

Are You Serious about ..

Winning the Lottery

Part III

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www.lotto-magic.com

LOTTO-MAGIC Lesson 1 - THE SEVEN "SMART-PLAY ZONES"

(Suitable for any Lottery Worldwide. This version based on Australia's National 45-ball Saturday Lottery; Supplements available for any other Lottery worldwide).

Are some Lottery Numbers better than others? Absolutely!

Can anyone predict the six winning numbers? Absolutely not.

- BUT -

**By modelling what actually happens in Lottery Draws,
you can significantly improve your chances.**

**Learn about Your Lottery -
And Watch Your Luck Improve!**

Which is fine **IF** you KNOW what actually happens in Lottery Draws. Most people have no idea. They complain about working 50, 60, even 80 hours a week to make ends meet - but refuse to take even an hour to find out how Lotteries work.

Would knowing exactly what had happened in the last 1,000 Draws help you? In this "Lottery Profile" Lesson, we will teach you about -

- **Ball Positioning** - What limits does each ball drawn fall between? Calculated over 1,000 draws and given for 100% of draws, 90% of draws and 80% of draws. How this can reduce the odds by FIVE MILLION.
- **Lottery Profiling** - What you would find if you wrote out every single combination in a 45-ball Lottery - and how that can help you to reduce the odds dramatically (There are 8,145,060 combinations in a 45-ball Lottery).
- **Forms for creating simple Lottery Profiles** - both manually & computerised (we give you the historic ones).

SECTION ONE - BALL POSITION ANALYSIS

How does Ball Position Analysis work ? And how does it help you? We look at what numbers have been drawn for the lowest ball, second-lowest, and so on - giving you absolute 100% values, a narrower range covering 90% of draws, and an even narrower range covering 80% of draws.

To cover all 1,000 draws involves quite wide ranges - 1 to 34 for the lowest ball. BUT, **you can cover 801 of the 1,000 draws (80%) with numbers between 1 and 10 for the lowest ball, 3-19 for the second-lowest ball and so on.**

Let's look at each individual ball and then we will summarise all the information in a table for you.

The numbers 1 to 10 cover 801 of the 1,000 draws. Put another way, eight weeks out of ten (or 80%), on average, if your lowest number is between 1 and 10 – you've got it right!

The numbers 1-12 cover 864 draws and 1-14 cover 905 out of the 1,000 draws. Use 1-14 and you get it right, on average, 9 weeks out of 10! Use 1-16 and you get it right 948 times in a 1,000.

People comment that anything is possible in Lotto – and that's true. But **some things are more probable than others**. Use 20 or higher for your lowest number and you would have been correct only 24 games in a 1,000 – or, on average, JUST OVER ONE DRAW EVERY YEAR.

What do I use personally? One to twelve most weeks (an 86% success rate), going up to 1-16 (a 95% success rate) if there has not been a high first number for a while.

The limits for ball one and ball six are less than the four middle numbers. Ball one cannot go below one; ball six cannot go above 45.

What about ball two? The absolute limits are 2 to 36. However, **3 to 20 covers 829 of the 1,000 draws studied.** 3-22 covers 873 draws; 2-24 covers 926 draws; 2-28 covers 971 draws and only 29 draws have been outside the range 2-28 in the 1,000 weeks to September 2001.

For ball three, the absolute limits are 3-39 – but again 80% of draws can be covered by a much narrower range. **10-29 covers 826 of the 1,000 draws** (almost TWENTY YEARS). 10-31 covers 862 draws; 8-31 covers 900 draws, 6-33 covers 951 draws, with just 49 draws out of the 1,000 outside that range.

824 of the 1,000 draws are covered by the range 17-37 for ball four, with the absolute limits at 6-43. It takes a range of 21 numbers (17-37) to cover 80% of results and a range of 38 to cover 100% of results – almost double! 16-38 covers 876 of the 1,000 draws; 15-39 covers 913 draws; 12-40 covers 960 draws, with only 40 draws in a 1,000 outside that range.

