L O T T O

PLAYING TO WIN

THE MUST HAVE BOOK FOR WINNING MORE PRIZES MORE OFTEN

INCLUDES SYSTEMS FOR ALL USA, UK, EUROPEAN AND OCEANIA LOTTERIES

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PART TWO – STRATEGIES

5.0   CHOOSING NUMBERS

In spite of what I have said thus far about the theory of probability etc., it is a fact that particular lotto numbers do come up more often than others, and not all combinations of numbers have the same probability, even though there <u>is no rational mathematical foundation.</u>

This anomaly however does enable us to plot strategies for the future, based on historical analysis. Despite the fact that the frequency a number or sequence of numbers have been drawn in the past, has no bearing on whether it or they will be drawn in the future; certain numbers do have a better success rate than others.

There is no perfect method for choosing numbers, so whether you do it historically, **analytically**, scientifically, astrologically, psychologically, or statistically, at the end of the day it will not make any difference whatsoever, simply because the winning numbers are drawn randomly, but you never know, you might ***just get lucky.***

Buying more tickets is not the answer either; certainly having two tickets in the same draw will increase your relative chance, but your absolute chance is still very slim, so unless you can buy enough tickets to cover every combination, forget it.

To buy enough tickets to cover every combination in a 6/49 draw, which as we know has 13,983,816 combinations, you would need to purchase 2,330,636 separate games, at a cost of almost $42 million, and even then there is no guarantee you would be the only jackpot winner.

5.1   Quick Picks

Quick picks are games that are favoured by those of us who, as a matter of convenience, are happy to let the computer select the numbers, in preference to choosing a few ourselves, and did you know that the greatest percentage of lottery players choose this option.

In nearly all official lotteries around the world, holders of a Quick Pick type ticket win 80% of all jackpots.

This does not mean that quick picks are your best chance of winning a jackpot; this statistic is simply a reflection of the percentage of the type of tickets that are sold because Quick Pick tickets account for nearly 80% of all ticket sales.

The problem with a Quick Pick is that they have duplicated numbers, in other words, the same numbers repeat in more than one game, and quick pick tickets containing more than four lines will usually produce sets of repetitive numbers.

Common sense dictates that you should use as many potentially winning numbers as possible, so therefore, you should avoid repetitive numbers.

Furthermore, the use of a duplicated number, unless it is a deliberate strategy, as in the case of using a 'Key Number Wheeling System', which we will talk about later, does not improve your chances of winning any of the prizes.

5.2   Lucky Numbers

Some people have their own systems or methods of playing, usually consisting of 'lucky numbers' which they play regularly, the idea being that their numbers will eventually come up.

In theory this is true, their numbers will eventually be drawn, perhaps next week, or perhaps in the next century, but 'more than likely' not all their numbers will come up at the same time.

Lucky numbers for most people are 'memorable dates' such as birthdays, anniversaries, important dates, etc. Which are the numbers 1 to 31, limited only by the number of days and months in a year.

Even if their lucky numbers do come up, it's more than likely those people will share the jackpot and/or the dividends with 1,000's of other players. It is a proven fact that when the majority of numbers drawn are between 1 and 31 dividend payouts and prize money are lower.

In the Canadian Lotto649 drawn on April 6th 2016 the numbers drawn were 1. 3. 5. 8. 13 and 31, consequently there was a record 8 winning jackpot entries each worth a prize of $1.6 million, which was the lowest ever Lotto649 jackpot prize.

Likewise, many people just have a lucky number they use for everything and it may not be connected to a birthday or anniversary, they just like the number and think it's lucky, other people believe in pairs, odds or evens, doubles, and triple numbers.

If you have one or several 'lucky numbers' which you play regularly, my advice is to stick with them and *let nothing sway you from using them*. Just because your lucky numbers have not come up for some time is no reason to replace them, but remember it is a set of numbers that win, not individual numbers.

5.3   Redundant Numbers

No doubt you've heard the 'experts' say that once a set of six winning numbers have been drawn, they will not come up again for thousands of years, so you should not choose them.

Well the Wisconsin SuperCash lottery winning numbers on 30 January 2006 were 4, 5, 10, 16, 25 and 29 and the same numbers came up again less than two weeks later in the same lottery on 9 February 2006.

On 6 September 2009, the Bulgarian National Lottery drew the winning numbers 4, 15, 23, 24, 35, 42 and just four days later on 10 September 2009, the same numbers were drawn again, in the same lottery.

In Israel on 21 September 2010 their weekly national lottery, Mifal Hapayis drew the winning numbers 36, 33, 32, 26, 14, 13 and less than four weeks later in the same weekly lotto draw on 17 October 2010, the same winning numbers were drawn again, but in the reverse order.

Do not be afraid to choose any combination of numbers that you fancy, because every combination has an equal chance of being picked, even if that combination of numbers were drawn the previous week.

Incidentally, the chance of the same numbers being drawn the following week is calculated by multiplying the chance of winning by itself. In a 6/45 game that is 1 in 66,342,002,403,600 which is 8,145,060 times 8,145,060.

Lottery draws are not cyclic events like comets, so unlikely coincidences will happen, even though the

probability is akin to there being life on Mars.

5.4   The Bell Curve

The Bell Curve, also known as normal distribution, and less commonly referred to as a Gaussian distribution, named after the German mathematician and physicist Karl Gauss comes from the fact that the graph used to depict normal distribution consists of a bell-shaped line.

