

**Number Combination Slasher
Currently
Available Information**

Pick34 Special Users Group

Table of Contents

Slasher Links.....	3
Original Concept Paper.....	3
Quick Start “There is the rumor that ...”.....	3
Commands List with Samples.....	3
Number Combination Slasher on Facebook.....	3
Free Templates	3
Forecasts.....	3
Predictions.....	3
Workouts.....	3
Wheels.....	3
Charts.....	4
Member.....	4
Slasher Training 2015.....	5
Slasher Training 2015 - I.....	5
Slasher Training 2015 - II.....	8
Slasher Training 2015 - III.....	12
Slasher Training 2015 - IV.....	15
Slasher Training 2015 - V.....	19
Slasher Training 2015 - VI.....	24
Slasher Training 2015 - VIII.....	30
Slasher Templates.....	34
13 GOOD KEYS.....	34
The Famous Cheat Sheet.....	35
The Infamous \$99 Wheel (Guarantees 2 out of 3 for Unmatched Results):.....	36
Slasher Videos	37
How to select all Boxed Numbers with the Sums 8 to 12?	37
How to find out the frequency of Keys from the most recent 30 Draws of your Favorite Pick3 Lottery?	37
How to create all possible Straight Numbers from a Boxed Pair?	37

Slasher Links

Original Concept Paper

<http://strictmath.com/info.php?R=SMC&L=&H=1&P=LDBrowse&S=TOP:Manuals&V=21>

Quick Start “There is the rumor that ...”

<http://pick34.com/info.php?R=P34&L=RA&H=1&P=Info&S=TOP:News&D=2015-07-17-FB-NCSRUMOR>

Commands List with Samples

<http://strictmath.com/info.php?R=NCS3w17.00&P=NCBrowse&S=TOP:Commands>

Number Combination Slasher on Facebook

<https://www.facebook.com/Slasher34>

Free Templates

Forecasts

<http://new.p34sug.com/info.php?R=SUG&L=&H=1&P=TemplateList&S=ITM:Forecast&V=1>

Predictions

<http://new.p34sug.com/info.php?R=SUG&L=&H=1&P=TemplateList&S=ITM:Prediction&V=1>

Workouts

<http://new.p34sug.com/info.php?R=SUG&L=&H=1&P=TemplateList&S=ITM:Workout&V=1>

Wheels

<http://new.p34sug.com/info.php?R=SUG&L=&H=1&P=TemplateList&S=ITM:Wheel&V=1>

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Charts

<http://new.p34sug.com/info.php?R=SUG&L=&H=1&P=TemplateList&S=ITM:Chart&V=1>

Member

<http://new.p34sug.com/info.php?R=SUG&L=&H=1&P=TemplateList&S=ITM:Member&V=1>

Slasher Training 2015

Slasher Training 2015 - I

<https://www.facebook.com/Slasher34/posts/746507708760542:0>

Happy New Year everyone and welcome to the Slasher Training here on Facebook!

I do not want to waste any time. You have access to the Slasher 3 either online at <http://new.p34sug.com> or offline from <http://strictmath.com>.

Just make sure you have a version higher than 16.00 and you will be okay. For the training we will use the Slasher 3 because it is the most commonly used one, we can always refer to the Slasher 4 whenever necessary.

I will try not to bore people much about the background of the Slasher tool. Just so much to the history:

Probably the first "real" reduction system, a program that started out with will all numbers or a large selection of numbers and allowed the user to reduce these numbers via filters, was the Crunch 3 software. Copied by many there was still only one Crunch 3. It had an input field to allow to enter or copy the data and filter options that could be selected on the screen. While this worked fine for quick reduction it was requested to add more and more filters to the selection and it was clear that all these filters did not fit on any screen. So I decided to create a new version of the Crunch – C2 – that was command based. So instead of marking e. g. keys 0 1 2 3 4 5 6 7 8 9 on the screen, you could enter a comment Select Keys: 0,3,4 to do the same function. This way it became possible to add a large number of additional filters to the system. But also with this system eventually limits were reached, and when a Crunch for Pick 4 numbers was requested it was clear it was not feasible with the design used to create the C2. In between another screen-based Crunch for Pick 4 was requested, that was handled by a new Quick Reduction Tool (QRT3 and QRT 4) that was also available in a Vtracs version as VRT3 and VRT4. After a few interesting approaches of creating more sophisticated command systems the development of the Number Combination Slasher began and the current version is available online and offline and is the base for this training class.

