

# Play Lotto the Smart Way!

A [www.lottoteller.com](http://www.lottoteller.com) publication

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## **Play Lotto the Smart Way**

If you are like most of the population you would have played the lottery for years. You most likely have played quick picks, slick picks or some other form of random number generated ticket to play. Over the years you may have won the odd small prize, but nothing spectacular.

I hope you are reading this because you suspect there might be a better way of playing lotto but your not sure how.

### **Fact 1**

If you play randomly generated numbers available directly from your lotto agent you reduce your chances of winning lotto – you are basically giving your money to your local Government Lottery. Sure they do wonderful things with your money like building more hospitals and funding cancer research – but I suspect that you play lottery for the wonderful life changes it brings to winners.

### **Fact 2**

Most people that win lotteries do so using a systematic approach.

### **Fact 3**

Lotteries draw randomly selected numbers to provide the winning numbers- but any brief analysis of lottery draws will show that the drawing of numbers is not as random as we are led to believe.

### **Fact 4**

You have to be in it to win it – but if you are going to play, wouldn't it be nice to have slightly better chance of winning a good prize.

### **Fact 5**

Not me or any body else can guarantee a lottery win using any system. Be extremely aware of any person making unrealistic claims. If it sounds too good to be true it most likely is.

## Winning the Lottery

Is it possible to win at Lotteries? The short and sharp answer is – yes. Lotteries are very difficult to win, but not impossible. Take the example of the building contractor from West Virginia who after purchasing a \$100 worth of tickets picked up a cool \$300 million dollars. His biggest decision was whether to take the win as \$112 million cash or to collect the \$300 million over 30 years.

To be in a position where you had to make that sort of decision!

Other large winners include Australia's largest winner. A Perth couple that picked up a tidy 30 million in a Powerball jackpot.

Of course if others have picked the same winning numbers then you will have to share the jackpot. Take the USA Pittsburgh Multi-State Powerball Lottery where 3 winners shared 331 million.

Lotteries are played all over the world. Most Governments offer a lottery to their citizens. In some circumstances the running of the lottery is outsourced to private companies. The Government will then have observers overseeing the drawing of the lottery. Where the population isn't large enough to support a lottery or there is a desire to increase the lottery cash pot. Governments will combine to offer the same lottery across a number of States. This practice is common across various States in the USA. In Australia the larger lotteries such as Saturday Lotto and Powerball are common across all States.

Governments will always take a large percentage of the takings as profit. This profit is used to support hospitals, schools and other worthy causes. The rest is returned to the players as winnings. Lotteries are organised to share the largest winnings with the players that pick the most numbers. The player or players that pick all numbers drawn are paid the largest prize. For example the players that pick 6 of the 6 numbers drawn. The players that pick 5 of the 6 numbers are given a large prize but it is substantially less than the one given to players that pick all numbers. Lotteries generally pay prizes for players that pick 4 of the 6 numbers. Some lotteries also draw bonus balls to help players pick up smaller prizes.

Regardless, lotteries only payout a percentage of money collected from the players.

Powerball is another lottery game. It is much harder to win than standard lotto. With standard lottery's, there is a single set of numbers that numbers are drawn from. Therefore if 6 numbers are drawn from 45 there will be 6 individual numbers drawn. In a Powerball draw there are two sets of numbers. If the draw consists of 5 numbers and a Powerball, there will be 5 numbers drawn from the first set. The Powerball will then be drawn from the second set of numbers. In a Powerball draw it is possible to have a Powerball with the same value as a number drawn from the first set. This minor difference increases the odds of picking up a jackpot in Powerball substantially.

To pick 6 numbers from 45 is about a 1 in 8 million chance.

To pick 5 numbers from 45 and then pick a Powerball from 45 numbers increases the odds to 1 in 54 million. They can be incredibly hard to win. That is why Powerball jackpots can pay such enormous prizes.

If you thought about it too much you would never play Lotteries. But here is another fact. **Most forms of gambling never pay the life changing prizes offered in Lotteries.** They are worth winning.

## Understanding the Odds

Playing a single 6 number game in a 6 from 45 number lottery is equal to one combination. (In some lotteries you might hear a combination referred to as a ticket, a game, a panel or even a selection.) Therefore if you played the following numbers 7, 10, 14, 17, 28 and 39 as one combination and these numbers were drawn in the lottery you would win the first prize. In a typical 45 number lottery with 6 numbers drawn, this combination is only one of a total 8145060 possible combinations. Accordingly playing one 6 number game gives a 1 in 8145060 chance of winning.

It is possible to increase the odds by playing more games. In our 6 from 45 number lottery you need to pick the 6 numbers drawn to win the first prize. Most players just play a selection of randomly selected 6 number games in an effort to win the elusive first prize. They do this by visiting the lottery agent and purchasing one of the pre-bundled products that most lotteries have on offer. Most often you can play lotto games by purchasing 12, 18 or 24 games. If for example you played 12 games, you are covering 12 out of the 8145060 possible combinations. These are extremely long odds in any body's language. And given that you are plucking out any 12 of the 8145060 combinations, you really are relying on lady luck to have any chance. I view this strategy as the scatter gun approach.