For ball 5, the absolute limits are 11-44 but **828 draws can be covered by the numbers 25-42**; the range 24-43 covers 878 draws; 23-44 covers 913 draws; 21-44 covers 942 draws and 19-44 covers 975 draws – or 97.5% of all results from the 1,000 draws studied.

The range for ball 6 is narrower, because the top of the range is fixed. The range **36-45 will cover 810 of the 1,000 draws for ball 6**; 35-45 covers 848 draws; 33-45 covers 896 draws; 31-45 covers 938 draws and 28-45 covers 967 draws out of our 1,000. My personal limits for ball six are 33-45, which covers 90% of results historically.

If you are still playing 1-2-3-4-5-6, you should realise by now you have a problem!

Using these limits saves you playing game-types that have rarely won in the last 1,000 draws. So, let's create our limits for playing sensible games. The choice is yours - use the range for 80% or 90% - or set your own limits, eg 1 to 12 for ball one.

| Range of Numbers | Absolute Limits 100% Cover | Range covering 90% of draws | Range covering 80% of draws | Spread of numbers at 80% |
|------------------|----------------------------|-----------------------------|-----------------------------|--------------------------|
| Ball 1 | 1-34 | 1-14 | 1-10 | 10 numbers |
| Ball 2 | 2-36 | 2-24 | 3-19 | 17 numbers |
| Ball 3 | 3-39 | 8-31 | 10-29 | 20 numbers |
| Ball 4 | 6-43 | 15-39 | 18-37 | 20 numbers |
| Ball 5 | 11-44 | 23-44 | 25-42 | 18 numbers |
| Ball 6 | 17-45 | 33-45 | 36-45 | 10 numbers |

Does this affect the odds much? You bet it does!

If you built all possible combinations using the limits for 80% only, you would have 3,166,198 combinations - a saving of almost FIVE MILLION combinations on the 8,145,060 total combinations in a 45-ball Lottery. In summary, you can

PLAY ONLY 40% OF THE COMBINATIONS – AND GET 80% OF THE RESULTS!

Note that if you keep your first number in the range 1-10 – you eliminate all 6-number combinations starting with 11 or above; ie, playing in the 80% range only AUTOMATICALLY cuts out the 60% of combinations outside the SMART-PLAY ZONE – leaving only the 40% of combinations within the Smart-Play Zone.

If you then decided there would be no consecutive numbers, you would have only 1,918,062 combinations left. If you then decided to use only games that had three-odd and three-even numbers, the combinations left fall to 568,716. **This is a reduction of 7,576,344 combinations on the 8,145,060 total combinations possible in a 45-ball Lottery - a 93% reduction!**

And what have we done to achieve this?

- Restricted the range of balls 1-6 to those that come out 80% of the time - ie, 8-weeks-out-of-10, ditching those that come out only 2-weeks-in-10. For a reduction of five million in the odds, you can afford to be wrong twice in every ten weeks.
- "No consecutive numbers" comes out 47% of weeks played - or roughly every second week. If "No consecutive numbers" had not been out for 4-5 weeks, I would play that game-type until it did come out.
- Three-odd plus three-even come out, on average, 1-week-in-three. Again, if that game type had not been out for several weeks, I would back it until it won.

In Lesson 3, we show you how to use these modelling techniques with an approach that guarantees 24 winning numbers every week - (Australian Saturday Lotto, 24 games in total). We provide a simple form. You provide 20-30 minutes of your time. That's all it takes to start "Playing Smart."

