

With this issue, we finish the series about your Lotto program's WINS menu.

Wrapping It Up

In this five-part series, you've explored options for checking your playing strategy.

You've seen how software can go beyond just "tracking the game". It can show you more than just information about what numbers are doing. It's the idea of knowing *how to find* information.

The main idea is to do these actions:

- Look past the numbers, and start tracking *methods of finding numbers*.
- Compare those methods, and learn which ones work best at picking winning numbers.

You have three WINS options for doing this:

- [Find Best Pick Lines](#)
- [Check Winning Picks](#)
- [Check Playing Strategy](#)

We explored the first option in earlier issues. In this new issue, you'll see the other two.

Good luck -- and *WinIt!* CDEX

Have You Visited Your Web Site?

Visit LD on the World Wide Web ...
<http://www.ldir.com>

In this issue . . .

- [Your Lotto WINS Menu \(Part 5\)](#)
 - ... [Check Winning Picks](#)
 - ... [Check Playing Strategy](#)

Check Winning Picks

[Find Best Pick Lines](#) gave you a summary report on your eight Automatic Pick lines.

PICK LINES		Press S (SELECT), W (WINS), A (AUTO), H (HELP), Escape: >														
Winners: 2 6 7 11 19 32		in Draw 490. Picks from 489.														
Total Draws:	490	Draws This Scan:	1	Wins This Draw:	5 of 15											
Scanning:	490	Wins This Scan:	5 of 15	Average Wins:	5.0	200%										
RABITY:	21	33	35	36	22	20	27	23	14	30	32	34	18	17	4	6
FREQUENCY:	5	3	9	7	24	11	2	28	19	26	29	1	10	13	16	31
CURRENT:	3	24	6	10	2	5	7	20	21	22	29	1	17	18	19	26
TRENDING:	20	21	22	17	18	32	34	36	23	30	14	33	35	4	12	27
PATTERN:	3	10	16	26	1	19	25	2	6	9	15	17	18	20	22	29
OPTIMUM:	6	9	15	17	18	20	22	29	32	34	35	2	3	10	16	26
INDEX-S:	12	27	4	13	23	36	8	30	31	7	11	1	19	25	2	15
INDEX-T:	4	12	35	14	27	25	30	33	15	31	11	13	23	8	9	16
Press PageDown for additional listings																

[Check Winning Picks](#) lets you drill down into the details inside each pick line. You can:

1. Set each pick line to any amount of numbers.
2. Combine multiple pick lines, making a larger selection of numbers.

You'll see how each pick line has been doing at finding winning numbers for each new draw.

Consider how these pick lines work. With them, you are checking *methods* of picking numbers.

These are *exactly the same methods* you use when wheeling new numbers for the next draw.

(Continued on the next page . . .)

Your 'Check Winning Picks' Option

All you need to do with Check Winning Picks is: select one or more pick lines, and then set their sizes to any amount of numbers you are comfortable with using in wheeling.

Lottery Director will scan the game's past draws automatically. It will give you a continuous Quality report on how those lines have done at finding winning numbers in each new draw.

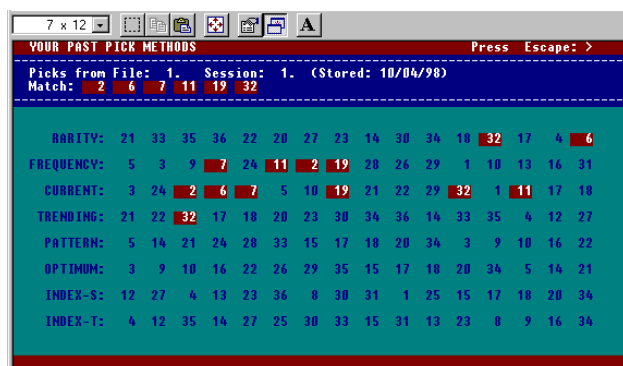
Automatic Scanning Options You can set a Win Level (press W, or click on the WINS label on your screen). For example, if your game gives a prize for matching at least 3 winning numbers, you can set the Win Level to 3. The scanning will stop at each draw with 3 or more winners.

Sound Options You can set your Sound Options (on your VIEW menu) for use in Win Checking. Your screen will give you an audio 'flag' when it finds the winning numbers.

Your 'Check Playing Strategy' Option

You have seen how both Find Best Pick Lines and Check Winning Picks will scan the history, checking for winning numbers in the pick lines. They do this -- whether you played any of those numbers or not. Check Playing Strategy is different. It does not scan the history. Instead, it keeps track of your picks. It looks at the choices that were available to you when you actually *did wheel your numbers*.

Each time you made an actual playing decision -- picked numbers and wheeled them -- Lottery Director stored your tickets. *It also stored all of the numbers that were available in your pick lines at that time.* This information is retained in 'Tickets' files on your disk. You can call the numbers back at any time.



YOUR PAST PICK METHODS		Press Escape: >	
Picks from File:	1.	Session:	1. (Stored: 10/04/98)
Match:	2 6 7 11 19 32		
RARITY:	21 33 35 36 22 20 27 23 14 30 34 18 32 17 4 6		
FREQUENCY:	5 3 9 7 24 11 2 19 20 26 29 1 10 13 16 31		
CURRENT:	3 24 2 6 7 5 10 19 21 22 29 32 1 11 17 18		
TRENDING:	21 22 32 17 18 20 23 30 34 36 14 33 35 4 12 27		
PATTERN:	5 14 21 24 28 33 15 17 18 20 34 3 9 10 16 22		
OPTIMUM:	3 9 10 16 22 26 29 35 15 17 18 20 34 5 14 21		
INDEX-S:	12 27 4 13 23 36 8 30 31 1 25 15 17 18 20 34		
INDEX-T:	4 12 35 14 27 25 30 33 15 31 13 23 8 9 16 34		

What You See You can enter any numbers you want to check -- or, just click your mouse to select the last draw's numbers automatically.

Select any Tickets file you want to see. You'll see how the current numbers match the numbers that were available at that time.

You can see how well the numbers you *did* pick performed. You can also see how well the numbers you *did not* pick performed.

Here is a way to look at this. When you made a decision, you did so from various choices you had. You chose numbers, using some kind of pick method. You ignored other numbers from other methods. Every number -- whether you chose it or not -- belonged to some kind of pick method.

The choices you *did* make are stored in your wheeled combinations, in a Tickets file. The choices you *did not* make are stored in the *same file*, and you can see them here with Check Playing Strategy.

Note that you do not need to do anything special to make this happen. You store your tickets naturally, so you can do your usual win checking and playslip printing. Lottery Director does the rest, by storing the Automatic Pick lines and the numbers they contain.