

VersaBet Version 4.0

Using the Pick 3 and Pick-4 Manager

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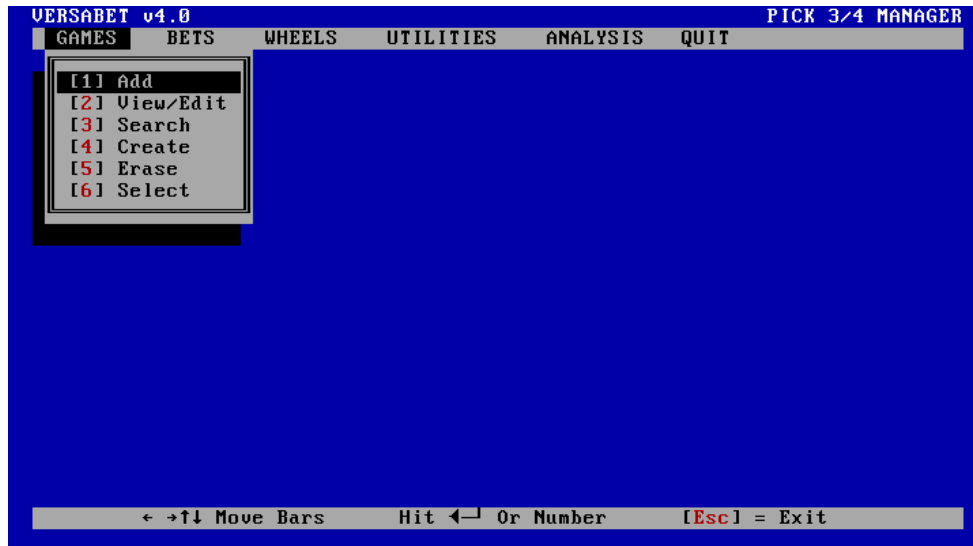
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➤ The Main Menu

The Main Menu is a horizontal bar shown at the top of the screen. A selection is made by moving the *highlight* with the arrow keys to the desired *function menu* listed and then depressing either the **Enter** key or the **Down Arrow** key to open the function menu. You can also just press the letter key corresponding to the highlighted letter of any function menu shown on the menu bar.



When a function menu is open, a selection is made by depressing an up or down **arrow** key to highlight an option and then pressing the **Enter** key.

Alternatively, you can

simply press a number key corresponding to a highlighted number to the left of an option on the function menu.

A new function menu can be opened by depressing the left or right **arrow** key, and function menus are closed by pressing the **Esc** key.

The program is exited by selecting the *Quit* option on the menu bar. Pressing the **Enter** key with *Quit* option open will return you to the VersaBet Control Panel.

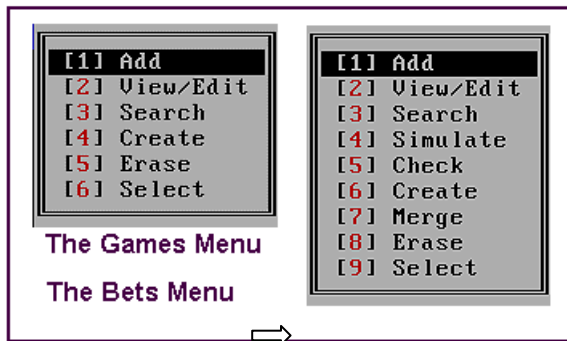
➤ The Function Menus and Data Entry

The Function Menus are labeled *Games*, *Bets*, *Wheels*, *Utilities*, *Analysis*, and *Quit*. The menus are selected as described above and a function menu is closed by pressing the **Esc** key. Most features on the function menus are controlled by a *Record Range* that you select before a feature is implemented. The *record range* controls the portion of the database that will be included in the current operation. The default record range is always the entire database and can be selected by simply pressing the **Enter** key where the starting and ending record numbers are requested.

Where data input is required from you, an input screen is presented and input is checked for valid values. If an error is encountered the input is rejected and you are notified by an audible tone. Not all mistakes can be intercepted so use caution and check your data before entry.