Now let's see what happens when we play 7 numbers or even 8 numbers instead of just 6. I like to think that playing larger groups of numbers using a strategic approach is more akin to taking a better aim at the target.

Let's look at an example - If we take our numbers 7, 10, 14, 17, 28 and 39 and add another number to play – let's say the number 19. This means we are now playing 7, 10, 14, 17, 19, 28 and 39 – a total of 7 numbers. In some lotteries when playing numbers in this manner it is referred to as playing systems. Our 7 numbers now covers a total of 7 six number combinations. Alternatively we could look at this another way – it takes 7 combinations of 6 numbers to cover every possible 6 number combination of our 7 numbers.

To help you make sense of this I have shown below the seven combinations required to cover the seven numbers 7, 10, 14, 17, 19, 28 and 39.

Combination 1 - 7, 10, 14, 17, 19 and 28

Combination 2 - 7, 10, 14, 17, 19 and 39

Combination 3 - 7, 10, 14, 17, 28 and 39

Combination 4 - 7, 10, 14, 19, 28 and 39

Combination 5 - 7, 10, 17, 19, 28 and 39

Combination 6 - 7, 14, 17, 19, 28 and 39

Combination 7 - 14, 17, 19, 28, 39 and 10

Check it for yourself – pick any 6 numbers out of 7, 10, 14, 17, 19, 28 and 39 and there should be one combination above that has all 6 numbers. It is quiet interesting that to cover 7 out of 45 numbers, it takes seven 6 number combinations. By adding just one number we have increased the required number of 6 number combinations to seven.

If we increase the numbers played and cover 8 numbers out of our 45 we will require 28 six number combinations. Or we could look at it this way, it will take 28 six number combinations to cover 8 of the 45 numbers in a 45 number lottery. So to cover 8 numbers will cost you the equivalent of 28 games and you will be playing 28 of the total 8145060 combinations. If our lottery is charging 50 cents a game, you will be up for \$14.00 to cover 8 numbers. Likewise with our earlier 7 number example, it will cost \$3.50 to cover our 7 numbers.

So why is this important? Firstly playing systems can help win lotteries. If you are play 28 randomly selected combinations you really are relying on lady luck. Yet by playing all the 28 six number combinations required to cover 8 numbers you are ensuring that every possible combination of the 8 numbers is covered. Secondly playing systems is more targeted – by playing systems you are covering every possible contingency of the selected numbers. It is a bit like taking shot at first prize with a rifle instead of a scatter gun. But we can do better than this - read on to see how we can turn our rifle into a bazooka.

For those of you interested in this area, we are delving, at a very basic level, into combinational mathematics. There are great written resources available on the web and in books such as the "Art of Computer Programming" that provide greater detail if you are interested.

## Understanding Systems

So far I have been referring to our groupings of numbers as combinations. In some lotteries where groups of combinations are organised to cover larger groups of numbers, these will be known as systems. Don't be confused by the terminology. Regardless of the lottery and where you are playing the concepts will be identical.

Put simply a full system contains every combination of numbers for that system. A system based on 10 numbers for a lottery that draws 6 numbers will cover every combination of those 10 numbers. Therefore if you played a full system 10, and your system has all 6 of the numbers drawn for the lottery, you will have one game with all 6 winning numbers in it.

Below is a table that contains the number of combinations required to play groups of numbers in a lottery of 45 numbers. The lottery has 6 numbers drawn.

At the very lowest end of the lottery the table shows that to play a group of 6 numbers will require 1 combination of 6 numbers. To play a group of 7 numbers or a system 7 will require 7 combinations of 6 numbers. Another way of looking at it is that it takes 7 games of 6 numbers to cover the system 7. If the lottery cost 50 cents a game, you would be looking at \$3.50 to play a system 7. Not bad value at this end of the scale.

Let's look at a full system 10. To fully cover a system 10 will take 210 combinations of 6 numbers. Or looking at it another way, to fully cover 10 numbers will cost \$105 if each combination or game cost 50 cents. If you go up the scale a little more you will see that a system 15 will take 5005 combinations or at 50 cents a game/combo cost over \$2500 to play.

As mentioned earlier, to cover every combination in a 45 number draw would take a massive 8145060 six number combinations. In other words at 50 cents a game it will cost you over 4 million dollars to cover every possible combination. Given that most 45 number lotteries that I know of tend to pay less than a million dollars for a first prize it doesn't take Einstein to work out that you will lose money if you play every combination.



**Table showing the total number of combinations for a 45 number lottery**

<b>System Size</b>	<b>Numbers Drawn</b>	<b>Amount of 6 number Combinations</b>
6	6	1
7	6	7
8	6	28
9	6	84
10	6	210
11	6	462
12	6	924
13	6	1716
14	6	3003
15	6	5005
16	6	8008
17	6	12376
18	6	18564
19	6	27132
20	6	38760
21	6	54264
22	6	74613
23	6	100947
24	6	134596
25	6	177100
26	6	230230
27	6	296010
28	6	376740
29	6	475020
30	6	593775
31	6	736281
32	6	906192
33	6	1107568
34	6	1344904
35	6	1623160
36	6	1947792
37	6	2324784
38	6	2760681
39	6	3262623
40	6	3838380
41	6	4496388
42	6	5245786
43	6	6096454
44	6	7059052
45	6	8145060

There is a couple of ways that you can look at playing full combinations. Firstly you can discount playing the very large combinations because lotteries are geared to pay less than the full cost of playing the lottery. That is how Governments generate funds from the lotteries to pay for hospitals and schools. In fact you will find that most lotteries are geared to return less than half the full proceeds from the players entering.

