/2006					
2/6/2006					
2/5/2006					
2/4/2006					
2/3/2006					
2/2/2006					
2/1/2006					
1/31/2006					
1/30/2006					
1/29/2006					
1/28/2006					
1/27/2006	253	1	25		
1/26/2006	962	1	69		
1/25/2006	634				
1/24/2006	957	1	57		
1/23/2006	185	2	15	18	
1/22/2006	86	1	68		
1/21/2006	733	1	33		
1/20/2006	364	2	34	36	
1/19/2006	395				
1/18/2006	923				
1/17/2006	487	1	78		
1/16/2006	46	2	06	46	
1/15/2006	667	2	66	67	
1/14/2006	480	1	48		
1/13/2006	622	2	22	26	
1/12/2006	219	2	12	29	
1/11/2006	914	2	14	49	
1/10/2006	000	1	00		
1/9/2006	885	1	88		
1/8/2006	535	1	55		
1/7/2006	359	3	35	39	59
1/6/2006	508	3	05	08	58
1/5/2006	119	2	11	19	
1/4/2006	470	2	04	07	
1/3/2006	327	3	27	32	37
1/2/2006	797	1	79		
1/1/2006	747	2	47	77	



After tracking the pairs for a couple of weeks you should be getting close to widdleing down the 3 common pairs. In this example we are left with only 01 03 and 13

NOTE: When you are getting close to only a few remaining pairs, start to check for the common numbers.

PAIRS CHART

0's	1's	2's	3's	4's
0 0				
0 1	1 1			
0 2	1 2	2 2		
0 3	1 3	2 3	3 3	
0 4	1 4	2 4	3 4	4 4
0 5	1 5	2 5	3 5	4 5
0 6	1 6	2 6	3 6	4 6
0 7	1 7	2 7	3 7	4 7
0 8	1 8	2 8	3 8	4 8
0 9	1 9	2 9	3 9	4 9

Remaining Pairs

5's	6's	7's	8's	9's
5 5				
5 6	6 6			
5 7	6 7	7 7		
5 8	6 8	7 8	8 8	
5 9	6 9	7 9	8 9	9 9

Now you would play the 7 combinations. **001, 003, 011, 033, 113, 331, 013**

Date	Number	Unique pairs in number	Pairs
2/20/2006	713		
2/19/2006	680		
2/18/2006	351		
2/17/2006	402		
2/16/2006	50		
2/15/2006	867		
2/14/2006	313	18	
2/13/2006	625	17	
2/12/2006	606	16	
2/11/2006	677	15	
2/10/2006	304	14	
2/9/2006	760	13	
2/8/2006	798	12	
2/7/2006	501	11	
2/6/2006	374	10	
2/5/2006	60	9	
2/4/2006	336	8	
2/3/2006	183	7	
2/2/2006	532	6	
2/1/2006	375	5	
1/31/2006	586	4	
1/30/2006	158	3	
1/29/2006	464	2	
1/28/2006	943	1	

As mentioned at the beginning the system does not give a profitable hit within the timeline.

However given that most of the numbers are doubles, you could play the unique (031) number up boxed to 10 days and the double numbers (001, 003, 011, 033, 113, 331) boxed up to 24 days.

Playing this way affords a longer timeframe for a hit, and proves to be profitable using our example.

RED numbers are days with out a hit using the 7 combinations.



Edge13 Saturday Setup

Take the number that hit on the Saturday before. For example if today was Tuesday, you would use last Saturdays number, until next Sunday.

From the foundation set, you will notice that 359 hit on Saturday 1/7/06. Take that number and add 1 to each column until you get back to the original number.

1/14/2006	480	Sat			
1/13/2006	622	Fri			
1/12/2006	219	Thu			
1/11/2006	914	Wed			
1/10/2006	000	Tue			
1/9/2006	885	Mon			
1/8/2006	535	Sun			
1/7/2006	359	Sat	3	5	9
1/6/2006	508	Fri	4	6	0
1/5/2006	119	Thu	5	7	1
1/4/2006	470	Wed	6	8	2
1/3/2006	327	Tue	7	9	3
1/2/2006	797	Mon	8	0	4
1/1/2006	747	Sun	9	1	5
			0	2	6
			1	3	7
			2	4	8
			3	5	9

Here add 1 to each column

Remember its lottery math, so when you reach 9 the next digit would be 0 then 1, 2, etc.

It took a week but 804 hit box on the following Saturday.



Edge14 Numbering Points

More of a strategy than a system, numbering points allows you to determine not only the hot and cold numbers, but also keep track of the hot and cold column location for the numbers.

Start by looking at the last 20 numbers that hit your state.

- 1) If the number appears in the first column then give it 3 points
- 2) If the number appears in the second column then give it 2 points
- 3) If the number appears in the third column then give it 1 point

Let look at the example below

DATE	NUMS	Value of the Numbers		
		3 Pts	2 Pts	1 Pt
1/31/2006	586	5	8	6
1/30/2006	158	1	5	8
1/29/2006	464	4	6	4
1/28/2006	943	9	4	3
1/27/2006	253	2	5	3
1/26/2006	962	9	6	2
1/25/2006	634	6	3	4
1/24/2006	957	9	5	7
1/23/2006	185	1	8	5
1/22/2006	086	0	8	6
1/21/2006	733	7	3	3
20	1/20/2006	3	6	4
19	1/19/2006	3	9	5
18	1/18/2006	9	2	3
17	1/17/2006	4	8	7
16	1/16/2006	0	4	6
15	1/15/2006	6	6	7
14	1/14/2006	4	8	0
13	1/13/2006	6	2	2
12	1/12/2006	2	1	9
11	1/11/2006	9	1	4
10	1/10/2006	0	0	0
9	1/9/2006	8	8	5
8	1/8/2006	5	3	5
7	1/7/2006	3	5	9
6	1/6/2006	5	0	8
5	1/5/2006	1	1	9
4	1/4/2006	4	7	0
3	1/3/2006	3	2	7
2	1/2/2006	7	9	7
1	1/1/2006	7	4	7

Split the numbers into their own columns

Start tracking 20 numbers back as in our example 1/1 – 1/20 represented by the green highlight



In the example above you would start by counting up all the times the zero (0) digit hit in the first column. We find that it hit twice (2 times). When a number hits in the first column, its worth 3 points, so you would multiply the 2 hits times 3. ($2 \times 3 = 6$). The value of 0 in the first column is 6 points. Pretty easy. Now, do the same for the rest of the numbers in each of the column.

Below is the table showing the results from the history file above.

COLUMN 1				COLUMN 2				COLUMN 3				All Points
Digit	# of hits	Times 3	Points	Digit	# of hits	Times 2	Points	Digit	# of hits	Times 2	Points	
0	2	$2 \times 3 =$	6	0	2	$2 \times 2 =$	4	0	3	$3 \times 1 =$	3	13
1	1	$1 \times 3 =$	3	1	3	$3 \times 2 =$	6	1	0	$0 \times 1 =$	0	9
2	1	$1 \times 3 =$	3	2	3	$3 \times 2 =$	6	2	1	$1 \times 1 =$	1	10
3	4	$4 \times 3 =$	12	3	1	$3 \times 1 =$	2	3	1	$1 \times 1 =$	1	15
4	3	$3 \times 3 =$	9	4	2	$2 \times 2 =$	4	4	2	$2 \times 1 =$	2	15
5	2	$2 \times 3 =$	6	5	1	$3 \times 1 =$	2	5	3	$3 \times 1 =$	3	11
6	2	$2 \times 3 =$	6	6	2	$2 \times 2 =$	4	6	1	$1 \times 1 =$	1	11
7	2	$2 \times 3 =$	6	7	1	$3 \times 1 =$	2	7	5	$5 \times 1 =$	5	13
8	1	$1 \times 3 =$	3	8	3	$3 \times 2 =$	6	8	1	$1 \times 1 =$	1	10
9	2	$2 \times 3 =$	6	9	2	$2 \times 2 =$	4	9	3	$3 \times 1 =$	3	13

Digit	Points
3	15
4	15
0	13
7	13
9	13
5	11
6	11
2	10
8	10
1	9

Legend:
Reds are Hot
Blues are Cold

The digit 3, in terms of value, is a HOT digit scoring 15 points. However it is cold in the third column, so a 3 in the third is due. The very next draw the 733 hits

While this does not give an exact number to play, it is very helpful in keeping the “pulse” of the game on a daily basis as well as assisting with positional playing (exact order).

Edge15 Zig-Zag Patterns

Here is an alternate way of looking for repeating patterns. Typically, you would look for repeating patterns of 4+ numbers with the same characteristics (i.e. odds, evens, high lows or HELO's as they are called as in the example below) in the same position (tracking by column).

Typical 4+ High/Low Even/Odd tracking chart

DATE	NUMS	1st		2nd		3rd				
1/31/2006	586	5	o	h	8	e	h	6	e	h
1/30/2006	158	1	o	l	5	o	h	8	e	h
1/29/2006	464	4	e	l	6	e	h	4	e	l
1/28/2006	943	9	o	h	4	e	l	3	o	l
1/27/2006	253	2	e	l	5	o	h	3	o	l
1/26/2006	962	9	o	h	6	e	h	2	e	l
1/25/2006	634	6	e	h	3	o	l	4	e	l
1/24/2006	957	9	o	h	5	o	h	7	o	h
1/23/2006	185	1	o	l	8	e	h	5	o	h
1/22/2006	086	0	e	l	8	e	h	6	e	h
1/21/2006	733	7	o	h	3	o	l	3	o	l
1/20/2006	364	3	o	l	6	e	h	4	e	l
1/19/2006	395	3	o	l	9	o	h	5	o	h
1/18/2006	923	9	o	h	2	e	l	3	o	l
1/17/2006	487	4	e	l	8	e	h	7	o	h
1/16/2006	046	0	e	l	4	e	l	6	e	h
1/15/2006	667	6	e	h	6	e	h	7	o	h
1/14/2006	480	4	e	l	8	e	h	0	e	l
1/13/2006	622	6	e	h	2	e	l	2	e	l
1/12/2006	219	2	e	l	1	o	l	9	o	h
1/11/2006	914	9	o	h	1	o	l	4	e	l
1/10/2006	000	0	e	l	0	e	l	0	e	l
1/9/2006	885	8	e	h	8	e	h	5	o	h
1/8/2006	535	5	o	h	3	o	l	5	o	h
1/7/2006	359	3	o	l	5	o	h	9	o	h
1/6/2006	508	5	o	h	0	e	l	8	e	h
1/5/2006	119	1	o	l	1	o	l	9	o	h
1/4/2006	470	4	e	l	7	o	h	0	e	l
1/3/2006	327	3	o	l	2	e	l	7	o	h
1/2/2006	797	7	o	h	9	o	h	7	o	h
1/1/2006	747	7	o	h	4	e	l	7	o	h

Legend:
 h = high number (56789)
 l = low number (01234)
 o = odd number
 e = even number

4+ low numbers in a row shown in red



However, a more unknown way to track is to look for patterns that Zig-Zag. You will notice that they follow the same criteria as the straight patterns and can be ripe for a hit when the straight patterns are cold.

Next draw look for **Odd** in first position

DATE	NUMS	1st		2nd		3rd				
1/31/2006	586	5	o	h	8	e	h	6	e	h
1/30/2006	158	1	o	l	5	o	h	8	e	h
1/29/2006	464	4	e	l	6	e	h	4	e	l
1/28/2006	943	9	o	h	4	e	l	3	o	l
1/27/2006	253	2	e	l	5	o	h	3	o	l
1/26/2006	962	9	o	h	6	e	h	2	e	l
1/25/2006	634	6	e	h	3	o	l	4	e	l
1/24/2006	957	9	o	h	5	o	h	7	o	h
1/23/2006	185	1	o	l	8	e	h	5	o	h
1/22/2006	086	0	e	l	8	e	h	6	e	h
1/21/2006	733	7	o	h	3	o	l	3	o	l
1/20/2006	364	3	o	l	6	e	h	4	e	l
1/19/2006	395	3	o	l	0	o	h	5	o	h
1/18/2006	923	9	o	h	2	e	l	3	o	l
1/17/2006	487	4	e	l	8	e	h	7	o	h
1/16/2006	046	0	e	l	4	e	l	6	e	h
1/15/2006	667	6	e	h	6	e	h	7	o	h
1/14/2006	480	4	e	l	8	e	h	0	e	l
1/13/2006	622	6	e	h	2	e	l	2	e	l
1/12/2006	219	2	e	l	1	o	l	9	o	h
1/11/2006	914	9	o	h	1	o	l	4	e	l
1/10/2006	000	0	e	l	0	e	l	0	e	l
1/9/2006	885	8	e	h	8	e	h	5	o	h
1/8/2006	535	5	o	h	3	o	l	5	o	h
1/7/2006	359	3	o	l	5	o	h	9	o	h
1/6/2006	508	5	o	h	0	e	l	8	e	h
1/5/2006	119	1	o	l	1	o	l	9	o	h
1/4/2006	470	4	e	l	7	o	h	0	e	l
1/3/2006	327	3	o	l	2	e	l	7	o	h
1/2/2006	797	7	o	h	9	o	h	7	o	h
1/1/2006	747	7	o	h	4	e	l	7	o	h

Zig-Zag patterns have to follow a left or right movement. They can start in the middle column, but must move to the end columns from that point.



Now looking at the available patterns involving the High Low & Even Odd we know that you can have the following 64 options (listed below) and as with the Straight patterns, the Zig-Zags, once determined can cut the available options down by half (or 32 possible HELO's).

HE = 68
 HO = 579
 LE = 024
 LO = 13

1st	2nd	3rd
HE	HE	HE
HE	HE	HO
HE	HE	LE
HE	HE	LO
HE	HO	HE
HE	HO	HO
HE	HO	LE
HE	HO	LO
HE	LE	HE
HE	LE	HO
HE	LE	LE
HE	LE	LO
HE	LO	HE
HE	LO	HO
HE	LO	LE
HE	LO	LO

1st	2nd	3rd
HO	HE	HE
HO	HE	HO
HO	HE	LE
HO	HE	LO
HO	HO	HE
HO	HO	HO
HO	HO	LE
HO	HO	LO
HO	LE	HE
HO	LE	HO
HO	LE	LE
HO	LE	LO
HO	LO	HE
HO	LO	HO
HO	LO	LE
HO	LO	LO

1st	2nd	3rd
LE	HE	HE
LE	HE	HO
LE	HE	LE
LE	HE	LO
LE	HO	HE
LE	HO	HO
LE	HO	LE
LE	HO	LO
LE	LE	HE
LE	LE	HO
LE	LE	LE
LE	LE	LO
LE	LO	HE
LE	LO	HO
LE	LO	LE
LE	LO	LO

1st	2nd	3rd
LO	HE	HE
LO	HE	HO
LO	HE	LE
LO	HE	LO
LO	HO	HE
LO	HO	HO
LO	HO	LE
LO	HO	LO
LO	LE	HE
LO	LE	HO
LO	LE	LE
LO	LE	LO
LO	LO	HE
LO	LO	HO
LO	LO	LE
LO	LO	LO

These are obviously to be used with another system. They are an excellent "filter" when you are trying to determine the position of a straight play. Or when you just need the reassurance that an all even, all odd, all high, or all low combinations is due or not.

DATE	NUMS	1st			2nd			3rd		
2/3/2006	183	1	o	l	8	e	h	3	o	l
2/2/2006	532	5	o	h	3	o	l	2	e	l
2/1/2006	375	3	o	l	7	o	h	5	o	h

The following Draw (2/1) the 3 in the first Hit as Low Odd.



Edge16 Repeating Number

The basic rule says that 1 numbers frequently repeats from the previous nights draw. From tracking the history file below we see that's basically reliable.

DATE	NUMS	1st	2nd	3rd		
1/31/2006	586	5	8	6		
1/30/2006	158	1	5	8		
1/29/2006	464	4	6	4		
1/28/2006	943	9	4	3		
1/27/2006	253	2	5	3		
1/26/2006	962	9	6	2		
1/25/2006	634	6	3	4		
1/24/2006	957	9	5	7		
1/23/2006	185	1	8	5		
1/22/2006	086	0	8	6		
1/21/2006	733	7	3	3		
1/20/2006	364	3	6	4		
1/19/2006	395	3	9	5		
1/18/2006	923	9	2	3		
1/17/2006	487	4	8	7		
1/16/2006	046	0	4	6		
1/15/2006	667	6	6	7		
1/14/2006	480	4	8	0		
1/13/2006	622	6	2	2		
1/12/2006	219	2	1	9		
1/11/2006	914	9	1	4		
1/10/2006	000	0	0	0		
1/9/2006	885	8	8	5		
1/8/2006	535	5	3	5		
1/7/2006	359	3	5	9		
1/6/2006	508	5	0	8		
1/5/2006	119	1	1	9		
1/4/2006	470	4	7	0		
1/3/2006	327	3	2	7		
1/2/2006	797	7	9	7		
1/1/2006	747	7	4	7		

These **green** boxes represent times a number had a repeat from the previous draw.



Now, a closer look into the system shows that there is another pattern you can use to narrow the numbers down further.

Look at the history file and use the last number to hit, 158 (1/30/06)

Break the number up into its individual numbers and columns

Position 1	Position 2	Position 3
1	5	8

ONLY look for the First position number to repeat in the First or Second position

EXAMPLE

Position 1		
Position 1	Position 2	

or

ACTUAL

1		
1	1	

Last Draw
Next Draw

ONLY look for the Second position number to repeat in the First, Second or Third position.

EXAMPLE

	Position 2	
Position 1	Position 2	Position 3

or

ACTUAL

	5	
5	5	5

ONLY look for the Third position number to repeat in the Second or Third position.

EXAMPLE

		Position 3
	Position 2	Position 3

or

ACTUAL

		8
	8	8

Now if we look at the history file we notice that from where we left off tracking both 8 repeated from the Position3 to position2 and 5 repeated from Position2 to Position1 on 1/30 – 1/31

DATE	NUMS	1st	2nd	3rd
1/31/2006	586	5	8	6
1/30/2006	158	1	5	8



Edge17 Hot and Cold

Tracking the HOT and COLD of the Daily game is the most basic method for determining which digits should be played together.