Whenever game or bet data is required from you, a four-position data input box is presented (positions A, B, C, and D). For Pick-3 games, just Press **Enter** on the empty D position.

➤ The Games And Bets Functions Menu



When any function of the Games or Bets menus is selected, the program checks to see if a file has been selected. If it has not, then the program has no data to operate on and you are automatically transferred to the file directory to select a file.

A file is selected by moving the highlight bar with the **arrow** keys to a game's file name and then pressing the **Enter** key.

The Games and Bets menus control all manipulation of the game and bet databases.

Functions Common To Both Menus

Add allows you to add new game drawings or bets to the database.

View/Edit allows you to display the database and then edit, delete, or print the database records, or to insert new records between existing ones.

The *Search* function searches each position of each record for comparison data supplied by you.

The *Create* function creates a new empty file with a name that you supply. Enter up to eight characters for a file name and press the **Enter** key. When the empty file has been created, you are automatically transferred to the *Add* function to enter data into the new file.

The *Erase* function deletes a file from the directory. Move the highlight bar with the **arrow keys** and press **Enter** to select a file. Press **Enter** again to confirm the delete.

The *Select* function selects a file for manipulation. Move the highlight bar with the **arrow** keys to highlight your file and press **Enter** to select the file.

Functions Unique To The Bets Menu

The *Simulate* function generates random game drawings for testing a bet's potential. The number of drawings is controlled by you and a report is generated showing the matches for each record in the bet and a summary for all matches of all bets.

The *Check* function generates a report identical to the *Simulate* function, but instead of checking bets against random drawings, checks bets against the game database to show, how they would have done in past games.

Two bet files may be merged together using the *Merge* function. Enter the names of the two bet files to merge and then enter the name of the new file that will hold the data from the two merged files. The original files will remain intact. After the merge is complete, the newly created file with the merged information will be active in memory.

Using the Search Function

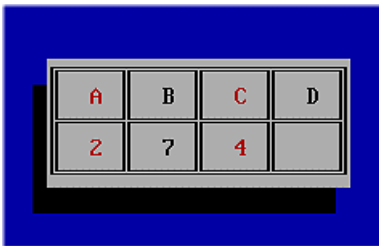
The *Search* function is one of the most powerful features in the Pick 3 /4 Manager. Through

its use you are able not only to check your *bet files* for wins, but to make sophisticated searches for number combinations in the *game files* that can yield important information on selecting your numbers to play.

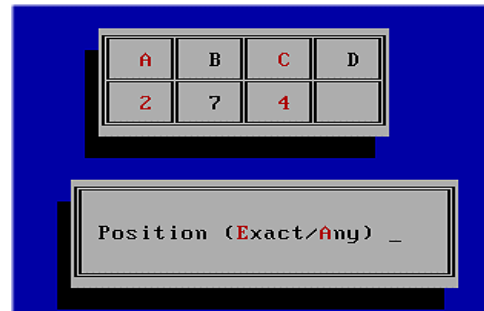
In a standard Pick-3 game there are 1,000 possible combinations of numbers between 0-9. In a Pick-4 game there are 10,000 possible combinations. Using the search feature you can explore the occurrence of any 3-number or 4-number group of these combinations in any order or in exact order, and through the report presented, track the *skip history* from the beginning of the game to the present.

While most analysis programs allow you to track only individual numbers, this unique function allows you to track numbers in *full relational groups* in a form that will appear on your play slip, either boxed or straight.

Setting Up for the Search



To activate the search, select *Search* from the *Games* menu. An input box will appear in which you can enter your



search numbers. You may enter numbers in *any* position.

When the numbers have been entered, you will see a new input box that asks you to specify a position order for the numbers. If you specify *Exact* positions, then only records containing *all of the numbers* in the exact positions entered will appear on the report. Specifying *Any* position will result in a report showing all records that contain *all of the numbers* regardless of position.

Viewing the Report

When the search report is generated, it displays the record number, date, and contents of all records that match the search specification.

