How to Win the Lotto
Gaming Strategies Explained

Published by
Rounders Lotto Club
Your partner in organized Lotto gaming
Dear Lotto Gamer,

If you’re like me and many Lotto gamers, you need more than luck to win the Lotto jackpot. You need a system. In my research, I discovered the Lotto gaming system used by professionals. It’s an innovation called wheeling.

With this gaming innovation, you can play 20 or more numbers and expect to win multiple prizes. Not only is it simple, it is also cheap and comes with guarantees. These features made wheeling the most common element in any gaming strategy I’ve seen.

Recently, I met someone who’s been using the standard and very expensive full System 12. It cost P9,240 to play. They thought this is the only way to win. Would you believe there is a way to play the same 12 numbers for only P180? Amazing, isn’t it?

Imagine for a while how effective your gaming would be with a system that is 98% cheaper. With such a system, you can afford to play with as many as 25 numbers many times over. You can probably get all six winning numbers in your chosen 25 much sooner.

Because of this, I’d say, “Yes. It’s possible to win the jackpot.” In fact, more jackpots are now won this way in the U.S. and anywhere else in the world. Not surprisingly, most are likely to be Lotto clubs.

My fellow Lotto gamer, let me invite you to join the Rounders Lotto Club. Join us because we’re doing more than just imagining the possibilities. We’re actually organizing to make things happen.

Sincerely,

Hannibal “Hans” Bawagan
Club Organizer and Manager

P.S. Winning the jackpot can take forever. If you can’t wait that long, join us in finding a shortcut.
Professionals only gamble when the odds are acceptable.
Playing Like a Pro
What Professional Gamers Know

In 1985, Gail Howard published her book *Lottery Master Guide* and introduced a gaming system that changed the way people played lotteries forever. Since then, others introduced variations of the system and Lotto gaming became a worldwide phenomenon.

**Lotto Gaming Secret**

The *Dimitrov Wheeling System* or wheeling, as it is now popularly called, is a system for playing a set of combinations that are systematically arranged and *conditionally guaranteed* to win specific prizes. Today, wheeling is the one innovation that truly revolutionized Lotto gaming. And by far, it is the most common element in any gaming system or strategy.

*Wheeling is the one innovation that revolutionized Lotto gaming.*

All lotteries allow you to play some kind of system. In fact, it takes one tick mark in our Lotto betting slips to play System 7 to 12. But please take note that these are *full* systems. This means when playing System 12 you will bet on all the possible combinations of your chosen 12 numbers. There are 924 combinations. So, a full System 12 will cost P9,240 to play.

In contrast, an equivalent wheel (#505) in Gail Howard’s book, *Lotto: How to Wheel a Fortune*, takes only 18 combinations to play at a cost of P180. And it guarantees at least 4 numbers matching when you have 5 of the 6 winning numbers in your chosen 12.

Here is Wheel #505 at work with Lotto 6/42 July 12, 2005 winning numbers and some extra 6 numbers. Although the jackpot was not won with this wheel, there were multiple second prizes won (indicated by 3 check marks). In all, for the cost of P180, this system bet won an impressive P61,620.

*From Lotto: How to Wheel a Fortune, p. 143.*
Lotto Gaming Explained

When you start wheeling, it becomes obvious what Lotto gaming is all about. Most gamers think that the game is about picking 6-number combinations by combining some 40 or so numbers together. That is your intention, but what actually happens is very different.

To demonstrate what actually happened, let us suppose for a moment that you decided to bet on the following three combinations:

- 3-5-18-23-37-40;
- 5-11-14-18-19-23, and;
- 3-11-14-19-37-40.

Whenever you do this, you are using more than 6 different numbers. Three frames on the betting slip means that you are playing with 8-18 numbers. In this case, there are actually 9 distinct numbers in play. So, this could actually be considered a partial System 9.

Although you are guessing which combinations are likely to win the jackpot, what you are actually doing is trapping the 6 winning numbers within the 9 numbers that you think will be drawn. If you did not use wheeling to arrange the numbers, you may not win anything even if you correctly trapped all the 6 winning numbers. But if you did, you are guaranteed to win a minor prize.

The above 3 combinations actually came from a wheel with a 4if5 guarantee. This means that if you got 5 or more numbers correctly 4 of these numbers will be together and you will win at least one 3rd prize. Since Lotto wheels with stronger guarantees are more expensive to play, we will only use wheels with a 4if6 guarantee.

Wheeling Explained

If certain conditions happen, you will win one or more minor prizes. This is what wheeling actually delivers—conditional guarantee. What makes this amazing is the cost. For as little as 2% of the cost of the full system, you can play like professionals.

There are many kinds of wheels to choose from depending on your budget. However, any wheel can be described in this format: 4if5in12n18c. This means 4 numbers will match if the 5 winning numbers (4if5) are among your 12 chosen numbers (in12n) using 18 combinations (18c). The last part (18c) determines the cost of the wheel. You simply multiply it by P10.

In practice, you will be playing several sets of wheels. The table below shows the odds of trapping the 6 winning numbers within your chosen set. You can use these odds to estimate or improve your overall chances of winning.

<table>
<thead>
<tr>
<th>Numbers Combinations</th>
<th>6/42 Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>26</td>
<td>230,230</td>
</tr>
<tr>
<td>24</td>
<td>134,596</td>
</tr>
<tr>
<td>22</td>
<td>74,613</td>
</tr>
<tr>
<td>20</td>
<td>38,760</td>
</tr>
<tr>
<td>18</td>
<td>18,564</td>
</tr>
<tr>
<td>16</td>
<td>8,008</td>
</tr>
<tr>
<td>14</td>
<td>3,003</td>
</tr>
<tr>
<td>12</td>
<td>924</td>
</tr>
</tbody>
</table>

Let us suppose you are using a System 24 wheel. In the table, the odds are 39:1. That’s about a 2.5% chance of trapping the 6 winning numbers in your chosen 24. If you have the money to play one full System 12 (that’s about P9,240), you can actually play this wheel 5 times and bring the odds down to 8:1 or about 13%.

On the other hand, let us suppose you prefer to use an equivalent System 12 wheel. In the table, the odds are 5,667:1. The same betting capital will therefore allow you to play this wheel 51 times and bring the odds down to 111:1 or a little less than 1%.

The apparent disparity in the effectiveness of both wheels should not be surprising because it is obvious that a larger wheel is better than a smaller wheel when it comes to the trapping process. However, when it comes to catching the winning combination, the smaller wheel has better odds.

This is where a gaming strategy will prove most useful. In later sections, you will learn how these issues of quantity and quality of combinations are factored into any given gaming strategy.

