

The Lottery Learning Centre

A Division of LottoMasta International

Proudly Presents

Lessons-in-Lottery

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

**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 - every week - 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.

Lesson 4 -

Powerball-Magic - The Secrets of Powerball & Pick-5

Also Available -

Lesson 1 - The Seven "Smart-Play" Zones

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

***Lesson 3 - How to Get TWELVE Guaranteed Winning Lottery Numbers
Every Week - Playing just 18 Games! (includes simple 10-minute forms)***

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 USA. A new Lesson will be developed every month.

Lesson Four - POWERBALL-MAGIC - The Secrets of how Powerball & Pick-5 Games work!

**This version based on Australian Powerball -
Free Updates for other Powerball and Pick-5 games**

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

Which is fine IF you KNOW what actually happens in Powerball 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 Powerball works.

Powerball is quite different to a normal Lottery game. Oz Lotto, Saturday Lotto or any other 45-ball (6-pick) Lottery has 8,156,060 games. Powerball - with 45 numbers in barrel one - has odds of 1,221,759-to-1 for five numbers from barrel one. However, since these 1,221,759 combinations can be matched with any of the 45 possible Powerballs, the odds of First Prize in Powerball are $1,221,759 \times 45$ - or **odds of 54,979,155-to-1!**

Since the vast majority of people can't beat the odds of Eight Million to one for a normal Lottery - What chance is there of beating odds of FIFTY FIVE MILLION to one for Powerball?

However, Powerball does have some redeeming features. The most important is that it is almost SEVEN TIMES EASIER to get 5 numbers from 45 than it is to get 6 numbers from 45. The second advantage is that it has SEVEN winning Divisions.

We will give you tips for picking the Powerball - BUT - YOUR FOCUS SHOULD BE ON GETTING THE MAIN FIVE NUMBERS. This pays well and if you get the Powerball also, that is a bonus.

In this Lesson, we will teach you about -

- **Ball Positioning - What limits does each ball drawn fall between. Calculated over the last 200 draws and given for 100% of draws, 90% of draws and 80% of draws. How this can reduce the odds.**
- **What you would find if you wrote out every single combination in Powerball - and how that can help you to reduce the odds (There are 1,221,759 5-number combinations).**

- **Forms for creating future Powerball Profiles - both manually & computerised (we give you the historic ones).**

SECTION ONE - BALL POSITION ANALYSIS

What is Ball Position Analysis ? And how does it help you ?

We look at what numbers have been drawn for the lowest ball, the second-lowest ball, and so on - giving you absolute 100% values, a narrower range for 90% of draws, and an even narrower range covering 80% of draws. To cover all 200 draws involves quite wide ranges - 1 to 34 for ball one. You can cover 160 of the 200 draws (80%) with numbers between 1 and eleven for ball one, and so on.

This saves you playing game-types that have rarely won in the last 200 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 15 for ball one.

Range of Numbers	Absolute Limits 200 Games	Range covering 90% of draws	Range covering 80% of draws	Spread of numbers at 80%
Ball 1	1-34	1-16	1-12	12 numbers
Ball 2	2-38	3-25	4-22	19 numbers
Ball 3	4-39	12-37	12-33	22 numbers
Ball 4	10-44	19-43	22-40	19 numbers
Ball 5	19-45	29-45	33-45	13 numbers

If you built all the possible combinations using the limits from the 80% column, you would have 497,362 combinations - a saving of almost SIXTY PERCENT on the 1,221,759 total combinations in the 45-ball Powerball barrel one.

If you decided there would also be no consecutive numbers, you would have only 380,391 combinations left. If you then decided to use only games that had either three-odd or three-even numbers (ie, 3/2 Odd-Even or 2/3 Odd-Even), the combinations left fall to 230,934. **This is a reduction of almost ONE MILLION combinations on the 1,221,759 total combinations possible.**

And what have we done to achieve this?

- Restricted the range of balls 1-5 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 such a significant reduction in the odds, you can afford to be wrong twice in every ten weeks.
- No consecutive numbers come out 61% of weeks played - or better than one week in two. If "No consecutive numbers" had not been out for 3-4 weeks, it's a chance I would take.
- Three-odd / Two even or Two-odd / Three even come out, on average, 65% of the time - roughly two-weeks-in-three. Those odds are good enough for me to concentrate on playing only 2/3-odd, 2/3 even.