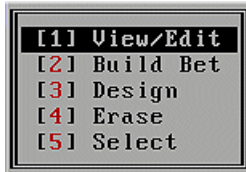
FILE: TX3.DMG		Records 1 - 1243		SEARCH DATABASE			
Record	Date	A	B	C	D	Matched	Skips
000063	01/05/94	2	7	4		3	62
000103	02/21/94	2	4	7		3	39
000129	03/23/94	2	7	4		3	25
000211	06/27/94	2	7	4		3	81
000450	04/01/95	2	7	4		3	238
000688	01/03/96	4	2	7		3	237
000701	01/18/96	7	2	4		3	12
000724	02/14/96	2	7	4		3	22
000975	12/03/96	7	2	4		3	250

SUMMARY	
Total Hits	= 9 of 1243
Frequency	= 138.11 Games
Games since hit	= 268
Smallest Skip	= 12
Largest Skip	= 250

The *Skips* listing shows the period between games where the matched records occurred in a game drawing. The Summary section shows, amidst other data, the number of games that have currently elapsed since the specified combination was drawn. This number, when com-

pared with the *Frequency* shown, gives a good indication of the *due state* of the combination.

➤ The Wheels Functions Menu



Wheeling systems are designed to create multiple bets according to a preset formula using lottery numbers that you supply. The numbers supplied should be based on results of the analytical functions of the program. The numbers are distributed through the wheel according to the formula, and then saved as a bet file with a name that you designate.

Wheels furnished with the program are identified by the number of numbers used in each position (from left to right, A, B, C, D) followed by a dash (-) and a number showing the number of bets that the wheel generates. A 1 in the name indicates that the position that the 1 occupies is a *Key* position and repeats the same value in that position in every bet.

An example of a wheel name is 3331-9.DMW. This wheel accepts three different numbers in each of the first three positions (A, B, C) and only one number in the D position (which in this case is the *key* position). It also generates 9 bets. Wheels can have any legal DOS file name but must have the extension .DMW if it is to be used with the Pick 3 /4 Manager. When a wheel is created by the Pick 3 /4 Manager, the .DMW extension is automatically appended.

View/Edit lets you view and manipulate the formula for a wheel. It uses the last wheel file selected. Use the access keys shown on the prompt line to display more records and to edit, insert, delete, and print records in the wheel file.

The *Build Bet* option creates a new bet file to match the formula of a selected wheel. It uses the last wheel file selected. Enter a name for the new bet file and then enter a number into each position displayed on the screen. When input is complete, the numbers are distributed through the wheel according to the wheel's formula and a new bet file is created. After the bet has been created you are returned to the menu. To view the new bet, select the *Bets* menu and then select Option 2 for View/Edit.

The *Design* function designs a new wheel according to a formula that you supply. Enter a file name for the wheel, then enter the amount of numbers that will be allowed for each position. Next, enter the number from the list above for each position of each Record. The numbers should be varied in a way to ensure that no two records are identical. When input is complete for all records, press the **Esc** key to return to the menu.

The *Erase* feature deletes a wheel file from the directory. Move the highlight bar with the **arrow** keys and press **Enter** to select a file. Press **Enter** again to verify the delete.

The *Select* feature selects a wheel file for manipulation. Move the highlight bar with the **arrow** keys and press **Enter** to select a file.

➤ The Utilities Functions Menu

The *Directory* option displays all files in the current directory. Use the **Page Up** and **Page Down** keys to view more files.



The *DOS Shell* option exits the program temporarily and allows access to the operating system. From here another program can be

run or files can be renamed or copied. Type *EXIT* at the operating system prompt to return to the Manager.

➤ **The Quit Functions Menu**



The *Exit Program* option exits the manager and returns you to the VersaBet Control Panel. Exiting should always be done using this option to insure that all files are properly closed.

➤ **The Analysis Functions Menu**



The results of all *Analysis* functions relate to a range of records you select prior to starting an analysis. All analysis functions are terminated by pressing the **Esc** key. Options available while in a function are displayed on the bottom line of the screen.

Analysis functions can be applied only to the *game* databases (.DMG file types).