Many lotteries offer players the opportunity to play full combinations or systems entries. In fact it is common for syndicates or groups of people to get together and pool their funds to play the larger and more expensive systems. This is a great approach if you want to tell your mates that you have won a first prize in a lottery. Let's look at a system 15 for example. At 50 cents a game, a system 15 is going to cost you about \$2500 to play. Not bad value if you truly believe you can pick 6 winning numbers out of the 15. I know it sounds easy, but believe me it is not.

If you do decide to get a syndicate together to can cover a system 15 like the one described it will cost 25 players about a 100 hundred dollars a week. It's not bad value to play a fairly large system. But I look at it this way. If 25 players are sharing a prize like \$500,000 which is a fairly typical sort of first prize for this type of lottery, the prize per player will be \$20000. In my opinion that is not a life changing amount to win. Don't get me wrong I'm not about to knock back this sort of prize but it's not going to buy the new sports car or house.

There is another really important point not yet covered. That is lotteries are designed to always cover the jackpot.

This means the most players that are playing a system 15 will spend more on playing the lottery than they actually win. That's because the 5005 games in a full 15 combination only covers 0.0614 percent of the total 8145060 combinations in a 45 number lottery. Read that again. Covering 15 numbers provides a little more than half of point "0" one percent coverage of all possible 6 number combinations in a 45 number lottery. Even playing a system 15 with 5005 games, unless you are "lucky" you will end up playing the lottery for many weeks and months before your numbers come up. Of course you could be one of the lucky one's that wins the first week they play their numbers.

The scary part is even playing 40 numbers in a 45 number lottery covers less than half of all possible combinations. This means that even with this many numbers you are covering 3838380 combinations of the total 8145060, providing less than a 50/50 chance of winning a first division.

I consider this information to be the reality check of playing lotteries. **They are very difficult to win** and anybody that tells you otherwise are pulling your leg.

## **Conclusions**

Playing systems entries will help you win the lottery

You will most likely spend more on the systems entry than the prize you will eventually win.

Playing systems entries with a syndicate is a cost effective way of getting into systems. But the eventually prize will be unlikely to be life changing.

## Playing modified systems

In the world of lotteries a concept known as wheeled or scaled systems has become widely accepted as another way to play groupings of numbers. Wheeled or scaled systems are essentially modified systems.

A full system can best be described a grouping of numbers where every combination of the group is covered. A quick look at our previous table will show that to cover every combination of 9 numbers in groups of 6 will take 84 separate combinations. In other words to guarantee that we can take any 6 randomly selected numbers out of the 9, and have one combination that will include those six numbers will take 84 separate and distinct 6 number combinations. Or another way of looking at it is, 9 numbers can be used to create 84 unique 6 number combinations.

There is a school of thought based on the question of whether or not we really need to cover every combination?

What would you say if I said to you that it is possible to play 28 numbers that are based on 36 combinations and is guaranteed to have at least one combination with 3 numbers if you pick all 6? Now from experience I know some people respond to this by saying "What the hell are you talking about?"

This is what I'm saying.

You can pare a 28 number system that is usually based on 376740 combinations back to 36 combinations that still gives the following performance.

If 6 of the 28 numbers are drawn at least one of your 36 combinations will have at least 3 numbers.

Just to put things in perspective, playing 28 numbers gives you about a one in twenty chance of picking 6 numbers. Therefore if you play a lottery regularly, and you don't use any other tools or techniques to increase your chances, you stand to have at least 6 of your 28 numbers come up about once in every 20 draws.

Statistically this is incorrect due to the random nature of lotteries. Black and white statisticians would argue that at the beginning of every lottery you have a one in twenty chance. Or in other words if you haven't had six numbers come up for 19 draws, there is no guarantee that they will come up in the next draw. However, this doesn't take into account trend data or draw patterns.

Translated this means that statistically -

- If you played a full 28 number system you have a one in twenty chance of picking up a first prize.
- If you played a play a 28 number modified, scaled or wheeled system, you have a one in twenty chance of 6 of the 28 numbers being drawn. Resulting in at least one combination having 3 numbers

You might ask how is this is better than playing randomly generated games. The answer lies with the following facts. (Now if this gets a little complicated – feel free to switch off).

In a 45 number draw there are 14190 different 3 number combinations.

In 6 numbers there are 20 different possible 3 number combinations. Therefore a 6 number draw will cover about 0.14 percent of the possible 3 number combinations. Astoundingly a single six number combination has less than a one percent chance of picking up 3 numbers. Now if you played 36 randomly generated combinations you will end up covering 5.04 percent of the possible 3 number combinations. Therefore if you had the best possible even spread across your 36 randomly generated combinations you will nearly come up with a 5 percent chance of picking 3 numbers. Now I mentioned that if you had the best possible even spread. Because in reality if you are playing randomly generated numbers you could end up with the same 3 number combination covered more than once. This will result in lowering that 5 percent chance of having an entry with 3 numbers.