SECTION TWO - THE SEVEN "SMART-PLAY ZONES"

There are 8,145,060 6-number combinations in a 45-ball Lottery. If you wrote them all out, the Odds and Evens would look like this:

| Mix of Odds/Evens | Result of writing out all Combinations | Percent of Combinations | <u>THEORY</u> - Expected in 1,000 Draws | <u>ACTUAL</u> Results from 1,000 Draws |
|-----------------------|--|-------------------------|--|---|
| 0 Odd - 6 Even | 74,613 | 0.9% | 9 | 6 |
| 1 Odd - 5 Even | 605,682 | 7.4% | 74 | 66 |
| 2 Odd - 4 Even | 1,850,695 | 22.7% | 227 | 236 |
| 3 Odd - 3 Even | 2,727,340 | 33.5% | 335 | 324 |
| 4 Odd - 2 Even | 2,045,505 | 25.1% | 251 | 255 |
| 5 Odd - 1 Even | 740,278 | 9.1% | 91 | 94 |
| 6 Odd - 0 Even | 100,947 | 1.2% | 12 | 19 |
| Total | 8,145,060 | 100% | 1,000 | 1,000 |

SMART-PLAY ZONE ONE - As you can see, three of these odd-even combinations account for OVER 80% of all possible combinations - both in theory and in practice. Put another way, **four weeks out of five the winning numbers should fall into this pattern, in theory.** The remaining four patterns total only 18.7% of the combinations. Numbers outside the "Smart-Play Zone" do come out - but I personally play only 2-4, 3-3 or 4-2 unless 1-5 or 5-1 is long overdue to come out. **Look for an overdue trend and play it!**

SMART-PLAY ZONES TWO - SEVEN are included in the full Report - Plus tons of other great lotto info!

The full Report is 15 pages, costs \$9.95 USA and is available directly from us, or thru our secure USA-based server. For Lotteries other than 45-balls, a **FREE SUPPLEMENT** is provided, showing the Seven Smart Play Zones for that particular Lottery. All Lotteries worldwide are covered. We also prepare the Seven Smart Play Zones for Pick-5/Powerball/Thunderball etc.

This Report gives just a fraction of the info you can get for just \$9.95 in the full version.

To buy from our Secure, On-Line, USA-Based Server - visit: www.lottomasta.com

Good Luck & Best Wishes,

The LottoMasta.

Other great lottery products appear over the page - including a free lotto system.

Other LottoMasta International Products

www.lottomasta.com

www.lotto-magic.com

Join one of our Syndicates (Lottery Clubs) or get organized with one of our great books!

The four things that stop most people winning the Lottery are:

1. **Greed** (I want it ALL!) 2. **Impatience** (I want it NOW!)
3. **Lack of Knowledge** (We can provide that knowledge) and
4. **Lack of a System** (We can provide that too).

Play Multiple System Entries, in a highly-organized way, sharing the cost in a Group Entry, and - **Improve your chances - join the LottoMasta today in sharing in his personal entry!**

Our weekly NSW Lottery entry plays 20 different System 9's in a way that absolutely guarantees 32 Winning Numbers spread over our 20 System 9's. The Australian NSW State Lottery has a guaranteed \$1 Million Prize every Monday Night, costs only \$0.25 per game, pays a Lump-Sum First Prize and prizes are Tax-Free in Australia.

Our Australian SuperDraw Syndicate (Lottery Club) plays 3,350 games in a **special mathematical matrix that guarantees a minimum of four winning numbers together**. The chances of this System winning are reduced from 1-in-8,145,060 to 1-in-2,432! There are 40 Members, paying Aust\$50 each. These SuperDraws occur every 10 weeks and have a First Prize between \$12 and \$15 Million. Places are very hard to come by, but e-mail us now to add your name to our waiting list.

Full details of both Syndicate Entries are available at

www.lottomasta.australia.ms

Details of the world's best lotto books appear on the following pages.

Winning the Lottery - explode your chances with this great book!

"The Only Way To Win At Lotto"

Robert Serotic is recognized by many as the world's leading authority on Lottery Systems (His methods significantly reduce the number of games played, whilst still retaining a guarantee). Hard copy only.