In summary, the starting point for any gamble is the appreciation of the odds. As a matter of principle, professionals only gamble when the odds are acceptable.
Concentrated betting has better chances of winning.
Theory of Winning
How is Winning Probable

Trying to win the lotto can take forever. In fact, the mathematics of the game proves that it is virtually impossible to win. This section explores a creative solution to the problem.

Minor Prizes are Good
You can win multiple prizes when wheeling for combinations as shown in the featured example on page 4. Apparently, one small wheel is enough to recover a large outlay of betting capital.

If you will examine this example, you will notice that the 5-number match 17-18-21-30-33 is found 3 times on the wheel. The 4-number match 17-18-21-30 is also found 3 times. This happens because wheels are designed to deliver guarantees. A 4if5in12n wheel like this one can only deliver on its promise if the numbers are arranged with repeating groups.

One wheel is enough to win your target prize.

In practice, you can win just a few of the total 216 5-number matches and about 9,450 4-number matches possible. This is because wheels tend to get really expensive in delivering guarantees. So, the real challenge is how to make your chosen wheels work efficiently at hitting those combinations. Read Majority Wins on page 10 for a very promising solution to this problem.

More Combinations are Better
Let us, for a moment, assume that there is only one player in the game and we are not paying for our guesses. How can this one player win? Simple. Bet as many unique combinations as possible.

It is obvious from this idealized scenario that the right approach in this game is for all the players to cooperate and combine all their bets. In theory, the number of unique combinations is much higher when players cooperate in a group than when players compete as individuals.

To promote cooperation, some kind of lotto club with a growing roster of members is the ideal organization. Read Organized Gaming on page 17 to understand why cooperation is a good strategy and why it will ultimately lead to the jackpot.

Perfect Timing is Best
There is a person behind the winning numbers. At a given point in time, somebody was lucky enough to pick a certain combination of numbers and placed a bet. In theory, this person can be found because “lucky” signals manifest themselves all around us.

In practice, age-old astrology can provide clues on what to look for. Read Lead Gamer on page 20 to find out what “lucky” signals a $50,000 lottery winner projects.

Incidentally, the same techniques and tools used in astrology can also be used to choose periods in the future that are favorable for speculation. Read Gaming Season on page 24 for details about how to find your lucky days.

All in all, our theory of winning the jackpot depends on how well we manage the three elements of any credible jackpot attempt—quality, quantity and timing of bets.

You Should Know That...
- The odds of winning the jackpot in Lotto 6/42 are 5,245,786:1. But the odds of winning any prize are 35:1.
- Only 46% of all Lotto 6/42 combinations match the profile of a winning combination.
- In Lotto 6/42, the most probable sum is 129. The most probable range is 100-158.
- In 85% of past winning numbers, the least number belongs to the 1-10 range.
- Four pairs of sequenced numbers have never been drawn. This means that 1-2-3-4-5-6 with 5 sequenced pairs, is not a good pick.
- When the winning combination has low numbers, there are usually multiple jackpot winners.
Game Statistics
How to Overcome the Odds

The odds of winning any prize in Lotto 6/42 are 35:1. This means that in a month or so of betting, you are likely to win a prize. This section demonstrates the problems a Lotto gamer has to overcome.

Lotto Odds
As mentioned earlier, professionals only gamble when the odds are acceptable. Unfortunately, Lotto game designers wanted the game to be as nearly impossible to win as they could design it as shown in the table below.

<table>
<thead>
<tr>
<th>Lotto Game</th>
<th>Combinations</th>
</tr>
</thead>
<tbody>
<tr>
<td>6/42</td>
<td>5,245,786</td>
</tr>
<tr>
<td>6/45</td>
<td>8,145,060</td>
</tr>
<tr>
<td>6/49</td>
<td>13,983,816</td>
</tr>
</tbody>
</table>

If we choose to play Lotto 6/42 because it offers the best chances of winning, we are still confronted with these odds.

<table>
<thead>
<tr>
<th>Prize</th>
<th>Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>5,245,786 : 1</td>
</tr>
<tr>
<td>2nd</td>
<td>24,286 : 1</td>
</tr>
<tr>
<td>3rd</td>
<td>555 : 1</td>
</tr>
<tr>
<td>4th</td>
<td>36 : 1</td>
</tr>
</tbody>
</table>

Bringing the odds down to an acceptable level, say 1000:1, requires a bet of P52,500. At this level of betting, the odds are similar to the 3-digit lottery game. Even better, with this much betting capital you can play System 12 many times over. For example, the featured wheel on page 4 costing P180 can be played 291 times. This will bring the trapping odds down to 20:1.

In practice, the gaming systems presented in this publication are best implemented within the context of a Lotto Club. This is how professionals do it. If you choose to try them personally or with a small group, we can only offer them with this warning—you should be aware of the odds against you.
Finally, combinations with one or no sequenced pair appear most likely to be drawn according to the statistics shown below.

<table>
<thead>
<tr>
<th>Sequences Combinations</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>N0</td>
<td>2,324,784</td>
</tr>
<tr>
<td>N1</td>
<td>2,377,620</td>
</tr>
<tr>
<td>N1N1</td>
<td>198,135</td>
</tr>
<tr>
<td>N1N1N1</td>
<td>7,770</td>
</tr>
<tr>
<td>N2</td>
<td>271,950</td>
</tr>
<tr>
<td>N2N1</td>
<td>38,850</td>
</tr>
<tr>
<td>N2N2</td>
<td>666</td>
</tr>
<tr>
<td>N3</td>
<td>23,310</td>
</tr>
<tr>
<td>N3N1</td>
<td>1,332</td>
</tr>
<tr>
<td>N4</td>
<td>1,332</td>
</tr>
<tr>
<td>N5</td>
<td>37</td>
</tr>
</tbody>
</table>

You should know that these statistics about combinations are static and known in advance. This means that the averages—both theoretical and actual—won’t vary much from each other over a period of time.

Read the section Picking Rules on page 11 to see how statistical data were used.

**Picking Process**

Every Tuesdays and Saturdays, one winning 6/42 combination is drawn. Together, all these winning combinations form a list or sequence that has one or more observable characteristics. These observable characteristics actually describe the picking process.

By picking process, we refer to, as a whole, all the various procedures and equipment employed by the organizers to assure that the outcome of the draw is truly random.

The most common statistics about the picking process is the statistics on skip counts. This is the number of draws a number is not drawn before it is drawn again. Shown here are 3 common skip count tables. One is in compact form while the next two tables show the numbers grouped according to their skip counts.

The skip groups table is just a list of the winning combinations with the most recent at the top. As you go down the list, you will remove numbers that are already found at the top.