Originally it was meant to be strictly a reduction system, it now also provides a lot of evaluation features and even wheeling functionality. When you use the system with its simple terminology, it might help to know what it is based on. I had the same concept in mind as the typical pencil and paper lottery player. You use a sheet to write numbers on, you might write a title on the sheet, you select certain numbers from the sheet, you might create another sheet where you count keys, pairs etc. This is basically same way the software works, with the major advantages, that you can copy and paste data, that it is faster and does not make any transfer or calculation errors.

That should be all to give you a little background. When you start the system, you have to main

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parts to focus on: The “Command List” and the “Results” list, and the most import button “Slash Combos”.

The syntax of command line entry is rather simple:

The command is always encased by brackets [] followed if needed by parameters. Parameters are divided by Spaces.

To make life a bit easier and to give you the feel of the pencil and paper idea I mentioned before I would like to always start out with a command:

[USE SHEET] NUMBERS

Just image you mark a sheet from your notebook with the word NUMBERS on top. ON this sheet you are going to write the Pick 3 Numbers that you want to work with.

To start with a simple example we will start out with all possible Pick 3 numbers. Now if you would write those all on one page of your notebook you might run out of space, but the Slasher does not. And you do not have to type every number in either.

The command to add all numbers to the sheet is? You guessed right

[ADD ALL NUMBERS]

Now you have all numbers on your sheet. If you do not trust the Slasher just press the “Slash Combos” Button. And you will see all 1000 numbers starting with 000 and ending with 999 are in the results under name NUMBERS: and on the bottom the Slasher even tells you how many items are on the list: 1000.

If you cannot see that you did something wrong. So end the first lesson with a real result we will use the first filter: Types. There are 3 Types of numbers in the Pick 3 lottery: Singles (Every digit is different.), Doubles (2 digits of the number are the same.) and Triples (All digits are the same.)

The Slasher shortens these to S for Singles, D for Doubles and T for Triples.

So if want to select only the Doubles for the 1000 numbers we started with you add the command

[SELECT TYPES] D

So now we have three commands in the Command List:

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[USE SHEET] NUMBERS

[ADD ALL NUMBERS]

[SELECT TYPES] D

When you press the “Slash Combos” button you should have only Doubles on your list.

The question to end the first lesson with: How many numbers do you end up with?

Please use the Comments here for results and questions! Thank you!

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Slasher Training 2015 - II

<https://www.facebook.com/Slasher34/posts/747297168681596:0>

Okay got two correct answers and assume that everyone else thought that was too easy to even respond.

One thing that has to be remembered throughout the lessons is the idea that I tried to use self-explanatory commands parameters.

That said the typical way of reducing numbers to a playable is to start out with a group of numbers and reducing further and further by using filters until you reached an amount of numebrs you are comfortable with playing. That depends on your budget of course.

Now we learned already the command to add all numbers, which is (self-explanatory) ...

[ADD ALL NUMBERS]

If you want to start out with all numbers boxed only, you use ...

[ADD ALL NUMBERS BOXED]

So if you enter the two commands

[USE SHEET] NUMBERS

[ADD ALL NUMBERS BOXED]

and press the “Slash Combos” button you have a list of all 220 possible boxed numbers

If you want to start out with your own set of numbers you use the command

[ADD NUMBERS] followed by your list of numbers . e.g.

[ADD NUMBERS] 123 447 688 302 199 576 339 200 197 699 373 828 596 731

The list can over over many lines. If you have another source for the numbers you might want to copy them into the command line via the Control-C (Copy) and Control-V (Paste) buttons, online you can also use the the right mouse button to select copy, paste and select like anywhere on the internet. This is obviously the safest way to minimize errors. The Button “Clean” under the Command List can help you with keeping the data easy-to-read, particularly after copying from a different source.

So in regards to quickly reducing your numbers you are halfway there by now. You are able to start out

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with any list of numbers. What you now need is to get a feel for a few filters and after that you can reduce numbers already.

The first filter we learned about was

[SELECT TYPES]

There are 3 Types of numbers in the Pick 3 lottery: Singles (Every digit is different.), Doubles (2 digits of the number are the same.) and Triples (All digits are the same.)

The Slasher shortens these to S for Singles, D for Doubles and T for Triples.

So you can use

[SELECT TYPES] S

to get only Singles

[SELECT TYPES] S D

to get only Singles and Doubles etc.

