Now we will take you through the easy steps to acquire
Your set of ten most likely numbers to start WINNING!

Below you will find worksheets that will help you create your winning
Numbers. As mentioned in our website, this is an interactive process.

You can play your picks either as a straight bet
or box bet. Please check with your states
Pick 4 lottery for playing options

Every state or province now has a lottery website where
all the information along with daily winning
numbers can be located.

You will be amazed at how you will hit at
least three numbers out of the four number
combos listed below with each single number
drawing of ANY STATE/or Province Pick 4 Lottery!
(We realize you have to hit all four numbers to
win and you will when you keep playing.)

You can now play The Pick 3/ Pick 4 Lottery
online and win *THOUSANDS*!

[http://www.5dimes.com/lotteryinfo.htm](http://www.5dimes.com/lotteryinfo.htm)

Remember, this system will now increase your
odds of winning any state/province Pick 4 Lotto by 30-40%.

Once you begin playing and winning, please email
us and let us know. We receive emails everyday
from people who are winning their state/province and
other states Pick 4 Lottery.
PUTTING THE MATRIX TOGETHER

You will be using the enclosed Worksheet One and Worksheet Two to collect and code the data you need for your Matrix input. We have provided tables to use for the Quick 5 Method and Solid 6 Method as well as a blank table should you wish to develop your own, unique methodology!

You are free to print out and use as many of these worksheets as you need, but for your own personal use, only!

In each table, we have provided you the space to enter data for up to 5 states/provinces of your choice, for those nation-wide players, or for those looking to collect and compare draw data from across the country!

There are three methods to attain your winning numbers:

A. QUICK 5 METHOD

Use the lottery against itself! Every lottery draw operates differently, and analyzing the historical data of any Pick-3 lottery will show that some numbers simply come up more often than others!

Don’t fight the system win with it!!!

INSTRUCTIONS FOR QUICK 5 METHOD

1. Find the five most frequent numbers drawn in the lottery of your choice. You do this by simply clicking on the following link:

   http://www.lottery.state.mn.us/links.html

   This will provide you with your five numbers for the Matrix.

A little confused lets clarify with an arbitrary example
The following two steps should get you started

A. Find the data for the previous 60 draws in the pick 4 lottery

REMEMBER EACH AND EVERY LOTTERY WILL YIELD THERE OWN SET OF NUMBERS

B. Once you have your 60 numbers, find out the five most drawn numbers from these.

Here is an arbitrary example

3567 - 7439 - 1677 - 6794 - 3671 - 8431 - 6672 - 7492

REMEMBER I am only using 8 numbers in my example - you would use 60

#1 drawn 2 times
#2 drawn 2 times
#3 drawn 5 times
#4 drawn 3 times
#5 drawn 1 time
#6 drawn 6 times
#7 drawn 7 times
#8 drawn 1 times
#9 drawn 4 times

Now that you have figured out all your numbers you take the top 5 which in this example they would be

7-6-3-9-4 (in order from most frequent to least frequent)

THESE WOULD BE A-B-C-D-E THESE ARE THE NUMBERS YOU PUT IN THE MATRIX

Remember to treat different state draws as separate lotteries, because they would each have there own set of numbers
2. The second easy step is to place your numbers into the Worksheet One below. Remember: you can play as many pick 4 lotteries as you like.

<table>
<thead>
<tr>
<th>state/provinces</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
<th>5th</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arbitrary Example</td>
<td>7</td>
<td>6</td>
<td>3</td>
<td>9</td>
<td>4</td>
</tr>
</tbody>
</table>

3. The third step is to integrate your numbers into the final worksheet, Worksheet Two. Once you have completed this, you will have your five most likely combinations of numbers to be drawn.

This step is two fold in purpose

1. Transfer your numbers you have found to the matrix listed below. We have used our ARBITRARY EXAMPLE to show you how to enter your numbers into the matrix

\[
\begin{array}{cccccc}
7 & 6 & 3 & 9 & 4 \\
A & B & C & D & E \\
\end{array}
\]

Enter the numbers for each Matrix Code Letter above into the corresponding positions in the Matrix below. For example, if your number for Code Letter A is 7, enter the number 7 in every position labeled A below: We have done the first number using the numbers from the ARBITRARY EXAMPLE

\[
\begin{array}{cccccc}
7 & 6 & 3 & 9 \\
A & B & C & D \\
\end{array}
\]

\[
\begin{array}{cccccc}
 & & & \\
A & B & D & E \\
\end{array}
\]

\[
\begin{array}{cccccc}
 & & & \\
A & C & D & E \\
\end{array}
\]

\[
\begin{array}{cccccc}
 & & & \\
E & C & D & B \\
\end{array}
\]

\[
\begin{array}{cccccc}
 & & & \\
A & B & D & E \\
\end{array}
\]
LET’S REVIEW THE  **QUICK 5 METHOD**