In general, the skip group table is used as a number map because it tells you which numbers are likely to go together.

Another common use for skip groups is tracking “cold” numbers or those numbers out the longest. This is the 17+ skip group. To anticipate their appearance, you need to observe if the group has 3 or more numbers. As the group gets bigger, the probability of one number being drawn from this group becomes higher. True enough. As of July 12, 2005, the table shows 3 numbers in the 17+ skip group. On July 16, 2005, two numbers were drawn from this group.

At this point, it should be noted that unlike the statistics about combinations, statistical data gathered about the picking process are dynamic. This means that you need to collect or update your data every draw.
Majority Wins
How to Double Your Winnings

Lotto wheels are designed to deliver minimum guarantees. Rarely, if ever, will they deliver more. This section is about doubling the prize-winning power of your chosen wheels.

Wheeling Mistakes

Types of Combinations. Lotto gamers are under the impression that every type of combination in a given wheel has equal probability of being drawn. This is wrong. Statistical data clearly show that certain types are more likely to be drawn than others. In Lotto gaming, these statistical favorites are considered good combinations. As a rule, you’d like to put your money that good combinations will be drawn.

Picking Rules. The most common mistake of many gamers is to apply picking rules that favor individual numbers or combinations against another. This is wrong because discriminating between good combinations is not supported by any statistical data available. However, we can favor one type of combination over another type. This is the correct approach. In practice, this means filtering out bad combinations.

Super Wheel

If you will analyze each of the combinations of the featured wheel on page 4, you will notice that more than half are bad types. This means that these combinations are less likely to be drawn according to the picking rules shown on the opposite page.

As a rule, good combinations are drawn more often.

Shown on this page is a complete analysis of the featured wheel. Only 4 out of 18 combinations appear to be good types. Apparently, this low ratio of good types is a weakness or flaw inherent in all Lotto wheels.

One improvement to consider is to simply remove or ignore the bad types and bet only on the remaining combinations. This is a good solution, but it alters the odds of the wheel. The better solution is to replace the bad types with good ones and fill up your chosen wheel until you have the target number of combinations. This will transform an ordinary wheel into some sort of “super” wheel that is densely packed with good combinations. See the next page for the comparative performance of both types of wheels.

To start the process, you need to have several blank wheels to feed different rearrangements of the same game tokens. By rearranging the game tokens and feeding the numbers into the wheeling slots, you can get additional combinations for the super wheel. However, each new set of combinations will likely have bad types as well. So, you have to repeat the filtering process several times.

Shown next are the 3 rearrangements of the game tokens used to fill up the featured wheel with good combinations. The first one, of course, is the original arrangement.

For every criteria, good combinations account for majority of all possible combinations. This means that for every one good combination you pick there are 7 more that are equally probable to be drawn. Therefore, these picking rules are not intended for picking good combinations, but rather to filter out bad combinations.

1. The sum of the numbers must be 100-158

The most probable sum in Lotto 6/42 is 129 and the most probable range is 100-158. So far, the lowest sum for any winning combination is 44 and the highest is 215.

2. No more than 4 or 5 odd numbers; or even numbers; or upper half (>22); or lower half (<22)

The odd-even mix statistics on page 8 show that the 2-4, 3-3 and 4-2 mix of numbers account for 82% of all combinations. As a group, these combinations are most probable.

Please take note that you are using this rule for either the odd-even mix or for the high-low mix, but not for both.

3. No more than 2 or 3 numbers with the same ending
4. No more than 1 or 2 pairs of numbers with the same ending

A sequence of numbers with an interval of 10 like 1-5-15-25-35-42 is a combination with the same endings. In this case, there were 4 numbers ending in 5. Combinations with 3 numbers having the same endings are drawn every 10-20 draws, but 2 numbers with the same is very frequent.

5. No more than 3 numbers in sequence or regular interval

6. No more than 1 pair of numbers in sequence or regular interval

The combination 1-2-3-4-5-6 is a bad pick. It has a sequence of 6 numbers, but the maximum sequence drawn so far is only 4. As rule, you should have no more than 3 numbers in sequence.

Likewise, it is best to avoid regular sequences similar to 1-2-3-4-5-6 like 2-4-6-8-10-12, which is a sequence of even numbers, or 1-3-5-7-9-11, a sequence of odd numbers.

7. At least 1 number in 1-12 or 31-42 range

In 85% of the draws, one of the winning numbers belongs to the 1-10 or 33-42 range. In 90%, it’s in the 1-12 or 31-42 range. And in 95%, it’s in the 1-14 or 29-42 range.

8. No more than 2 numbers from any skip groups with skips 0 to 5 and 17+
9. No more than 3 numbers from the skip group 6-16

Half the time, one of the numbers from the preceding draws will be drawn again. But skip count statistics show that, at most, only 3 numbers for any skip groups will be drawn together.

Maintain an updated skip groups table so you can tell which numbers are unlikely to be together in the next draw.

10. No combination from the past 600+ draws

No winning combination ever repeated itself. It will take years for this to happen. So, you can safely filter out all the winning combinations from the past draws.

WARNING: These picking rules apply only to Lotto 6/42. Different picking rules are needed for both MegaLotto 6/45 and SuperLotto 6/49.
Shown next is the completed super wheel after repeatedly wheeling different arrangements of the game tokens. You will notice that, compared to the original ordinary wheel, this super wheel has more 2nd prizes won. This accounts for the significant increase in the total winnings.

Applying the same technique to a weaker 4if6in12n6c wheel also yielded a similar improvement in the prize-winning power of the wheel. As is, the ordinary wheel managed to win P580 only. As a super wheel, it was able to win a total of P21,060 by catching one 2nd prize and two 3rd prizes.

A worksheet with a blank 4if6in12n6c wheel can be found with this publication. For individual players and small groups, this is the recommended wheel to use. Although larger and stronger wheels usually offer bigger overall winnings, the table above proves that weaker wheels offer better cost-benefit ratio and better performance improvement. The 36-fold increase in the winnings for one third of the betting capital employed by the weaker wheel clearly suggests that it is the better bet.

Jackpot Wheeling

In any given draw, there are only 216 combinations that can win 2nd prize and these are all combinations that matches 5 of the winning numbers. The key to winning the jackpot is to understand that the jackpot combination is also a 5-number match, but with the 6th number also matching the winning combination.

In theory, a wheel with lots of 5-number matches will likely win the jackpot. This means that a 5if6 wheel is the ideal trap for catching the elusive winning combination.