Compare our 36 randomly selected combinations with the 28 number system. Previously, it was found that this combination had about a 5 percent chance of 6 numbers being drawn. As the system has a guarantee that a least one combination will have 3 numbers in it, we have about the same chances of having a combination with 3 numbers.

Some people might say big deal and why bother. I have two responses to that.

Firstly, we have just proven that playing a 28 number scaled system based on 36 combinations provides about the same chances of picking up 3 numbers as 36 randomly selected combinations. However, keep in mind that a well structured scaled system will reduce redundancy across number combinations. Whereas randomly selected combinations could have a lot of redundancy that results in a reduction in the percentage chance of an entry having 3 numbers drawn.

Secondly, and more importantly, when we discuss our 28 number scaled system, the guarantee is a minimum of 3 numbers if 6 are drawn.

The key word is “**minimum**” so please pay attention to what follows.

There is a chance that because 6 numbers out of the 28 have been drawn, one combination could have all 6. Or there could be one combination with 5 numbers, or 4 or the minimum of 3.

With your 36 randomly selected combinations there is also the chance that 6 numbers could be found across all the entries. But your entries will never be organised in a way that potentially provides the well balanced structure that you have in a scaled system

Now there are many different wheeled, scaled or reduced systems around. All created by numerous authors and designers. The quality of scaled systems around at the moment ranges from brilliant to so and so. But they all have one thing in common. That is they have the objective to:

- Systematically play large number combinations.
- Increase the affordability of playing large number combinations.
- Provide a baseline guarantee. This will be discussed further later.
- Increase the chances of picking up a good lotto prize.

## **Dissecting the anatomy of a scaled system**

When the authors of scaled system describe their system they usually use the following type of description.

28 number based on 36 games (3 from 6 guarantee)

As we have already discussed the 28 number system in some detail you would already know that the system includes the following attributes.

Numbers – 28

Number of combinations required for this system – 36

How many numbers are guaranteed to be in one combination if 6 of the 28 numbers are in the lotto draw – 3

The required amount of numbers required to give the 3 number guarantee – 6

Let's look at this in more detail.

The numbers played, which in this case is 28, can be any of the numbers from the lottery number pool. So it could be 28 of the 45 numbers in the Australian Saturday Draw. Or it could be 28 of the 40 numbers in the New Zealand Draw. If your favourite lottery has 50 numbers, it would be 28 of the 50 numbers in that lottery draw.

The number of games relates to the amount of 6 number combinations required to create the system.

The guarantee, which is often the one that trips most people up, relates to the performance of the system. In our example we are saying that if you have managed to pick 6 numbers, one of your combinations will have at least 3 numbers. In other words, if you have 6 of your 28 numbers match the 6 winning numbers in a 6 number lottery draw, you will have at least one combination with 3 of those numbers.

Another example of a reduced/scaled or wheeled system could be:

15 number based on 154 combinations (5 from 6 guarantee)

The system includes the following attributes.

Numbers – 15

Number of combinations required for this system – 154

How many numbers are guaranteed to be in one combination if 6 of the 15 numbers are in the lotto draw – 5

The required amount of numbers required to give the 5 number guarantee – 6

One thing you should note in this example is the number extra combinations required to give the 5 from 6 guarantee. I believe that given the required combinations for a full system 15 is 5005, this wheeled system represents very good value with only 154 combinations required for the 5 from 6 guarantee.

### **Special Note**

This has been mentioned before but keep in mind that a when I refer to a reduced, scaled or wheeled system I am referring to the same concept. Please don't let me confuse you with the different descriptions used.

An example of a full system could be:

10 number based on 210 combinations (6 from 6 guarantee)

The system includes the following attributes.

Numbers – 10

Number of combinations required for this system – 210

How many numbers are guaranteed to be in one combination if 6 of the 10 numbers are in the lotto draw – 6

The required amount of numbers required to give the 6 number guarantee – 6

I am hopeful that you know have a better understanding of what is meant by a modified system. A full system will provide an absolute guarantee that if you pick 6 numbers, they will be contained in one combination. However, if you want to play large systems at an affordable price, then the scaled system provides that opportunity. Any reasonable quality scaled system will provide the amount of numbers played in the system, the performance of the system and the number of combinations required to create the system.



## Improving the odds

Have you ever wondered if there is a smarter way to play lotto? My friend it's time to get all hot and cold.

### What's a hot number?

If you take a snapshot of numbers over an 8 week period in any lottery you will find numbers that have come up more often than others. If the numbers are coming up as randomly as we are told they should then you would expect a fairly even spread. **This is true** – it does work out this way over a much longer time frame than 8 weeks. But if you check the drawing of numbers over a shorter period of time – like 8 weeks – you will find that there will be numbers that have been drawn many times over. These are known as hot numbers.

Doesn't it make sense that we can use our knowledge of hot numbers to help pick what might be drawn over the next 8 weeks?