Play with Control, Not Guesswork - That's the Serotic motto!

**LOOK AT THE FREE SAMPLE BELOW,
AND YOU WILL UNDERSTAND WHY!**

"The Only Way To Win At Lotto" is considered to be one of the most comprehensive guides to lotto on the market. It includes:

- **Playing strategies,**
- **Number selection methods**
- **222 Lottery Systems and**
- **282 Pages of Lottery Magic!**

Serotic covers all the normal Lottery Systems; 5-from-5, 5-from-6, Systems with Bankers etc. But he goes much further than that. Systems for Pairs, Groups, Giants and Conditional Compound Systems are also included.

To show you how effective these can be in improving your chances of winning the Lottery, here is a Free Sample using pairs:

Serotic System for 12 Numbers using 6 Pairs:

| | | |
|------------------------|-------------------------|-------------------------|
| <i>Pair One</i> 1 & 2 | <i>Pair Two</i> 3 & 4 | <i>Pair Three</i> 5 & 6 |
| <i>Pair Four</i> 7 & 8 | <i>Pair Five</i> 9 & 10 | <i>Pair Six</i> 11 & 12 |

Guarantee:

1. **First Prize is guaranteed IF ANY THREE PAIRS are correct.**
2. With TWO PAIRS correct, a winning number in any other pair guarantees FIVE winning numbers together.

Games: Only 20 games required. (full System 12 requires 924 games!)

This is just one of over 200 Systems in the book - plus Robert's view on how to play Lotteries, tips, tactics and strategies.

| YOUR FREE LOTTO SYSTEM FOR 6 PAIRS | | | | | | |
|--|---|---|---|----|----|----|
| First Prize is guaranteed IF ANY THREE PAIRS are correct. | | | | | | |
| Game 1 | 1 | 2 | 3 | 4 | 5 | 6 |
| Game 2 | 1 | 2 | 3 | 4 | 7 | 8 |
| Game 3 | 1 | 2 | 3 | 4 | 9 | 10 |
| Game 4 | 1 | 2 | 3 | 4 | 11 | 12 |
| Game 5 | 1 | 2 | 5 | 6 | 7 | 8 |
| Game 6 | 1 | 2 | 5 | 6 | 9 | 10 |
| Game 7 | 1 | 2 | 5 | 6 | 11 | 12 |
| Game 8 | 1 | 2 | 7 | 8 | 9 | 10 |
| Game 9 | 1 | 2 | 7 | 8 | 11 | 12 |
| Game 10 | 1 | 2 | 9 | 10 | 11 | 12 |
| Game 11 | 3 | 4 | 5 | 6 | 7 | 8 |
| Game 12 | 3 | 4 | 5 | 6 | 9 | 10 |
| Game 13 | 3 | 4 | 5 | 6 | 11 | 12 |
| Game 14 | 3 | 4 | 7 | 8 | 9 | 10 |
| Game 15 | 3 | 4 | 7 | 8 | 11 | 12 |
| Game 16 | 3 | 4 | 9 | 10 | 11 | 12 |
| Game 17 | 5 | 6 | 7 | 8 | 9 | 10 |
| Game 18 | 5 | 6 | 7 | 8 | 11 | 12 |
| Game 19 | 5 | 6 | 9 | 10 | 11 | 12 |
| Game 20 | 7 | 8 | 9 | 10 | 11 | 12 |

Please feel free to use this System, using your own numbers in place of 1 to 12, with our compliments. The system is on page 204 of Robert Serotic's Book.

The Cover Price is \$39.95 - but we will give you a whole \$10-00 off!

➤ Click here to buy through our secure server: www.lottomasta.com

Almost 300 pages of Lottery Magic for just \$29-95 + p&p.

Suitable for ALL Lotteries Worldwide, including Pick-5 games

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A Division of LottoMasta International, Proudly Presents

Lessons-in-Lottery .