<table>
<thead>
<tr>
<th>4if5in12n18c</th>
<th>4th</th>
<th>3rd</th>
<th>2nd</th>
<th>Winnings</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ordinary</td>
<td>6</td>
<td>3</td>
<td>3</td>
<td>61,620.00</td>
</tr>
<tr>
<td>Super Wheel</td>
<td>3</td>
<td>10</td>
<td>5</td>
<td>105,060.00</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>4if6in12n6c</th>
<th>4th</th>
<th>3rd</th>
<th>2nd</th>
<th>Winnings</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ordinary</td>
<td>4</td>
<td>1</td>
<td>0</td>
<td>580.00</td>
</tr>
<tr>
<td>Super Wheel</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>21,060.00</td>
</tr>
</tbody>
</table>

Shown next is a table of the prize-winning power of both ordinary wheel and the super wheel for the two featured wheels.

Shown on the next page is the result of feeding the previous 12-number game tokens into a 5if6in12n42c wheel. The completed super wheel yielded the jackpot combination in the 24th line.

Due to space constraints, a blank 5if6in12n42c wheel cannot be shown here. However, this wheel is available to registered members of the club.

So far, super wheeling as a gaming technique worked remarkably with smaller wheels. However, it may be possible to get the same results with...
larger wheels like a 5if6in16n280c wheel—the largest 5if6 wheel in Gail Howard’s book—or a slightly weaker 4if5in20n216c wheel—the largest 4if5 wheel in the same book. In any case, the promising results of the super wheel deserve further study. But in this regard, it is up to you to explore the promise of this gaming technique.

**Game Tokens**

Your chosen set of numbers—or game tokens—is the single most important factor in wheeling. If you can trap the 6 winning numbers in your chosen set, the jackpot is only a few combinations away.

Unfortunately, there is no accepted method of choosing entire sets of game tokens. However, one characteristic of pick-6 Lotto offers a promising solution: There are only, at most, 6 different endings in any given combination. Obviously, you need to somehow trap the winning endings in a chosen set of fewer than 10 endings.

Statistical data show that about 80% of the time, the winning combination has fewer than 6 different endings. And 50% of the time, it has 5 different endings. This means that a certain mix of game tokens is needed to match specific types of combinations.

Shown below is a table of the recommended mix of endings for a given set of tokens. E₁, E₂ and so on are the different endings you need to choose. This means that for a 12-number wheel you have to choose 6 different endings.

<table>
<thead>
<tr>
<th>Wheel</th>
<th>E₁</th>
<th>E₂</th>
<th>E₃</th>
<th>E₄</th>
<th>E₅</th>
<th>E₆</th>
<th>E₇</th>
</tr>
</thead>
<tbody>
<tr>
<td>12n</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>16n</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>20n</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

If you follow the table above, it is clear that a set of 12-numbers does not leave much room for error. However, if you regularly bet around P100, you may be able to overcome this by playing another but slightly different set.

Although this process of choosing game tokens does not improve the overall odds of the game, it offers a way by which the player’s performance might be measured or compared over a period of time. In a wider context, two players can also be compared.
Gaming Strategies
How to Play and Win

Winning your target prize in Lotto requires playing the right strategy at the right time. This section discusses the two types of Lotto gaming strategies possible and how best to play these strategies.

Levels of Gaming

Shown below is a plotted diagram (not drawn to scale) of the different levels of gaming possible in Lotto. In the diagram, Levels A, B and C are typical games played by individuals using only one instance of specially chosen wheels.

- **Level A**
  - The basic System 12 game using a small 4if6in12n6c wheel. As is, it is designed to win 3rd prize, but as a super wheel, it can win 2nd prize and multiple 3rd prizes. (See the Lotto Worksheet at the center pages for the actual wheel.)

- **Level B**
  - Uses a larger wheel, but with the same 4if6 guarantee as the Level A game. A cheaper System 15 wheel—4if6in15n10c—is found in the Lotto Worksheet. It is cheaper because it uses a banker number to reduce the number of combinations. With this wheel, the odds of trapping the 6 winning numbers are 1,048:1. This is 5 times better than the basic wheel, but also 5 times worse at catching a prize. However, this wheel is very useful if your analysis shows one number will “surely” be drawn.

- **Level C**
  - A strong System 12 game using a 5if6in12n42c wheel. As is, it is designed to win 2nd prize, but as a super wheel, it can win the jackpot as demonstrated in the previous section. (This wheel is available only to registered members.)

Levels D and E are aggressive games used by groups of players using multiple instances of specially chosen wheels. These games hunt for multiple 2nd prizes and the jackpot, respectively.

- **Level D**
  - A basic System 12 hunting game. It plays the Level A 4if6in12n6c wheel several times depending on the target trapping odds as shown in the table below. The objective is to win 2nd prize with minimal betting capital. (For this, you will be using the Lotto Worksheet provided with this booklet.)

<table>
<thead>
<tr>
<th>Times</th>
<th>Odds</th>
<th>Total Bet</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>947:1</td>
<td>360.00</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>710:1</td>
<td>480.00</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>355:1</td>
<td>960.00</td>
<td></td>
</tr>
<tr>
<td>33</td>
<td>172:1</td>
<td>1,980.00</td>
<td></td>
</tr>
<tr>
<td>50</td>
<td>114:1</td>
<td>3,000.00</td>
<td>&lt;1</td>
</tr>
<tr>
<td>100</td>
<td>57:1</td>
<td>6,000.00</td>
<td>&lt;2</td>
</tr>
<tr>
<td>200</td>
<td>29:1</td>
<td>12,000.00</td>
<td>&lt;4</td>
</tr>
<tr>
<td>300</td>
<td>19:1</td>
<td>18,000.00</td>
<td>&lt;5</td>
</tr>
</tbody>
</table>

Level E is the Lotto Club system. It uses strong 5if6 wheels played literally a hundred times or more to win the jackpot. At this level of play, thousands of combinations are picked and printed in hundreds of betting slips.

Waiting Game

Shown below is a typical betting pattern for someone using a waiting game strategy. And after this is the concentrated and more efficient betting pattern focused on the Lotto 6/42 game—the game with the best odds among the local lotto games.

### Typical Betting Pattern

<table>
<thead>
<tr>
<th>Sun</th>
<th>Mon</th>
<th>Tue</th>
<th>Wed</th>
<th>Thu</th>
<th>Fri</th>
<th>Sat</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### More Efficient Betting Pattern

<table>
<thead>
<tr>
<th>Sun</th>
<th>Mon</th>
<th>Tue</th>
<th>Wed</th>
<th>Thu</th>
<th>Fri</th>
<th>Sat</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Mathematically, concentrated betting patterns have better odds of winning. As shown in the diagram, this means more combinations played on fewer days preferably on games with the lowest odds.