### How do you find hot numbers?

To find the hot numbers for the last 8 weeks you need to create a frequency table. To create your frequency table you firstly need to know how many numbers are in your lotto draw. Most lotto draws have something like 40, 45 or 50 numbers in the draw. For the sake of our example we are looking at a 45 number lotto. Your frequency table should have 45 columns numbered 1 to 45. We want to take a snap shot of the last 8 weeks so we need 8 rows in our table.

The rest is fairly simple.

Have a look at the numbers for the first draw. In our example we will say that the numbers 9, 25, 17, 4, 26 and 33 were drawn.

Now just place a 1 in row 1 under the number 9, and place a 1 in row 1 under 25, and place a 1 in row 1 under 17 and so on until all 6 numbers are recorded.

**See the example later in this book** and check [www.lottoteller.com](http://www.lottoteller.com) for free copies of blank frequency tables.

Let's now have a look at the numbers for the second draw. In our example we have the numbers 3, 25, 28, 34, 8 and 43 drawn.

Now just place a 1 in row 2 under the number 2, and place a 1 in row 2 under 25, and place a 1 in row 2 under 28 and so on until all 6 numbers are recorded.

This process should be completed until all 8 rows are filled.

Once all the numbers for the 8 weeks worth of draws have been entered you can now work out which numbers are the hot numbers.

Just run down each column and add the 1's entered to indicate that a number was drawn. Once you have completed this you will find that there are numbers that have been drawn 2, 3 and maybe even 4 times over during the 8 weeks of lottery draws.

To find the hot numbers pick the 8 numbers that have been drawn the most over the previous 8 lottery draws.

It is possible when doing this to find records of previous draws by going to the website for your lottery. Alternatively you will have to keep a running record of draws until you have 8 weeks worth.

There is further information and an example later on in this book.

### **What's a cold number?**

A cold number is the opposite of a hot number. It is a number that hasn't been drawn much over the previous 8 weeks. Let's think about this for a minute. If you could come up with a list of numbers that are statistically under represented for the previous 8 weeks, then shouldn't this guide us with the numbers that should be played for the next 8 or so weeks?

Cold numbers can be found by scanning your completed frequency table for numbers that have drawn the least amount of times over the previous 8 draws. Typically you would be looking for numbers that have been drawn zero times or may once.

My thoughts are that we should know about this information if we are going to play lotto the smart way.

## Combining Hot and Cold Numbers

The perfect future based lotto ticket should be a combination of Hot and Cold numbers. A list of Hot Numbers tells us which numbers are on a roll and a list of Cold Numbers tells us which numbers are due over the next few weeks. To create our perfect ticket we need 8 numbers from our Hot Numbers list and 7 Numbers from our Cold Number list. This is a total of 15 numbers that must be combined to provide our perfect ticket.

It sounds so simple- and in a lot of ways it is. But to create your 15 number future based system you need to be able to do one of two options.

Your first option, if you can afford it, is to play a system that includes every possible combination of the 15 numbers. Many syndicates or people playing together can raise the necessary money to play such systems. If you don't want to outlay the necessary cash to play such large systems you can always wheel or scale your systems.

There are a couple of ways to play a wheeled system. You can do this manually (which in my opinion is the most tedious and difficult way) or you can use software. Lotto Teller from [www.lottoteller.com](http://www.lottoteller.com) has been specially designed to find hot and cold numbers in your favourite lottery and it can automatically create your system entries.

To help you create your hot and cold number system I have included some instructions on how to do this manually and provided some blank forms to get you started. Personally I wouldn't bother with the manual system as I prefer software but feel free to give it a whirl.

## How to Find your Hot and Cold Numbers

1/ To find Hot and Cold numbers you will firstly need to complete a frequency table. Step by step information on how to create a Frequency Table can be found in the next chapter.

2/ Once you have found the Hot and Cold Numbers you will need to create a modified or wheeled 15 number system. I have provided information in the chapters "Creating your 6 number draw 15 Number Wheeled System" and "Creating your 5 number draw 15 Number Wheeled System" that describes how to manually create a wheeled or scaled system.

## Frequency Table Example

For our frequency table we need 8 weeks worth of draws. You can either record 8 weeks worth as they are being drawn or you can check through your lottery's website to get the historic results. A blank frequency table is shown at the end of this chapter. You can also download a blank frequency table from [www.lottoteller.com](http://www.lottoteller.com). It might be worth having a look at the frequency table before reading on.

### Instructions

Firstly you need to know how many numbers are drawn in your target lottery. In our example we have 45 numbers in the lottery pool. This is the total number of possible numbers.

Therefore you will need 45 columns for the numbers in the lottery. The blank frequency table can cater for lotteries with up to 60 numbers in the pool. If you have less numbers like our 45 number example you just ignore the extra columns.

For the sake of our example we are going to use the following numbers. These are real numbers taken from a lottery draw. Note that we are ignoring any bonus or supplementary numbers.

Week One - 2, 22, 43, 5, 25, 37

Week Two - 31, 26, 10, 28, 3, 16

Week Three - 35, 9, 44, 8, 23, 21

Week Four - 10, 42, 7, 20, 16, 22

Week Five - 8, 2, 6, 11, 37, 40

Week Six - 26, 14, 16, 33, 6, 45

Week Seven - 5, 20, 6, 40, 22, 2

Week Eight - 16, 15, 7, 26, 2, 3

Have a look at the numbers for the first draw. In our example we see that - 2, 22, 43, 5, 25 and 37 were drawn.