First start with a history of at least 20 days. (Shown in light green)

DATE	NUMS			
1/31/2006	586	5	8	6
1/30/2006	158	1	5	8
1/29/2006	464	4	6	4
1/28/2006	943	9	4	3
1/27/2006	253	2	5	3
1/26/2006	962	9	6	2
1/25/2006	634	6	3	4
1/24/2006	957	9	5	7
1/23/2006	185	1	8	5
1/22/2006	086	0	8	6
1/21/2006	733	7	3	3
1/20/2006	364	3	6	4
1/19/2006	395	3	9	5
1/18/2006	923	9	2	3
1/17/2006	487	4	8	7
1/16/2006	046	0	4	6
1/15/2006	667	6	6	7
1/14/2006	480	4	8	0
1/13/2006	622	6	2	2
1/12/2006	219	2	1	9
1/11/2006	914	9	1	4
1/10/2006	000	0	0	0
1/9/2006	885	8	8	5
1/8/2006	535	5	3	5
1/7/2006	359	3	5	9
1/6/2006	508	5	0	8
1/5/2006	119	1	1	9
1/4/2006	470	4	7	0
1/3/2006	327	3	2	7
1/2/2006	797	7	9	7
1/1/2006	747	7	4	7



Now count how many times each number came up for each column. The terms are used interchangeably as either Positions, Columns or Digits

Position 1	Hits	Position 2	Hits	Position 3	Hits	All Positions	
Num 0	2	Num 0	2	Num 0	3	Num 0	7
Num 1	1	Num 1	3	Num 1	0	Num 1	4
Num 2	1	Num 2	3	Num 2	1	Num 2	5
Num 3	4	Num 3	1	Num 3	1	Num 3	6
Num 4	3	Num 4	2	Num 4	2	Num 4	7
Num 5	2	Num 5	1	Num 5	3	Num 5	6
Num 6	2	Num 6	2	Num 6	1	Num 6	5
Num 7	2	Num 7	1	Num 7	5	Num 7	8
Num 8	1	Num 8	3	Num 8	1	Num 8	5
Num 9	2	Num 9	2	Num 9	3	Num 9	7
20		20		20		60	

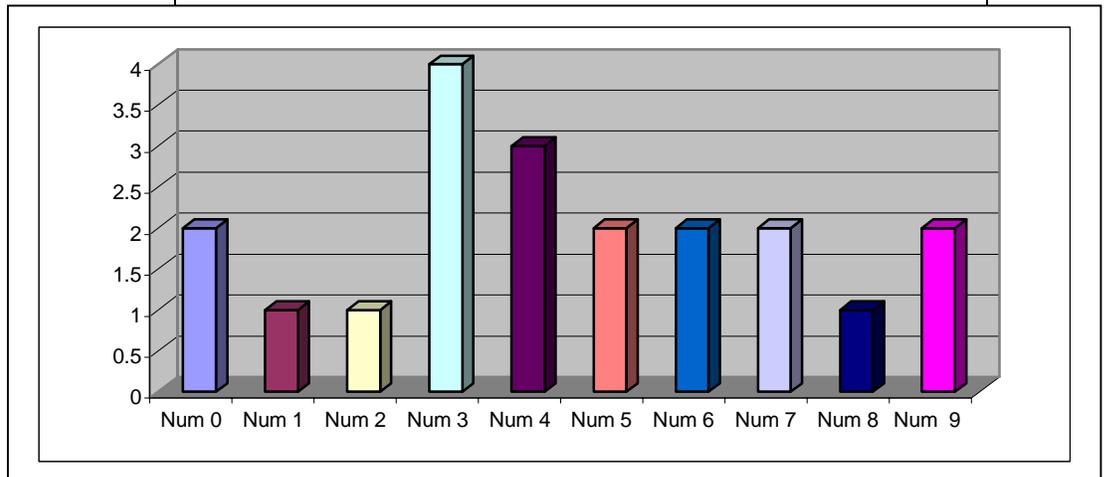
Charting Hot and Cold

So as you can see, Number 3 came up 4 times in the Column 1. Now once all of these are counted you can also generate a graph (whether using a spreadsheet application or graph paper) that helps you "see" when the numbers are falling.

Position 1

Number	Hits
Num 0	2
Num 1	1
Num 2	1
Num 3	4
Num 4	3
Num 5	2
Num 6	2
Num 7	2
Num 8	1
Num 9	2

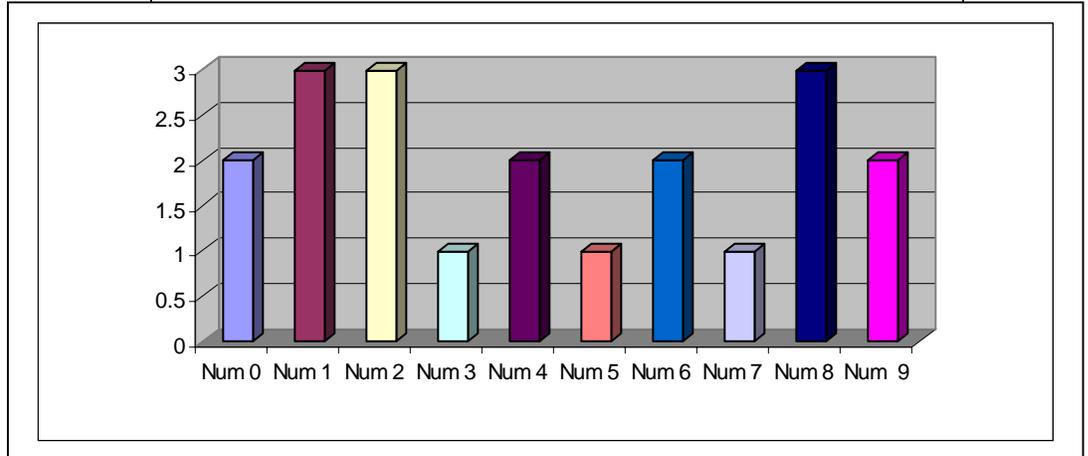
Graph showing the number of times each digit hit in the First position.



Graph showing the number of times each digit hit in the Second position.

Position 2

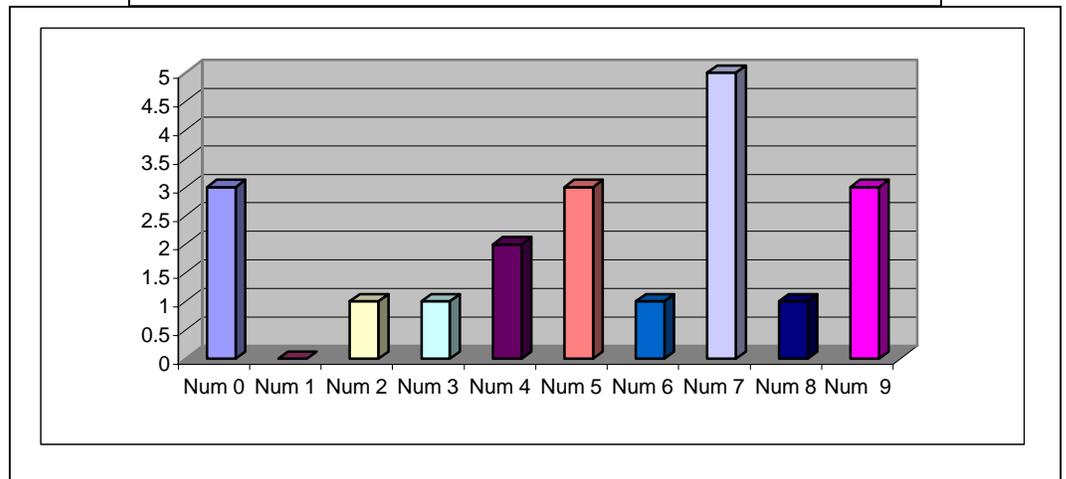
Number	Hits
Num 0	2
Num 1	3
Num 2	3
Num 3	1
Num 4	2
Num 5	1
Num 6	2
Num 7	1
Num 8	3
Num 9	2



Graph showing the number of times each digit hit in the Third position.

Position 3

Number	Hits
Num 0	3
Num 1	0
Num 2	1
Num 3	1
Num 4	2
Num 5	3
Num 6	1
Num 7	5
Num 8	1
Num 9	3

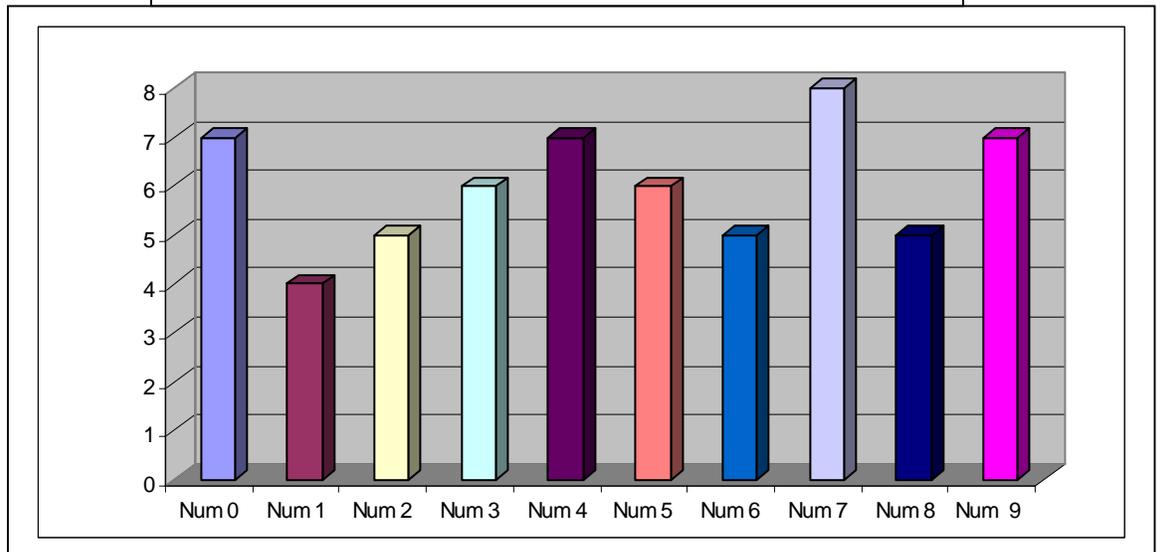


Viewing them all together (probably the easiest to see) you get...

Graph showing the number of times each digit hit in any position.

All Positions

Number	Hits
Num 0	7
Num 1	4
Num 2	5
Num 3	6
Num 4	7
Num 5	6
Num 6	5
Num 7	8
Num 8	5
Num 9	7

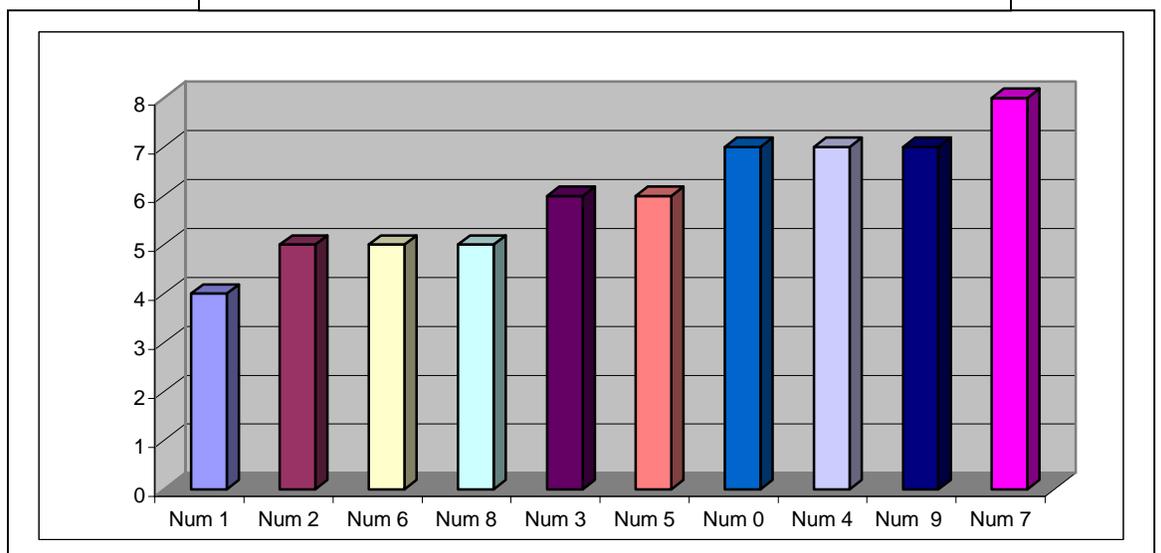


Sorted by hits in the last 20 days gives you.

Graph showing the number of times each digit hit in any position SORTED by Hits.

All Positions

Number	Hits
Num 1	4
Num 2	5
Num 6	5
Num 8	5
Num 3	6
Num 5	6
Num 0	7
Num 4	7
Num 9	7
Num 7	8





Now your top 5 in this last sorted graph are your Hot numbers and the Bottom 5 are the cold numbers.

Again look to the history file and order the hits per column that have come up starting with the most recent to the farthest.

Position 1	Position 2	Position 3
3	6	4
9	9	5
4	2	3
0	8	7
6	4	6
2	1	0
8	0	2
5	3	9
1	5	8
7	7	1

You can take it a step further by creating a new column on the left and assign each of the numbers a value or multiplier based on how far back they fell.

Multiplier	Position 1	Position 2	Position 3
1	3	6	4
2	9	9	5
3	4	2	3
4	0	8	7
5	6	4	6
6	2	1	0
7	8	0	2
8	5	3	9
9	1	5	8
10	7	7	1

Example: You would assign 3 the value of 1, 3 and 8. Because it came up in numbers 539, 423 and 364.

Any numbers in 539 are assigned a value of 8

Any numbers in 423 are assigned a value of 3

Any numbers in 364 are assigned a value of 1

12

Add up the values and you get a value for 3 = 12 (Adding values 8+3+1)



When you do this for each of the numbers you get...

0	17
1	25
2	16
3	12
4	9
5	19
6	11
7	24
8	20
9	12

Then sort the numbers from high to low, the high being the Hot numbers and the low being the Cold.

4	9
6	11
3	12
9	12
2	16
0	17
5	19
8	20
7	24
1	25

Put the numbers into a TTT (Edge9)

1
 7 8
 5 0 2
 9 3 6 4

Pull your combinations.

175, 759, 803, 182, 824, 706, 936, 364

1/25/2006	634	6	3	4
1/24/2006	957	9	5	7
1/23/2006	185	1	8	5
1/22/2006	086	0	8	6
1/21/2006	733	7	3	3

There were two HITs in the next 5 days using only those 8 combinations.



Edge 18 SUM ROOTS and BASE ROOTS

Ideally you would want to track up to three months for this method.

When we talk about SUMS we are referring to the total off all the digits in a PICK3 number when added together. A SUMS chart is found in the Foundations section and in Edge 19 (Next).

Example of a SUM: Using PICK3 number 638 $6+3+8 = 17$ SUM

Pretty easy.

Now the **SUM ROOT** (ROOT) is the SUM added together.

Example of a ROOT: Using SUM 17, $1+7 = 8$ ROOT

Again pretty simple right?

Now the **BASE ROOT** is found by just taking the last digit of the ROOT

Example of a BASE ROOT: Using SUM 17, 7 is the last digit so BASE ROOT =7

Here are all 10 BASE ROOTS:

ROW-0..... 019-028-037-046-127-136-145-235-389-479-569
 578-000-055-118-244-226-299-334-488-677-668

ROW-1..... 029-038-047-056-128-137-146-236-245-489-579
 678-001-155-119-227-344-335-399-588-669-777

ROW-2.....039-048-057-129-138-147-156-237-246-345-589
 679-011-002-066-255-228-336-499-688-778-444

ROW-3..... 012-049-058-067-139-148-157-238-247-256-346
 689-003-166-229-355-337-445-599-788-779-111

ROW-4.....013-059-068-149-158-167-239-248-257-347-356
 022-004-077-112-266-338-455-446-888-789-699

ROW-5.....014-023-069-078-159-168-249-258-267-348-357
 456-005-122-113-177-366-339-447-799-889-555

ROW-6.....015-024-079-123-169-178-259-268-349-358-367
 457-033-006-088-114-277-466-448-556-899-222

ROW-7.....016-025-034-089-124-179-269-278-359-368-458
 467-007-115-188-223-377-449-566-557-999-133

ROW-8.....017-026-035-125-134-189-279-378-459-468-567
 044-008-099-116-233-224-288-477-558-666-369

ROW-9.....018-027-036-045-126-135-234-289-379-469-478
 568-009-144-117-199-225-388-577-559-667-333

If the SUM ROOT were only 1 number, that would also be considered the BASE ROOT. Of course there are some times when you get SUM ROOTS that add up to a 2 digit number in that case you will simply remove the first digit in the result.

Example Using SUM 19, $1+9 = 10$ (taking off the first digit leaves BASE ROOT 0)

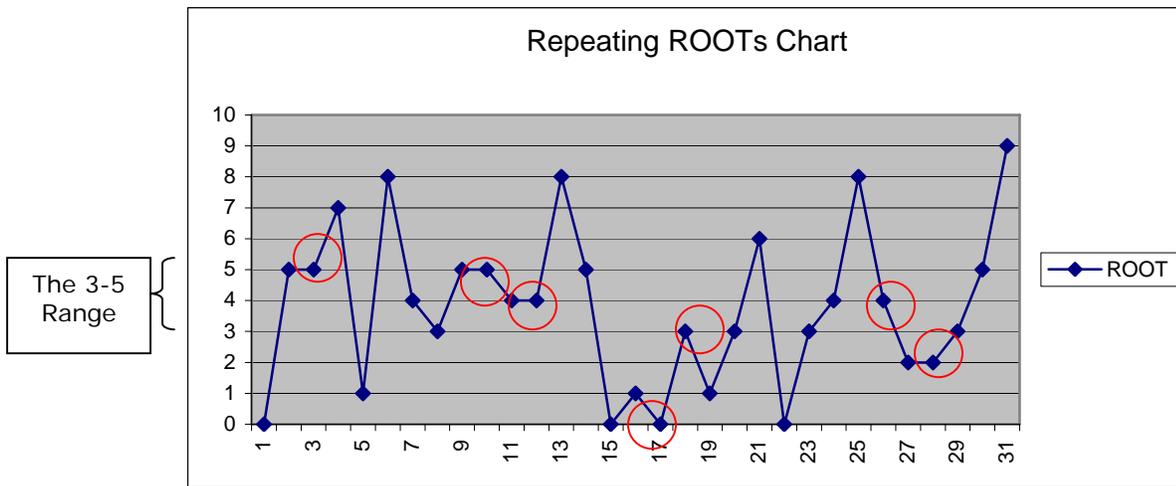


Now lets use our month history chart and insert the SUMS, ROOTS and BASE ROOTS

DATE	NUMS	SUMS	ROOT	BASE ROOTS
1/31/2006	586	19	0	9
1/30/2006	158	14	5	4
1/29/2006	464	14	5	4
1/28/2006	943	16	7	6
1/27/2006	253	10	1	0
1/26/2006	962	17	8	7
1/25/2006	634	13	4	3
1/24/2006	957	21	3	1
1/23/2006	185	14	5	4
1/22/2006	086	14	5	4
1/21/2006	733	13	4	3
1/20/2006	364	13	4	3
1/19/2006	395	17	8	7
1/18/2006	923	14	5	4
1/17/2006	487	19	0	9
1/16/2006	046	10	1	0
1/15/2006	667	19	0	9
1/14/2006	480	12	3	2
1/13/2006	622	10	1	0
1/12/2006	219	12	3	2
1/11/2006	914	15	6	5
1/10/2006	000	0	0	0
1/9/2006	885	21	3	1
1/8/2006	535	13	4	3
1/7/2006	359	17	8	7
1/6/2006	508	13	4	3
1/5/2006	119	11	2	1
1/4/2006	470	11	2	1
1/3/2006	327	12	3	2
1/2/2006	797	23	5	3
1/1/2006	747	18	9	8

Once you have this information study it carefully for the following patterns.

First look for Repeating ROOTs... if you notice in the following graph original ROOTs in the 3-5 range when they hit will usually repeat.