Concentrated betting patterns have better odds of winning.

If you intend to keep on playing regularly, you need to follow these rules:

1. Focus on a smaller target of combinations like those that only have 3 odd and 3 even numbers—these account for 34% of all combinations;
2. Tighten or be strict with your picking rules like narrowing the sum range from 100-158 to 105-153 and allowing only at most one pair of numbers with the same endings or one pair of sequenced numbers);
3. Maintain a list of winning numbers and pick your game tokens from the skip count data or statistics;
4. Use the smaller \textit{4if6in12n6c} wheel in this primer and play it only once in any given draw, and
5. Practice trapping the 6 winning numbers within your chosen 12 using 6 pairs of numbers with the same endings as explained in the Game Tokens section.

Hunting Game

The hunting game strategy applies to lotto clubs, professional gamers and those who play only when the jackpot has grown to a certain size.

The key to making this strategy work is the appropriate level of betting. The idea is to bring down the odds to an acceptable level. The objective is to win either of the major prizes. The fallback is the possibility that the chosen lotto wheel will win multiple prizes.

So, you need to be proficient, or at least, aware how to factor the odds into your game. Read the section Winning the Jackpot on page 18 for more details.

Except for what has been mentioned in the preceding section, all techniques presented in this primer will make this strategy more efficient and effective.

The Science of Gaming

Lotto is fairly simple game, right? You only need to guess what winning combination will be drawn out of the millions of possible combinations. If you guess right, you win the jackpot. This is not entirely correct.

Knowing the odds and various statistics about Lotto is not the same as knowing the game itself. Statistics and probability do not study games and how they are best won. They only study collections of objects and random events.

Game theory is the branch of mathematics that is dedicated to the study of cooperative and non-cooperative games. Shown below is the game Prisoner’s Dilemma, a well-known game studied by game theorists.

Classifying lotto games according to game theory led us to the zero-sum game. This is the one type of game that bears a strong resemblance to lotto gaming. Read the next section Organized Gaming for more details.

According to game theory, cooperation is the best strategy.

If we are to follow the proposed solution for zero-sum games, the waiting game and hunting game strategies discussed in the preceding sections are inadequate. The demands of zero-sum games practically dictate that cooperation should be part of the strategy.

Insights from game theory, confirms our official position: Cooperation, not competition, is the best strategy.
In lotto gaming, cooperation is the best strategy.
**Organized Gaming**

Why Group Betting Works

**Zero-Sum Game**

Shown below is the *perceived* lotto game with all types of bettors playing for a share of the jackpot. Unfortunately, this diagram is missing one player—the Lotto organizers.

```
<table>
<thead>
<tr>
<th></th>
<th>Lotto Club</th>
<th>“lucky” gamer</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Perceived Game</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

This mistake is corrected in this next diagram.

```
<table>
<thead>
<tr>
<th></th>
<th>Lotto Club</th>
<th>“lucky” gamer</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Actual Game</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

Not including the Lotto organizers in the picture is an oversight that affects your entire game. First, you won’t be able to correctly identify the type of game you are playing. Second, this mistake will lead you to adopt questionable strategies. And third, your ignorance makes you the “milking cow” of the biggest player in the game—the Lotto organizers.

In this complete gaming environment, we can now trace the flow of the money each draw. If one player loses, the Lotto organizers gain. If one player wins, the Lotto organizers lose. However, they can offset their losses because they gain from other losing players.

In *game theory*, when one player’s gain leads to another player’s loss, it is called a zero-sum game. And the solution or strategy mathematicians worked out for this type of game is for players to maximize the minimum payoff.

For lotto gamers, this solution suggests that cooperation is a good and mathematically correct strategy. Understandably, you will more likely use this strategy within a lotto club than when you are playing alone.

**Lotto Club Explained**

A lotto club is different from the usual betting pool. It is specifically organized to win major prizes and to win often. This is its primary responsibility to its members. Because of this, the club is practically driven to play thousands of combinations. This level of gaming, in turn, drives it to attract more members. And then, more members will demand more winnings. These demands create a positive feedback loop.