Now just place a 1 in row 1 under the number 2, and place a 1 in row 1 under 22, and place a 1 in row 1 under 43 and so on until all 6 numbers are recorded. See example below

Let's now have a look at the numbers for the second draw. In our example we have the numbers 31, 26, 10, 28, 3 and 16 drawn.

Now just place a 1 in row 2 under the number 31, and place a 1 in row 2 under 26, and place a 1 in row 2 under 10 and so on until all 6 numbers are recorded.

This process should be completed until all 8 rows are filled.

Once all 8 weeks have been completed add the each entry in each column. Because each entry is marked with a one it is a simple matter of adding each of the one's in each column. See example to see how it's done. The total for each column should be listed on the totals row.

To find the **Hot Numbers** pick the 8 highest totals. Now for the first four numbers this is pretty easy. Numbers **2 and 16** have been picked 4 times and numbers **6 and 26** have been picked 3 times. It's not so easy to pick the next 4 numbers because there are 8 numbers that have been picked 2 times over the 8 week period. The numbers to pick our 4 numbers from are 3, 5, 7, 8, 10, 20, 37 and 40. I suggest if you are using the paper method to just pick any 4 numbers. I'm going for 5, 20, 37 and 40 to make up our 8 hot numbers.

LottoTeller software from [www.lottoteller.com](http://www.lottoteller.com) will pick the 4 hottest numbers and then randomly select 4 more from the remaining numbers in the hot number list making it easy and accurate to find Hot Numbers

To find your **Cold Numbers** pick 7 numbers with the lowest draw totals. In our example we have 17 numbers that didn't get drawn once. Keep in mind these numbers were really drawn so the results are not unusual nor distorted to make a point. The numbers that didn't get drawn were 1, 4, 12, 13, 17, 18, 19, 24, 27, 29, 30, 32, 34, 36, 38, 39 and 41. Just pick any 7 of these numbers to make up your cold numbers. For our example I am choosing 12, 13, 17, 27, 30, 36 and 39.

LottoTeller software will randomly select the 7 numbers from the 17 possible cold numbers. At only \$10USD it takes a lot of the hard work out of this method. Of course if you aren't convinced feel free to use the blank frequency table. Check the other LottoTeller benefits at [www.lottoteller.com](http://www.lottoteller.com)

### **Hot and Cold numbers combined.**

To find our 15 numbers you just combine the **Hot** and **Cold Numbers** keeping in mind that we have **8 Hot Numbers** and **7 Cold Numbers**.

The full 15 numbers are:

2, 16, 6, 26, 5, 20, 37, 40, 12, 13, 17, 27, 30, 36 and 39



## Completed Example

Week One - 2, 22, 43, 5, 25, 37

Week Two - 31, 26, 10, 28, 3, 16

Week Three - 35, 9, 44, 8, 23, 21

Week Four - 10, 42, 7, 20, 16, 22

Week Five - 8, 2, 6, 11, 37, 40

Week Six - 26, 14, 16, 33, 6, 45

Week Seven - 5, 20, 6, 40, 22, 2

Week Eight - 16, 15, 7, 26, 2, 3

Frequency Table Numbers 1 to 20																				
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1		1			1															
2			1							1						1				
3								1	1											
4							1			1						1				1
5		1				1		1			1									
6						1								1		1				
7		1			1	1														
8		1	1				1								1	1				1
Total	0	4	2	0	2	3	2	2	1	2	1	0	0	1	1	4	0	0	0	2

Frequency Table Numbers 21 to 40																				
Week	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
1		1			1												1			
2						1		1			1									
3	1		1												1					
4		1																		
5																	1			1
6						1							1							
7		1																		1
8						1														
Total	1	3	1	0	1	3	0	1	0	0	1	0	1	0	1	0	2	0	0	2

Frequency Table Numbers 41 to 60																				
Week	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
1			1																	
2																				
3				1																
4		1																		
5																				
6					1															
7																				
8																				
Total	0	1	1	1	1															



## Blank Frequency Table

Fresh copies of Frequency Tables sheets can be found at [www.lottoteller.com/blankFrq.htm](http://www.lottoteller.com/blankFrq.htm)

Frequency Table Numbers 1 to 20 <a href="http://www.lottoteller.com">www.lottoteller.com</a>																				
Week	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1																				
2																				
3																				
4																				
5																				
6																				
7																				
8																				
Total																				

Frequency Table Numbers 21 to 40 <a href="http://www.lottoteller.com">www.lottoteller.com</a>																				
Week	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
1																				
2																				
3																				
4																				
5																				
6																				
7																				
8																				
Total																				

**Frequency Table Numbers 41 to 60**

[www.lottoteller.com](http://www.lottoteller.com)

Week	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
1																				
2																				
3																				
4																				
5																				
6																				
7																				
8																				
Total																				

## Creating your 6 number draw 15 Number Wheeled System.

Our basic 15 number wheeled system will have 21 Games and give a 4 from 6 guarantee for a lotto draw based on 6 numbers. The 4 from 6 guarantee means that if 6 of your 15 numbers in your system are drawn, you will have at least one game with at **least** 4 numbers. Remember this is the minimum.