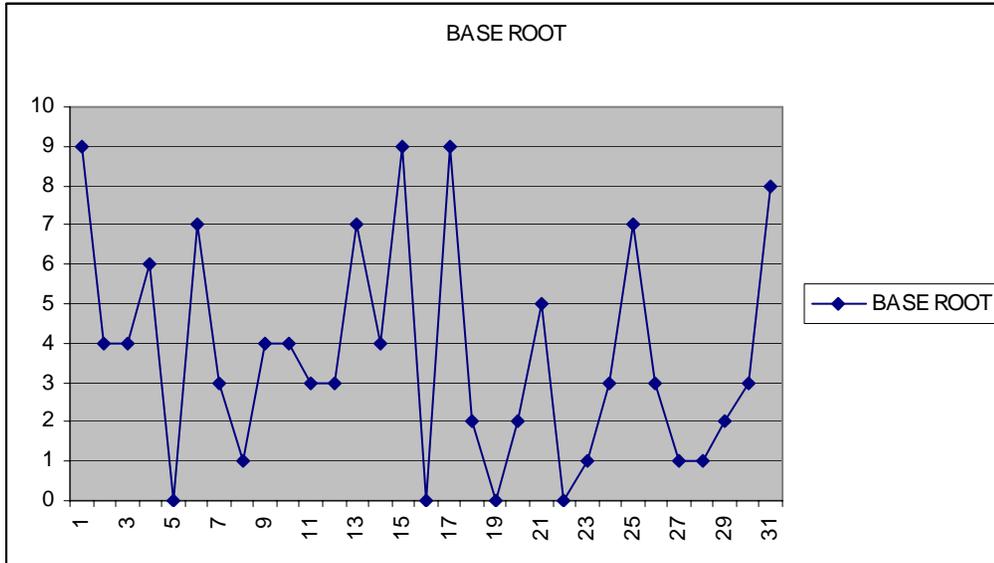


Just by looking at the pattern alone we can see that the next time a ROOT SUM hits in that 3-5 range we should see a repeat within the next draw or two.

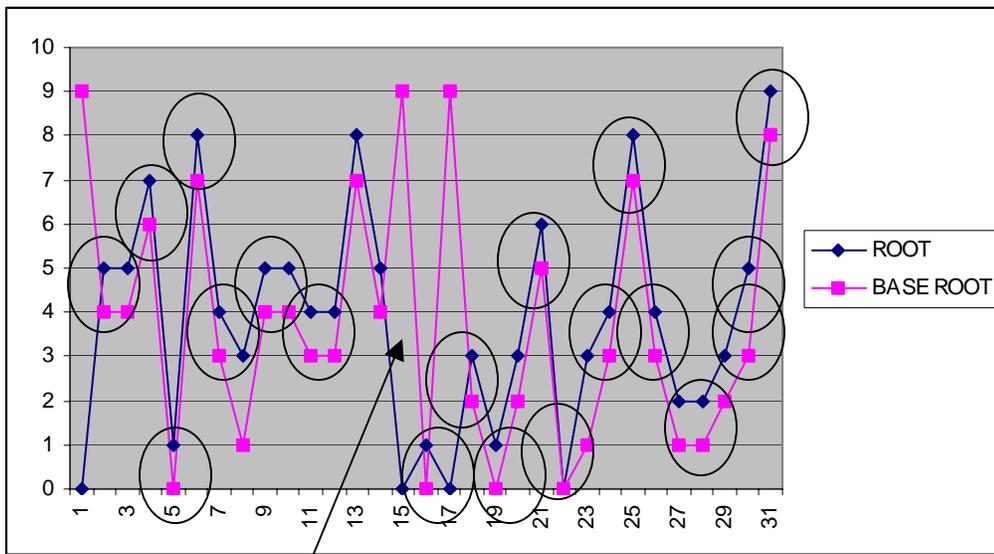
In fact the next time ROOT 3 hit on 2/3 it repeated on 2/4!

		SUM	ROOT	BASE
2/5/2006	060			
2/4/2006	336	12	3	2
2/3/2006	183	12	3	2
2/2/2006	532	10	0	0
2/1/2006	375	15	6	5
1/31/2006	586	19	0	9

Next, look at the BASE ROOTS and study the Graph on that. You will notice the same pattern of repeats.



However more impressive is to look at the SUM ROOTs and BASE ROOT charts on top of each other. Here you will notice not only the repeating patterns **but** that ROOTS and BASE ROOTS are only within a digit or two of each other.



Wait until you see a deviance from the 1 digit off pattern then you are clear for a while.

The key here is to find the patterns and if they are prime, use this as a filter for your final number selections.

Edge19 Sums Root Chart

This can be used as a continuation of Edge18 SUM ROOTS and BASE ROOTS or on its own.

To start with look at the sums chart found in the Foundation section (and below)

SUMS	Pick 3 Combinations with Sums and Root Totals	Total Numbers	ROOTs
27	999	1	9
26	899	1	8
25	799 889	2	7
24	699 789 888	3	6
23	599 689 788 779	4	5
22	499 589 679 688 778	5	4
21	399 489 579 588 669 678 777	7	3
20	299 389 479 488 569 578 668 677	8	2
19	199 289 379 388 469 478 559 568 577 667	10	1
18	099 189 279 288 369 378 459 468 477 558 567 666	12	9
17	089 179 188 269 278 359 368 377 449 458 467 557 566	13	8
16	079 088 169 178 259 268 277 349 358 367 448 457 466 556	14	7
15	069 078 159 168 177 249 258 267 339 348 357 366 447456555	15	6
14	059 068 077 149 158 167 239 248 257 266 338 347 356 446 455	15	5
13	049 058 067 139 148 157 166 229 238 247 256 337 346 355 445	15	4
12	039 048 057 066 129 138 147 156 228 237 246 255 336 345 444	15	3
11	029 038 047 056 119 128 137 146 155 227 236 245 335 344	14	2
10	019 028 037 046 055 118 127 136 145 226 235 244 334	13	1
9	009 018 027 036 045 117 126 135 144 225 234 333	12	9
8	008 017 026 035 044 116 125 134 224 233	10	8
7	007 016 025 034 115 124 133 223	8	7
6	006 015 024 033 114 123 222	7	6
5	005 014 023 113 122	5	5
4	004 013 022 112	4	4
3	003 012 111	3	3
2	002 011	2	2
1	001	1	1
0	000	1	0

Track only the 10 –18 SUMs (highlighted in **green**) Close to 90% of all your number hit in this area, so its mainly a time saver not having to keep track of the others.



Now using your history file, track the sums and Mark off each of those SUMS when they hit (represented below using the gray boxes)

DATE	NUMS	SUMS	ROOT		10	11	12	13	14	15	16	17	18
1/31/2006	586	19	0										
1/30/2006	158	14	5						Gray				
1/29/2006	464	14	5						Gray				
1/28/2006	943	16	7								Gray		
1/27/2006	253	10	1		Gray								
1/26/2006	962	17	8									Gray	
1/25/2006	634	13	4				Gray						
1/24/2006	957	21	3										
1/23/2006	185	14	5						Gray				
1/22/2006	086	14	5						Gray				
1/21/2006	733	13	4				Gray						
1/20/2006	364	13	4				Gray						
1/19/2006	395	17	8									Gray	
1/18/2006	923	14	5						Gray				
1/17/2006	487	19	0										
1/16/2006	046	10	1		Gray								
1/15/2006	667	19	0										
1/14/2006	480	12	3				Gray						
1/13/2006	622	10	1		Gray								
1/12/2006	219	12	3				Gray						
1/11/2006	914	15	6							Green			
1/10/2006	000	0	0										
1/9/2006	885	21	3										
1/8/2006	535	13	4					Gray					
1/7/2006	359	17	8									Gray	
1/6/2006	508	13	4					Gray					
1/5/2006	119	11	2			Gray							
1/4/2006	470	11	2			Gray							
1/3/2006	327	12	3				Gray						
1/2/2006	797	23	5										
1/1/2006	747	18	9										Gray
				Total hits:	3	2	3	5	5	1	1	3	1



At the bottom of the tracking sheet count the number of times each of the SUM totals hit. In the chart above you will notice that SUM 15, SUM 16 & SUM 18 all only hit once. Having more numbers then SUM 18, SUM 15&16 are favored more likely to hit. Then the fact that SUM 15 is more due (last hit farther back then SUM 16) makes SUM 15 the HOTTEST SUM TO TRACK.

Now using your favorite method...simply eliminate all of the options that do not have a 15 SUM. Or if you feel the 15 SUM is going to hit...play all the options.

6-Way Box

069 078 159 168 249 258 267 348 **357** 456

3-Way Box

177 339 366 447

Triple

555

Using the History file...SUM 15 hit 2 days later.

		SUM	ROOT	BASE
2/5/2006	060			
2/4/2006	336	12	3	2
2/3/2006	183	12	3	2
2/2/2006	532	10	0	0
2/1/2006	375	15	6	5
1/31/2006	586	19	0	9



Edge20 Weighty Digits

Weighty Digits gives extra weight to the digits that hit the most regardless of position, while allowing you to play all digits at least once dramatically increasing your odds.

Start by tracking the last 20 draws.

		Digit 1	Digit 2	Digit 3
1/20/2006	364	3	6	4
1/19/2006	395	3	9	5
1/18/2006	923	9	2	3
1/17/2006	487	4	8	7
1/16/2006	046	0	4	6
1/15/2006	667	6	6	7
1/14/2006	480	4	8	0
1/13/2006	622	6	2	2
1/12/2006	219	2	1	9
1/11/2006	914	9	1	4
1/10/2006	000	0	0	0
1/9/2006	885	8	8	5
1/8/2006	535	5	3	5
1/7/2006	359	3	5	9
1/6/2006	508	5	0	8
1/5/2006	119	1	1	9
1/4/2006	470	4	7	0
1/3/2006	327	3	2	7
1/2/2006	797	7	9	7
1/1/2006	747	7	4	7

You are looking for how many times each digit has appeared in all positions.

Num 0	7
Num 1	4
Num 2	5
Num 3	6
Num 4	7
Num 5	6
Num 6	5
Num 7	8
Num 8	5
Num 9	7

Side note: Add up the total to make sure you counted all the digits. Example, here we have 60, which is 20 row of 3 columns.

Arrange the numbers from Highest to Lowest

Num 7	8
Num 0	7
Num 9	7
Num 4	7
Num 5	6
Num 3	6
Num 8	5
Num 2	5
Num 6	5
Num 1	4

If multiple numbers have same value then last to hit goes first.

1/20/2006	364	3	6	4
1/19/2006	395	3	9	5
1/18/2006	923	9	2	3
1/17/2006	487	4	8	7
1/16/2006	046	0	4	6
1/15/2006	667	6	6	7
1/14/2006	480	4	8	0
1/13/2006	622	6	2	2

Now take the numbers in their new sorted order (high to low) and assign them a Position Value. Use the following sequences to order the HOT and COLD numbers and get your new combinations to play.

Digit Ordered	Position Value	ABD	ACF	BDG	BEI	CEH	CFJ
Num 7	= A	7	7				
Num 0	= B	0		0	0		
Num 4	= C		4			4	4
Num 9	= D	9		9			
Num 3	= E				3	3	
Num 5	= F		5				5
Num 2	= G			2			
Num 6	= H					6	
Num 8	= I				8		
Num 1	= J						1

709 745 092 038 436 451

New combinations to play



Using our Foundation history we can see that the 436 hit box within the next week.

1/27/2006	253	2	5	3
1/26/2006	962	9	6	2
1/25/2006	634	6	3	4
1/24/2006	957	9	5	7
1/23/2006	185	1	8	5
1/22/2006	086	0	8	6
1/21/2006	733	7	3	3

ADDITIONAL NOTES:

You can change this system up to track only a week or 10, 21 or even 30 days.

Change up the amount of numbers you look for:

2 combinations: ABC-CDE

5 combinations: ABC-ABD-ACD-BCD-CDE

10 combinations, box A-C-D-E-H or A-B-C-D-E

20 combinations, box A-C-D-E-H-J

Try reversing the order of the HOTTEST numbers. Putting A last, instead of first.

Play with it until you find what works best for your states game.



Edge21 0's, 3's & 6's

Not quite a system but rather a rule of thumb to keep in mind when you play. The rule says if a zero (0) hits and NO 3 or 6 hits either the day before or with the zero, then a 3 or 6 will hit the next day.

1/31/2006	586	5	8	6
1/30/2006	158	1	5	8
1/29/2006	464	4	6	4
1/28/2006	943	9	4	3
1/27/2006	253	2	5	3
1/26/2006	962	9	6	2
1/25/2006	634	6	3	4
1/24/2006	957	9	5	7
1/23/2006	185	1	8	5
1/22/2006	086	0	8	6
1/21/2006	733	7	3	3
1/20/2006	364	3	6	4
1/19/2006	395	3	9	5
1/18/2006	923	9	2	3
1/17/2006	487	4	8	7
1/16/2006	046	0	4	6
1/15/2006	667	6	6	7
1/14/2006	480	4	8	0
1/13/2006	622	6	2	2
1/12/2006	219	2	1	9
1/11/2006	914	9	1	4
1/10/2006	000	0	0	0
1/9/2006	885	8	8	5
1/8/2006	535	5	3	5
1/7/2006	359	3	5	9
1/6/2006	508	5	0	8
1/5/2006	119	1	1	9
1/4/2006	470	4	7	0
1/3/2006	327	3	2	7
1/2/2006	797	7	9	7
1/1/2006	747	7	4	7

You would **NOT** play a 6 or 3 in the next draw, because 6 hit with the 0 and a 3 hit the day before.

You would **NOT** play a 6 or 3 in the next draw, because 6 hit with the 0 and a 6 hit the day before

You would **NOT** play a 6 or 3 in the next draw, because a 6 hit the day before

Triples don't count

Here you would have played the 3 or 6 in the next draw because nothing hit with it or below it. AND IT HIT



Edge22 Positional Wheels

Wheels in the lottery consist of all the possible number combinations that can be generated by the selected digits in specific positions. Here is a list of half of the possible wheeling combinations.

Position 1	Position 2	Position 3	Combinations			
2	x	1	x	1	=	2
2	x	2	x	1	=	4
2	x	2	x	2	=	8
3	x	1	x	1	=	3
3	x	2	x	1	=	6
3	x	2	x	2	=	12
3	x	3	x	1	=	9
3	x	3	x	2	=	18
3	x	3	x	3	=	27
4	x	1	x	1	=	4
4	x	2	x	1	=	8
4	x	2	x	2	=	16
4	x	3	x	1	=	12
4	x	3	x	2	=	24
4	x	3	x	3	=	36
4	x	4	x	1	=	16
4	x	4	x	2	=	32
4	x	4	x	3	=	48
4	x	4	x	4	=	64
5	x	1	x	1	=	5
5	x	2	x	1	=	10
5	x	2	x	2	=	20
5	x	3	x	1	=	15
5	x	3	x	2	=	30
5	x	3	x	3	=	45
5	x	4	x	1	=	20
5	x	4	x	2	=	40
5	x	4	x	3	=	60
5	x	4	x	4	=	80
5	x	5	x	1	=	25
5	x	5	x	2	=	50
5	x	5	x	3	=	75
5	x	5	x	4	=	100
5	x	5	x	5	=	125



For example, if by another method you determine that you want to play High/Odd in the first position (5,7,9), High/Even in the Second position (6,8), and Low/Odd in the first (1,3), You will be playing a $3 \times 2 \times 2 = 12$ combination wheel.

579	68	13
5	6	1
5	6	3
5	8	1
5	8	3
7	6	1
7	6	3
7	8	1
7	8	3
9	6	1
9	6	3
9	8	1
9	8	3



Edge23 120 Core

Here is a list of the 120 core numbers. They are all of the possible 6 way combinations without the doubles or triples.

012 013 014 015 016 017 018 019 023 024 025 026 027 028 029 034 035 036 037 038 039 045 046 047 048 049 056 057
058 059 067 068 069 078 079 089 123 124 125 126 127 128 129 134 135 136 137 138 139 145 146 147 148 149 156 157
158 159 167 168 169 178 179 189 234 235 236 237 238 239 245 246 247 248 249 256 257 258 259 267 268 269 278 279
289 345 346 347 348 349 356 357 358 359 367 368 369 378 379 389 456 457 458 459 467 468 469 478 479 489 567 568
569 578 579 589 678 679 689 789

Now just split the numbers up by dividing them up into 2 Groups of 6 Sets containing 10 numbers each as in the example below.

GROUP A

A1	A2	A3	A4	A5	A6
0 1 2	0 3 8	1 2 4	2 4 7	3 6 8	0 2 4
0 1 4	0 4 5	1 2 6	2 4 9	4 5 6	0 2 6
0 1 6	0 4 7	1 2 8	2 5 6	4 5 8	0 2 8
0 1 8	0 4 9	1 4 6	2 5 8	4 6 7	0 4 6
0 2 3	0 5 6	1 4 8	2 6 7	4 6 9	0 4 8
0 2 5	0 5 8	1 6 8	2 6 9	4 7 8	0 6 8
0 2 7	0 6 7	2 3 4	2 7 8	4 8 9	2 4 6
0 2 9	0 6 9	2 3 6	2 8 9	5 6 8	2 4 8
0 3 4	0 7 8	2 3 8	3 4 6	6 7 8	2 6 8
0 3 6	0 8 9	2 4 5	3 4 8	6 8 9	4 6 8

GROUP B

B1	B2	B3	B4	B5	B6
5 6 7	5 8 3	6 7 9	7 9 2	8 1 3	5 7 9
5 6 9	5 9 0	6 7 1	7 9 4	9 0 1	5 7 1
5 6 1	5 9 2	6 7 3	7 0 1	9 0 3	5 7 3
5 6 3	5 9 4	6 9 1	7 0 3	9 1 2	5 9 1
5 7 8	5 0 1	6 9 3	7 1 2	9 1 4	5 9 3
5 7 0	5 0 3	6 1 3	7 1 4	9 2 3	5 1 3
5 7 2	5 1 2	7 8 9	7 2 3	9 3 4	7 9 1
5 7 4	5 1 4	7 8 1	7 3 4	0 1 3	7 9 3
5 8 9	5 2 3	7 8 3	8 9 1	1 2 3	7 1 3
5 8 1	5 3 4	7 9 0	8 9 3	1 3 4	9 1 3



Now using the history file mark the numbers that hit (marked above by the green highlights), tracking the Groups (A or B) and the Sets. Groups tend to repeat (meaning you get an A followed by and A or a B followed by a B). Wait for the opportunity to arise where A or B hits single then the next time it hits play it. Below in the history file you will notice that tracking and the A group hit single then skipped for a while. This was a good opportunity to play. Additionally, the 1 set (Specifically the A1 set) was the most out and calling to hit.

