

Mirror Numbers

Written by Administrator
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Mirror Numbers

This concept requires you to think in a totally different level, and the definitions for the Numbers as you know them do not apply!

In Math, you will find :

"Take away 9" when researching Digit Sum, but in Lotto and in Mirror numbers to be exact; it is : Take away 5, and put back 5!

The How to

- If the Digit is **5** or greater ; you **TAKE AWAY 5**:
5 will be **0** ($5-5=0$), **6 = 1**, **7 = 2**, **8 = 3**, **9 = 4**
- If the Digit is less than **5** , you **ADD**(put back) **5**:
4 will become **9**, **3 = 8**, **2 = 7**, **1 = 6** and **0 = 5**

Remember, It is not What numbers you play, It is How you play them!

As you can see, we started with the digit 5 when taking away and ended with the digit 4; and started with the digit 4 when putting back and ended with the digit 5.....**JUST LIKE A MIRROR IMAGE**!!!!

Example:

The Mirror Number for Pick 3 result : **108** is **653** ($1=6$, $0=5$, $8=3$), for Pick 4 result : **1037** the Mirror Number is

6582

($1=6$, $0=5$, $3=8$, $7=2$) .

The Mirror Numbers concept might not be obvious when you are tracking your State Daily Draws, and though those Mirrors might hit on occasions (usually they will be Partial Mirrors as

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in 2 or more digits of the previous Draw showing up as a Hit in the Next Draw) BUT if you are an **ALL-States Player**, it is a very valuable tool!

More Examples & How to's are coming soon.....

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