Go-Lotto in the Beginning and How it Started

My name is Jerry and I have made studying and analyzing the Lottery my life's work. I have always been fascinated by the many possibilities and probabilities of number patterns in lottery drawings. Starting in 1978, I began to carefully record, on paper, each drawing of the New York State Lottery. In the early 70's, the dawn of computer technology, I was one of the first, lucky graduates to come out of Control Data Institute. The industry was hungry for new talent and I was scooped up by a scout from Digital Equipment Corporation as a member of their technical support team. I found myself in command of a great deal of computer power and I can only say it felt like I was standing in a candy store with Dad's credit card.

Although programming was not part of my job requirement, I began to teach myself programming in my spare time, so I would be able to develop programs which could analyze number patterns. Every drawing, I would test and tweak my programs, trying to find just the right mix of numbers. After nearly 10 years I had created well over 100 separate programs, each designed to address what I believed would qualify me as a genuine lottery guru. By this time, I was quite proficient at programming, taking all my tiny programs and incorporating them into the one large program, now known as GO LOTTO.

GO LOTTO is a program flexible enough to handle any type of lottery in any state or country in the world. I painstakingly took the many hours necessary to input accurate and complete data for every lottery that exists.

I'd be lying if I said you will win every time you play. That would be unrealistic. I will say that using my program will give you an edge above the average lottery player. I can emphatically state that this program will do everything it says it does. If you are looking for the numbers that come out with the most frequency, either individually or in conjunction with other numbers, you can be confident in its accuracy.

The demo file will give you a chance to move around in my program and what it can do to help you, the hopeful lottery winner.

USEFUL INFORMATION

Some useful hints running Go-Lotto Software the program is always looking for a correct date input. In both mouse and non-mouse mode the formats are the same DD-MMM-YY format. There are a few places to use this shortcut, inputting new draws and changing marker date.

NON-MOUSE mode this will be DD-MMM-YY format it is used internally to check for certain sorts and calculations. I have made a few shortcuts to use for example when inputting lottery results for yesterday when it comes up to date prompt inserting a + at the date prompt will auto add yesterdays date and a ++ at the prompt will input today's date. If you need to add any other date you can input the first 2 digits 01-31 for the day of the month and use F1 to F12 keys for the rest of the date and these keys will add –MMM-YY to complete the date format.

MOUSE MODE there will be dates to choose from that come up on the screen you can click on, this is for inputting new draws and also changing marker date.

DOWNLOAD DATA FILE INFORMATION

DOWNLOADING DATA FILES FROM INTERNET – I have provided data files from all of the United States lotteries, selected lotteries in Canada and Europe, and South Africa. These data files can be downloaded from my site or there is a link on my web page (These files are updated 2 or 3 times a month).

 http://www.geocities.ws/dataman/

There is a direct link to my files at.

http://www.geocities.ws/dataman/data/

To use these files download files needed, the files with no extension are files with all the data from each lottery, the files with the .day extension are files that are pre-setup for days of the week lottery is drawn and the files with the .xxx extension are used for jumping to a website to get numbers needed to update program. For example in New York one of the files is NY39, that file corresponds to Take Five, this lottery is a NY lottery and there are 39 numbers in this lottery, so I use NY39. In setting up this file in the program it will also ask how many numbers drawn and that will be 5. Once this is done for each file downloaded the Go-Lotto program will be able use that to correctly format the data file and the menu for selecting different lotteries. To help to setup your files there is a HELP.PDF file that gives all the answers to each lottery that is needed to be setup.

http://www.geocities.ws/dataman/data/-HELP.PDF

MAIN MENU

A. SELECT DIFFERENT TYPE OF LOTTERY FILE - This selection will either reload the present data file or up to 115 other data files. (with mouse controls on, only first 9 files can be accessed by keyboard if desired) all can be accessed with mouse to select.

D. DOWNLOAD DATA FILES FROM INTERNET – This selection will send you to a ftp site to download current data files for each US State, Canada and selected other countries. These numbers will not be updated daily (1 or 2 times a month) just to get the user close to being fully updated.

E. ONLINE HELP / ABOUT PROGRAM – This selection gives some useful info about program and options involved in using program.

G. GOTO LOTTERY WEBSITE - Will startup browser and go to site selected, for fast access to current lottery numbers. To set it up go to print menu copy the website you want to go to then using the "S" selection on the menu, paste web address and it is set .

H. GOTO LOTTERY WEBSITE ALT SITE - Will startup browser and go to site selected, for fast access to current lottery numbers. To set it up go to print menu copy the website you want to go to then using the "T" selection on the menu, paste web address and it is set .

 I. INPUT NEW DRAWS TO END OF LIST - This selection will go to the end of the data file and will allow the operator to input the new drawing this should be done every time there is a new drawing to keep up with an up to date data file.