Date	Number	A	B	1	2	3	4	5	6
2/20/2006	713								
2/19/2006	680								
2/18/2006	351								
2/17/2006	402								
2/16/2006	050	A	B						
2/15/2006	867								
2/14/2006	313								
2/13/2006	625								
2/12/2006	606								
2/11/2006	677								
2/10/2006	304	A		1					
2/9/2006	760	A			2				
2/8/2006	798		B			3			
2/7/2006	501		B		2				
2/6/2006	374		B				4		
2/5/2006	060								
2/4/2006	336								
2/3/2006	183		B					5	
2/2/2006	532		B		2				
2/1/2006	375		B						6
1/31/2006	586	A						5	
1/30/2006	158		B	1					
1/29/2006	464								
1/28/2006	943		B					5	
1/27/2006	253		B		2				
1/26/2006	962	A					4		
1/25/2006	634	A					4		
1/24/2006	957		B						6
1/23/2006	185		B	1					
1/22/2006	086	A							6
1/21/2006	733								
1/20/2006	364	A					4		
1/19/2006	395		B						6
1/18/2006	923		B					5	
1/17/2006	487	A						5	
1/16/2006	046	A							6
1/15/2006	667								
1/14/2006	480	A							6
1/13/2006	622								
1/12/2006	219		B					5	
1/11/2006	914		B					5	
1/10/2006	000								
1/9/2006	885								
1/8/2006	535								
1/7/2006	359		B						6
1/6/2006	508	A			2				
1/5/2006	119								
1/4/2006	470	A			2				
1/3/2006	327		B				4	5	
1/2/2006	797								
1/1/2006	747								

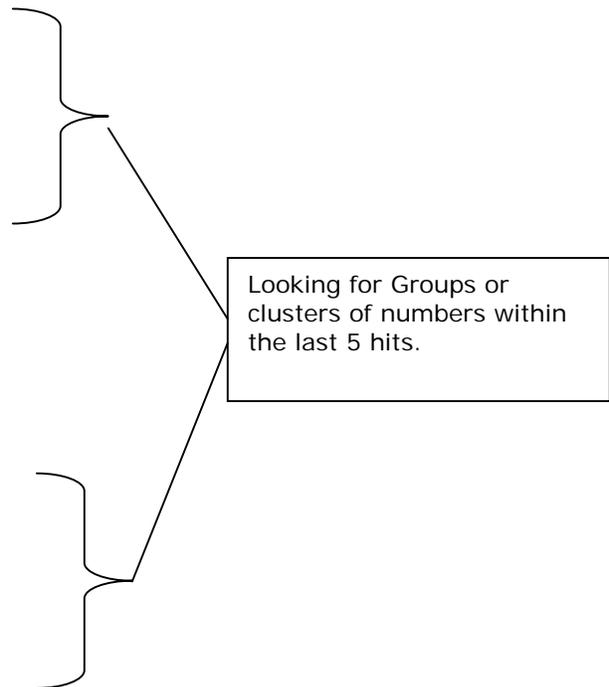
Group A hit single then out for a long time. Next time it hits it hits twice in a row.

Edge24 Clumps (aka keyhole)

This is a quick system that can be done with little time or effort. What you are doing is looking for a cluster of numbers within the last 5 draws. As in the example below, from dates 1/9 – 1/13 there are a couple of “clumps”. There is no order to the way the numbers are obtained, just looking over the most obvious ones should give you the winner. So looking at the numbers in the date range you get 801, 804, 580, 219, 290, 504, 621. Then on 1/14 480 hit.

While this system shows promise, the best and only time suggested to play this would be when you have these number clumps which are generally brought on by repeating double numbers in the last 5 day history file(like the 88 and 00 on 1/9 and 1/10) as well as a repeating digit in the same position (like the repeating 1 in the second on 1/11 and 1/12).

1/27/2006	253	2	5	3
1/26/2006	962	9	6	2
1/25/2006	634	6	3	4
1/24/2006	957	9	5	7
1/23/2006	185	1	8	5
1/22/2006	086	0	8	6
1/21/2006	733	7	3	3
1/20/2006	364	3	6	4
1/19/2006	395	3	9	5
1/18/2006	923	9	2	3
1/17/2006	487	4	8	7
1/16/2006	046	0	4	6
1/15/2006	667	6	6	7
1/14/2006	480	4	8	0
1/13/2006	622	6	2	2
1/12/2006	219	2	1	9
1/11/2006	914	9	1	4
1/10/2006	000	0	0	0
1/9/2006	885	8	8	5
1/8/2006	535	5	3	5





Edge25 1 Number Guaranteed

If you can correctly select just one of tonight's winning Pick-3 numbers and play the combinations below you are 100% guaranteed to WIN!!! Heard it before? Well, here it is.

If you are sure that one number is going to hit and it's not a double, then choose one of the columns below under that number and play all 36 numbers boxed. Each column has all the possible 6 way combinations for that number. **100% guaranteed if no doubles!**

1	2	3	4	5	6	7	8	9	0
0 1 2	0 1 2	0 1 3	0 1 3	0 1 5	0 1 6	0 1 7	0 1 8	0 1 9	0 1 2
0 1 3	0 2 3	0 2 3	0 2 3	0 2 5	0 2 6	0 2 7	0 2 8	0 2 9	0 1 3
0 1 4	0 2 4	0 2 4	0 3 4	0 3 5	0 3 6	0 3 7	0 3 8	0 3 9	0 1 4
0 1 5	0 2 5	0 2 5	0 4 5	0 4 5	0 4 6	0 4 7	0 4 8	0 4 9	0 1 5
0 1 6	0 2 6	0 2 6	0 4 6	0 5 6	0 5 6	0 5 7	0 5 8	0 5 9	0 1 6
0 1 7	1 2 7	0 2 7	0 4 7	0 5 7	0 6 7	0 6 7	0 6 8	0 6 9	0 1 7
0 1 8	1 2 8	0 2 8	0 4 8	0 5 8	0 6 8	0 7 8	0 7 8	0 7 9	0 1 8
0 1 9	1 2 9	0 2 9	0 4 9	0 5 9	0 6 9	0 7 9	0 7 9	0 8 9	0 1 9
1 2 3	1 2 3	1 2 3	1 2 3	1 2 5	1 2 6	1 2 7	1 2 8	1 2 9	0 2 3
1 2 4	1 2 4	1 2 4	1 3 4	1 3 5	1 3 6	1 3 7	1 3 8	1 3 9	0 2 4
1 2 5	1 2 5	1 2 5	1 4 5	1 4 5	1 4 6	1 4 7	1 4 8	1 4 9	0 2 5
1 2 6	1 2 6	1 2 6	1 4 6	1 5 6	1 5 6	1 5 7	1 5 8	1 5 9	0 2 6
1 2 7	1 2 7	1 2 7	1 4 7	1 5 7	1 6 7	1 6 7	1 6 8	1 6 9	0 2 7
1 2 8	1 2 8	1 2 8	1 4 8	1 5 8	1 6 8	1 7 8	1 7 8	1 7 9	0 2 8
1 2 9	1 2 9	1 2 9	1 4 9	1 5 9	1 6 9	1 7 9	1 7 9	1 8 9	0 2 9
1 3 4	2 3 4	2 3 4	2 3 4	2 3 5	2 3 6	2 3 7	2 3 8	2 3 9	0 3 4
1 3 5	2 3 5	2 3 5	2 4 5	2 4 5	2 4 6	2 4 7	2 4 8	2 4 9	0 3 5
1 3 6	2 3 6	2 3 6	2 4 6	2 5 6	2 5 6	2 5 7	2 5 8	2 5 9	0 3 6
1 3 7	2 3 7	2 3 7	2 4 7	2 5 7	2 6 7	2 6 7	2 6 8	2 6 9	0 3 7
1 3 8	2 3 8	2 3 8	2 4 8	2 5 8	2 6 8	2 7 8	2 7 8	2 7 9	0 3 8
1 3 9	2 3 9	2 3 9	2 4 9	2 5 9	2 6 9	2 7 9	2 7 9	2 8 9	0 3 9
1 4 5	2 4 5	3 4 5	3 4 5	3 4 5	3 4 6	3 4 7	3 4 8	3 4 9	0 4 5
1 4 6	2 4 6	3 4 6	3 4 6	3 5 6	3 5 6	3 5 7	3 5 8	3 5 9	0 4 6
1 4 7	2 4 7	3 4 7	3 4 7	3 5 7	3 6 7	3 6 7	3 6 8	3 6 9	0 4 7
1 4 8	2 4 8	3 4 8	3 4 8	3 5 8	3 6 8	3 7 8	3 7 8	3 7 9	0 4 8
1 4 9	2 4 9	3 4 9	3 4 9	3 5 9	3 6 9	3 7 9	3 7 9	3 8 9	0 4 9
1 5 6	2 5 6	3 5 6	4 5 6	4 5 6	4 5 6	4 5 7	4 5 8	4 5 9	0 5 6
1 5 7	2 5 7	3 5 7	4 5 7	4 5 7	4 6 7	4 6 7	4 6 8	4 6 9	0 5 7
1 5 8	2 5 8	3 5 8	4 5 8	4 5 8	4 6 8	4 7 8	4 7 8	4 7 9	0 5 8
1 5 9	2 5 9	3 5 9	4 5 9	4 5 9	4 6 9	4 7 9	4 7 9	4 8 9	0 5 9
1 6 7	2 6 7	3 6 7	4 6 7	4 6 7	5 6 7	5 6 7	5 6 8	5 6 9	0 6 7
1 6 8	2 6 8	3 6 8	4 6 8	4 6 8	5 6 8	5 7 8	5 7 8	5 7 9	0 6 8
1 6 9	2 6 9	3 6 9	4 6 9	4 6 9	5 6 9	5 7 9	5 7 9	5 8 9	0 6 9
1 7 8	2 7 8	3 7 8	4 7 8	4 7 8	6 7 8	6 7 8	6 7 8	6 7 9	0 7 8
1 7 9	2 7 9	3 7 9	4 7 9	4 7 9	6 7 9	6 7 9	6 7 9	6 8 9	0 7 9
1 8 9	2 8 9	3 8 9	4 8 9	4 8 9	6 8 9	7 8 9	7 8 9	7 8 9	0 8 9



1/10/2006	000	1	1	1	1					1					1				
1/9/2006	885	4	4	1				4					4		1				
1/8/2006	535	1	4	1	1								4		1				
1/7/2006	359	4	1	5				4		1									5
1/6/2006	508	1	1	4	1					1									4
1/5/2006	119	2	2	5		2					2								5
1/4/2006	470	5	3	1			3					3			1				
1/3/2006	327	4	3	3			3					3							3
1/2/2006	797	3	5	3					5					5					3
1/1/2006	747	3	5	3					5					5					3
		6	6	5	4	10	6	7	4	9	5	7	3	8	6	7			
		Position 1			Position 2			Position 3											

Now there are a lot of interesting patterns that start to immerge from this kind of tracking.

Patterns from Position 1

Results of the First Position show **Vtrac 4** as being the most due not only as the furthest one to have hit (4), but also the most infrequent in the whole history file. **Vtrac 5** is definitely hot showing almost twice as many times (10) as the other Vtracs. So Vtrac 4 and Vtrac 5 are the ones to play. Normally, you would look for a third, but Vtrac1 & 2 are equal with (6) shows each, choosing one is difficult and so you should just not be played right now.

Patterns from Position 2

Results of the Second Position show **Vtrac 3** as the Most Due with only (4) hits, and **Vtrac 4** as the Hot with (9) hits in the last month. **Vtrac 2** is showing (7) hits and is the second hottest number so include that. Note that you could also do the most due in the history if it was not the same as the lowest number of times a Vtrac hit.

Patterns from Position 3

Results for the Third Position Show **Vtrac 2** as the Most Due here with only (3) hits in the last month and **Vtrac 3** is the Hottest with (8) hits. **Vtrac 1** while being a hot Vtrac with (7) hits last month is also considered the most due out with its last show almost 9 draws ago.

Given the above analysis, your Vtrac for the next draw would be

Position 1

Vtrac 4 = Numbers 3, 8

Vtrac 5 = Numbers 4, 9

Position 2

Vtrac 3 = Numbers 2, 7

Vtrac 4 = Numbers 3, 8

Vtrac 2 = Numbers 1, 6

Position 3

Vtrac 2 = Numbers 1, 6

Vtrac 3 = Numbers 2, 7

Vtrac 1 = Numbers 0, 5

P1	P2	P3
3	2	1
8	7	6
4	3	2
9	8	7
	1	0
	6	5



Now that totals 144 combinations, however they are all straight combos. If we were to follow the next week's hits, you will notice **the very next day the 375 or Vtrac 431 HIT!**

P1	P2	P3
3	2	1
8	7	6
4	3	2
9	8	7
	1	0
	6	5

		V1	V2	V3
2/7/2006	501	1	1	2
2/6/2006	374	4	3	5
2/5/2006	060	1	2	1
2/4/2006	336	4	4	2
2/3/2006	183	2	4	4
2/2/2006	532	1	4	3
2/1/2006	375	4	3	1
1/31/2006	586	1	4	2
1/30/2006	158	2	1	4



Edge27 Consecutives and Doubles

This is a very simple system that announces the two digits that double in a double number. Ok let me explain.

Track your history and look for any draws that have a consecutive number. Example 845, 45 would be the consecutive numbers.

Take the consecutive numbers and make doubles out of them for the next draw.

440, 441, 442, 443, 445, 446, 47, 448, 449 and 550, 551, 552, 553, 554, 556, 557, 558, 559
18 numbers

Ok lets see this in our foundation history

1/31/2006	586	5	8	6		
1/30/2006	158	1	5	8		
1/29/2006	464	4	6	4	33	44
1/28/2006	943	9	4	3	22	33
1/27/2006	253	2	5	3		
1/26/2006	962	9	6	2	33	44
1/25/2006	634	6	3	4		
1/24/2006	957	9	5	7		
1/23/2006	185	1	8	5		
1/22/2006	086	0	8	6		
1/21/2006	733	7	3	3	33	44
1/20/2006	364	3	6	4		
1/19/2006	395	3	9	5	22	33
1/18/2006	923	9	2	3		
1/17/2006	487	4	8	7		
1/16/2006	046	0	4	6		
1/15/2006	667	6	6	7		
1/14/2006	480	4	8	0		
1/13/2006	622	6	2	2	22	11
1/12/2006	219	2	1	9		
1/11/2006	914	9	1	4		
1/10/2006	000	0	0	0		
1/9/2006	885	8	8	5		
1/8/2006	535	5	3	5		
1/7/2006	359	3	5	9		
1/6/2006	508	5	0	8		
1/5/2006	119	1	1	9		
1/4/2006	470	4	7	0	33	22
1/3/2006	327	3	2	7		
1/2/2006	797	7	9	7		
1/1/2006	747	7	4	7		

The **yellow** numbers are the consecutives announcing the doubles.

The **Green** numbers are the HITs or Doubles that showed after a consecutive number

The **Gray** numbers are the times when no double came after a consecutive number showed.

You really need to check your state and follow this system carefully, it gets Hot and its get cold, so be careful.



Edge28 238

Ok here is a quick one that does show hits, however, as always please do extensive back checking on your states history to verify its validity

Start with the last hit and subtract 238 from it. IF the number is going to hit, it hits in the next day or two. I have also heard of it having a pattern of hitting in 5 days.

Remember when subtracting from a number that will go negative like $1 - 3 = 8$, its similar to putting a 1 in front of the low number $11 - 3 = 8$ or $2 - 3 = 9$ ($12 - 3 = 9$).

1/31/2006	586				
1/30/2006	158				
1/29/2006	464				
1/28/2006	943				
1/27/2006	253				
1/26/2006	962	9	6	2	7 3 4
1/25/2006	634	6	3	4	4 0 6
1/24/2006	957	9	5	7	7 2 9
1/23/2006	185	1	8	5	9 5 7
1/22/2006	086	0	8	6	8 5 8
1/21/2006	733	7	3	3	5 0 5
1/20/2006	364	3	6	4	1 3 6
1/19/2006	395	3	9	5	1 6 7
1/18/2006	923	9	2	3	7 9 5
1/17/2006	487	4	8	7	2 5 9
1/16/2006	046	0	4	6	8 1 8
1/15/2006	667	6	6	7	4 3 9
1/14/2006	480	4	8	0	2 5 2
1/13/2006	622	6	2	2	4 9 4
1/12/2006	219	2	1	9	0 8 0
1/11/2006	914	9	1	4	7 8 6
1/10/2006	000	0	0	0	8 7 2
1/9/2006	885	8	8	5	6 5 7
1/8/2006	535	5	3	5	3 0 7
1/7/2006	359	3	5	9	1 2 1
1/6/2006	508	5	0	8	3 7 0
1/5/2006	119	1	1	9	9 8 1
1/4/2006	470	4	7	0	2 4 2
1/3/2006	327	3	2	7	1 9 9

Here you will notice that the 185 on 1/23 when we subtract 238 gives 957, and that number hit the very next draw.



Edge29 Sister Numbers

Similar to the Vtracs (see Edge26 for more), Sister Numbers are the opposite of the number (or the +5 of the number)

Vtracs:

Vtrac 1 (V1)	=	0	and	5
Vtrac 2 (V2)	=	1	and	6
Vtrac 3 (V3)	=	2	and	7
Vtrac 4 (V4)	=	3	and	8
Vtrac 5 (V5)	=	4	and	9

Sister Numbers:

0's Sister number is 5 / and / 5's Sister number is 0
 1's Sister number is 6 / and / 6's Sister number is 1
 2's Sister number is 7 / and / 7's Sister number is 2
 3's Sister number is 8 / and / 8's Sister number is 3
 4's Sister number is 9 / and / 9's Sister number is 4

Look for the Sister Numbers to show as the **ACTUAL Pick3 numbers in the next draw.**

If you are looking for a way to play just one number a night, Sister Numbers are a good bet. Remembering that Sisters are the +5 take the previous draw that hit, makes it easy to just add 5 (Lottery Math) to each digits while in a store or at the counter.

Sister Numbers Charting

	Sisters						
1/26/2006	962	9	6	2	4	1	7
1/25/2006	634	6	3	4	1	8	9
1/24/2006	957	9	5	7	4	0	2
1/23/2006	185	1	8	5	6	3	0
1/22/2006	086	0	8	6	5	3	1
1/21/2006	733	7	3	3	2	8	8
1/20/2006	364	3	6	4	8	1	9
1/19/2006	395	3	9	5	8	4	0
1/18/2006	923	9	2	3	4	7	8
1/17/2006	487	4	8	7	9	3	2
1/16/2006	046	0	4	6	5	9	1
1/15/2006	667	6	6	7	1	1	2
1/14/2006	480	4	8	0	9	3	5
1/13/2006	622	6	2	2	1	7	7
1/12/2006	219	2	1	9	7	6	4
1/11/2006	914	9	1	4	4	6	9
1/10/2006	000	0	0	0	5	5	5
1/9/2006	885	8	8	5	3	3	0

The sister numbers from the number that hit on 1/17 487 was 932. They hit the next draw.

Edge30 Parallel Pairs

In Parallel pairs you are looking to get two pairs that will hit as a full number in the following week.

The beginning of our history file has a lot of double numbers and this is not a favorable condition for tracking parallel pairs. A good rule of thumb would be, "if you have 2 or more doubles in both the Recent and Furthest weeks, pass on the pairs".

What does Recent and Furthest weeks mean? Well that's part of the system. So lets get started.

You want to start by tracking back two weeks, Sunday through Saturday, below we used **Sun 1/08 – Sat 1/14** as the Furthest week back and **Sun 1/15 – Sun 1/21** as the Recent week back.

			Recent	Furthest	Pairs
1/29/2006	464	Sun			
1/28/2006	943	Sat			
1/27/2006	253	Fri			
1/26/2006	962	Thu			
1/25/2006	634	Wed			
1/24/2006	957	Tue			
1/23/2006	185	Mon			
1/22/2006	086	Sun			
1/21/2006	733	Sat			
1/20/2006	364	Fri			
1/19/2006	395	Thu			
1/18/2006	923	Wed			
1/17/2006	487	Tue			
1/16/2006	046	Mon			
1/15/2006	667	Sun			
1/14/2006	480	Sat			
1/13/2006	622	Fri			
1/12/2006	219	Thu			
1/11/2006	914	Wed			
1/10/2006	000	Tue			
1/9/2006	885	Mon			
1/8/2006	535	Sun			



Next you list the recent weeks number over the furthest weeks number.
For example:

6	6	7	←	Recent – Sunday 1/8/06
5	3	5	←	Furthest – Sunday 1/1/06

6	6	7	↓	Now pull down the digits from each column to make the pairs.
5	3	5		
65	63	75		

Do this for the next week to find the pairs for that day.