• The Master Chart Report

GAME MASTER CHART: POSITION A (NORMAL ORDER)							RECORDS 1 TO 1280		
NMBR	HITS	HITS %	MISSES	MISSES %	FREQ OF HITS	SINCE HIT	LO-HI RANGE	RANGE STATUS	
1	134	10.5	1146	89.5	9.6	1	0-73	IN RANGE	
2	137	10.7	1143	89.3	9.3	2	0-54	IN RANGE	
3	119	9.3	1161	90.7	10.8	23	0-41	IN RANGE	
4	150	11.7	1130	88.3	8.5	8	0-41	IN RANGE	
5	109	8.5	1171	91.5	11.7	4	0-61	IN RANGE	
6	126	9.8	1154	90.2	10.2	3	0-47	IN RANGE	
7	118	9.2	1162	90.8	10.8	7	0-68	IN RANGE	
8	112	8.8	1168	91.3	11.4	5	0-62	IN RANGE	
9	133	10.4	1147	89.6	9.6	0	0-42	IN RANGE	
0	142	11.1	1138	88.9	9.0	18	0-37	IN RANGE	

FREQUENCY: Average number of draws that elapse before a number is drawn.
 SINCE HIT: Number of draws that have elapsed since number was last drawn.
 LO-HI RANGE: Least and most games that have elapsed before number drawn.
 RANGE STATUS: Current location in a number's Lo-Hi Range.

[A] [B] [C] [D] [S]lummy [O]rder [P]rint [Esc]

The Master Chart Provides summary information on every number in the game, both by position and regardless of position.

HITS: The number of times a number was drawn in a game drawing.

HITS %: The percentage of hits for a number in a given position.

MISSES: The number of times a number was NOT drawn in a drawing.

MISSES %: The percentage of misses for a number in a given position.

FREQUENCY: The average number of games between hits for a number.

SINCE HIT: Number of games that have elapsed since a number was hit.

LO-HI RANGE: Lowest and highest number of games that have elapsed between hits for a number.

RANGE STATUS: The current location of a number in its Lo-Hi Range, relative to the number of games that have elapsed since last hit.

Positions are selected by pressing the appropriate key listed on the last line on the screen. Pressing the **O** key (Order), will cause the display data to be reorganized into most-to-least-selected order.

Pressing the **S** key presents a summary that shows the stats for all numbers regardless of position.

• **THE PAIRS REPORT**

The *Pairs Report* shows the number of times any two numbers, regardless of position, have appeared together in the same drawing regardless of position.

Target Number

NUMBER PAIRING: FIVES				GAMES 1 TO 1280	
NMBRS	PAIRED	DOUBLED	TRIPLED	MOST PAIRED	
5 1	55	3	0	POSITION A	POSITION C
5 2	69	2	0	9C = 17	6A = 18
5 3	65	0	0		0B = 18
5 4	65	3	0	POSITION B	POSITION D
5 5	27	1	0	8A = 20	
5 6	62	3	0		
5 7	57	2	0		
5 8	79	5	0		
5 9	66	2	0		
5 0	73	1	0		

PAIRED: Number of records holding both numbers.
 DOUBLED: Number of records holding 2nd number twice with target number.
 TRIPLED: Number of records holding 2nd number 3 times with target number.

Select a target number from the line below or press [Esc] to exit report.
 Press the [P] key to print the report to your line printer

[1] [2] [3] [4] [5] [6] [7] [8] [9] [0] [P]rint [Esc]

Number 5 drawn with number 4 5 has appeared with 4 65 times 5 has appeared with two 4's three times 5 has appeared in Position A with 9 in position C 17 times

A number is selected from the list on the bottom line of the screen and is then matched on the left of the screen with all other numbers.

PAIRED: Shows how many times each two numbers have appeared together in the same game drawing.

DOUBLED: Shows how many times the target appeared with 2 of the second number.

TRIPLED: Shows how many times the target number appeared with 3 of the second number.

MOST PAIRED: Shows the numbers that the target numbers of each position have appeared with most frequently in the same game drawing.