Ultimately, the law of large numbers takes over and the jackpot is finally won. How soon? We cannot say for sure when, but we can speculate as to how it will happen. Shown above is what the membership of the lotto club will be just before a major win.

```
<table>
<thead>
<tr>
<th></th>
<th>Lotto Club</th>
<th>“lucky” gamers</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Actual Game</strong></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

“Lucky” individuals will be attracted to join and they, in turn, will be given the opportunity to pick numbers. And then, the combined betting capital of the club will fund their picks. Done enough times, they will overcome the odds. This is how the jackpot will be won. ■
Winning the jackpot is about aiming at the right targets and understanding what it will take to hit these targets. This section discusses how lotto players should plan their game.

**Target Combinations**

Shown below are the numbers of possible prizes to be won in Lotto 6/42.

<table>
<thead>
<tr>
<th>Prize</th>
<th>Odds</th>
<th>Combinations</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>5,245,786 : 1</td>
<td>1</td>
</tr>
<tr>
<td>2nd</td>
<td>24,286 : 1</td>
<td>216</td>
</tr>
<tr>
<td>3rd</td>
<td>555 : 1</td>
<td>9,450</td>
</tr>
<tr>
<td>4th</td>
<td>36 : 1</td>
<td>-</td>
</tr>
</tbody>
</table>

This table shows us that there are 216 possible 5-number matches. If you want to win the jackpot, you have to recognize that the winning combination is also a 5-number match, but with the 6th number also matching. This means that if your chosen wheel has several 5-number matches you have a good chance of hitting the jackpot combination.

Aiming for the 216 possible 2nd prizes is the right way to play for the jackpot. In practice, you will be using wheels with 5if6 guarantees. The cost of playing ranges from P420 for a System 12 wheel featured earlier up to P2,800 for a System 25, the largest 4if6 wheel in Gail Howard’s book. Shown below is a table of the ideal wheels to use for winning major prizes.

<table>
<thead>
<tr>
<th>Wheel / Target</th>
<th>2nd</th>
<th>1st</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>4if6in12n6c</td>
<td>✓</td>
<td>✓</td>
<td>60.00</td>
</tr>
<tr>
<td>4if6in15n10c +1B</td>
<td>✓</td>
<td>✓</td>
<td>100.00</td>
</tr>
<tr>
<td>4if6in25n238c</td>
<td>✓</td>
<td>✓</td>
<td>2,380.00</td>
</tr>
<tr>
<td>5if6in12n42c</td>
<td>✓</td>
<td>✓</td>
<td>420.00</td>
</tr>
<tr>
<td>5if6in16n280c</td>
<td>✓</td>
<td>✓</td>
<td>2,800.00</td>
</tr>
<tr>
<td>5if6in18n225c +1B</td>
<td>✓</td>
<td>✓</td>
<td>2,250.00</td>
</tr>
</tbody>
</table>

If your budget is small, you may want to lower your sights and aim at winning the 2nd prize instead. The principle is the same. You have to recognize that any 5-number match is also a 4-number match but with a 5th number also matching.

This means that if your chosen wheel as several 4-number matches you have a good chance of winning 2nd prize.

Aiming for the 9,450 possible 3rd prizes is the right way to play for the 2nd prize. In practice, you will be using wheels with 4if6 or 4if5 guarantees. The cost of playing ranges from P60 for a System 12 to P2,380 for a System 25, the largest 4if6 wheel in Gail Howard’s book.

**Levels of Betting**

Once you know your target and have chosen your wheels, you need to decide how much to bet in order to win. This aspect of the game is more art than science. You need to make a calculated guess by asking yourself if your picker(s) are lucky enough to overcome the odds. Shown below are the different odds for different levels of play.

<table>
<thead>
<tr>
<th>Target</th>
<th>Jackpot</th>
<th>2nd Prize</th>
<th>2nd Prize</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bet</td>
<td>49,980.00</td>
<td>4,980.00</td>
<td>1,200.00</td>
</tr>
<tr>
<td>Wheel</td>
<td>5if6in12n42c</td>
<td>4if6in12n6c</td>
<td>4if6in12n6c</td>
</tr>
<tr>
<td>Played</td>
<td>119 times</td>
<td>83 times</td>
<td>20 times</td>
</tr>
<tr>
<td>Odds</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Overall</td>
<td>1,049:1</td>
<td>10,533:1</td>
<td>43,715:1</td>
</tr>
<tr>
<td>2nd Prize</td>
<td>5:1</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>3rd Prize</td>
<td>-</td>
<td>1:1</td>
<td>5:1</td>
</tr>
<tr>
<td>Trapping</td>
<td>48:1</td>
<td>68:1</td>
<td>283:1</td>
</tr>
<tr>
<td>Endings</td>
<td>7:1</td>
<td>10:1</td>
<td>21:1</td>
</tr>
</tbody>
</table>

The table of the odds for winning prizes was used as the basis for these computations. In this table, the odds of winning 2nd prize say 24,286:1. An arbitrary number of about 5,000 combinations was chosen because this level of betting brings the odds of winning 2nd prize down to 5:1 and the overall odds down to about 1,000:1. Further, this translates to using a 5if6in12n42c wheel 119 times, bringing the odds of trapping the 6 winning numbers down to 48:1 and the odds of trapping the winning endings down to about 7:1.

Likewise, the odds of 555:1 from the table was used for choosing the 500 combinations for targeting the 2nd prize.
Ten percent of something is better than 100% of nothing.
According to Celeste Teal, his natal chart shows that he will be lucky in gambling. How astrology can be used to predict the future by reading charts is best explained in the next section. However, it should be noted that daily horoscopes published in newspapers do not have the same predictive value as the techniques discussed here.

**Lead Gamer**

Who’s Behind the Winning Numbers

There is a person behind the winning numbers. And at a certain point in time, luck will be on his side in winning the jackpot. This section discusses what we know about this person.

**Lottery Winner**

Shown here are the charts of Paul, a lottery winner featured by astrologer Celeste Teal in her book *Predicting Events with Astrology*. The first chart (in color) is his chart at the time he was born while the other shows his chart at the time he won a $50,000 lottery prize.

**Astrology Explained**

Astrologers study the lives of people. But contrary to what most people would think, they don’t just make up stories and relate these to planetary patterns. They use statistical reasoning.

First, astrologers identify a certain planetary pattern. Next, well-known people who have a particular pattern in their birth chart are used as models. What happens most often in their lives will become the statistical average. Finally, astrologers apply statistical reasoning when reading somebody who has the same pattern.

For example, let us suppose that a survey was conducted of 100 people with birth charts showing Jupiter and Neptune linked together. And let us say the data showed that 90 out of 100 are millionaires. Statistical reasoning can now be applied. If you have the same pattern in your birth chart, it is likely or highly probable that you are or will become a millionaire.

Incidentally, the Jupiter and Neptune pattern is called the millionaire’s aspect and many financially successful people are known to have this pattern.

**Lucky Patterns**

In her book *Predicting Events with Astrology*, Celeste Teal wrote:

Jupiter’s position and aspects are most important in establishing the possibility of wealth. … The outer planets combined with Jupiter are especially good for acquiring wealth.