Learn How Your Lottery Works - And Watch Your Luck Explode!

**For the First Time, a Course in How to Play the Lottery,
highlighting the "SMART-Plays" and the "DUMB-Plays."**

We do NOT promise you First Prize - or any prize - just good, solid information that will significantly improve your chances. A reasonable expectation is to win more often than you do now. If you don't, there is a full 100% money-back guarantee. Simply return any lesson you are unhappy with and we will return your money- no questions asked.

Now Available -

Lesson 1 - The Seven "Smart-Play" Zones

Lesson 2 - Six Systems for "Smart-Play" Zones (using your numbers).

***Lesson 3 - How to Get TWENTY-FOUR Winning Lottery Numbers
Every Week - In just 24 games***

***Lesson 4 - Powerball & Pick-5-Magic - The Secrets of Powerball &
Pick-5***

Lesson 5 - Secret Systems for Powerball (using your numbers).

Lesson 6 - Increase your Chances of Winning by 50% - Instantly!

Coming Soon -

Lesson 7 - The "Guaranteed Winning Numbers Strategy"

Lesson 8 - Strategies for Multiple Full-System Entries

Lesson 9 - An Intro to "Must-Win" Systems

Lesson 10 - An Intro to "Reduced Guarantee" Systems

Lesson 11 - An Intro to "Multiple-Guarantee" Systems

Lesson 12 - An Intro to "Front-Loaded " Systems

Other Lessons may be developed in response to Client's Requests.

Each Lesson Costs \$9.95. A new Lesson will be developed every month.

Lessons-In-Lottery

***A 12-Part Course that takes you
from beginner to Lottery Expert!***

Lesson 1 - The Seven "Smart-Play" Zones

*An Introduction to "Lottery Profiling" and "Ball-Position Analysis." In plain english, how should your lottery behave in theory - and does it behave that way in practice? For example, in a 45-ball Lottery, there are 8,145,060 ways to combine 6 numbers. For Odds & Evens, for example, 2,727,340 of those combinations (33.5%) are 3-odd/3-even. How does this help? Well, on average, a 3-3 result is due every third week - if there has not been a 3-3 result for six weeks, it is a **SHORT-TERM TREND** that is way overdue. Following short-term trends is far more rewarding than trying to pick individual numbers. We calculate, over 500 draws, how many times different combinations should come out (168 times for 3-odd/3-even) in theory - and how often they actually did come out (166 times). We also show you what **NOT** to do.*

Lesson 2 - Six Systems for "Smart-Play" Zones.

*No point in having the above knowledge if you have no tools to use with it! These are **EXCLUSIVE** systems. The Guarantees are spelt out for each System. Normally, there are **MULTIPLE** Guarantees - a unique feature of Lotto-Magic Systems. Systems are included for 8, 9, 10, 12 (2) and 15 numbers. System SPZ515 for 15 Numbers reduces the 5,005 games required for a Full System 15 to 216 games (in 6 Groups) and **GUARANTEES** if you have **ONE** winning number included in **EACH GROUP** - **YOU HAVE FIRST PRIZE!***

Lesson Three - How to Get TWENTY-FOUR Winning Lottery Numbers

Every Week - In just 24 Games! *Includes an Introduction to **THE LOTTO-MAGIC GUARANTEED WINNING NUMBERS STRATEGY™**. You can use this Strategy with as little as two coupons - it does not have to be expensive.*

Lesson Four - POWERBALL & PICK-5 MAGIC - The Secrets of how
*Powerball/Pick-5 games work! By modelling what happens in Powerball / Pick-5 Draws, you can significantly improve your chances. Which is fine IF you **KNOW** what actually happens in Pick-5 Draws. Most people have no idea. They complain about working 50, 60, even 80 hours a week to make ends meet - but refuse to take an hour to find out how Powerball/Pick-5 games work.*

All Lessons cost \$9.95 USA each.