• THE TRIPLES REPORT

Target Number

TRIPLES REPORT: FIVES RECORDS 1 TO 1280

PAIR	1	2	3	4	5	6	7	8	9	0	PAIR
5 1	3	7	5	5	0	8	5	10	9	3	1 5
5 2	7	2	7	12	5	7	7	8	8	6	2 5
5 3	5	7	0	11	4	8	4	7	7	12	3 5
5 4	5	12	11	3	0	4	6	5	8	11	4 5
5 5	0	5	4	0	1	7	1	4	2	3	5 5
5 6	8	7	8	4	7	3	3	6	7	9	6 5
5 7	5	7	4	6	1	3	2	13	7	9	7 5
5 8	10	8	7	5	4	6	13	5	9	12	8 5
5 9	9	8	7	8	2	7	7	9	2	7	9 5
5 0	3	6	12	11	3	9	9	12	7	1	0 5

This column is the same as column 1 on the left so you can read in both directions.

EXPLANATION: The matrix above shows the number of records that hold a 3-number combination with the target number. Read across from the pairs and then down from the number you're interested in to find total triples.

Select a target number from the line below or press [Esc] to exit report. Press the [P] key to print the report to your line printer.

[1] [2] [3] [4] [5] [6] [7] [8] [9] [0] [P]rint [Esc]

Numbers 5 and 6 have appeared with number 1 eight times

list of target numbers to select from

Shows all groups of three numbers, *regardless of position*, that have appeared together more than once. A *target* number is selected and matched on the left of the screen with all other numbers. The intersection of a line drawn down from the top number row with one drawn across from the left shows the number of times the three numbers, regardless of position, have appeared in the same drawing.

- **THE QUADS REPORT**

Shows all groups of four numbers, regardless of position, that have appeared together in the same drawing more than once.

- **THE BREAKDOWN REPORT**

Shows misc. statistical data for each position and for all positions combined for past game drawings. Shows the number of even numbers and odd numbers and shows percentages for each. Also shows the average number of a position.

BREAKDOWN REPORT CA3.DMG		RECORDS 1 TO 1280				
	A	B	C	D	ALL	
Even Nbrs	667	658	636		1961	
Even Pcntg	52.1	51.4	49.7		51.1	
Odd Nbrs	613	622	644		1879	
Odd Pcntg	47.9	48.6	50.3		48.9	
Avg Value	4.4	4.5	4.5		13.4	

Not used on a 3-number game

EXPLANATION: Read across from left to right to find values by category for each position and for all positions combined. All statistics relate to the range of records selected shown at the top right of the screen.

[P] = Print [Esc] = Exit

- THE NUMBER RANKING REPORT

RANKING REPORT: CA3.DMG									RECORDS 1 TO 1280		
NMBR	RANK	HITS	NMBR	RANK	HITS	NMBR	RANK	HITS	NMBR	RANK	HITS
4A	1	150	5C	11	131	4C	15	124	1D	25	0
9C	2	145	7B	11	131	9B	16	123	2D	25	0
6B	3	143	0C	11	131	3C	17	122	3D	25	0
0A	4	142	8C	12	128	6C	18	121	4D	25	0
2A	5	137	8B	13	127	7C	19	120	5D	25	0
3B	6	136	0B	13	127	3A	20	119	6D	25	0
4B	7	135	1C	14	126	7A	21	118	7D	25	0
1A	8	134	2B	14	126	8A	22	112	8D	25	0
9A	9	133	6A	14	126	5A	23	109	9D	25	0
2C	10	132	1B	15	124	5B	24	108	0D	25	0

EXPLANATION
 Numbers are shown in order of most-to-least hit irrespective of position. Read down and across. See the Master Chart to get ranking of numbers by position. All statistics relate to the range of records shown at the top right of the screen.

[P] = Print [Esc] = Exit

Example:
 Number 5 in position C ranks 2nd with 145 hits.

Shows the rank of a number relative to the number of times it was selected in a game drawing. All numbers, regardless of position, that were drawn the same number of times hold the same rank.