1/29/2006	464	Sun	Recent	Furthest	Pairs		
1/28/2006	943	Sat	733	480	74	38	30
1/27/2006	253	Fri	364	622	36	62	42
1/26/2006	962	Thu	395	219	32	91	59
1/25/2006	634	Wed	923	914	99	21	34
1/24/2006	957	Tue	487	000	40	80	70
1/23/2006	185	Mon	046	885	08	48	65
1/22/2006	086	Sun	667	535	65	63	75
1/21/2006	733	Sat	480	359	43	84	09
1/20/2006	364	Fri					
1/19/2006	395	Thu					
1/18/2006	923	Wed					
1/17/2006	487	Tue					
1/16/2006	046	Mon					
1/15/2006	667	Sun					
1/14/2006	480	Sat					
1/13/2006	622	Fri					
1/12/2006	219	Thu					
1/11/2006	914	Wed					
1/10/2006	000	Tue					
1/9/2006	885	Mon					
1/8/2006	535	Sun					

← The 34 pair hit.

The amount of numbers this produces is a lot, so try to filter down by All high All low, doubles, consecutives etc. Track it in your state and see if it has a pattern you can follow.



Edge31 0's and 1's

Below is a list of all the numbers that have a 0 or 1 in them.

012 013 014 015 016 017 018 019 023 024 025 026 027 028 029 034 035 036 037 038 039 045 046 047 048 049 056 057 058 059 067 068 069 078 079 089

123 124 125 126 127 128 129 134 135 136 137 138 139 145 146 147 148 149 156 157 158 159 167 168 169 178 179 189

These combinations cover OVER 50% of the 720 straight possible 6way combinations.

To keep the amount of numbers small, you can use any of your filters (High, Low, Even, Odd, Hot, Cold, Recent Hits...etc.) PATIENTS IS THE KEY in this system when used by itself. Wait until 0 AND 1 have not appeared in any position **for at least 5 draws** then play the above numbers.

Remember to cut down on the amount of plays by tracking the Recent, Hot/Cold, Even/Odd etc.)

1/31/2006	586	5	8	6	
1/30/2006	158	1	5	8	
1/29/2006	464	4	6	4	}
1/28/2006	943	9	4	3	
1/27/2006	253	2	5	3	
1/26/2006	962	9	6	2	
1/25/2006	634	6	3	4	
1/24/2006	957	9	5	7	
1/23/2006	185	1	8	5	
1/22/2006	086	0	8	6	
1/21/2006	733	7	3	3	}
1/20/2006	364	3	6	4	
1/19/2006	395	3	9	5	
1/18/2006	923	9	2	3	
1/17/2006	487	4	8	7	
1/16/2006	046	0	4	6	
1/15/2006	667	6	6	7	
1/14/2006	480	4	8	0	
1/13/2006	622	6	2	2	
1/12/2006	219	2	1	9	
1/11/2006	914	9	1	4	
1/10/2006	000	0	0	0	
1/9/2006	885	8	8	5	
1/8/2006	535	5	3	5	
1/7/2006	359	3	5	9	
1/6/2006	508	5	0	8	
1/5/2006	119	1	1	9	
1/4/2006	470	4	7	0	
1/3/2006	327	3	2	7	
1/2/2006	797	7	9	7	
1/1/2006	747	7	4	7	

6 draws without a 0 or 1 in any position

5 draws without a 0 or 1 in any position



Edge32 All Odds and Evens

This is one of the simplest and quickest methods for picking. The All Odds and Even numbers are the 3 digits combinations that have either all ODD or all EVEN numbers.

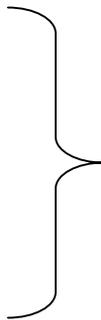
ALL EVEN: (02468)

024, 026, 028, 046, 048, 068, 246, 248, 268, 468

ALL ODD: (13579)

135, 137, 139, 157, 159, 179, 357, 359, 379, 579

1/31/2006	586
1/30/2006	158
1/29/2006	464
1/28/2006	943
1/27/2006	253
1/26/2006	962
1/25/2006	634
1/24/2006	957
1/23/2006	185
1/22/2006	086
1/21/2006	733
1/20/2006	364
1/19/2006	395
1/18/2006	923
1/17/2006	487
1/16/2006	046
1/15/2006	667
1/14/2006	480
1/13/2006	622
1/12/2006	219
1/11/2006	914
1/10/2006	000
1/9/2006	885
1/8/2006	535
1/7/2006	359
1/6/2006	508
1/5/2006	119
1/4/2006	470
1/3/2006	327
1/2/2006	797
1/1/2006	747



As you can see there have been 7 draws without an all odd or all even number. Since the average is a 9 draw hit, this would be a good time to start playing.

On 2/1/2006 – 375 came up next.



Edge33 Vtrac Sums

Vtracs numbers are 1-5 and actual lottery numbers are 0-9. Therefore, to translate actual numbers into vtracs you must combine numbers.

Vtrac 1 (V1)	=	0	and	5
Vtrac 2 (V2)	=	1	and	6
Vtrac 3 (V3)	=	2	and	7
Vtrac 4 (V4)	=	3	and	8
Vtrac 5 (V5)	=	4	and	9

Vtrac sums are the totals for the Vtracs in each position. For example if the number is 528 then the Vtrac is 134. The sum is 1+3+4 = 8. The sums that fall the most are sums 7, 8, 9, 10 and 11.

Track your history to discover a pattern in your state.

This following sheet is very useful when playing your numbers. It gives you all of the various combinations of numbers associated with its particular Vtrac.

Vtrac Sum7 (32 numbers boxed)

vtrac 124	vtrac 115	vtrac 223	vtrac 133
013-568	004-559	112-667	022-577
018-518	009-554	162-612	027-527
063-563	054-509	167-617	522-077
068-513	059-504	117-662	572-072

Vtrac Sum8 (32 numbers boxed)

vtrac 125	vtrac 134	vtrac 224	vtrac 332
014-569	023-578	113-668	221-776
064-519	028-528	163-618	271-726
019-564	073-573	168-613	226-771
069-514	078-523	118-663	276-721

Vtrac Sum9 (40 numbers boxed)

vtrac 135	vtrac 225	vtrac 234	vtrac 441	vtrac 333
024-579	114-669	123-678	330-885	222-777
074-529	164-619	128-673	380-835	227-772
079-524	119-664	173-628	335-880	272-727
029-574	169-614	178-623	385-830	277-722

Vtrac Sum10 (32 numbers boxed)

vtrac 145	vtrac 334	vtrac 442	vtrac 523
034-589	223-778	331-886	421-976
084-534	273-728	381-836	471-926
039-584	228-773	336-881	426-971
089-539	278-723	386-831	476-921

Vtrac Sum11 (32 numbers boxed)

vtrac 335	vtrac 245	vtrac 443	vtrac 551
224-779	134-689	332-887	440-995
274-729	139-684	382-837	490-945
229-774	184-639	337-882	445-990
279-724	189-634	387-832	495-940

Now below is the basic tracking for the Vtrac Sums. First, you should notice the pattern emerging in the sums column with respects to repeating sums (**Red circles**).



		Vtracs			Vtrac Sums				
		V1	V2	V3	7	8	9	10	11
1/31/2006	586	1	4	2	7	7			
1/30/2006	158	2	1	4	7	7			
1/29/2006	464	5	2	5	12				
1/28/2006	943	5	5	4	14				
1/27/2006	253	3	1	4	8	8			
1/26/2006	962	5	2	3	10			10	
1/25/2006	634	2	4	5	11				11
1/24/2006	957	5	1	3	9		9		
1/23/2006	185	2	4	1	7	7			
1/22/2006	086	1	4	2	7	7			
1/21/2006	733	3	4	4	11				11
1/20/2006	364	4	2	5	11				11
1/19/2006	395	4	5	1	10			10	
1/18/2006	923	5	3	4	12				
1/17/2006	487	5	4	3	12				
1/16/2006	046	1	5	2	8	8			
1/15/2006	667	2	2	3	7	7			
1/14/2006	480	5	4	1	10			10	
1/13/2006	622	2	3	3	8				
1/12/2006	219	3	2	5	10			10	
1/11/2006	914	5	2	5	12				
1/10/2006	000	1	1	1	3				
1/9/2006	885	4	4	1	9		9		
1/8/2006	535	1	4	1	6				
1/7/2006	359	4	1	5	10			10	
1/6/2006	508	1	1	4	6				
1/5/2006	119	2	2	5	9		9		
1/4/2006	470	5	3	1	9		9		
1/3/2006	327	4	3	3	10			10	
1/2/2006	797	3	5	3	11				11
1/1/2006	747	3	5	3	11				11

This happens frequently...however not enough to justify it as a serious "system". BUT...taken a step further in the next chart, and you will see a more profitable pattern starting to emerge.



		V1	V2	V3	7	8	9	10	11
2/7/2006	501	1	1	2	4				
2/6/2006	374	4	3	5	12				
2/5/2006	060	1	2	1	4				
2/4/2006	336	4	4	2	10			10	
2/3/2006	183	2	4	4	10				10
2/2/2006	532	1	4	3	8	8			
2/1/2006	375	4	3	1	8	8			
1/31/2006	586	1	4	2	7	7			
1/30/2006	158	2	1	4	7	7			
1/29/2006	464	5	2	5	12				
1/28/2006	943	5	5	4	14				
1/27/2006	253	3	1	4	8	8			
1/26/2006	962	5	2	3	10			10	
1/25/2006	634	2	4	5	11				11
1/24/2006	957	5	1	3	9			9	
1/23/2006	185	2	4	1	7	7			
1/22/2006	086	1	4	2	7	7			
1/21/2006	733	3	4	4	11				11
1/20/2006	364	4	2	5	11				11
1/19/2006	395	4	5	1	10			10	
1/18/2006	923	5	3	4	12				
1/17/2006	487	5	4	3	12				
1/16/2006	046	1	5	2	8	8			
1/15/2006	667	2	2	3	7	7			
1/14/2006	480	5	4	1	10			10	
1/13/2006	622	2	3	3	8				
1/12/2006	219	3	2	5	10			10	
1/11/2006	914	5	2	5	12				
1/10/2006	000	1	1	1	3				
1/9/2006	885	4	4	1	9			9	
1/8/2006	535	1	4	1	6				
1/7/2006	359	4	1	5	10			10	
1/6/2006	508	1	1	4	6				
1/5/2006	119	2	2	5	9			9	
1/4/2006	470	5	3	1	9			9	
1/3/2006	327	4	3	3	10				10
1/2/2006	797	3	5	3	11				11
1/1/2006	747	3	5	3	11				11

Gray boxes are the missed attempts at a repeat sum

EXACT Boxed Vtracs in Repeating Sums with or just after a repeating Vtrac Sum!

Wait for a one of the Hot Vtrac Sums (7,8,9,10 or 11) to hit,
Then play the EXACT Vtrac boxed as the one that just hit.



Example: on 1/22/06 above, vtrac 142 hit. This has a sum of 7 (one of the hot vtrac sums). The next game you would play vtrac 142, which from the chart above

Vtrac 124

013-568
018-**518**
063-563
068-513

On 1/23/06 185 HIT.

Now the chart, tracks the history of January 06 and there you can see that there were 3 hits using this method and 13 misses. Since you are only playing 8 numbers the damages are low when the misses hit. **But as you can see, the chart above tracked another week into February and had 2 more hits immediately!**



Edge34 Last 2 of the Month

This is another quick and easy one, which is more of a tool than a system. The "Last 2" starts by getting the last 2 numbers drawn at the end of the last month and making as many numbers as you can out of them.

For Example, the last to numbers drawn on 12/30 and 12/31 were **104** and **599** so your numbers are 01459. Out of these numbers you make your Hot Pairs and Wheeled combinations (See below).

There was a direct hit on 1/11 with 914

Pairs that hit.		Number of times each Pair hit.
Date	Pair	
1/31/2006	586	5
1/30/2006	158	2
1/29/2006	464	4
1/28/2006	943	2
1/27/2006	253	5
1/26/2006	962	9
1/25/2006	634	4
1/24/2006	957	3
1/23/2006	185	1
1/22/2006	086	0
1/21/2006	733	
1/20/2006	364	4
1/19/2006	395	2
1/18/2006	923	9
1/17/2006	487	4
1/16/2006	046	3
1/15/2006	667	
1/14/2006	480	2
1/13/2006	622	
1/12/2006	219	2
1/11/2006	914	2
1/10/2006	000	0
1/9/2006	885	5
1/8/2006	535	5
1/7/2006	359	1
1/6/2006	508	1
1/5/2006	119	1
1/4/2006	470	1
1/3/2006	327	
1/2/2006	797	9
1/1/2006	747	4
12/31/2005	104	
12/30/2005	599	

Hot Pairs:
01 04 45 59
14 04 49
15 09
19

Wheeled Combinations: 01459
014, 015, 019, 045, 049, 059
145, 149, 159
459



Edge35 Missing Numbers

Ok start with your last draw; we will use 797 on 1/2/06 of our history file. Then make a grid and place the 797 diagonally in it.

7		
	9	
		7

Starting with the box above the number in the far lower right, put the next digit higher...in this case it would be 8

7		
	9	8
		7

Continue around the grid in a counter-clock wise direction filling in the empty spaces with the next highest number until all of the spaces have been filled.

7	0	9
1	9	8
2	3	7

Now look at the numbers in the grid and do a simple across and down pull for the numbers.

712, 093, 987, 709, 198, 237, 299

Find the numbers that are missing. In this case it would be numbers 4, 5 and 6. Now, make pairs out of these numbers (45, 46, 56) and Pair them with the actual numbers from the last draw. Note that if only two numbers are missing then you only have one pair to work with. If only one number is missing then use that number as a double number.

In this example 797 was the last draw so you match up the pairs to the 7 and 9

745, 746, 756, 945, 946, 956, 745, 746, 756

Eliminate the repeats leaving, 745, 746, 756, 945, 946, 956

Now look at the numbers in the grid and do a simple pull for the numbers given.

712, 093, 987, 709, 198, 237, 299

Now add these missing paired numbers to the numbers from the simple pull you did above and you now have the following combinations to play.

712, 093, 987, 709, 198, 237, 299

745, 746, 756, 945, 946, 956

The next day 1/03/06 the 327 Hit



Edge36 Consecutive 4 Numbers

There are 7 groups of Consecutive 4 Numbers, they are:

0123 - 012, 013, 023, 123

1234 - 123, 124, 134, 234

3456 - 345, 346, 356, 456

4567 - 456, 457, 467, 567

5678 - 567, 568, 578, 678

6789 - 678, 679, 689, 789

7890 - 789, 780, 790, 890

Tracking these groups will take longer than the History file we are using, however as you can see there is a pattern of hitting after long periods out (Droughts). The following chart shows the tracking of these consecutive 4 and hits that followed a drought.

1/31/2006	586	5678
1/30/2006	158	
1/29/2006	464	
1/28/2006	943	
1/27/2006	253	2345
1/26/2006	962	
1/25/2006	634	3456
1/24/2006	957	
1/23/2006	185	
1/22/2006	086	
1/21/2006	733	
1/20/2006	364	3456
1/19/2006	395	
1/18/2006	923	
1/17/2006	487	
1/16/2006	046	
1/15/2006	667	
1/14/2006	480	
1/13/2006	622	
1/12/2006	219	
1/11/2006	914	
1/10/2006	000	
1/9/2006	885	
1/8/2006	535	
1/7/2006	359	
1/6/2006	508	
1/5/2006	119	
1/4/2006	470	
1/3/2006	327	
1/2/2006	797	
1/1/2006	747	

Wait for a drought then after the next Consecutive 4 Number hits...Start Playing!

There are a total Of 28 combinations.
Use your favorite or Use some of the other systems (Hot, Cold, Due) to filter. Up to you...be as creative as you want.

Drought



Once you have all of the numbers tracked for the month, look over each of the graphs and identify the Most Over Due number and the Second to Most over due number in each of the positions. From the example above you will notice the 3 & 8 are the two most due numbers in the First position, 0 & 7 are the two most due in the Second position and 1&9 are the two most due in the Third position. (All Highlighted in Blue)

Lined up each per position and you get

1st	2nd	3rd
3	0	1
8	7	9

Now this is when we use Positional Wheeling. Again positional means to the location of the digits whether in the first, second or third position. With traditional wheels the results are Boxed (6 way) numbers, meaning the combinations that you get are to be played box. But with Positional wheels the numbers you get are to be played straight. Generally, Box = \$80 win and Straight = \$500. Obvious Straight is a much more favorable playing strategy.

Positional Wheeling

From the positional tracking scenario above, we are given 3,8 in the First, 0,7 in the Second and 1,9 in the Third. It is generally not a good idea to play all Due or All Most due. So what we are going to be finding here are the best Pairs to play first.

The Wheel for the pairs would look like this:

3	0	X
3	7	X
3	X	1
3	X	9

8	0	X
8	7	X
8	X	1
8	X	9

X	0	1
X	0	9
X	7	1
X	7	9



Since we don't have a number for the missing position we just put in an X as a placeholder. Now if you would like to stop here and play your Pairs (Front pair or Back pairs) then you would have 8 numbers to play.

Front pairs would be - 30X, 37X, 80X, 87X
Back pairs would be - X01, X09, X71, X79

The next weeks draws were -

1-Feb	2-Feb	3-Feb	4-Feb	5-Feb	6-Feb	7-Feb
375	532	183	336	060	374	501

You'll notice the Front pair 37 hit twice and the Back pair 01 hit once. 8 plays times 7 days = \$56, and 3 wins times \$50 = \$150 or \$94 profit.

If you want to continue on with playing for a straight 3-digit number, you are going to need to cut out a few of the available pair combinations in order to make this more profitable. Substituting X for the 0-9 digits give 80 numbers, Try playing ONLY the first and second Most due digits in any position. From the positional tracking charts above you see that the 1 in the Third position in the Most due having never hit in Jan, then 7 in the Second position is the next Most due having last come up 25 days ago.

Playing only the 7 in the Second position and 1 in the Third leaves the following Straight Pairs.

3	7	X
8	7	X
8	X	1
X	0	1
X	7	1
X	7	9

While this is a pretty good filter, you can still apply the traditional filter of NO All High, All Low, All Even or All Odd numbers, This leaves the following 32 combinations (The number of combinations left will depend on the types of pairs you have.)

3	7	0
3	7	2
3	7	4
3	7	6
3	7	8

8	7	0
8	7	1
8	7	2
8	7	3
8	7	4
8	0	1
8	1	1
8	2	1
8	3	1
8	4	1
8	5	1
8	6	1
8	7	1
8	8	1
8	9	1

5	0	1
6	0	1
7	0	1
8	0	1
9	0	1
0	7	1
2	7	1
4	7	1
6	7	1
8	7	1
0	7	9
2	7	9
4	7	9

From our Foundation set we have 2 winning combinations in the next 7 days. So 33 plays times 7 days is \$231. 2 Wins at \$500 equals \$1000 minus the \$231 leaves a \$769 profit.



Edge38 12's and 21's

Ok with this system there are several different ways to approach it. You are going to need to track your lottery and find which is hitting best.

To start with, take the last number to hit (night or midday). For example on 1/3/06 **327** was the number that hit. Take the digit and divide it into front and back pairs.

327 would give front pair 32 and back pair 27.

Way 1 –

Add 12 to each pair and subtract 12 from each pair.

Ex. $32 + 12 = 44$ and $27 + 12 = 39$, Then $32 - 12 = 20$ and $27 - 12 = 15$

(DO NOT USE LOTTERY MATH...use regular math and carry or borrow. For example, if you have $48 + 79$ it would equal 127. You would use all three numbers 1, 2 and 7 with your wheel numbers)

Your wheel numbers now are 01234459

From here you will wheel your numbers minus the repeats.