The highest point on the curve or the top of the bell represents the most probable event. All other possible occurrences are equally distributed around the most probable event, which creates a downward-sloping line on each side of the peak, creating the shape of a bell.

The bell curve is critical in calculating probability distribution in many fields. Therefore, we can use it in choosing lotto numbers, simply by adding the sum of the numbers in a game.

For example, in a 6/49 game, when you add the sum of the numbers drawn, the range is from 21 to 279, with the sum of 1. 2. 3. 4. 5. 6 amounting to 21, at the tail end or bottom of the bell on the left side, and 44. 45. 46. 47. 48. 49, which amount to 279 at the tail end of the bell on the right side.

The most probable range of sums is the group in which the majority of the sums of the winning lotto number combinations fall, and although the percentages vary slightly between games, on average, in a 6/49 game **70% of all winning numbers have sums ranging from 117 to 186.**

The most frequently occurring sum of all winning numbers is 160, making it the midpoint sum and the top of the bell curve, with higher and lower sums moving away to the extreme ends of the bell towards combination sums of 21 and 279, as shown in the following graph.

Most frequently occurring sum of 160

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  21    117   127        160   171   186   279
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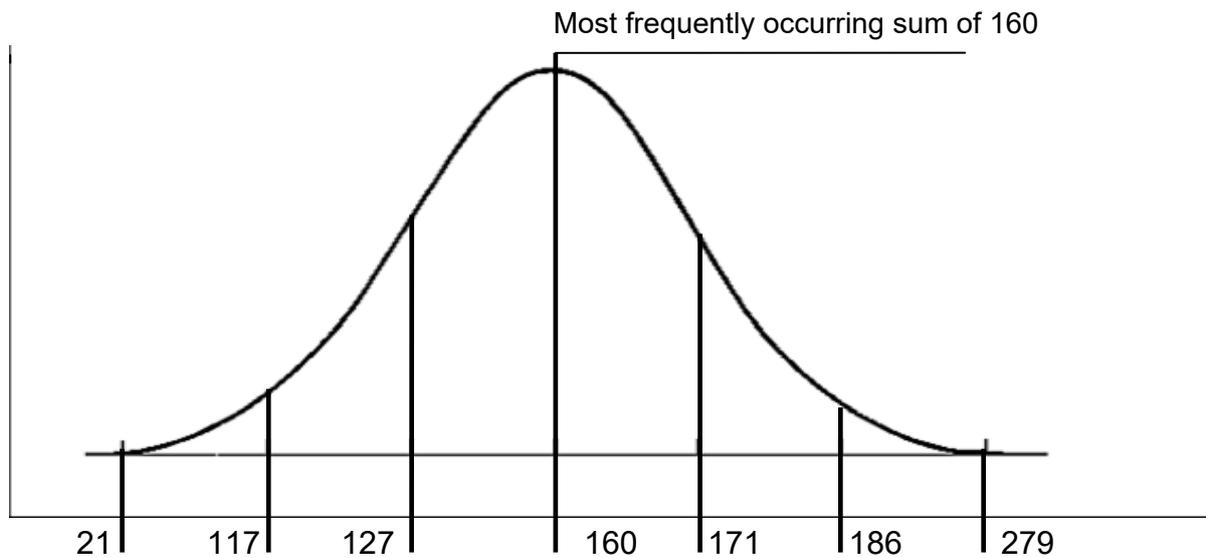
In a 6/45 game the most probable range of sums is **103 to 166 and 69% of all winning numbers have sums in this range.**

In a 7/45 game the most probable range of sums is **100 to 158 and 70% of all winning numbers have sums in this range.**

Therefore, when choosing your numbers make sure that the sum of your numbers add up to the 'most probable range'. This combination will give you the best chance of winning, but of course, there are numerous ways to make a six number combination add up to a total within this range.

5.5   Consecutive Numbers

Consecutive numbers or pairs of numbers are lotto numbers that appear next to each other in numerical order, such as 2. 3. or 17. 18.

Most people will avoid choosing pairs of numbers. However they should not be avoided altogether, because pairs of winning numbers are very common in lotto draws.

In fact, there are times when more than a single pair will occur, like double pairs such as 5. 6. and 32. 33, or even a triple such as 16. 17. 18, in the same draw.

On 21 March 2011, the Florida Lottery actually drew the 5 consecutive numbers 14. 15. 16. 17 and 18.

The chance of three consecutive numbers in a row being drawn is only about 6%, whereas the chance of at least one pair of consecutive numbers being included in a winning draw is almost 60%.

Interestingly, the chance of a pair of numbers with the same <u>first</u> digit being drawn occurs 73% of the time, whereas the chance of a pair of numbers <u>ending</u> in the same digit occurs only 30% of the time.

And did you know that if you were to ask people to randomly choose six numbers between 1 and 49, people will choose consecutive pairs far less often than random chance will choose them.

The six consecutive numbers 1. 2. 3. 4. 5 and 6 have never been drawn in any state or international lotto game on record, simply because that combination has not been drawn as yet.

There are literally millions of possible combinations that have not as yet been drawn, anywhere in the world. Let's face it there are 13,983,816 combinations in just one 6/49 game.

Even the longest running lottery in the world, which started in 1726 in the Netherlands, has only had just over 15,000 draws, with most other lotteries around the world having only about 3,000 draws each.

At that rate it will be roughly 140,000 years before

every combination is drawn, or 1,750 lifetimes. So remember there is no such thing as a bad combination.