Any combination is allowed, just the parameter have to be divided by a Space. That is the same for every other filter also.

Let's learn about another filter:

[SELECT KEYS]

This filter allows you to select any digits from 0 to 9 that should be in the selection.

For example if you want only numbers that contain the digit 5 you use

[SELECT KEYS] 5

and the system will keep only numbers with at least one occurrence of the digit 5.

Try it out with:

[USE SHEET] NUMBERS

[ADD ALL NUMBERS]

[SELECT KEYS] 5

and you will end up with all 271 straight numbers that contain at least one occurrence of the digit 5.

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If you combine this with the other filter you learned you can find all Doubles with the digit 5 using the commands:

[USE SHEET] NUMBERS

[ADD ALL NUMBERS]

[SELECT KEYS] 5

[SELECT TYPES] D

You will end up with exactly 54 numbers: all doubles with the digit 5:

NUMBERS:

005 050 055 115 151 155 225 252 255 335 353 355 445 454 455 500 505 511 515 522 525 533 535
544 545 550 551 552 553 554 556 557 558 559 565 566 575 577 585 588 595 599 655 656 665 755
757 775 855 858 885 955 959 995

Items: 54

Now you can also combine multiple keys: if you want numbers that have a 2 or a 5 in them you use

[SELECT KEYS] 5 2

It is so simple and we can go to the next filter

[SELECT PAIRS]

Similar to the keys filter this filter looks for all numbers with one or more particular pairs in it.

For example if you would like to see all numbers that contain the pair 28 you use the commands

[USE SHEET] NUMBERS

[ADD ALL NUMBERS]

[SELECT PAIRS] 28

and you will get the following result:

NUMBERS:

028 128 208 218 228 238 248 258 268 278 280 281 282 283 284 285 286 287 288 289 298 328 428
528 628 728 828 928

Items: 28

You might have noticed that the result does not contain the pair in the order 82. If you want to include both ways you would use

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[USE SHEET] NUMBERS

[ADD ALL NUMBERS]

[SELECT PAIRS BOXED] 28

and the result would change to ...

NUMBERS:

028 082 128 182 208 218 228 238 248 258 268 278 280 281 282 283 284 285 286 287 288 289 298
328 382 428 482 528 582 628 682 728 782 802 812 820 821 822 823 824 825 826 827 828 829 832
842 852 862 872 882 892 928 982

Items: 54

How much easier can reduction ever be?

Now the task for tomorrow is:

Show me the commands to find all straight SINGLE numbers with a key of 1 and at least one of the boxed pairs 45 23 or 72!

Until tomorrow!

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Slasher Training 2015 - III

<https://www.facebook.com/Slasher34/posts/748399295238050>

Let's get ready for more. In general it seems that the previous lesson was understood.

Keep in mind that the filters usually can have multiple parameters.

So if you want to select numbers with multiple keys for example 1 and 2 you use

```
[SELECT KEYS] 1 2
```

and they will get all numbers that contain at least one of the keys you selected.

It is very easy.

Before we go to talk a few other filters I would like to introduce one additional command, basically the opposite of SELECT: UNSELECT

“Unselect” is not really a word but it describes the best what the feature does: It selects features that you do not want in your results. So if you want to get rid of all numbers that contain the digit 1 for example you use the command

```
[UNSELECT KEYS] 1
```

Make sense to me, so it should make sense to you too.

We talked about keys and pairs before and how to select (and now unselect them) we can do that also on a positional basis, meaning we can significantly select a certain key or pair by position within the number. To do so, we have to define how to identify a certain position inside the number.

The Slasher uses letters for that.:

In Pick 3 we have 3 digits:

Front Digit, Center Digit and Back Digit

for the Slasher that is:

A (Front Digit or First Position)

B (Center Digit or Second Position)

C (Back Digit or Third Position)

(In Pick 4 we have 4 Digits, so the Slasher also needs a D for the Fourth Position.)

So now if you want to find all numbers that have an 8 in the front of the number, you use the following

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command

```
[SELECT KEYS A] 8
```

The A defines the position inside of the number, in this case the first position. So it is obvious that if you want to select a 7 on the third position you can do that by using the following command.

```
[SELECT KEYS C] 7
```

Understood? Excellent

Now the Slasher uses the same concept for pairs.