We will use the 15 numbers found using our frequency table example. These are:

2, 16, 6, 26, 5, 20, 37, 40, 12, 13, 17, 27, 30, 36 and 39.

Now you will notice that I have already placed the 15 Hot and Cold Numbers into the 2<sup>nd</sup> row of the Wheeling table below.

To complete your 21 game 15 number system just move the numbers in the 2<sup>nd</sup> row to the corresponding blank spaces below. On our system wheeling form there should be 6 blank spaces on each row. Each row corresponds with one game in our wheeled system. As there are 21 games, there are 21 rows with blank spaces ready for your numbers.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Numbers	2	16	6	26	5	20	37	40	12	13	17	27	30	36	39
Game1	#	#	#	26	5	#	37	#	#	#	#	27	30	#	39
Game2	2	16	#	26	#	#	#	40	#	#	#	27	30	#	#
Game3	#	16	6	26	#	20	#	#	#	#	17	#	#	#	39
Game4	2	#	#	26	#	#	#	#	12	13	#	#	#	36	39
Game5	2	#	6	#	#	20	37	40	#	#	#	27	#	#	#
Game6	#	#	6	#	5	#	#	40	#	#	#	#	30	36	39
Game7	#	#	6	26	#	#	#	40	12	13	17	#	#	#	#
Game8	#	#	#	26	5	#	37	#	12	#	17	#	#	36	#
Game9	#	16	#	#	#	20	#	40	12	13	#	#	#	#	39
Game10	#	#	#	#	5	20	#	#	#	13	17	#	30	36	#
Game11	#	#	#	#	5	20	#	#	12	13	#	27	#	#	39
Game12	2	16	6	#	5	#	#	#	12	#	#	#	30	#	#
Game13	2	#	#	#	#	20	37	#	12	#	17	27	#	#	#
Game14	#	16	6	#	#	#	37	#	#	13	#	27	#	36	#
Game15	2	#	#	#	#	20	37	#	#	#	#	#	30	36	39
Game16	2	#	#	26	#	#	#	#	#	13	17	27	30	#	#
Game17	#	#	#	26	#	20	37	#	12	13	#	#	30	#	#
Game18	#	#	#	#	#	#	#	#	12	#	17	27	30	36	39
Game19	#	16	#	#	5	#	37	40	#	#	17	#	#	36	#
Game20	2	#	#	26	5	20	#	#	#	#	#	27	#	36	#
Game21	2	#	#	#	5	#	37	#	#	13	17	#	#	#	39

Blank 21 Game 15 number Wheeled System with a 4 from 6 Guarantee based on 21 combinations

A fresh copy of the 21 Game 15 number sheet can be found at <http://www.lottoteller.com/blank21game6.htm>

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Numbers															
Game1	#	#	#			#		#	#	#	#			#	
Game2			#		#	#	#		#	#	#			#	#
Game3	#				#		#	#	#	#		#	#	#	
Game4		#	#		#	#	#	#			#	#	#		
Game5		#		#	#				#	#	#		#	#	#
Game6	#	#		#		#	#		#	#	#	#			
Game7	#	#			#	#	#					#	#	#	#
Game8	#	#	#			#		#		#		#	#		#
Game9	#		#	#	#		#				#	#	#	#	
Game10	#	#	#	#			#	#	#			#			#
Game11	#	#	#	#			#	#			#		#	#	
Game12				#		#	#	#		#	#	#		#	#
Game13		#	#	#	#			#		#			#	#	#
Game14	#			#	#	#		#	#		#		#		#
Game15		#	#	#	#			#	#	#	#	#			
Game16		#	#		#	#	#	#	#					#	#
Game17	#	#	#		#			#			#	#		#	#
Game18	#	#	#	#	#	#	#	#		#					
Game19	#		#	#		#			#	#		#	#		#
Game20		#	#				#	#	#	#	#		#		#
Game21		#	#	#		#		#	#			#	#	#	

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## Creating your 5 number draw 15 Number Wheeled System.

Our basic 15 number wheeled system will have 21 Games and give a 3 from 5 guarantee for a lotto draw based on 5 numbers. The 4 from 5 guarantee means that if 5 of your 15 numbers in your system are drawn, you will have at least one game with at **least** 3 numbers. Remember this is the minimum.

We will use the 15 numbers from our example. These are:

2, 16, 6, 26, 5, 20, 37, 40, 12, 13, 17, 27, 30, 36 and 39.

Now you will notice that I have already placed the 15 Hot and Cold Numbers into the 2<sup>nd</sup> row of the Wheeling table below.

To complete your 21 game 15 number system just move the numbers in the 2<sup>nd</sup> row to the corresponding blank spaces below. There should be 6 black spaces for each system.