 S. SAVE LOTTERY FILE - This selection will save the entry inputted into the data file selected.

 +. SPOT CHECK TICKETS LAST 22 DRAWS FOR WINNERS.

 R. REMOVE TEMP MEMORY - The program auto changes the color of files in startup that have been saved to a different color for preset hours to remind user file was already updated for the day. This is for users that keep track of many lotteries and results do not come out at the same time for all lotteries.

 M. THIS WILL SEND USER TO MISCELLANEOUS MENU.

 N. THIS WILL SEND USER TO NUMBER CALCULATION MENU.

 P. THIS WILL SEND USER TO PRINT CHECK & SETUP MENU.

 Q. THIS WILL SEND USER TO BOX MENU

 X. THIS WILL EXIT USER FROM PROGRAM.

 O. THIS WILL NOTIFY WHAT DAYS DRAWS TAKE PLACE.

Day+ Day-   THIS WILL ALLOW USER TO CHANGE THE DAY OF WEEK ON THE BOTTOM LINE THEN IT WILL AUTO UPDATE DAYS AT MIDNIGHT TO THE NEXT DAY.

 ?. TOGGLE - MOUSE ON – Light Blue -   MOUSE OFF – Dark Blue.

PRINT CHECK & SETUP MENU

A.   PRINT LIST - This selection will use the selected lotto file and print all the winning combinations that have come out up to date. This will also create a file called list.txt for file to e-mail.

B.   PRINT LIST (LAST 52 DRAWS) - This selection same as PRINT LIST except prints last 52 winning combinations only. This will also create a file called list.txt for a file to e-mail.

 C.   PRINT WORK SHEET - This selection will print a 10 day work sheet to keep track of numbers from day to day as hard copy.

D.   PRINT ORDER FORM - This is to order a registered copy.

E.   SETUP TO INPUT GAMES TO CHECK (up to 100 different games to input).

F.   EDIT GAMES - Edit data in games to check, this is used if you play the same numbers every draw and want the program to check how many numbers you had on each game panel.

G.   EDIT MARKER DATE - When checking tickets it will keep track of when first ticket play date is. The date will go purple for ease of viewing.

H.   CHECK GAMES - Check games against past information inputted, this is to get a quick idea how many of your tickets are winners.

O.   EDIT PLAY DAYS - Changes home screen to remind the user what day the draw is, white for draw day - dark blue for no draw day this is also used in the startup menu when picking a data file to update there will be a small arrow on the data files that have to be inputted that day.

R.   SETUP BALL ROTATION FACTOR - This can be set from 2 to 12 the default is 6.

 S.   INPUT WEBSITE TO CHECK - Paste web address of lottery site that is desired to go to for the lottery results and it will be saved in a file.

T.   INPUT WEBSITE TO CHECK ALT SITE - Paste web address of lottery site that is desired to go to for the lottery results and it will be saved in a file.

Y.   CHANGE YEAR (TEMP) - It will setup F1 - F12, -JAN-YY THRU -DEC-YY it will go back to present year when restarted.

M. THIS WILL SEND USER TO MISCELLANEOUS MENU.

N. THIS WILL SEND USER TO NUMBER CALCULATION MENU.

Q. THIS WILL SEND USER TO BOX MENU.

X. THIS WILL SEND USER TO HOME MENU.

NUMBER CALCULATION MENU

A.   VIEW TOTALS ON SCREEN - This will calculate every drawing inputted and display every number and how many times that number came out.

B.   VIEW NUMBERS AND THEIR LAST TIME OUT - This will calculate when the last date each of the numbers came out.

C.   VIEW MOST FREQUENT NUMBERS - In this selection the user can specify how many drawings to go back and calculate which numbers are the hottest. This will also create a file called total.txt for a file to e-mail.

D.   VIEW MOST FREQUENT NUMBERS 50 THRU 250 DRAWS - In steps of 50, this is a good feature to get an idea what numbers are coming out often that you might just not notice, or by looking at a list of numbers.

E.   TOP 20 HOT NUMBERS - This selection will search all the drawings from the beginning and choose the top 20 hot numbers.

F.   TOP 20 SLEEPERS - This selection will search backwards from the newest draw and calculate backwards which numbers are sleepers and possible overdue numbers, this is a good feature if you want to throw a few numbers in there that are way overdue.

G.   HOT NUMBER PATTERNS (BALL ROTATION) - This selection will pick hot number patterns since the beginning of the inputted data and only use the numbers in that ball rotation for example if you are using rotation 6 it will only use every 6th drawing and ignore all others.

H.   NUMBERS BY HOROSCOPE - This selection will select the top 20 numbers of whatever sign of the horoscope you desired and only use the numbers for that sign and ignore all others. I have had a lot of feedback from many of my users that this feature was a very positive function in making lottery selections.