Aspects between Jupiter and Saturn can be very promising for attaining life-long wealth. The same is true of Jupiter with Neptune, called the “millionaire’s aspect.”

Pluto with Jupiter can be materially wonderful. … A good aspect between Jupiter and Mars assures that a person will make money faster than it can be spent. A good aspect between Jupiter and the Sun brings many benefactors into the life who can help the individual reach ambitions. … These latter two aspects, as well as Jupiter in good aspect to Uranus, are sometimes referred to as “lucky.” [Page 70]
A natal or birth chart is a snapshot of the heavens at the exact time of a person’s birth. It is the primary tool by which astrologers discover what possibilities exist in our lives.

In theory, you symbolically represent the planetary positions of your birth chart. You are the center of the universe and the planets form patterns around you. These planets are arranged in a circular chart, as they would appear among the twelve constellations of stars commonly known as the zodiac signs.

These planetary patterns formed in your chart are like imaginary guitar strings that resonate and produce different tunes. Favorable patterns are well-tuned strings while unfavorable ones are somewhat out-of-tune strings. As the planets move across the heavens and reach certain points in your chart, you literally resonate and respond. Metaphorically, if the melody you produce is pleasant, all is well for you at that point in time. If not, it will be difficult.

To search for potential gain in speculation or gambling, your birth chart holds the key to what you will attract over a lifetime. In the section Gaming Season, we will explore the relevant parts of the natal chart as it relates to gambling.
You may be the person behind the winning numbers.

Join us and discover your future.
**Favored Signs**

In general, Taurus, Cancer, Leo, Scorpio, Capricorn and Aquarius are favored for easy accumulation of wealth. From 1950 to 1980, Jupiter is forming aspects with the Sun, Mars and the outer planets. Years shown in **bold** are those with lucky Jupiter and Uranus aspect. If you were born in the following periods, you need to have your chart examined for potential.


**Aries.** Ruled by Mars, this is the sign of energy and boldness. Lucky years: 1950, 1955, 1967 and 1969.


**Virgo.** Ruled by Mercury, this is the critic, the analyst and healer of the zodiac. Warren Buffet, the second richest man, is Virgo. Lucky years: 1952, 1954, 1957, 1960 and 1969.


**Sagittarius.** Ruled by Jupiter, this is the philosopher of the zodiac. Lucky years: 1954, 1964, 1968 and 1971.

**Pisces.** Ruled by Neptune, this is the dreamer, the romantic and the cosmologist of the zodiac. Lucky years: 1953, 1955, 1967, 1969 and 1974.

---

**Other Zodiac Signs**

The other zodiac signs may be lucky if born in the following selected years. These are periods when Jupiter and Uranus are forming favorable aspects. As mentioned before, you need to have your chart examined for potential if you were born during any of these periods.

---

**Zodiac Signs**

If your birthday falls on the following days of the month, your zodiac sign is …

- **Aries.** (Mar 21-Apr 20)
- **Taurus.** (Apr 21-May 21)
- **Gemini.** (May 22-Jun 21)
- **Cancer.** (Jun 22-Jul 22)
- **Leo.** (Jul 23-Aug 23)
- **Virgo.** (Aug 24-Sep 23)
- **Libra.** (Sep 24-Oct 23)
- **Scorpio.** (Oct 24-Nov 22)
- **Sagittarius.** (Nov 23-Dec 21)
- **Pisces.** (Feb 19-Mar 20)

**Elements**

- ☼ – fire
- ♀ – earth
- ♂ – air
- ♍ – water

**Lucky Periods**

- Aries, Leo, Sagittarius – ☼♂♀
- Taurus, Virgo, Capricorn – ♀♂♀♂♂♀
- Gemini, Libra, Aquarius – ♂♀♀♂♀♂♀
- Cancer, Scorpio, Pisces – ♂♀♀♂♀♀
Gaming Season
When to Play and Win

Winning the jackpot is all about timing. But finding the signals telling you when to place your bets is no easy task. This section discusses the prediction techniques used by astrologers.

Timing Explained

Shown below is the chart at the time Paul won the lottery on March 15, 1996 at Phoenix, Arizona. However, the chart was reoriented to match Paul’s natal chart with Pisces at the top.

Sun ☉ and Mars ♂ acting as event timers

Good placements for the Moon ☾, Uranus ☼ and Pluto ♄

In astrology, the chart of a future event is superimposed or overlaid on top of a natal chart to examine the event in relation to a person’s life. For a person to be “lucky” to win at Lotto, both charts should form favorable aspects to each other. And the dominant theme of the combined charts should suggest “sudden benefits.”

In theory, planets that become prominent in the event chart are good betting signals. In this section, prominent means good placement in different areas (or houses) in the chart. Due to space constraints, planetary patterns (or aspects) will not be discussed here.

Event Timers

Two planets—the Sun ☉ and Mars ♂—act as event timers. When the Sun or Mars passes over the angles (e.g., Ascendant and Mid-Heaven), it signals the coming of major events.

In the case of Paul’s lottery win, both the Sun and Mars started crossing the Mid-Heaven of Paul’s natal chart.

Four times in a year, the Sun will cross over the angles (i.e., top, bottom, leftmost and rightmost) of your natal chart while Mars, a much slower planet, will also cross over half the signs in your chart. This means there are at most 6 major events in your life in a given year.

With this limited number of ideal signals for one natal chart, it is obvious that you can only win more frequently when you play in a group.

Shown on the next page is a table of the position of the Sun and Mars in every Lotto 6/42 draw until the end of the year. You can anticipate the best times to play by simply looking up which day(s) have your Mid-Heaven sign.

Ideal Timing

Aside from the event timers, good placements of the transiting (or moving) planets in your chart will tell you when it is best to play. Usually, planets in the 5th and/or 8th houses indicate good results from speculation.

Except for the Moon and Venus, all the other planets are slow moving so they are practically in one or two signs until the end of the year. Shown in next page is a table of the positions of the Moon and Venus in every Lotto 6/42 draw until the end of the year.

Saturn. In general, Saturn ☢ is the planet attributed to restrictions or bad luck. In July 2005, Saturn entered the sign of Leo where it will stay until September 2007 when it crosses over to the sign of Virgo.

Unless your sign is Leo, you are not affected by its negative influence. On the other hand, it is good for you if transiting Saturn is found above the horizon in your natal chart.

Jupiter. In general, Jupiter ♄ is the sign of abundance or good luck. In October 2005, Jupiter
entered the sign of Scorpio and will stay there until November 2006 when it crosses over to Sagittarius.

If you are a Scorpio, now is the best time for trying your luck. In general, all Scorpios are lucky, but those born under the Chinese year of the Dragon may experience difficulties.

The best place for transiting Jupiter in your chart is in the 1st, 2nd, 5th, 7th or the 8th house in your natal chart.