SECTION TWO - POWERBALL PROFILING

There are 1,221,759 5-number combinations in 45 numbers. 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 200 Draws	<u>ACTUAL</u> Results from 200 Draws
0 Odd - 5 Even	26,334	2.2%	4	3
1 Odd - 4 Even	168,245	13.8%	28	21
2 Odd - 3 Even	389,620	31.9%	64	58
3 Odd - 2 Even	409,101	33.5%	67	73
4 Odd - 1 Even	194,810	15.9%	32	36
5 Odd - 0 Even	33,649	2.8%	5	9
Total	1,221,759	100%	200	200

SMART-PLAY ZONE - As you can see, two of these combinations account for OVER 65% of all possible combinations - both in theory and in practice. Put another way, **two weeks out of three the winning numbers should fall into this pattern, in theory.** The remaining four patterns total only 35% of the combinations. I personally play only 2-3 or 3-2 unless 1-4 or 4-1 is long overdue to come out. Over the last 200 draws, playing only 2-3 or 3-2 would have been correct 131 times out of 200 - both in theory and practice.

The Lows and Highs would look like this:

Mix of Lows/Highs	Result of writing out all Combinations	Percent of Combinations	<u>THEORY</u> - Expected in 200 Draws	<u>ACTUAL</u> Results from 200 Draws
0 Low - 5 High	33,649	2.8%	5	5
1 Low - 4 High	194,810	15.9%	32	26
2 Low - 3 High	409,101	33.5%	67	67
3 Low - 2 High	389,620	31.9%	64	67
4 Low - 1 High	168,245	13.8%	28	33
5 Low - 0 High	26,334	2.2%	4	2
Total	1,221,759	100%	200	200

SMART-PLAY ZONE - Again, two of these combinations account for 65% of all possible combinations. Note also that excluding all-highs and all-lows accounts for 95% of all combinations. There are winning weeks with all low numbers or all high numbers - but **do you want to play in the 5% zone or the 95% zone? In the 35% zone or the 65% zone?** *The great thing about having this level of knowledge is you can start to make informed choices, instead of leaving absolutely everything to Lady Luck.*

MORE SMART-PLAY ZONES IN FULL VERSION

The argument is frequently raised that, for Powerball, there is no way you can forecast anything – because anything is possible. My argument is that, while anything certainly is possible, some things are far more probable than others.

For example, no Powerball game has not yet drawn five consecutive numbers. It is perfectly possible that five consecutive numbers will be drawn next week. BUT - do you want to put your money on that probability?

Or do you want to bet that five consecutive numbers will **not** be drawn?

My argument is that an entry that is “balanced” in terms of short-term trends, playing as many numbers as possible in a highly organised, mathematically-precise, manner, is the most logical way to play. In other Lessons, we show you exactly how to play in a highly organised, mathematically -precise, manner (see Lesson 5 in particular).

Also, note the implications of 3-odd/2-even plus 2-odd/3-even equalling 65.4% of all combinations. It means that such a result can be expected, on average, two weeks out of every three. Note that the actual results bear this theory out ($58 + 73 = 131$ out of 200 draws). The same applies to highs and lows. It is worth setting up a manual database, if you do not have a computer, that at least identifies odds and evens and highs and lows. An example is shown at the end of this chapter.

If you notice that either odds or evens or highs and lows have gone four or more weeks without a 3+2 (or 2+3), it might worth concentrating on that until it does hit.

OTHER EXAMPLES

- 20% - Expect, on average, 1-week-in-5
- 25% - Expect, on average, 1-week-in-4
- 33% - Expect, on average, 1-week-in-3
- 50% - Expect, on average, 1-week-in-2

Follow these SHORT-TERM trends and you might spot long overdue runs that are worth following. All five numbers being non-consecutive, for example, should happen (in theory) six weeks out of ten. If it has not been out for four weeks, I would back it until it did come out.

LONG-TERM AND SHORT-TERM CONSIDERATIONS

By now you should have recognised that :

- ◆ Some trends are Short-Term, eg, How many weeks between Draws that have, for example, no consecutive numbers and
- ◆ Some trends are more Long-Term, ie, the frequency of individual numbers. These are very difficult to predict.

It is a little like playing a roulette wheel. Backing Odd or Even gets you very low odds because both come out so often. Back individual numbers and you get the longest odds, because they come out far less frequently (compared to Odd or Even).

In Powerball, players tend to follow numbers - but

***Very few people follow Short-Term trends.
Perhaps you should become one of them.***

We don't pretend that our ideas are a magic bullet that will win First Prize every week. If you expected that for \$10 - may the tooth fairy continue to visit and I hope no-one tells you the truth about Father Christmas. What you CAN expect are significant improvements on the results you are currently getting.

**Learn About Your Lottery - And Watch Your Luck Explode!
*"Luck is where Preparation meets Opportunity!"***

AND WHAT ABOUT LESSON 5 ?

See over for Free System!

Lesson Five - 5 Systems for Pick-5 Smart-Play Zones

No point in having the knowledge from Lesson Four if you have no tools to use with it! These are EXCLUSIVE systems.