I.   SKIP HIT CHARTS - This will calculate the number of draws between every time each number has come out and total it up. It will also give total draws hit ratio and last 5 times the number has come out.

J.   HOT PAIRS - This selection will calculate paired numbers and which pairs have come out the most.

K.   NUMBER COMPARE - This will look for draws that have matched other draws by the amount of numbers you want to search for.

L. TOP 20 HOT NUMBERS HI/LO – This will check for numbers one up, and numbers one down, of actual numbers drawn for patterns with numbers close to actual numbers.

R.   NUMBER BY COLUMN TO CHECK - This will check by column and only use those numbers to find best number in that column, used for games like power ball or games with a ball from a separate pool.

S.   NUMBER BY COLUMN TO CHECK - This will check by column and only use those numbers to find best number in that column, used for games like power ball or games with a ball from a separate pool. This selection will only use last 10% of draws.

ON SELECTIONS G-J THE COMPUTER CAN USE THE INFORMATION PROVIDED AND CREATE

A TOP 10 GAME LIST TO PLAY USING THE BEST 2 NUMBERS AND WHEELING THE REST.

M.   THIS WILL SEND USER TO MISCELLANEOUS MENU.

P.   THIS WILL SEND USER TO PRINT CHECK & SETUP MENU.

Q.   THIS WILL SEND USER TO BOX MENU

X.   THIS WILL SEND USER TO THE HOME MENU.

BOX MENU

A. BOX 4 NUMBERS OUTPUT TO PRINTER.

B. BOX 5 NUMBERS OUTPUT TO PRINTER.

C. BOX 6 NUMBERS OUTPUT TO PRINTER.

D. BOX 7 NUMBERS OUTPUT TO PRINTER.

E. BOX 8 NUMBERS OUTPUT TO PRINTER.

F. BOX 9 NUMBERS OUTPUT TO PRINTER.

G. BOX 10 NUMBERS OUTPUT TO PRINTER.

H. BOX 11 NUMBERS OUTPUT TO PRINTER.

I. BOX 12 NUMBERS OUTPUT TO PRINTER.

J. SETUP SKIP FACTOR.

In these menu selections "A" to "I" it will calculate numbers to play if you want to box a group of numbers for example selection "A" if the lottery in your state is a 4 number lottery and you wanted to box 10 numbers, you can input the 10 numbers you select and it will calculate how many games to play and what the numbers to play in each game will be. This will give the player the option to have a 1st prize winner if any of the 4 out of 10 numbers come out, it will also give many 2nd place winners and many 3rd place winners and so on. This is mostly used if you are running a lottery pool with many people because this could get real expensive to play **(if you wanted to box 10 numbers on a 4 number lottery it would come up with 210 different games).**

M. THIS WILL SEND USER TO MISCELLANEOUS MENU.

N. THIS WILL SEND USER TO NUMBER CALCULATION MENU.

P. THIS WILL SEND USER TO PRINT CHECK & SETUP MENU.

X. THIS WILL SEND USER TO MAIN MENU.

MISCELLANEOUS MENU

A.   CREATE OR DELETE A LOTTERY FILE - This selection is used for the GL.CFG file this will tell the computer how many data files their are out there their names and configure each file to operate properly. In this menu the user can Create Delete or Save an entry and return back to the miscellaneous menu.

B.   SEARCH PAST DRAWINGS - This selection will search all the drawings and calculate how many numbers have come out and the date of the last hit using the inputted combinations supplied by the users data file.

C.   QUICK PICK - The computer will pick a combination for the user, sometimes you just want a quick pick).

D.   DISPLAY DRAWINGS - This will start at the first drawing and display all the drawings up till the last drawing.

E.   DISPLAY DRAWINGS REVERSE - This will start at the last drawing and display all the drawings to the first drawing.

F.   DISPLAY DRAWINGS BY NUMBER - This will start at the first drawing and select only the draws that have the number that was selected by the user.

G.   DISPLAY DRAWINGS REVERSE BY NUMBER - This will start at the last drawing and select only the draws that have the number that was selected by the user.

R.   REMOVE DRAWING - This will remove a drawing in the middle of a data file without harming the file.

S.   SORT DRAWINGS BY DATE - This will sort drawings by date, this is for entering a draw that isn't the last draw and was missed for some reason.

T.   TEST FOR A DUPLICATE DATE ONLY - Done after a sort will check if there is a draw that was inputted twice.

U.   TEST FOR A DUPLICATE DATE AND DATA - Done after a sort will check if there is a draw that was inputted twice.

N.   THIS WILL SEND USER TO NUMBER CALCULATION MENU.

P.   THIS WILL SEND USER TO PRINT CHECK & SETUP MENU.

Q.   THIS WILL SEND USER TO BOX MENU

X.   THIS WILL EXIT USER TO THE HOME MENU.