**Venus.** As the planet attributed to benefits from partnerships, the transiting Venus ♀ should ideally be in the 1st, 2nd, 5th, 7th or the 8th house in your natal chart. It can also be directly over your natal Sun or crossing over the Mid-Heaven.

**Outer Planets.** Uranus ☉, Neptune ♄ and Pluto ♒ can signal the kind of sudden and/or substantial wealth we expect from winning the lottery. Ideally, they should be in the 2nd, 5th and 8th houses in your natal chart.

---

<table>
<thead>
<tr>
<th>Draw</th>
<th>☼</th>
<th>☽</th>
<th>☜</th>
<th>☞</th>
</tr>
</thead>
<tbody>
<tr>
<td>9-May</td>
<td>18° ☽</td>
<td>15° ☽</td>
<td>5° ☾</td>
<td>7° ☾</td>
</tr>
<tr>
<td>13-May</td>
<td>22° ☽</td>
<td>17° ☽</td>
<td>25° ☽</td>
<td>11° ☾</td>
</tr>
<tr>
<td>16-May</td>
<td>25° ☽</td>
<td>19° ☽</td>
<td>5° ☾</td>
<td>15° ☾</td>
</tr>
<tr>
<td>20-May</td>
<td>29° ☽</td>
<td>21° ☽</td>
<td>1° ☾</td>
<td>19° ☾</td>
</tr>
<tr>
<td>23-May</td>
<td>2° ☽</td>
<td>23° ☽</td>
<td>13° ☾</td>
<td>23° ☾</td>
</tr>
<tr>
<td>27-May</td>
<td>6° ☽</td>
<td>25° ☽</td>
<td>9° ☽</td>
<td>27° ☾</td>
</tr>
<tr>
<td>30-May</td>
<td>9° ☽</td>
<td>27° ☽</td>
<td>19° ☽</td>
<td>1° ☾</td>
</tr>
<tr>
<td>3-Jun</td>
<td>12° ☽</td>
<td>29° ☽</td>
<td>8° ☽</td>
<td>6° ☾</td>
</tr>
<tr>
<td>6-Jun</td>
<td>15° ☽</td>
<td>1° ☽</td>
<td>13° ☽</td>
<td>9° ☾</td>
</tr>
<tr>
<td>10-Jun</td>
<td>19° ☽</td>
<td>4° ☽</td>
<td>4° ☽</td>
<td>14° ☾</td>
</tr>
<tr>
<td>13-Jun</td>
<td>22° ☽</td>
<td>6° ☽</td>
<td>15° ☽</td>
<td>17° ☾</td>
</tr>
<tr>
<td>17-Jun</td>
<td>26° ☽</td>
<td>8° ☽</td>
<td>12° ☽</td>
<td>22° ☾</td>
</tr>
<tr>
<td>20-Jun</td>
<td>29° ☽</td>
<td>10° ☽</td>
<td>24° ☽</td>
<td>26° ☾</td>
</tr>
<tr>
<td>24-Jun</td>
<td>3° ☽</td>
<td>12° ☽</td>
<td>18° ☽</td>
<td>1° ☾</td>
</tr>
<tr>
<td>27-Jun</td>
<td>6° ☽</td>
<td>14° ☽</td>
<td>27° ☽</td>
<td>4° ☽</td>
</tr>
<tr>
<td>1-Jul</td>
<td>9° ☽</td>
<td>17° ☽</td>
<td>16° ☽</td>
<td>9° ☾</td>
</tr>
<tr>
<td>4-Jul</td>
<td>12° ☽</td>
<td>19° ☽</td>
<td>21° ☽</td>
<td>12° ☾</td>
</tr>
<tr>
<td>8-Jul</td>
<td>16° ☽</td>
<td>21° ☽</td>
<td>12° ☽</td>
<td>17° ☾</td>
</tr>
<tr>
<td>11-Jul</td>
<td>19° ☽</td>
<td>23° ☽</td>
<td>24° ☽</td>
<td>21° ☾</td>
</tr>
<tr>
<td>15-Jul</td>
<td>23° ☽</td>
<td>25° ☽</td>
<td>22° ☽</td>
<td>25° ☾</td>
</tr>
<tr>
<td>18-Jul</td>
<td>26° ☽</td>
<td>27° ☽</td>
<td>5° ☽</td>
<td>29° ☾</td>
</tr>
<tr>
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To demonstrate the prediction process, we will use a specimen chart of someone who hasn’t won the lottery, but has a very promising potential based on his chart.

**Natal Chart Potential**

The natal chart on the right is that of a person born under the sign of Libra. Although Libra is not one of the signs associated with easy accumulation of wealth, this chart has several lucky aspects esp. a favorable Jupiter-Uranus aspect.

First, we want to know what is possible with this Libra. As far as his chart is concerned, we know this much:

- Pisces rising (i.e., Ascendant) suggests he is an intuitive person or perhaps someone with a sixth sense;
- Saturn in the 1st house of self-identity suggests this Libra needs to learn to trust his own intuition;
- He has a favorable millionaire’s aspect between Jupiter and Neptune showing his chosen career and work will bring him material wealth;
- He has Jupiter in favorable aspect with Uranus signifying possible “sudden wealth”;
- Intense Pluto in the 5th house of speculation and ruling the 8th house of public contests suggest possible gain from gambling, and;
- Unusual Uranus in the 2nd house of personal wealth and ruling the 12th house of the occult suggests possible gain using astrology.

If this person can win the jackpot, how can it be done? In principle, Libra is the sign of partnerships. If ever a certain Libra does succeed in life, he/she will be partnering with others and overcoming his/her Libran indecisiveness.
With all these lucky aspects, why hasn’t this Libra ever won the lottery? Saturn in his 1st House may be the reason. He doesn’t trust his intuition. This and the typical indecisiveness common to all Libran’s are interfering with his potential. By joining a group such as a lotto club, he may finally be able to overcome his weaknesses.

**Target Draw Dates**

As of May 12, 2006, the planets are found as shown on the bottom-left chart. What you need to do is to plot the current positions of the planets from this chart into your own chart. Once you have done this, you can now visualize and estimate where the planets will be in the months ahead.

Next, you can identify the ideal months for your chart. You can then scan the table of draw dates in the previous section during the ideal months to give you the positions of each planet. It is now a matter of choosing which draw date has the “best” configuration of planets. However, please take note that the issue here is not looking for one perfect moment, but rather to avoid playing on ordinary days when you cannot possibly win.

In the case of our specimen chart, the months of March, May, July, August, November and December are possibly favorable for speculation. From these months, two possible draw dates were chosen. Their respective charts are shown here. However, the first one has a weakness—the Sun is not prominent. The second one is better with a high concentration of planets packed in the 8th house of public contests.

**Final Word**

The techniques presented here are elementary principles. In practice, astrologers use other charts like the solar and lunar return charts. Unfortunately, computer programs are needed for these and require more knowledge than what can be presented here.
Join Us Today!
Your Partner in Organized Lotto Gaming

NOW IS THE BEST TIME TO JOIN. Register today and avail of advance gaming knowledge. Read below for club announcements.

Now Accepting Members
We are now accepting members from the Metro Cebu area. If you are interested to join, please fill out the Member Profile Card included with this primer and contact us for orientation.

As a member, you will receive a member’s kit consisting of your birth chart, club primer and additional lotto wheels. However, this will become available in the second week of June.

In addition, we are also searching and qualifying Lead Gamers or number pickers. If chosen as a Lead Gamer, you will be responsible for picking the game tokens used for wheeling combinations. In the event your combinations win major prizes, you will receive a bonus.

Attention Scorpios
From October 26, 2005 to November 11, 2006, those born under the zodiac sign of Scorpio will be lucky. As one of the signs likely to be lucky when it comes to money, we’re interested in your membership. This is a good chance for you to explore your luck and whatever blessings your birth chart may reveal.

As a rule, all Scorpios will be somehow lucky. However, those born under the Chinese year of the Dragon may experience difficulties. In any case, don’t let this once in every 12-year phenomenon pass you by. Find out today what your future holds.

How to Join
Send your landline number to (917) 415 6065 and the club manager will contact you and your group for orientation. Actual venue and schedule will be arranged with club applicants.

Please be informed that a membership fee will be collected upon registration. This will be used to offset operating costs and overhead expenses.

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