012, 013, 014, 015, 019, 023, 024, 025, 029, 034, 035, 039, 044, 045, 049, 059, 123, 124, 125, 129, 134, 135, 139, 144, 145, 149, 159, 234, 235, 239, 244, 245, 249, 259, 344, 345, 349, 359, 445, 449, 459

Check your history to see if this way works for your state. To get the numbers down further you can try eliminating the doubles and only select numbers with a sum between 11 and 18. (Remember sum = total of all the numbers digits, ex. 234 = sum 9, $2+3+4 = \text{SUM } 9$)

Using filters leaves: 029, 039, 049, 059, 129, 139, 149, 159, 239, 245, 249, 259, 345, 349, **359**, 459

1/10/2006	000	Day 7
1/9/2006	885	Day 6
1/8/2006	535	Day 5
1/7/2006	359	Day 4
1/6/2006	508	Day 3
1/5/2006	119	Day 2
1/4/2006	470	Day 1
1/3/2006	327	Draw

359 hit 4 days later.

Way 2 –

Is exactly the same, however you will Add 21 instead of 12, and subtract 21 instead of 12.

Add 12 to each pair and subtract 12 from each pair.

Ex. $32 + 21 = 53$ and $27 + 21 = 48$, Then $32 - 21 = 11$ and $27 - 12 = 06$ (to make this step easier, always subtract from the larger number.)

Your new wheel numbers are 01134568

Repeat with filters and track for a few days.



Edge39 Pairs Chart

Below is an example of a pairs chart. Its simply a way of mapping out the 55 different pairs for tracking.

1	2	3	4	5	6	7	8	9	10
00	01	02	03	04	05	06	07	08	09
19	29	11	12	13	14	15	16	17	18
28	38	39	49	22	23	24	25	26	27
37	47	48	58	59	69	33	34	35	36
46	56	57	67	68	78	79	89	44	45
55		66		77		88		99	

Take the last nights draw and break it into pairs. For example

On Jan 16th 487 hit. The pairs it makes are 48 47 and 87.

Now look up each pair on the pair chart

1	2	3	4	5	6	7	8	9	10
00	01	02	03	04	05	06	07	08	09
19	29	11	12	13	14	15	16	17	18
28	38	39	49	22	23	24	25	26	27
37	47	48	58	59	69	33	34	35	36
46	56	57	67	68	78	79	89	44	45
55		66		77		88		99	

You are looking for the two pairs above each of the pairs that hit, AND the two pairs below each of the pairs that hit.

Notice from the example below that when either the top or the bottom of the pair column ends, you just start up at the top or bottom depending on which way you are looking.

The **GREEN** represents the two pairs above the pair that hit.

The **BLUE** represents the two pairs below the pair that hit.

1	2	3	4	5	6	7	8	9	10
00	01	02	03	04	05	06	07	08	09
19	29	11	12	13	14	15	16	17	18
28	38	39	49	22	23	24	25	26	27
37	47	48	58	59	69	33	34	35	36
46	56	57	67	68	78	79	89	44	45
55		66		77		88		99	



List out the pairs:

39	11	57	66		38	29	56	01		69	23	05	14
----	----	----	----	--	----	----	----	----	--	----	----	----	----

Now take each of the pairs that match up and make numbers out of them

Lets start with the first pair: 39. Look for another pair that has a 3 or 9 in it. You will find the 38 the 29 and the 69 pairs. To put these together you get 398, 392, 396 and 392.

Next is the 11 pair. Looking for other pairs that have a 1 or 1 in it you will find 01 and 14. Putting these together you get 110, 114

Next is the 57 pair. Looking for other pairs that have a 5 or 7 in it you will find 56 and 05. Putting these together you get 576, 570

Lastly is the 66 pair. Looking for pairs that have 6 or 6 in it you will find 56 and 69 pairs. Putting these together you get 665, 669.

Your new sets of numbers are 398, 392, 396, 110, 114, 576, 570, 665, 669

You can filter by eliminating doubles and SUMs not between 11 and 17 which leaves

570, 392 and 392

Hopefully you didn't miss the **392 392** twice flag SCREAMING at you

The next draw on Jan 18th was 923



Edge40 Double Doubles

Before we talked about the 0's and 1's in Edge31. Here we are taking a look at how they work with doubles. Doubles can hit as repeat doubles. Some people play a version of repeating doubles or "Back-to-back" doubles by waiting for a double to hit then playing doubles in hopes of a repeat. While there are versions of that method that warrant a closer look, it didn't make the top 50 systems in the version of this book.

Better odds are to wait for a double to hit then play the 0's and 1's. Below is a list of all the 6 way boxed numbers that have a 0 or 1 in them.

012	016	023	027	035	039	048	058	069	123	127	135	139	148	158	169
013	017	024	028	036	045	049	059	078	124	128	136	145	149	159	178
014	018	025	029	037	046	056	067	079	125	129	137	146	156	167	179
015	019	022	034	038	047	057	068	089	126	134	138	147	157	168	189

These combinations cover OVER 50% of the 720 straight possible 6-way combinations. To keep the amount of numbers small, you can use any of your filters (High, Low, Even, Odd, Hot, Cold, Recent Hits...etc.).

1/31/2006	5	8	6	
1/30/2006	1	5	8	
1/29/2006	4	6	4	D
1/28/2006	9	4	3	
1/27/2006	2	5	3	
1/26/2006	9	6	2	
1/25/2006	6	3	4	
1/24/2006	9	5	7	
1/23/2006	1	8	5	
1/22/2006	0	8	6	
1/21/2006	7	3	3	D
1/20/2006	3	6	4	
1/19/2006	3	9	5	
1/18/2006	9	2	3	
1/17/2006	4	8	7	
1/16/2006	0	4	6	
1/15/2006	6	6	7	D
1/14/2006	4	8	0	
1/13/2006	6	2	2	D
1/12/2006	2	1	9	
1/11/2006	9	1	4	
1/10/2006	0	0	0	T
1/9/2006	8	8	5	D
1/8/2006	5	3	5	D
1/7/2006	3	5	9	
1/6/2006	5	0	8	
1/5/2006	1	1	9	D
1/4/2006	4	7	0	
1/3/2006	3	2	7	
1/2/2006	7	9	7	D
1/1/2006	7	4	7	D

The **Green** blocks are the Hits
The **Yellow** Highlights are the Doubles that hit
The **Gray** boxes are the times when the system missed.

This system Hit 6 times and missed 4.

Be sure to track it for quite a while before playing. Use your states last month history file to back check this system to see if it holds any validity in your particular state.



Edge41 Doubles from consecutive pairs

Quick and easy...gotta love this one. Here you map out all of the Double numbers that have hit in the history. Next to the **doubles**, also map out the numbers with **consecutive pairs** (01, 12, 23, 34...etc.)

Date	Double	Consecutive Pairs
1/31/2006	586	56
1/30/2006	158	
1/29/2006	464	
1/28/2006	943	34
1/27/2006	253	23
1/26/2006	962	
1/25/2006	634	34
1/24/2006	957	
1/23/2006	185	
1/22/2006	086	
1/21/2006	733	
1/20/2006	364	34
1/19/2006	395	
1/18/2006	923	23
1/17/2006	487	78
1/16/2006	046	
1/15/2006	667	67
1/14/2006	480	
1/13/2006	622	
1/12/2006	219	12
1/11/2006	914	
1/10/2006	000	
1/9/2006	885	
1/8/2006	535	
1/7/2006	359	
1/6/2006	508	
1/5/2006	119	
1/4/2006	470	
1/3/2006	327	23
1/2/2006	797	
1/1/2006	747	

Days that hit with a Double number.

Consecutive Pairs



Now not sure if you notice anything obvious between these two yet, but look close. THREE times after a number with a consecutive pair hit, a double number hit with one of the consecutives as the number that doubled. Look again, the GREEN highlight shows the hits where the pairs turned into doubles in the following draw.

On Jan 12th, the number 219 hit. The consecutive pair would be 12. This gives you boxed numbers: 311, 411, 511, 611, 711, 811, 911, 011 and 322, 422, 522, 622, 722, 822, 922, 022 (I took out the triples and double numbers that have both pairs in them, like 122 and 112)

1/31/2006	586	56
1/30/2006	158	
1/29/2006	464	
1/28/2006	943	34
1/27/2006	253	23
1/26/2006	962	
1/25/2006	634	34
1/24/2006	957	
1/23/2006	185	
1/22/2006	086	
1/21/2006	733	
1/20/2006	364	34
1/19/2006	395	
1/18/2006	923	23
1/17/2006	487	78
1/16/2006	046	
1/15/2006	667	67
1/14/2006	480	
1/13/2006	622	
1/12/2006	219	12
1/11/2006	914	
1/10/2006	000	
1/9/2006	885	
1/8/2006	535	
1/7/2006	359	
1/6/2006	508	
1/5/2006	119	
1/4/2006	470	
1/3/2006	327	23
1/2/2006	797	
1/1/2006	747	

On Jan 13th, 622 HIT!!
As well as, on the 21st and 29th .



Edge42 Zero Precedes Double

Here is the WARNING to look out for.

ZERO in a 6 way number

For example: XX0 , X0X or 0XX.

When this happens, look for the other digits to show up in a double in the next draw or two.

OK, let say 703 falls. You would look for 77X 7XX or 3XX 33X to hit within a few days.

Sometimes the sister numbers will hit... 2xx 22x 88x 8xx

Remember sister numbers are 0 = 5, 1 = 6, 2 = 7, 3 = 8, 4 = 9

Another WARNING

If a double number falls and the numbers in it have not hit with a zero in over a week, then look for those numbers to fall with a zero soon!

For example, if 889 hit... and there was no warning for it. Meaning no Zero hit with the 8 or 9 at least a week prior...

Then look for a 09 or 08. to hit soon!

Example of First Warning...Zero preceding Doubles

		Digits that Hit				Sister Numbers			
1/10/2006	000								
1/9/2006	885								
1/8/2006	535								
1/7/2006	359								
1/6/2006	508	55X	5XX	88X	8XX	00X	0XX	33X	3XX
1/5/2006	119								
1/4/2006	470	44X	4XX	77X	7XX	99X	9XX	2XX	22X
1/3/2006	327								
1/2/2006	797								



Example of Second Warning

1/23/2006	185				
1/22/2006	086				
1/21/2006	733	07X	03X	02X	08X
1/20/2006	364				
1/19/2006	395				
1/18/2006	923				
1/17/2006	487				
1/16/2006	046				
1/15/2006	667				
1/14/2006	480				
1/13/2006	622				
1/12/2006	219				
1/11/2006	914				

The next draw hits will the 08X

The 10 hit before the 733 double hit, do not have a Zero with one of the digits or its sister number.



Edge43 Mysterious

This one takes a little bit to get what's going on...so pay close attention here.

Here is the Chart we will be working with.

		B		
A-1	A	B-1	C	C+1

D1	D2

Take the last draw and separate the digits. From our sample history Jan 17th, 487 hit. Assign each of the digits to the following letters.

4 = A
8 = B
7 = C

Next take the chart and add in these in

		B		
		8		
	4		7	
A-1	A	B-1	C	C+1

D1	D2

Now above the A-1 box (4-1) you would put 3

In the B-1 box (8-1) you would put 7

And in the C+1 box (7+1) you would put 8

		B		
		8		
3	4	7	7	8
A-1	A	B-1	C	C+1

D1	D2

Now take all of the bottom row digits and add them together to get the D1,D2.

$$3+4+7+7+8 = 29$$



So D1 would be 2 (The first digit) and D2 would be 9 (The second digit)

		B				
		8				
3	4	7	7	8		
A-1	A	B-1	C	C+1	2	9
					D1	D2

Ok, from here you simply wheel the highlighted numbers from the chart.

		B				
		8				
3	4	7	7	8		
A-1	A	B-1	C	C+1	2	9
					D1	D2

That would be the 3, 8, 8, 2 and 9

- 388, 382, 389
- 382, 389
- 329
- 882, 889
- 829
- 829

Eliminate the duplicates and you have

- 388, 382, 389, 329, 882, 889, 829

Filter...say by removing doubles...and it leaves

382, 389, 329, 829

The following Draw on Jan 18th was 923 ...Mystical?...Maybe.

1/18/2006	923					
1/17/2006	487	3	8	8	2	9
1/16/2006	046	9	4	7	2	5
1/15/2006	667					



Edge44 TOP 50 Six-Ways

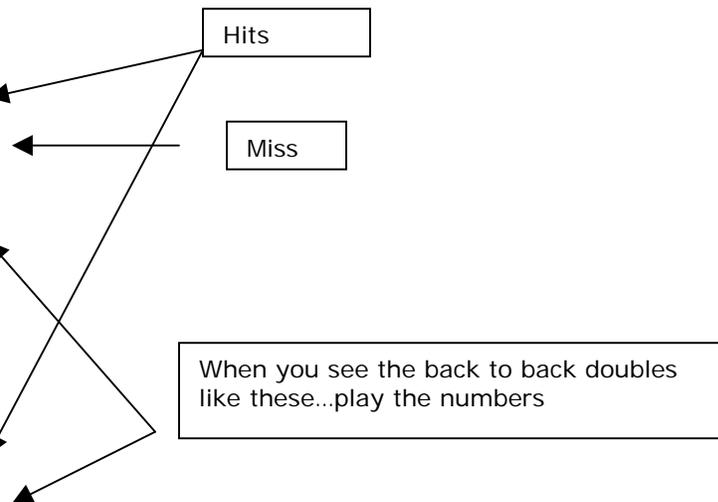
0	1	7		0	5	7		1	2	7		1	6	9		2	4	9
0	1	8		0	5	8		1	2	8		1	7	8		2	5	7
0	1	9		0	5	9		1	2	9		1	8	8		2	5	8
0	2	7		0	6	7		1	3	8		1	8	9		2	5	9
0	2	9		0	6	9		1	4	7		2	2	7		2	6	7
0	3	7		0	7	7		1	4	8		2	2	9		2	6	9
0	3	8		0	7	8		1	4	9		2	3	7		2	7	7
0	3	9		0	7	9		1	5	8		2	3	8		2	7	8
0	4	7		0	8	9		1	6	7		2	3	9		2	7	9
0	4	9		1	1	8		1	6	8		2	4	7		2	8	9

Most often the lowest number in a Pick3 combination will be a 0, 1 or 2, the middle range of numbers usually land somewhere between 1-8 and the highest numbers will be 7, 8 and 9. If you really think about it, it really makes sense.

Wait till double doubles hit then play them (A double number followed by a double number). This is the average for a double number to hit two (2) times in a row, then it is a prime opportunity to play one of the Top 50 6-ways.

EASY PEASY

1/15/2006	667
1/14/2006	480
1/13/2006	622
1/12/2006	219
1/11/2006	914
1/10/2006	000
1/9/2006	885
1/8/2006	535
1/7/2006	359
1/6/2006	508
1/5/2006	119
1/4/2006	470
1/3/2006	327
1/2/2006	797
1/1/2006	747





Edge45 Weighted Pures

Here is the breakdown of all the 1000 possible number combinations...again:

- 120** box 6 way combinations. (120 x 6 = 720 Straights)
- 90** box 3 way combinations. (90 x 3 = 270 Doubles)
- 10** Triples

Now using only the Pures (Numbers that are NOT ALL Low or ALL High) or Doubles and Triples, you are left with only 100 box 6-way combinations.

Grabbing only the ones with SUMS between 11 and 20 and you are left with the following 68 combinations:

Equally Weighted Even (O)/Odd Pures Chart (E)									
E	O	E	O	E	O	E	O	E	O
11	12	13	14	15	16	17	18	19	20
506	156	607	167	186	187	386	567	856	857
308	318	805	185	807	367	908	387	487	956
416	507	418	356	906	385	467	918	496	938
407	903	436	905	456	916	485	936	298	497
218	417	409	437	438	907	287	495		
236	435	256	491	267	457	296	297		
209	237	238	257	285	493				
245	291	247	293	249	295				

SUMS

Weights are what you call a number with two or more High numbers (5,6,7,8,9) or 2 or more Low numbers (0,1,2,3,4), you can all so use weights for Even (0,2,4,6,8) and Odd (1,3,5,7,9) numbers.

Example. **962** has two or more numbers that are Even so it would be considered a Heavy Even number (E)

1/26/2006	9	6	2	17	E
1/25/2006	6	3	4	13	E
1/24/2006	9	5	7	21	
1/23/2006	1	8	5	14	O
1/22/2006	0	8	6	14	
1/21/2006	7	3	3	13	
1/20/2006	3	6	4	13	E
1/19/2006	3	9	5	17	
1/18/2006	9	2	3	14	O
1/17/2006	4	8	7	19	E
1/16/2006	0	4	6	10	
1/15/2006	6	6	7	19	
1/14/2006	4	8	0	12	
1/13/2006	6	2	2	10	
1/12/2006	2	1	9	12	O
1/11/2006	9	1	4	14	O
1/10/2006	0	0	0	0	
1/9/2006	8	8	5	21	
1/8/2006	5	3	5	13	
1/7/2006	3	5	9	17	
1/6/2006	5	0	8	13	E
1/5/2006	1	1	9	11	
1/4/2006	4	7	0	11	E
1/3/2006	3	2	7	12	O
1/2/2006	7	9	7	23	
1/1/2006	7	4	7	18	

Track the weighted pures on your the history file.



Now as your numbers in the Equally Weighted Pures Chart start to hit, check them off of the list See chart below). Usually wait till you have 1 or two columns clear with now hits in it...preferably in the middle of the sums (13,14,15,16)

From the history above you can see that the SUM 15 and SUM 16 columns have not yet hit...so we highlight them. This filters down the numbers from 68 to 16. If you want to bring the numbers down even further you can also separate the heavy Odd numbers... Which are the most due in our set example...so we highlight them (green).

Equally Weighted Even (O)/Odd Pures Chart (E)									
E	O	E	O	E	O	E	O	E	O
11	12	13	14	15	16	17	18	19	20
506	156	607	167	186	187	386	567	856	857
308	318	805	185	807	367	908	387	487	956
416	507	418	356	906	385	467	918	496	938
407	903	436	905	456	916	485	936	298	497
218	417	409	437	438	907	287	495		
236	435	256	491	267	457	296	297		
209	237	238	257	285	493				
245	291	247	293	249	295				

Just playing those 8 numbers in the SUM 16 column produced a winner (943) in two days on 1/28

1/31/2006	5	8	6	19	E
1/30/2006	1	5	8	14	O
1/29/2006	4	6	4	14	
1/28/2006	9	4	3	16	O
1/27/2006	2	5	3	10	



Edge46 Two digits repeating

The best part of this system is that you don't have to play it every day. You wait till its ripe...then pluck.

When 2 numbers repeat in consecutive draws (For example, 359 hits then 535 hits in the next draw), it is HIGHLY likely that one of the two numbers will repeat in the next draw!

1/9/2006	8	8	5
1/8/2006	5	3	5
1/7/2006	3	5	9

BEST way to play this is to use the Weighted Pures (Edge45) with it.

11	12	13	14	15	16	17	18	19	20
506	156	607	167	186	187	386	567	856	857
308	318	805	185	807	367	908	387	487	956
416	507	418	356	906	385	467	918	496	938
407	903	436	905	456	916	485	936	298	497
218	417	409	437	438	907	287	495		
236	435	256	491	267	457	296	297		
209	237	238	257	285	493				
245	291	247	293	249	295				

Playing the 68 numbers just in the history file gives...