• THE SKIP TRACE REPORT

Position being examined

SKIP TRACE: POSITION A														RECORDS 1 TO 1280	
NMRR	S	K	I	P	S	LAST	AUG								
1	0	73	2	0	11	10	4	0	1	5	5	1	6		
	12	2	14	32	0	5	10	7	0	15	2	3	16		
	1	5	7	16	7	10	0	1	2	0	3	1	0		
	8	4	2	5	3	40	8	2	9	4	32	6	8		
	13	27	17	6	24	1	6	1	11	3	7	0	13		
	22	5	2	11	0	20	5	5	8	4	8	21	8		
	6	24	38	7	24	19	1	15	15	7	3	0	1		
	10	2	12	2	0	1	14	4	0	5	22	4	43		
	0	2	37	4	1	2	3	8	5	2	3	25	31		
	2	1	8	0	6	0	6	5	3	3	6	9	5		
	0	8	4	9											
2	12	1	4	15	10	2	1	1	8	3	6	11	54	1	9.8
	1	4	7	3	23	14	5	1	11	4	4	0	0		
	15	0	3	13	7	11	21	21	1	17	13	3	2		
	3	0	5	2	1	2	0	1	48	0	16	3	3		
	15	4	6	37	13	40	2	0	3	5	2	3	4		
	2	0	34	10	9	26	6	11	8	1	0	6	18		
	3	2	12	3	2	0	4	14	23	0	5	2	18		
	2	3	7	9	3	2	7	8	3	7	0	1	7		

[PgDn] = Next Page [P] = Print [Esc] = Exit

Example: 12 games passed before #2 hit, then another game passed before it hit again, then 4 more games passed before it hit again, then 15 games passed, etc.

One game passed since #1 hit

Number 1 hits on an average of every 9.8 games.

In the above example, all of this applies only to position A

Shows the number of games that have elapsed (skips) between hits for numbers of a position. Also shows the number of games that have elapsed since a number was last hit and the average skips for a number.

• THE HOT RANGE REPORT

Examines the hit/miss patterns of all numbers of all positions and predicts which numbers are most likely to be drawn in the next game drawing. Five numbers are selected for each position and ranked in order of probability from top to bottom. Some adjacent numbers may be of the same probability.

Using the Hot Range features is a quick way to get some somewhat refined numbers to play when you do not have the time to sit down and do extensive analysis. Bear in mind though that the Hot Range feature considers only a few factors and is not meant to be a permanent substitute for good cross-referenced analysis.

HOT RANGE: CA3.DMG RECORDS 1 TO 1280

	A	B	C	D
	4	1	9	
Most probable	7	4	5	
Next most probable	8	0	7	
	2	9	6	
	6	8	0	

EXPLANATION: The Hot Range indicates which numbers statistically are due to be selected in the next drawing. Numbers are listed by position in most-to-least probable order. Some numbers may be of equal probability.

Calculation Complete. Press [P] To Print or [Esc] To Exit

• THE CONSECUTIVES REPORT

CONSECUTIVE HITS: CA3.DMG RECORDS 1 TO 1280

	A	B	C	D	TOTAL
1	16	8	20		44
2	14	8	15		37
3	11	15	7		33
4	19	17	7		43
5	16	14	10		40
6	4	13	8		25
7	13	14	9		36
8	4	12	15		31
9	9	14	15		38
0	11	11	10		32

In this example, #5 followed itself in position A 16 times position B 14 times, and position C 10 times.

Number 5 followed itself a total of 40 times for all positions.

Number of times a number drawn in a game was drawn again in the next game

[P] = Print [Esc] = Exit

Shows a numbers' tendency to have consecutive hits (to be drawn in two or more games in a row). Numbers are listed by position and the numbers show the actual number of times a number has followed itself in a game drawing. The **TOTAL** column shows the total number of consecutive hits for *all numbers regardless of position*.