1. Very important to REMEMBER that each Pick 4 lottery will have its own Matrix and own set of numbers
2. Remember if your lottery does not provide statistical analysis, use the example we have shown to provide you with your numbers
3. It is important to go back in data at least 60 days to find your numbers
4. Play your five numbers for at least 30 days
5. Remember to SEND US Your Testimonial

If you do have any further questions we are always available at support@pick3uwin.com

The Second Pick 4 System is based on many of the principles as the first, except this time we are broadening our search to formulated more pick 4 numbers that will greater enhance our chances of winning the pick 4 lottery. It is very important to follow the instructions very closely the **KEY** to making this system work for you is finding the correct numbers for your matrix

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**INSTRUCTIONS FOR THE  **SOLID 6 METHOD**

1. Find the SIX  most frequent numbers drawn in the lottery of your choice. You do this by simply clicking on the following link:

   http://www.lottery.state.mn.us/links.html

   This will provide you with your five numbers for the Matrix.

   **A little confused lets clarify with an arbitrary example**
The following two steps should get you started

A. Find the data for the previous 60 draws in the pick 4 lottery of your choice

REMEMBER EACH AND EVERY LOTTERY WILL YIELD THERE OWN SET OF NUMBERS

B. Once you have your 60 numbers, find out the five most drawn numbers from these.

Here is an arbitrary example

3567 - 7639 - 2367 - 6794 - 3678 - 4315 - 6721 - 7492

REMEMBER I am only using 8 numbers in my example - you would use 60

#1 drawn 1 times
#2 drawn 3 times
#3 drawn 5 times
#4 drawn 3 times
#5 drawn 1 time
#6 drawn 6 times
#7 drawn 7 times
#8 drawn 1 times
#9 drawn 4 times

Now that you have figured out all your numbers you take the top 6 which in this example they would be

7-6-3-9-4-2 (in order from most frequent to least frequent)

THESE WOULD BE A-B-C-D-E-F

THESE ARE THE NUMBERS YOU PUT IN THE MATRIX

Remember to treat different state draws as separate lotteries, because they would each have their own set of numbers
2. The second easy step is to place your numbers into the Worksheet One below. Remember: you can play as many pick 4 lotteries as you like.

<table>
<thead>
<tr>
<th>state/provinces</th>
<th>1st</th>
<th>2nd</th>
<th>3rd</th>
<th>4th</th>
<th>5th</th>
<th>6th</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arbitrary Example</td>
<td>7</td>
<td>6</td>
<td>3</td>
<td>9</td>
<td>4</td>
<td>2</td>
</tr>
</tbody>
</table>

3. The third step is to integrate your numbers into the final worksheet, Worksheet Two. Once you have completed this, you will have your five most likely combinations of numbers to be drawn.

This step is two fold in purpose

2. Transfer your numbers you have found to the matrix listed below. We have used our Arbitrary Example to show you how to enter your numbers into the matrix

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>3</th>
<th>9</th>
<th>4</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
<td>F</td>
</tr>
</tbody>
</table>

Enter the numbers for each Matrix Code Letter above into the corresponding positions in the Matrix below. For example, if your number for Code Letter A is 7, enter the number 9 in every position labeled A below: We have done the first number using the numbers from the Arbitrary Example.
<table>
<thead>
<tr>
<th>Ticket #</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
<th>F</th>
</tr>
</thead>
<tbody>
<tr>
<td>#1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>#2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>F</td>
<td></td>
</tr>
<tr>
<td>#3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>#4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>#5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>#6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>B</td>
<td></td>
</tr>
<tr>
<td>#7</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>#8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>#9</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>#10</td>
<td></td>
<td>A</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>#11</td>
<td></td>
<td>A</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>#12</td>
<td></td>
<td>A</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>#13</td>
<td></td>
<td>B</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>#14</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>A</td>
<td></td>
</tr>
<tr>
<td>#15</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>A</td>
<td></td>
</tr>
</tbody>
</table>
c. **Custom Matrix**

Our third method is one that allows you to play numbers that you choose. This may not be for everyone, but over the years we have discovered that some people like to play their *lucky* numbers. This third method allows a player to play his/her own numbers while maximizing the odds of winning. That’s right: with this system, we will strategically place the numbers you choose into ten combinations that are most likely to win. This method is our Custom Matrix.

*We do not recommend this one it is not based on any scientific data and is only based on the player intuition*

**INSTRUCTIONS: Custom Matrix**

1. You pick your five or six lucky numbers. They could be birthdates, ages or Anniversaries the list could go on and on. Once you have narrowed down your five or six numbers, you are now ready for the second step.

2. The second easy step is to place your numbers into the matrix for the *Quick 5* or *Solid 6*. Once you have your 5 or 6 numbers then you just follow all the steps in the previous two methods.

*The important thing to remember that this Custom Matrix is only for those who think that there numbers will beat proven data that has repeated itself over and over again*