2/4/2006	3	3	6	12
2/3/2006	1	8	3	12
2/2/2006	5	3	2	10
2/1/2006	3	7	5	15
1/31/2006	5	8	6	19
1/30/2006	1	5	8	14
1/29/2006	4	6	4	14
1/28/2006	9	4	3	16
1/27/2006	2	5	3	10
1/26/2006	9	6	2	17
1/25/2006	6	3	4	13
1/24/2006	9	5	7	21
1/23/2006	1	8	5	14
1/22/2006	0	8	6	14
1/21/2006	7	3	3	13
1/20/2006	3	6	4	13
1/19/2006	3	9	5	17
1/18/2006	9	2	3	14
1/17/2006	4	8	7	19
1/16/2006	0	4	6	10
1/15/2006	6	6	7	19
1/14/2006	4	8	0	12
1/13/2006	6	2	2	10
1/12/2006	2	1	9	12
1/11/2006	9	1	4	14
1/10/2006	0	0	0	0
1/9/2006	8	8	5	21
1/8/2006	5	3	5	13
1/7/2006	3	5	9	17
1/6/2006	5	0	8	13
1/5/2006	1	1	9	11
1/4/2006	4	7	0	11
1/3/2006	3	2	7	12
1/2/2006	7	9	7	23
1/1/2006	7	4	7	18

HITS after two digits repeated.

Missed

REMEMBER ONLY PLAY WHEN TWO DIGITS REPEAT BACK TO BACK.



Edge47 Alphabet Pyramids

Go back about a week and take an inventory on all the digits that have come up in any position. From the sample I randomly chose the block of numbers highlighted (Yellow) below.

1/31/2006	5	8	6	19
1/30/2006	1	5	8	14
1/29/2006	4	6	4	14
1/28/2006	9	4	3	16
1/27/2006	2	5	3	10
1/26/2006	9	6	2	17
1/25/2006	6	3	4	13
1/24/2006	9	5	7	21
1/23/2006	1	8	5	14
1/22/2006	0	8	6	14
1/21/2006	7	3	3	13
1/20/2006	3	6	4	13
1/19/2006	3	9	5	17
1/18/2006	9	2	3	14
1/17/2006	4	8	7	19
1/16/2006	0	4	6	10

Just write the number of times each digit showed next to the numbers.

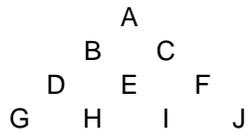
Digit	Appeared
0	2 times
1	0 times
2	1 times
3	5 times
4	3 times
5	1 times
6	3 times
7	2 times
8	2 times
9	2 times

Sort the order so that the digits that came up the most are associated with the first letters of the alphabet. A, B, C...etc. When you get two or more that with the same number, put the oldest one first...reading from the top left digit in the history.



	Digit	Appeared
A	3	5 times
B	4	3 times
C	6	3 times
D	9	2 times
E	7	2 times
F	8	2 times
G	0	2 times
H	5	1 times
I	2	1 times
J	1	0 times

Now set up an alphabet pyramid like the one below



Replace the letters with the ordered digits.



Pull your combinations from the following groups.

LINE PATTERNS

ABD	349
ACF	368
BDG	490
BEI	472
CEH	675
CFJ	681

SMALL PYRAMID PATTERNS

ABC	346
BDE	497
BCE	467
CEF	678
DGH	905
DHE	957
EHI	752
EIF	728
FIJ	821



Now play these 15 box combinations for the next week.

1/31/2006	5	8	6	19
1/30/2006	1	5	8	14
1/29/2006	4	6	4	14
1/28/2006	9	4	3	16
1/27/2006	2	5	3	10
1/26/2006	9	6	2	17
1/25/2006	6	3	4	13
1/24/2006	9	5	7	21
1/23/2006	1	8	5	14
1/22/2006	0	8	6	14
1/21/2006	7	3	3	13
1/20/2006	3	6	4	13
1/19/2006	3	9	5	17
1/18/2006	9	2	3	14
1/17/2006	4	8	7	19
1/16/2006	0	4	6	10

Within the next week there were 3 hits. 943, 634 and 957.

Edge48 Grids

Here is a chart showing all the 120 6 way combinations. Minus the doubles and triples and these grid numbers should hit on average every 2 days.

In Columns by ROOT SUMS

0	1	2	3	4	5	6	7	8	9	
037	029	039	049	013	014	015	016	017	018	
127	038	057	058	059	023	079	025	035	027	
136	047	129	067	149	069	169	034	125	036	
145	056	138	148	158	078	178	124	134	045	
235	128	147	238	167	168	259	269	189	126	
389	146	156	247	239	249	349	278	279	289	
479	236	237	256	257	258	358	368	369	469	
569	245	589	346	347	267	367	458	378	478	
578	489	679	689	356	348	457	467	459	568	
019	678	345	012	789	456	123	890	567	234	Consecutive #'s
028	137	048	139	068	159	024	179	026	135	All Even/Odds
046	579	246	157	248	357	268	359	468	379	All Even/Odds

With this method, you will need to track longer history file. In order to show this example 4 months were used. (Jan1 – April 30, 2006 FL.)

Here is the 4 month history file.

4/30/2006	0	2	2	4	4	D
4/29/2006	4	7	4	15	5	D
4/28/2006	9	5	8	22	2	
4/27/2006	1	9	9	19	9	D
4/26/2006	8	9	4	21	1	
4/25/2006	1	6	8	15	5	
4/24/2006	5	2	7	14	4	r
4/23/2006	7	3	4	14	4	r
4/22/2006	3	8	2	13	3	
4/21/2006	1	4	4	9	9	D
4/20/2006	0	3	7	10	0	r
4/19/2006	6	8	7	21	1	r
4/18/2006	3	3	3	9	9	T
4/17/2006	5	3	0	8	8	
4/16/2006	1	4	7	12	2	
4/15/2006	6	9	4	19	9	

Grid numbers that hit more than once. (r = repeated)

Double numbers (D = Double)

SUMS then Root SUMS
Ex. 13 SUM and 3 Root SUM



4/14/2006	4	7	5	16	6	
4/13/2006	0	0	9	9	9	D
4/12/2006	8	2	1	11	1	
4/11/2006	4	0	4	8	8	D
4/10/2006	4	3	4	11	1	D
4/9/2006	5	4	0	9	9	r
4/8/2006	1	6	7	14	4	
4/7/2006	9	1	5	15	5	
4/6/2006	8	7	0	15	5	
4/5/2006	1	0	1	2	2	D
4/4/2006	5	0	8	13	3	r
4/3/2006	8	8	4	20	0	D
4/2/2006	6	8	3	17	7	
4/1/2006	2	5	6	13	3	r
3/31/2006	6	5	1	12	2	
3/30/2006	7	2	3	12	2	r
3/29/2006	2	6	7	15	5	
3/28/2006	6	3	1	10	0	
3/27/2006	2	1	5	8	8	
3/26/2006	6	7	0	13	3	r
3/25/2006	3	4	2	9	9	
3/24/2006	5	7	9	21	1	r
3/23/2006	7	4	7	18	8	D
3/22/2006	7	5	1	13	3	
3/21/2006	3	2	3	8	8	D
3/20/2006	6	4	3	13	3	r
3/19/2006	7	5	2	14	4	
3/18/2006	4	3	8	15	5	
3/17/2006	1	2	4	7	7	
3/16/2006	8	8	1	17	7	D
3/15/2006	3	3	7	13	3	D
3/14/2006	7	3	8	18	8	
3/13/2006	0	0	5	5	5	D
3/12/2006	0	6	6	12	2	D
3/11/2006	3	6	9	18	8	r
3/10/2006	3	0	4	7	7	r
3/9/2006	7	0	5	12	2	
3/8/2006	7	3	0	10	0	
3/7/2006	4	6	6	16	6	D
3/6/2006	1	0	9	10	0	
3/5/2006	9	7	7	23	3	D
3/4/2006	5	4	0	9	9	
3/3/2006	6	9	3	18	8	
3/2/2006	4	4	8	16	6	D
3/1/2006	3	3	2	8	8	D
2/28/2006	7	3	2	12	2	r
2/27/2006	5	8	7	20	0	



2/26/2006	0	9	2	11	1	
2/25/2006	5	1	5	11	1	D
2/24/2006	5	6	2	13	3	r
2/23/2006	3	9	0	12	2	
2/22/2006	9	5	6	20	0	
2/21/2006	7	5	5	17	7	D
2/20/2006	7	1	3	11	1	
2/19/2006	6	8	0	14	4	r
2/18/2006	3	5	1	9	9	
2/17/2006	4	0	2	6	6	
2/16/2006	0	5	0	5	5	D
2/15/2006	8	6	7	21	1	
2/14/2006	3	1	3	7	7	D
2/13/2006	6	2	5	13	3	
2/12/2006	6	0	6	12	2	D
2/11/2006	6	7	7	20	0	D
2/10/2006	3	0	4	7	7	
2/9/2006	7	6	0	13	3	
2/8/2006	7	9	8	24	4	
2/7/2006	5	0	1	6	6	
2/6/2006	3	7	4	14	4	
2/5/2006	0	6	0	6	6	D
2/4/2006	3	3	6	12	2	D
2/3/2006	1	8	3	12	2	
2/2/2006	5	3	2	10	0	r
2/1/2006	3	7	5	15	5	
1/31/2006	5	8	6	19	9	
1/30/2006	1	5	8	14	4	r
1/29/2006	4	6	4	14	4	D
1/28/2006	9	4	3	16	6	
1/27/2006	2	5	3	10	0	
1/26/2006	9	6	2	17	7	
1/25/2006	6	3	4	13	3	r
1/24/2006	9	5	7	21	1	
1/23/2006	1	8	5	14	4	
1/22/2006	0	8	6	14	4	
1/21/2006	7	3	3	13	3	D
1/20/2006	3	6	4	13	3	
1/19/2006	3	9	5	17	7	r
1/18/2006	9	2	3	14	4	
1/17/2006	4	8	7	19	9	
1/16/2006	0	4	6	10	0	
1/15/2006	6	6	7	19	9	D
1/14/2006	4	8	0	12	2	
1/13/2006	6	2	2	10	0	D
1/12/2006	2	1	9	12	2	
1/11/2006	9	1	4	14	4	



1/10/2006	0	0	0	0	0	D
1/9/2006	8	8	5	21	1	D
1/8/2006	5	3	5	13	3	D
1/7/2006	3	5	9	17	7	
1/6/2006	5	0	8	13	3	
1/5/2006	1	1	9	11	1	D
1/4/2006	4	7	0	11	1	
1/3/2006	3	2	7	12	2	
1/2/2006	7	9	7	23	3	D
1/1/2006	7	4	7	18	8	D

Take a few minutes to look over the chart above. You will notice that as the Root SUMS hit, the numbers (6 ways combinations) are checked off (by highlighting) below.

In Columns by ROOT SUMS

0	1	2	3	4	5	6	7	8	9	
037	029	039	049	013	014	015	016	017	018	
127	038	057	058	059	023	079	025	035	027	
136	047	129	067	149	069	169	034	125	036	
145	056	138	148	158	078	178	124	134	045	
235	128	147	238	167	168	259	269	189	126	
389	146	156	247	239	249	349	278	279	289	
479	236	237	256	257	258	358	368	369	469	
569	245	589	346	347	267	367	458	378	478	
578	489	679	689	356	348	457	467	459	568	
019	678	345	012	789	456	123	890	567	234	Consecutives
028	137	048	139	068	159	024	179	026	135	All Even/Odds
046	579	246	157	248	357	268	359	468	379	All Even/Odds

This chart fills up twice in a year. So just wait till it is three quarters full and start playing the remaining 20 or less numbers. You can also wait till you are left with 20 or so then wait till back to back doubles happen, then play.

This takes a lot of tracking but is pretty consistent.



Edge49 Union Flag

This system will hit great when its "ON" . Meaning it will have "OFF" streaks. In order to correct these off streaks there are several things you can do to the results to fit them into a playable group of numbers.

To start, you need to grab the last weeks worth of numbers starting with Friday.

Fri	1/20/2006	3	6	4
Thu	1/19/2006	3	9	5
Wed	1/18/2006	9	2	3
Tue	1/17/2006	4	8	7
Mon	1/16/2006	0	4	6
Sun	1/15/2006	6	6	7
Sat	1/14/2006	4	8	0
Fri	1/13/2006	6	2	2
Thu	1/12/2006	2	1	9
Wed	1/11/2006	9	1	4
Tue	1/10/2006	0	0	0
Mon	1/9/2006	8	8	5
Sun	1/8/2006	5	3	5
Sat	1/7/2006	3	5	9
Fri	1/6/2006	5	0	8
Thu	1/5/2006	1	1	9
Wed	1/4/2006	4	7	0
Tue	1/3/2006	3	2	7
Mon	1/2/2006	7	9	7
Sun	1/1/2006	7	4	7

From the history file we are using, Jan 6 was the first Friday.

Now Grabbing that week numbers we have

Thu	1/12/2006	2	1	9
Wed	1/11/2006	9	1	4
Tue	1/10/2006	0	0	0
Mon	1/9/2006	8	8	5
Sun	1/8/2006	5	3	5
Sat	1/7/2006	3	5	9
Fri	1/6/2006	5	0	8



The first part of this workout is called "Heavy Down" and goes like this:

Take the last five draws and add them together (Carry...**DO NOT** use lottery math)

			23	Tool
Thu	2	1	9	}
Wed	9	1	4	
Tue	0	0	0	
Mon	8	8	5	
Sun	5	3	5	
Sat	3	5	9	
Fri	5	0	8	

Using only the last 5 draws.
 $5 + 5 + 0 + 4 + 9 = 23$

Next column carry the 2 over from the 23 and add up again.

		15	3	Tool
Thu	2	1	9	}
Wed	9	1	4	
Tue	0	0	0	
Mon	8	8	5	
Sun	5	3	5	
Sat	3	5	9	
Fri	5	0	8	

2

Remember to add in the 2 you carry from the 23 in the last column.
 $2 + 3 + 8 + 0 + 1 + 1 = 15$

	25	5	3	Tool
Thu	2	1	9	}
Wed	9	1	4	
Tue	0	0	0	
Mon	8	8	5	
Sun	5	3	5	
Sat	3	5	9	
Fri	5	0	8	

1

Remember to add in the 1 you carry from the 15 in the last column.
 $1 + 5 + 8 + 0 + 9 + 2 = 25$

Now just drop the 2 from the front of the 25 and you get the TOOL number you will work with.

Tool Number = 553 (YOU DO NOT PLAY THIS NUMBER)

Now starting by adding your **tool number** together (similar to finding a sum) then put that number in the **center space** above it. (See below)

NOTE: Drop the first digit if a two digit number comes up. (Use 3 not 23, drop the 2 in front)

10				Up
9				Across
8				Up
7				Across
6				Up
5				Across
4				Up
3				Across
2				Up
1		3		Across
	5	5	3	Tool
Thu	2	1	9	
Wed	9	1	4	
Tue	0	0	0	
Mon	8	8	5	
Sun	5	3	5	
Sat	3	5	9	
Fri	5	0	8	

Center Position Across: There are two different way of coming up with the number for the center position.

The first is the **Across**:

Take the row below and add the numbers, putting the result in the center position.

Example:
 $5 + 5 + 3 = 13$ (don't carry, just put the 3)



10			
9			
8			
7			
6			
5			
4			
3			
2			
1	0	3	
	5	5	3
Thu	2	1	9
Wed	9	1	4
Tue	0	0	0
Mon	8	8	5
Sun	5	3	5
Sat	3	5	9
Fri	5	0	8

- Up
- Across

Tool

First Position: To get the digit that goes into each of the First Positions: Add Position three, from 3 lines down
Position two, from 2 lines down
Position one, from 1 line down
Add them all together to arrive at the number for the first position.

$4+1+5 = 10$ (don't carry, just put the 0)

10			
9			
8			
7			
6			
5			
4			
3			
2			
1	0	3	3
	5	5	3
Thu	2	1	9
Wed	9	1	4
Tue	0	0	0
Mon	8	8	5
Sun	5	3	5
Sat	3	5	9
Fri	5	0	8

- Up
- Across

Tool

Third Position: To get the digit that goes into each of the Third Positions: Add Position one, from 3 lines down
Position two, from 2 lines down
Position three, from 1 line down
Add them all together to arrive at the number for the third position.

$9+1+3 = 13$ (don't carry, just put the 3)

Now go to next Row Up

10			
9			
8			
7			
6			
5			
4			
3			
2		9	
1	0	3	3
	5	5	3
Thu	2	1	9
Wed	9	1	4
Tue	0	0	0
Mon	8	8	5
Sun	5	3	5
Sat	3	5	9
Fri	5	0	8

Up
Across
Up
Across
Up
Across
Up
Across
Up
Across

Root

Center Position Up: The second way of coming up with the number for the center position.

The second is the **Up**:

Take the row below and add the numbers, putting the result in the center position.

Example:
 $1 + 5 + 3 = 9$

10			
9			
8			
7			
6			
5			
4			
3			
2		9	0
1	0	3	3
	5	5	3
Thu	2	1	9
Wed	9	1	4
Tue	0	0	0
Mon	8	8	5
Sun	5	3	5
Sat	3	5	9
Fri	5	0	8

Up
Across
Up
Across
Up
Across
Up
Across
Up
Across

Root

Third Position: Again, to get the digit that goes into each of the Third Positions: Add Position one, from **3 lines** down
Position two, from **2 lines** down
Position three, from **1 line** down
Add them all together to arrive at the number for the third position.

$2 + 5 + 3 = 10$ (don't carry, just put the 0)

10				Up
9				Across
8				Up
7				Across
6				Up
5				Across
4				Up
3				Across
2	4	9	0	Up
1	0	3	3	Across
	5	5	3	Root
Thu	2	1	9	
Wed	9	1	4	
Tue	0	0	0	
Mon	8	8	5	
Sun	5	3	5	
Sat	3	5	9	
Fri	5	0	8	

First Position: Again, to get the digit that goes into each of the First Positions: Add Position three, from 3 lines down
Position two, from 2 lines down
Position one, from 1 line down
Add them all together to arrive at the number for the first position.

$9+5+0 = 14$ (don't carry, just put the 4)

10	3	6	3	Up
9	3	2	9	Across
8	5	5	2	Up
7	9	9	5	Across
6	8	2	9	Up
5	5	4	4	Across
4	2	5	7	Up
3	0	3	8	Across
2	4	9	0	Up
1	0	3	3	Across

Finish the rest of the 10 rows by just following the same rules above.

Fri	1/20/2006	3	6	4	13
Thu	1/19/2006	3	9	5	17
Wed	1/18/2006	9	2	3	14
Tue	1/17/2006	4	8	7	19
Mon	1/16/2006	0	4	6	10
Sun	1/15/2006	6	6	7	19
Sat	1/14/2006	4	8	0	12
Fri	1/13/2006	6	2	2	10
Thu	1/12/2006	2	1	9	12
Wed	1/11/2006	9	1	4	14
Tue	1/10/2006	0	0	0	0
Mon	1/9/2006	8	8	5	21
Sun	1/8/2006	5	3	5	13
Sat	1/7/2006	3	5	9	17
Fri	1/6/2006	5	0	8	13

Here you will notice that the 329 in the 9th row hit on 1/18/06 as 923 on the sixth day.

Once one of the 10 picks has hit for thr week, STOP playing from the list!!! You usually will get only 1 hit from your list in that week. If one of the Picks hits on Saturday, your list is generally finished for the week. Hits from this list usually happen 3 to 5 days into week.