Please Click Here for more details or to buy: www.lottomasta.com

WINNING LOTTO - SECRETS
THE EXPERTS DON'T WANT YOU TO KNOW

GREAT FOR ANY LOTTERY WORLDWIDE.

*The LottoMasta - a qualified Accountant - suggests a Systematic, well-organized entry that wins regular small Divisions has a better chance of cracking the big one. **The "Saturday Night Special" featured in his book won at least a minor Division 60% of the weeks played.** It consists of 10 separate Systems of 12 numbers. Overall, the plan covers all 45 numbers in Australian Lotteries (adapts quickly & easily to any Lottery world-wide). Each individual System guarantees - if there are 6 winning numbers in the 12, then 5 or more will be in at least one game. This is organized through a mathematically precise arrangement of the 12 numbers with a guaranteed result - 5 or More Winning Numbers - at 10% of the cost of a full System.*

This significant reduction in cost means you can play multiple System-Type entries!

Ten entries of a Modified System 12 (The Saturday Night Special) requires 480 games. An individual can play a single LottoMasta Modified System 12 in just 48 games. These easy to use Systems can be calculated manually from templates provided in the published book.

Our LottoMasta Syndicate, run by a Lotto Agent, (a more complex, computer-generated entry based on The Saturday Night Special) won over 1,500 Divisions in 60 weeks. This included two Second and seven Third Divisions, with the System winning for 50 of the 60 weeks. Although this System lost money overall due to the cost of playing, the regular wins held great promise for the big one. The underlying principles were those laid down in "Winning Lotto." With a change of Lottery Agent, the Syndicate was discontinued.

"Winning Lotto - Secrets the Experts Don't Want You To Know" is state-of-the art and is now available as a quality printed book or in electronic form. The electronic version allows you to easily create as many lottery systems as you want, using your own numbers, by using "Find and Replace" in any word processor.

Please click here for more details or to buy (secure on-line server):
www.win-lotto-with-lottery-secrets-revealed-for-lottery-results-now.com/

DON'T JUST PLAY LOTTO - PLAY SMART!

Revealed - the Planet's best 10-number lotto system !

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- *Saves you \$162 a week - or \$8,424 a year (at \$1 a game).*
- *Uses Your lotto numbers - & so simple to use a child could use it*
- *Can pay out on as many as 40 of the 48 games you play !*

The Magic 48 Lottery System - The World's Best Lotto System for 10 numbers! Just Look at These Guarantees - Five in All!

- ◆ *Guarantee 1: If your MIDDLE 8 numbers (2-3-4-5-6-7-8-9) contain the 6 winning lotto numbers - You are Absolutely Guaranteed First Prize*
- ◆ *Guarantee 2: If your FIRST 7 numbers (1-2-3-4-5-6-7) contain the 6 winning numbers - You are Absolutely Guaranteed First Prize*
- ◆ *Guarantee 3: If your LAST 7 numbers (4-5-6-7-8-9-10) contain the 6 winning numbers - You are Absolutely Guaranteed First Prize*
- ◆ *Guarantee 4: With Six Winning Numbers Anywhere in Your 10 - Five or More Are Guaranteed Together - With multiple winners !*
- ◆ *Guarantee 5: With Five Winning Numbers Anywhere in Your 10 - Four or More Are Guaranteed Together - Usually with multiples of 4 winning numbers !*

Our Lotto-Magic 100 system for 12 numbers delivers equally impressive results! This Revolutionary New Lottery System provides:

- *FIVE different Guarantees*
- *Uses just 100 of the 924 games in a full lotto system 12*
- *Saves you \$824 a week - or \$42,848 a year (at \$1 a game)*
- *Can pay out on as many as 46 of the 100 games you play*

Guarantees for the 12-number system are similar to those for the 10-number system above.

For Full Details on both of these revolutionary lotto systems, or to buy online thru our secure server, please visit:

www.lotto-magic.com