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Numbers	2	16	6	26	5	20	37	40	12	13	17	27	30	36	39
Game1	2	16	6	26	5	#	#	#	#	#	#	#	#	#	#
Game2	2	16	#	#	#	20	37	40	#	#	#	#	#	#	#
Game3	2	16	#	#	#	#	#	#	12	13	17	#	#	#	#
Game4	2	16	#	#	#	#	#	#	12	13	17	#	#	#	#
Game5	2	#	6	#	#	20	#	#	12	#	#	27	#	#	#
Game6	2	#	6	#	#	#	37	#	#	13	#	#	30	#	#
Game7	2	#	6	#	#	#	#	40	#	#	17	#	#	36	#
Game8	2	#	#	26	#	20	#	#	#	13	#	#	#	36	#
Game9	2	#	#	26	#	#	37	#	12	#	#	#	#	#	39
Game10	2	#	#	#	5	20	#	#	#	#	17	#	30	#	#
Game11	2	#	#	#	5	#	#	40	#	13	#	27	#	#	#
Game12	#	16	6	#	#	20	#	#	#	13	#	#	#	#	39
Game13	#	16	6	#	#	#	37	#	12	#	#	#	#	36	#
Game14	#	16	#	26	#	20	#	#	12	#	#	#	30	#	#

Game15	#	16	#	26	#	#	37	#	#	13	#	27	#	#	#
Game16	#	16	#	26	#	#	#	40	#	#	17	#	#	#	39
Game17	#	16	#	#	5	#	37	#	#	#	#	#	30	#	39
Game18	#	#	6	26	#	20	37	#	#	#	17	#	#	#	#
Game19	#	#	6	26	#	#	#	40	12	13	#	#	#	#	#
Game20	#	#	6	26	#	#	#	#	#	#	#	27	30	#	39
Game21	#	#	6	#	5	#	#	#	12	#	17	#	#	#	39
Game22	#	#	#	26	5	#	37	40	#	#	#	#	#	36	#
Game23	#	#	#	26	#	#	#	#	12	#	17	27	#	36	#
Game24	#	#	#	#	5	20	37	#	12	13	#	#	#	#	#
Game25	#	#	#	#	5	20	#	#	#	#	#	27	#	36	39
Game26	#	#	#	#	#	#	37	40	12	#	17	#	30	#	#
Game27	#	#	#	#	#	#	37	#	#	13	17	#	#	36	39

Blank 27 Game 15 number Wheeled System with a 3 from 5 Guarantee

A fresh copy of the 21 Game 15 number sheet can be found at  
<http://www.lottoteller.com/blank27game5.htm>

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Numbers	2	16	6	26	5	20	37	40	12	13	17	27	30	36	39
Game1						#	#	#	#	#	#	#	#	#	#
Game2			#	#	#				#	#	#	#	#	#	#
Game3			#	#	#	#	#	#				#	#	#	#
Game4			#	#	#	#	#	#				#	#	#	#
Game5		#		#	#		#	#		#	#		#	#	#
Game6		#		#	#	#		#	#		#	#		#	#
Game7		#		#	#	#	#		#	#		#	#		#
Game8		#	#		#		#	#	#		#	#	#		#
Game9		#	#		#	#		#		#	#	#	#	#	
Game10		#	#	#			#	#	#	#		#		#	#
Game11		#	#	#		#	#		#		#		#	#	#
Game12	#			#	#		#	#	#		#	#	#	#	
Game13	#			#	#	#		#		#	#	#	#		#
Game14	#		#		#		#	#		#	#	#		#	#
Game15	#		#		#	#		#	#		#		#	#	#
Game16	#		#		#	#	#		#	#		#	#	#	
Game17	#		#	#		#		#	#	#	#	#		#	
Game18	#	#			#			#	#	#		#	#	#	#
Game19	#	#			#	#	#				#	#	#	#	#
Game20	#	#			#	#	#	#	#	#	#			#	
Game21	#	#		#		#	#	#		#		#	#	#	
Game22	#	#	#			#			#	#	#	#	#		#



Game23	#	#	#		#	#	#	#		#			#		#
Game24	#	#	#	#				#			#	#	#	#	#
Game25	#	#	#	#			#	#	#	#	#		#		
Game26	#	#	#	#	#	#				#		#		#	#
Game27	#	#	#	#	#	#		#	#			#	#		

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In closing I hope that you got some interesting information from this book. I have been writing and using software to improve the odds of winning lotto for over 15 years. I do this out of sheer interest in the area.

I know that people will use this information in different ways. If you want to provide feedback I'm always happy to hear from people – I can be contacted at [info@lottoteller.com](mailto:info@lottoteller.com). If you want to support my work then purchasing my software always helps. If you want to provide a donation for the information that you use and download from my website please refer to my website [www.lottoteller.com/donation](http://www.lottoteller.com/donation) for further information.

In the meantime I wish the best of luck with your numbers in your favourite lottery.

## About the Author

The author is a computer programmer and mathematician from Brisbane, Australia who has been designing and writing computer programs for the past 15 years. An area of interest and research includes the development of programs that improve the odds of winning lotteries. He believes in making his software cheap enough for anybody to use without having any regrets about large investments in software. The author's software has proven very popular with his Lotto Passepartout selling thousands of copies.

The author doesn't advocate large investments in playing lotteries as even with the best software they are statistically very difficult to win.

The author's other software includes WebToData, HTML Stripper, LottoTeller and Math Worksheet Maker. Information on WebToData and HTML Stripper can be found at [www.gltsoft.com](http://www.gltsoft.com). The website [www.lottoteller.com](http://www.lottoteller.com) contains further information about his LottoTeller software.

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