VTRAC Chart

The following table displays each of the eight Pick 3 number combinations that correspond to each vtrac number combination.

Vtrac	1	2	3	4	5	6	7	8
v111	000	005	050	055	500	505	550	555
v112	001	006	051	056	501	506	551	556
v113	002	007	052	057	502	507	552	557
v114	003	008	053	058	503	508	553	558
v115	004	009	054	059	504	509	554	559
v121	010	015	060	065	510	515	560	565
v122	011	016	061	066	511	516	561	566
v123	012	017	062	067	512	517	562	567
v124	013	018	063	068	513	518	563	568
v125	014	019	064	069	514	519	564	569
v131	020	025	070	075	520	525	570	575
v132	021	026	071	076	521	526	571	576
v133	022	027	072	077	522	527	572	577
v134	023	028	073	078	523	528	573	578
v135	024	029	074	079	524	529	574	579
v141	030	035	080	085	530	535	580	585
v142	031	036	081	086	531	536	581	586
v143	032	037	082	087	532	537	582	587
v144	033	038	083	088	533	538	583	588
v145	034	039	084	089	534	539	584	589
v151	040	045	090	095	540	545	590	595
v152	041	046	091	096	541	546	591	596
v153	042	047	092	097	542	547	592	597
v154	043	048	093	098	543	548	593	598
v155	044	049	094	099	544	549	594	599
v211	100	105	150	155	600	605	650	655
v212	101	106	151	156	601	606	651	656
v213	102	107	152	157	602	607	652	657
v214	103	108	153	158	603	608	653	658
v215	104	109	154	159	604	609	654	659
v221	110	115	160	165	610	615	660	665
v222	111	116	161	166	611	616	661	666
v223	112	117	162	167	612	617	662	667
v224	113	118	163	168	613	618	663	668



Vtrac	1	2	3	4	5	6	7	8
v225	114	119	164	169	614	619	664	669
v231	120	125	170	175	620	625	670	675
v232	121	126	171	176	621	626	671	676
v233	122	127	172	177	622	627	672	677
v234	123	128	173	178	623	628	673	678
v235	124	129	174	179	624	629	674	679
v241	130	135	180	185	630	635	680	685
v242	131	136	181	186	631	636	681	686
v243	132	137	182	187	632	637	682	687
v244	133	138	183	188	633	638	683	688
v245	134	139	184	189	634	639	684	689
v251	140	145	190	195	640	645	690	695
v252	141	146	191	196	641	646	691	696
v253	142	147	192	197	642	647	692	697
v254	143	148	193	198	643	648	693	698
v255	144	149	194	199	644	649	694	699
v311	200	205	250	255	700	705	750	755
v312	201	206	251	256	701	706	751	756
v313	202	207	252	257	702	707	752	757
v314	203	208	253	258	703	708	753	758
v315	204	209	254	259	704	709	754	759
v321	210	215	260	265	710	715	760	765
v322	211	216	261	266	711	716	761	766
v323	212	217	262	267	712	717	762	767
v324	213	218	263	268	713	718	763	768
v325	214	219	264	269	714	719	764	769
v331	220	225	270	275	720	725	770	775
v332	221	226	271	276	721	726	771	776
v333	222	227	272	277	722	727	772	777
v334	223	228	273	278	723	728	773	778
v335	224	229	274	279	724	729	774	779
v341	230	235	280	285	730	735	780	785
v342	231	236	281	286	731	736	781	786
v343	232	237	282	287	732	737	782	787
v344	233	238	283	288	733	738	783	788
v345	234	239	284	289	734	739	784	789
v351	240	245	290	295	740	745	790	795
v352	241	246	291	296	741	746	791	796
v353	242	247	292	297	742	747	792	797



Vtrac	1	2	3	4	5	6	7	8
v354	243	248	293	298	743	748	793	798
v355	244	249	294	299	744	749	794	799
v411	300	305	350	355	800	805	850	855
v412	301	306	351	356	801	806	851	856
v413	302	307	352	357	802	807	852	857
v414	303	308	353	358	803	808	853	858
v415	304	309	354	359	804	809	854	859
v421	310	315	360	365	810	815	860	865
v422	311	316	361	366	811	816	861	866
v423	312	317	362	367	812	817	862	867
v424	313	318	363	368	813	818	863	868
v425	314	319	364	369	814	819	864	869
v431	320	325	370	375	820	825	870	875
v432	321	326	371	376	821	826	871	876
v433	322	327	372	377	822	827	872	877
v434	323	328	373	378	823	828	873	878
v435	324	329	374	379	824	829	874	879
v441	330	335	380	385	830	835	880	885
v442	331	336	381	386	831	836	881	886
v443	332	337	382	387	832	837	882	887
v444	333	338	383	388	833	838	883	888
v445	334	339	384	389	834	839	884	889
v451	340	345	390	395	840	845	890	895
v452	341	346	391	396	841	846	891	896
v453	342	347	392	397	842	847	892	897
v454	343	348	393	398	843	848	893	898
v455	344	349	394	399	844	849	894	899
v511	400	405	450	455	900	905	950	955
v512	401	406	451	456	901	906	951	956
v513	402	407	452	457	902	907	952	957
v514	403	408	453	458	903	908	953	958
v515	404	409	454	459	904	909	954	959
v521	410	415	460	465	910	915	960	965
v522	411	416	461	466	911	916	961	966
v523	412	417	462	467	912	917	962	967
v524	413	418	463	468	913	918	963	968
v525	414	419	464	469	914	919	964	969
v531	420	425	470	475	920	925	970	975
v532	421	426	471	476	921	926	971	976



Vtrac	1	2	3	4	5	6	7	8
v533	422	427	472	477	922	927	972	977
v534	423	428	473	478	923	928	973	978
v535	424	429	474	479	924	929	974	979
v541	430	435	480	485	930	935	980	985
v542	431	436	481	486	931	936	981	986
v543	432	437	482	487	932	937	982	987
v544	433	438	483	488	933	938	983	988
v545	434	439	484	489	934	939	984	989
v551	440	445	490	495	940	945	990	995
v552	441	446	491	496	941	946	991	996
v553	442	447	492	497	942	947	992	997
v554	443	448	493	498	943	948	993	998
v555	444	449	494	499	944	949	994	999

EXCEL

Spreadsheets are a great way to easily manipulate traditional paper and pen systems and affords the luxury of back testing in an instant against an entire draw history to see how well any system has done over time. Here are a few basics that all Pick3 players seem to know and use frequently.

If you don't have Excel, you can use OpenOffice from Sun Microsystems, its free.

<http://www.openoffice.org/>

Basics:

Getting a number starting with a Zero to display?

Add an apostrophe ' before the number.

Example '089 will display as 089 and will not effect any formula adversely.

Simple multiplication on a couple of cells?

Always start with an equals (=) sign to let the spreadsheet know you want to make an equation.

Put the following formula in the cell you want to total:

=SUM(A1+B2) for two numbers

=SUM(A1+B1+C1) or =SUM(A1:C1) for multiple cells

For doing lottery math?

Assume you have in cell A1 the value 6, and in cell B1 the value 8

If you add these two the result would be 14, and you only need the last digit or 4 to show.

A1=8 B1=6 In cell C1 put: =MOD(A1+B1,10)

If you Subtract these two the result would be 14, and you only need the last digit or 8.

A1=8 B1=6 In cell C1 put: =MOD(A1-B1,10)

Making Pairs out of a 3 digit number in a single cell?

Let's say 312 is in cell A1

to get the front pair(31) put this in cell B1, =LEFT(A1,2)

to get the back pair(12) put this in cell C1 =RIGHT(A1,2)

to get the ends(32) put this in cell D1 =CONCATENATE(LEFT(A1,1),RIGHT(A1,1))

Reorder a Pick3 number to ascending order?

Example: Change 748 in Cell A1 to 478 in cell B1

Put the following formula into cell B1

=CONCATENATE((MIN(LEFT(A1),MID(A1,2,1),RIGHT(A1))), (MEDIAN(LEFT(A1),MID(A1,2,1),RIGHT(A1))), (MAX(LEFT(A1),MID(A1,2,1),RIGHT(A1))))

Substitute A1 for whatever cell you want to change the order of.

Find more tips and help try:

<http://www.exceltip.com/> Click on "ExcelTips".

<http://www.fgcu.edu/support/office2000/excel/>



Glossary

3-way - Two of the digits are the same and the third is different (Also known as a “3-way”). An example would be **133**. It is called the 3-way because it can appear as **133, 331, 313**. The 3 way occurrence is 27%. Meaning in a perfect world, you should see a 3 way number about every 2 in 10 Draws.

6-way - Three unique digits in each column as in the example **135**. It is called the 6-way because it can appear as **135, 153, 351, 315, 531, 513**. The 6-way occurrence is 71%. Meaning in a perfect world you should see a 6 way number about every 7 out of 10 draws.

Back Pair (BP) - The two last digits of the Pick 3 number.
 In the example number **849**, the 49 would be the Back pair.

Bar numbers Similar to the Vtacs, and Sister Bar numbers are the opposite of the number (also the +5 of the number)

$\frac{0\ 1\ 2\ 3\ 4\ 5\ 6\ 7\ 8\ 9}{5\ 6\ 7\ 8\ 9\ 0\ 1\ 2\ 3\ 4}$ Example 0 is the “Bar” of 5 and 5 is the “Bar” of 0

Base SUM – The Base Root is the last digit in the SUM of a number. If there is only one digit in the SUM then that number is the Base Root.

SUM = 8, then Base SUM = 8

SUM = 14, then Base SUM = 4

SUM = 22, then Base SUM = 2

Boxed – Listing a Pick3 number with each digit in any order. There are 220-boxed combinations that make up all of the 1000 Pick3 numbers. Ex. 593. Could be (593 539 395 359 935 953) or 488 Boxed could be (488 848 884).

BP Sum - The SUM of the last two digits in a Pick3 number when added.

FP Sum of **386** = **14** (8+6=14)

FP Sum of **238** = **11** (3+8=11)

Column - Each Pick 3 number has 3 columns in its numbers which represent the position of the digits. For example, the Pick3 number 345 has 3 in the first Column, 4 in the second column and 5 in the third.

Combination (Combo) - All possible ways to arrange a Pick3 number Ex. 593. could be (593 539 395 359 935 953)

Consecutives – Two or more numbers following one another in uninterrupted succession or order.

Consecutive Numbers –

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, 1, 2 ...

Consecutive Pairs –

01, 12, 23, 34, 45, 56, 67, 78, 89, 90

Consecutive Trips –

012, 123, 234, 345, 456, 567, 678, 789, 890, 901

Core – Typically, the term Core means the 1000 numbers that make up the Pick3. However, it has also be used to represent all of the numbers within given type of number. (Doubles, Triples etc.)



Digit – A single number. Example 1 or 8

Doubles - Two of the digits are the same and the third is different (Also known as a “3-way”). An example would be **133**. It is called the 3-way because it can appear as **133, 331, 313**. The 3-way occurrence is 27%. Meaning in a perfect world, you should see a 3 way number about every 2 in 10 Draws.

Draw – The actual 3-digit number that are picked by the lottery. Generally referred to as an “Evening Draw” or “Midday Draw”...etc.

Drought - A period of time when no patterns are appearing. Example, a Double number should appear every 2 out of 10 draws. So if you notice 10 draws without a Double number, this would be considered a “Drought”

Even Numbers - (0, 2, 4, 6, 8) Generally represented by a capital E, Low Numbers correspond to “Even” half of the 0-9 numbers in Pick 3 (5 total numbers)

FP Sum – The SUM of the first two digits in a Pick3 number when added.

Example:

FP Sum of **386** = **11** (3+8 = 11)

FP Sum of **238** = **5** (2+3 = 5)

Front Pair (FP) – The two first digits of the Pick 3 number.

In the example number **849**, the 84 would be the Front pair.

High Numbers - (5, 6, 7, 8, 9) Generally represented by a capital H, High Numbers correspond to “Higher” half of the 0-9 numbers in Pick 3 (5 total numbers)

Key Number tabulates if the number contains a key number in at least one of the digits. e.g., 1-2-3 contains the key number 2, but the number 4-5-6 does not.

KISS – When you dig into the numbers doing your research, its easy to make the system or process much more complicated then it needs to be. That’s when you need to remember KISS (**Keep It Simple Stupid**)

Low Numbers - (0, 1, 2, 3, 4) Generally represented by a capital L, Low Numbers correspond to “Lower” half of the 0-9 numbers in Pick 3 (5 total numbers)

Martingale – A method of betting were every time you win, you make the same bet for the next draw. But if you lose, you double your bet for the next draw. When you eventually hit after a series of misses you will still be up regardless of past losses.

Math (Lottery) - When adding or subtracting numbers use lottery math and do not carry.

Example **4+8 = 2 NOT 12**

```

1 2 3 4 1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19
    4  +  8  =    12 (Don't carry the 1)
    
```

Midday – Many lotteries have 2 draw per day. One is in the evening, and One is in the afternoon. More commonly the afternoon drawing is called the “Midday” Draw.

Number - Generally referred to as one of the Pick3 digits 0-9

Odd Numbers - (1, 3, 5, 7, 9) Generally represented by a capital O, Low Numbers correspond to “Odd” half of the 0-9 numbers in Pick 3 (5 total numbers)



Pair Sums - The SUM of any of the 55 pairs when added together.
 Pair 56 = 5+6 = 11 Pair SUM

Pairs – There are three pairs in every Pick 3 number: (1) the first two digits, (2) the first and third digit, and (3) the last two digits. There are a total of 55 different pairs (45 with different numbers, 10 with doubles),.

All of the 55 pairs can be divided into the following categories:

Odd -	13, 15, 17, 19, 35, 37, 39, 57, 59, 79
Even -	02, 04, 06, 08, 24, 26, 28, 46, 48, 68
Consecutive -	01, 12, 23, 34, 45, 56, 67, 78, 89, 90
Ghost -	03, 07, 47, 58, 69, 14, 18, 25, 29, 36
Doubles -	00, 11, 22, 33, 44, 55, 66, 77, 88, 99
Mirror/Sister -	16, 27, 38, 49, 50

Pari-mutuel - Pari-mutuel states are those that divide the winning equally among the winners and in effect lowering the amount each player wins.

Position - Each Pick 3 number has 3 columns in its numbers which represent the position of the digits. For example, the Pick3 number 345 has 3 in the first Column, 4 in the second column and 5 in the third.

Product – The sum of all the digits when multiplied together. (037 = 0x3x7 = 21 = 1)

Pure numbers – Numbers missing a specific trait. Like numbers with No all Odd or Even Numbers, or numbers with No all High or Low numbers.

Pyramids – Method of staking numbers on top of each other in the form of a pyramid. Generally, the hottest number in the top of the pyramid and the coldest numbers in the bottom.

```

    1
   2 3
  4 5 6
 7 8 9 0
    
```

Repeat – When the exact same number returns in the following draw, either the whole number, pair or a single digit.

Monday Eve 485 hits and Tuesday Eve 458
 Whole number repeats are 4, 5 and 8
 Monday Eve 385 hits and Tuesday Eve 458
 Pair number repeats are 5 and 8
 Monday Eve 365 hits and Tuesday Eve 458

Digit number repeat is 5

Root Sums – To find the ROOT SUM of a number continue to add the SUM of the number until a single digit is returned. That single digit is the ROOT SUM of that number.

Example – 224 The SUM is 2+2+4=8 SUM, since 8 is a single digit, **8** is also the ROOT SUM.
 2nd Example – 446 The SUM is 4+4+6=16 SUM, Then add 1+6=**7** ROOT SUM
 3rd Example - 757 The SUM is 7+5+7=19 SUM, Then add 1+9 = 10, Then 1+0=**1** ROOT SUM.



Rundown - Another name for a workout. When you “do” a system it is referred to as a rundown. “Doing a rundown on a states history”. Another way of using the term is running down a number usually by adding other digits to the original number.

Sister Number – Similar to the Vtracs, sister numbers are the opposite of the number (also the +5 of the number)

- 0's Sister number is 5 / and / 5's Sister number is 0
- 1's Sister number is 6 / and / 6's Sister number is 1
- 2's Sister number is 7 / and / 7's Sister number is 2
- 3's Sister number is 8 / and / 8's Sister number is 3
- 4's Sister number is 9 / and / 9's Sister number is 4

Split Pair (SP) – The two digits on each end of the Pick 3 number.

In the example number **849**, the 89 would be the Split pair.

Split Sums - The SUM of the first and last digits in a Pick3 number when added.

Split Sum of 386 = **9** (3+6 = 9)

Split Sum of **238** = **10** (2+8=10)

Straight – Listing a Pick3 number with each digit in its exact order. This is the highest paying method of play with odds at 1 / 1000.

Sum – The total of all the Pick3 digits added together.

Example – The number 224 would have a SUM of 2+2+4 = 8 SUM.

Track - Tracking a number is using the states history file to determine a specific pattern then tacking that pattern and using it as a guide for future outcomes.

Traveler (Traveling Numbers) – The is the belief that Pick3 numbers appear to move from state to state. Hitting in different states for a couple of days. For example, Monday 846 hit in GA, Then Tuesday 648 hits in FL, and IL. Then Hits in OH and MI as 468 on Wed. etc. There is no predictable pattern to this. Just an observation.

Triples - All three of the digits are the same. An example would be **333**. Obviously this only plays Straight. The Triple occurrence is 1.37%. Meaning in a perfect world you should see a 3 way number 1 in 100 Draws.

TTT (Tic Tac Toe) – Is generally a box that numbers from a system are place into. It got the name Tic-Tac-Toe because it resembles a TTT board when it's set up.

1	2	3
4	5	6
7	8	9

Once the numbers are in the TTT format, the following pulls are generally done to get the number to play out of the TTT.

- Across** 123, 456, 789
- Down** 147, 258, 369
- Diagonal** 159, 357
- Diamond** 248, 268
- Half Diamond** 153, 157, 759, 359
- Corners** 214, 478, 896, 632
- H Pattern** 145, 745, 965, 365
- Cross** 458, 658, 256, 254
- I** 125, 325, 785, 985



Vtrac – The term "Vtracs" is comprised of "V" for variable and "trac" for tracking. So when you talk about Vtracs, you're talking about Variable Tracking.

Vtracs are 1-5 actual lottery #s are 0-9. Therefore, to translate #s into vtracs you must combine numbers.

Vtrac 1 (V1)	=	0	and	5
Vtrac 2 (V2)	=	1	and	6
Vtrac 3 (V3)	=	2	and	7
Vtrac 4 (V4)	=	3	and	8
Vtrac 5 (V5)	=	4	and	9

Example : Pick3 number 586 (5 = Vtrac 1, 8 = Vtrac 4, 6 = Vtrac 2) so 586 = **142** in Vtracs.

Weights - are what you call a number with two or more High numbers (5,6,7,8,9) or 2 or more Low numbers (0,1,2,3,4), you can all so use weights for Even (0,2,4,6,8) and Odd (1,3,5,7,9) numbers.

Wheel – Method of generating all the possible combinations that makes up a three-digit combination from a selected group of numbers.

If your favorite numbers where 3, 4, 9 and 0 then you would use a 4 Number WHEEL them to get the combinations.

4 Number wheel ABCD (Substitute the letters for the numbers you want to use)

ABC, ABD, ACD,
 BCD

If your favorite numbers where 3, 4, 9, 0 and 6 then you would use a 5 Number WHEEL them to get the combinations.

5 Number wheel ABCDE (Substitute the letters for the numbers you want to use)

ABC, ABD, ABE
 ACD, ACE
 ADE
 BCD, BCE
 BDE
 CDE