The Guarantees are spelt out for each System; please read them carefully. Often, there are MULTIPLE Guarantees - a unique feature of Lotto-Magic Systems. Systems are included for:

8, 9, 10, 15 and 30 numbers.

Once you have chosen your numbers, simply substitute them for mine.

For example, if you choose 3, 8, 11, 18, 22, 25, 34, and 39 - then everywhere I have 1 you substitute 3, everywhere I have 2 you substitute 8, everywhere I have 3 you substitute 11, and so on.

SMART-PLAY ZONE SYSTEM PBS-608 for 8 Numbers

In Two Groups (5 Numbers + 3 Numbers) playing 34 Games, with Multiple Guarantees. Includes a Guarantee of 5 Numbers Together under certain conditions. A full System 8 requires 56 games, so you save almost 40% on the cost of playing.

SMART-PLAY ZONE SYSTEM PBS-609 for 9 Numbers

A basic 4-from-4 System for 9 numbers, in 32 games. A full System 9 - guaranteeing 5-from-5 - requires 126 games, so you save around 75% on the cost of playing. Or you can play 4 sets of 9 numbers in 128 games.

SMART-PLAY ZONE SYSTEM PBS-610 for 10 Numbers

In Five Groups of 2 Numbers, playing 42 Games, with Multiple Guarantees. Includes a Guarantee of 5 Numbers together under certain conditions. A full System 10 requires 252 games, so you save over 80% on the cost of playing - or you can play 6 sets of 10 numbers for the price of a full System 10 (6 x 42 = 252).

SMART-PLAY ZONE SYSTEM PBS-615 for 15 Numbers

Fifteen numbers played in Five Groups of 3 Numbers, in 243 Games. Includes a Guarantee of 5 Numbers together under certain conditions. A full System 15 requires 3,003 games, so you save over 90% on the cost of playing.

SMART-PLAY ZONE SYSTEM PBS-630 for 30 Numbers

A basic 3-from-5 System for 30 numbers, in 120 games. Trap all 5 winning numbers in your 30 chosen numbers and -

**Science guarantees at least three will be together and
You trust Lady Luck for the remaining two -**

A lot smarter than trusting Lady Luck for all 5!

SMART-PLAY ZONE SYSTEM PBS-608 for 8 Numbers

In Two Groups (5 Numbers + 3 Numbers) playing 34 Games, with Multiple Guarantees. Includes a Guarantee of 5 Numbers Together under certain conditions. A full System 8 requires 56 games, so you save almost 40% on the cost of playing.

This 34-Game System is extremely effective - just look at the guarantees you get -

GUARANTEES

1. If you have Three winning numbers (from 5 numbers) included in Set A
Plus
2. Two winning numbers (from 3 numbers) included in Set B

Then you have ALL FIVE WINNING NUMBERS TOGETHER

-- OR --

3. If you have Three winning numbers ANYWHERE, You have Multiple Wins
PLUS
4. If you have FOUR winning numbers ANYWHERE, they will be together at least once, often more than once.

CONSTRUCTION

Every Three-number combination from Set A

-- is mixed with --

Every Two-number combinations from Set B

Therefore your best combination of three numbers from set A plus two numbers from set B will always be together.

The System was then expanded to give two more Guarantees -

- Three-together-from-three-winning-numbers plus
- Four-together-from-four-winning-numbers.

TIP FOR PLAYING

The use of a group of 5 numbers plus a group of 3 numbers is designed for use with odds/evens or highs/lows. If you think 3-odd / 2-even is due - put 5 odd numbers in Set A and 3 even numbers in Set B; at least 30 of your combinations will now be 3-odd / 2-even (up to 4 games may not be, because of the expanded guarantee). Same applies for high/low.

TO USE THE SYSTEM -

Enter 5 Numbers in Set A

SET A

1	2	3	4	5
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Enter 3 Numbers in Set B

SET B

6	7	8
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Now substitute your eight chosen numbers for 1 to 8 in the 34 boxes over the page.

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

MORE SMART-PLAY SYSTEMS IN FULL VERSION

Recommended Pick-5 & Powerball Resources

- ◆ ***The "Lessons-In-Lottery" Strategies in Lessons 4 & 5*** **\$9.95 each**
- ◆ **Maximise Your Chances in the next Powerball / Pick-5 Jackpot !**
"POWERBALL STRATEGIES." The specialist Powerball book, offering
19 different Powerball Systems - plus we create one free for you
(from a choice of six more). **On Special Offer at only \$19.95**
- ◆ **From Robert Serotic - the Ultimate Lottery Guide,**
"THE ONLY WAY TO WIN AT LOTTO" The most comprehensive
Lotto Book ever written. 288 pages, 222 different Lotto Systems.
Cover Price, \$39.95 - Yours for \$25

All Prices in USA \$'s

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