• THE SHADOWING REPORT

The number being shadowed

NUMBER SHADOWING: SEVENS The number being checked RECORDS 1 TO 1280

	1	2	3	4	5	6	7	8	9	0
A										
BEFORE	14	10	9	11	8	9	13	11	12	21
AFTER	11	13	9	13	10	9	13	10	13	17
B										
BEFORE	13	9	13	18	4	16	14	13	14	17
AFTER	14	12	17	9	9	12	14	16	15	13
C										
BEFORE	12	16	14	16	12	11	9	7	11	12
AFTER	9	16	16	10	10	15	9	11	14	10
D										
BEFORE										
AFTER										

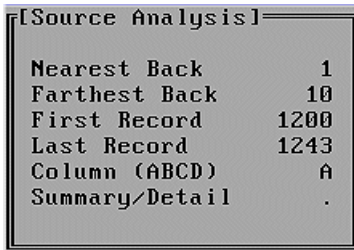
Select number to shadow from line below. [P] = Print [Esc] = Exit

[1] [2] [3] [4] [5] [6] [7] [8] [9] [0] [P]rint [Esc]

Number 3 was drawn 13 times in position B in a game just before #7 was drawn in that position, and number 3 was drawn 17 times in position B in a game just after #7 was drawn in that position,

Shows the number of times all numbers have been selected in a drawing **immediately before** and **immediately after** a *target* number. It illustrates the tendency of certain numbers to precede and certain numbers to follow other numbers. A target number is selected from the prompt line and the display relates the target number to each position.

• THE SOURCE ANALYSIS REPORT



This report shows the most productive *source of winning numbers* from past games. A range of past games is entered by you. The first number entered is the record distance *back from itself* that each target game will begin looking for matching numbers (**Nearest Back**).

The second number entered is the record distance back from itself that each target game will *stop* looking for matching numbers (**Farthest Back**).

Next, you enter a *target game* or group of games. These are the games that will search earlier games for matches to the numbers that it holds. The **First Record** is the target game to consider that is nearest the top of the database. The **Last Record** is the target game to consider nearest the bottom of the database. If you wish to analyze only one game, simply enter the same record number into **First Record** and **Last Record**.

SOURCE ANALYSIS (SUMMARY) BACK 1 TO 10				COLUMN: ALL	RECORDS 1270 - 1280			
MOST-TO-LEAST PRODUCTIVE SOURCE				:	NUMERIC ORDER BY GAMES BACK			
GAMES BACK	TOTAL HITS	AVG HITS	% OF TTL HITS	:	GAMES BACK	TOTAL HITS	AVG HITS	% OF TTL HITS
2	12	1.091	13.48	:	1	8	0.727	8.99
4	12	1.091	13.48	:	2	12	1.091	13.48
7	11	1.000	12.36	:	3	4	0.364	4.49
6	10	0.909	11.24	:	4	12	1.091	13.48
8	10	0.909	11.24	:	5	7	0.636	7.87
1	8	0.727	8.99	:	6	10	0.909	11.24
9	8	0.727	8.99	:	7	11	1.000	12.36
5	7	0.636	7.87	:	8	10	0.909	11.24
10	7	0.636	7.87	:	9	8	0.727	8.99
3	4	0.364	4.49	:	10	7	0.636	7.87

This column shows the source of the numbers in the order they should be considered.

Average for combined games back = 8.091 hits per record scanned

[Enter] = Continue [P] = Print Summary [Esc] = Exit

You then select either a **Detailed** or a **Summary** report of the results. A **Detailed** report shows each individual record as it is searched and then summarizes the results. A **Summary** report just gives the final result of the search and is the most useful choice. **Summary** report is the default choice and can be selected by simply pressing the **Enter** key.

The results of the summary report show in descending order the most productive **Games Back** overall for all of the target records checked.

Information from this report can be used to select numbers for the next game by entering the

View/Edit function from the *Games* menu, counting backwards from the end of the file to the most productive games back, and recording the numbers for use in the next game.

• THE MULTIPLES REPORT

MULTIPLE HITS: CA3.DMG		RECORDS 1 TO 1280				
	DOUBLE	TRIPLE	QUAD	TOTAL	AVG	SINCE
1	43	1	0	44	29.1	13
2	28	0	0	28	45.7	215
3	30	0	0	30	42.7	54
4	43	0	0	43	29.8	80
5	26	1	0	27	47.4	24
6	34	3	0	37	34.6	2
7	35	2	0	37	34.6	23
8	28	2	0	30	42.7	17
9	32	0	0	32	40.0	6
0	37	2	0	39	32.8	7

This report shows the number of times each number was drawn more than once in the same game drawing. It also shows the average number of games that occur for multiples, and the last time a multiple occurred.

[P] = Print [Esc] = Exit

#6 appeared twice in the same drawing 34 times

#6 appeared 3 times in the same drawing 3 times (666)

Total multiple hits for number 6

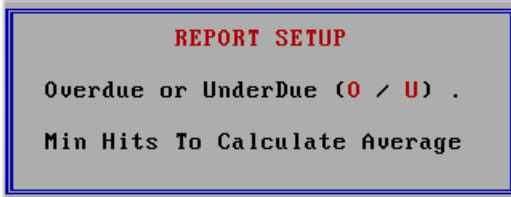
#6 appears as a multiple on average every 34.6 games

2 games have passed since #6 showed as multiple

This function examines the database for numbers that have appeared more than once in the same game drawing, such as a double number, a triple number, or in the case of a 4-number game, a quadruple number.

The incidence of multiple hits is reported on for each number between 0-9, followed by the total number of multiple hits for each number, the average number of multiple hits for each number, and the number of games that have elapsed since each number appeared as a multiple hit.

• THE DUE NUMBERS REPORT



The *Due Numbers* report takes a look at the frequency of *number-set occurrences* throughout the entire history of the game, and determines if a set is *overdue* or *under due* for another hit. A set that has currently skipped *beyond* it's average hit pattern is considered overdue. A set that has currently skipped

under its average hit pattern is considered under due (or possibly *coming due*). In order to be able to realistically calculate a pattern of average hits, there is a certain *minimum hit requirement* that a set must meet before it is eligible for analysis. If a number-set does not meet the requirement, it is passed over.

The minimum hit requirement is 1/2 of 1% of the size of the database. In other words, if your database contains 1000 game drawings, then a set must have hit at least 5 times. You can *increase* this minimum hit requirement, but you cannot *decrease* it.

Setting The Specifications

After selecting the report from the Analysis menu, you must first tell the program the type of report you wish to generate; either *Overdue* or *Under Due*. Enter **O** for Over or **U** for Under. Next you must set the minimum hits to be used to calculate the average.

At this point you can either accept the default (shown on the bottom line of the screen), or you can enter a number larger than the default. Obviously, the more often a number-set has been hit the more useful will be the information on the report, so if your database is 1000 records or more in size you might want to start with a slightly larger setting. If the report finds no sets you can adjust the setting downward and try again.

Reading The Report

The sample screen below is an *Overdue* report. It is divided into four columns of information showing the number-set found, the total numbers of time that the set has hit, the average hits, and

FILE: TX3.DMG					OVERDUE REPORT	
A	B	C	D	Ttl Hits	Avg Hits	Cur Skips
0	1	9		3	279.33	405
0	3	1		4	222.25	354
0	4	1		5	192.20	282
0	4	3		6	150.67	339
0	6	9		5	113.80	674
1	0	0		4	215.00	383
1	0	5		3	257.00	472
1	2	7		3	222.67	575
1	5	5		3	183.67	692
1	5	7		3	218.00	589
1	6	4		3	130.00	853
1	7	8		3	293.33	363
1	9	2		3	275.00	418
2	0	7		3	185.00	688
2	2	3		3	227.00	562
2	4	2		4	214.50	385
2	7	4		5	144.80	519
3	5	6		3	302.67	335
3	6	5		3	160.67	761
4	3	3		3	251.00	490

[PgUp]-[PgDn]-[Home]-[End] [P] = Print [Esc] = Quit

Overdue Sets Found: 58

the number of games that have elapsed since the set was last hit.

Each number-set shown is unique and the same numbers may appear more than once in sets that are arranged

differently.

In the report above, the first set **019** is shown to have hit 3 times (**Ttl Hits**) and has hit on an average of every 279.33 drawings (**Avg Hits**). It was last drawn 405 drawings ago (**Cur Skips**).

A much stronger set (**043**) is shown further down the list. Since it has hit 6 times it has established a much more regular pattern of behavior and is probably a better candidate for selection.