Front pair = AB

Back pair = BC and

Split pair = AC

So if you want to get rid of all numbers that have the pairs 35 46 12 in the front you simply enter:

```
[UNSELECT PAIRS AB] 35 46 12
```

With the positional selection you can now make more distinctive selections and those are necessary if you are working with straight numbers in particular.

Please leave questions in the comments fields. I will try to answer as quickly as possible.

Now one of the issues in a Slasher training is that we are talking about filters, invented, created or defined long before this tool or other reduction tool existed. So the Slasher training might become a filter training, and moves away from the original purpose. That said it would be good for you to also use external sources to learn about filters in general. Most of the known filters are implemented in the Slasher, more than you ever need; questionable ones I purposely did not implement.

I will try to find one of those “old” filter tutorials shortly, so that you have some additional source to learn about filters outside of this training.

Here a few typical filters that are implemented in the Slasher and are used very frequently by users of the tool:

SUMS: A sum is the added total of all digits, e.g. if the number is 456 you use the following calculation

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to get to the sum of that number: $4+5+6=15$; so 15 in the sum. There are 28 sums possible in a Pick 3 game from 0 ($0+0+0=0$) to 27 ($9+9+9=27$).

To select numbers with certain sums you use the command:

```
[SELECT SUMS] 7 12 27
```

LINE WIDTH: A line width is the difference between the lowest and the highest digit within a number. E.g. if you have the number 718 you find the highest digit (in this case 8) and subtract the lowest digit (in this case 1) from it: $8-1=7$. The line width of 718 is 7.

To numbers by line width use the command:

```
[SELECT LINE WIDTH] 7
```

HIGH LOW: Digits can be high (5, 6, 7, 8, 9) or low (0, 1, 2, 3, 4). The Slasher uses the letter H for high and L for Low. For example the number 814 has a high digit in the front and the other two digits are low which gives 814 the High Low value of HLL.

To select number by high low value you use the command:

```
[SELECT HIGH LOW] HLL
```

EVEN ODD: Digits can be even (0, 2, 4, 6, 8) or odd (1, 3, 5, 7, 9). The Slasher uses the letter E for even and O for odd. For example the number 814 has an odd digit in the center and the other two digits are low which gives 814 the Even Odd value of EOE.

To select number by even odd value you use the command:

```
[SELECT EVEN ODD] EOE
```

So this is a start in regards to filters and should give you something to work on.

Now the task is to tell me the result of the following reduction:

Start out with all numbers, select only numbers with a line width of 7, a 1 in the first position. Get rid of all numbers with the pair 18. What is left?

Until next time!

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Slasher Training 2015 - IV

<https://www.facebook.com/Slasher34/posts/749062971838349>

The results looked excellent. And it shows that everyone follows the lessons just. Sad of course is the number of participants. But hey, let's move on ...

I think now everyone understands the concept of the Slasher in regards to reduction The list of filters is rather long; while I will get back to the filters; let's take a break and look at some of the other commands the Slasher offers.

Usually you have a list of number to start and they could come from different sources, your own or others and it might be important to evaluate this information.

One of the typical sources are previous draws:

Here are the some recent Florida numbers:

046 684 187 406 586 342 334 154 813 698 860 874 041 151 611 519 294 363 508 273 940 916 053
839 534 211 406 081 577 247 983 969 772 574 984 097 531 549 158 148 417 007 928 421 662 460
742 286 973 244

We learned before how to add a list of numbers;

[USE SHEET] NUMBERS

[ADD NUMBERS] 046 684 187 406 586 342 334 154 813 698 860 874 041 151 611 519 294 363 508
273 940 916 053 839 534 211 406 081 577 247 983 969 772 574 984 097 531 549 158 148 417 007
928 421 662 460 742 286 973 244

Note: For the use with the Slasher the preference should be to have the most recent draws in the front.

If the source you use, has the numbers sorted from oldest to newest, not uncommon when you use tracking spreadsheets like Excel or Open Office Calc., don't worry; there is a command for that:

[FLIP]

This command flips the list of numbers of a SHEET around. That would be more difficult on a real sheet of paper, right? Not to mention the mistakes.

Once you have the numbers in order you actually evaluate these number very easily. Let's try with with a simple example. Let's find out how many digits 2 are in those 50 draws.

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So what we have to do first is to convert the numbers to keys. So that we have all digits separate. Not only is that easier to count. For that we use the command

[CONVERT TO KEYS]

(Yes, that works for PAIRS, SUMS and most everything else as well. Now, when you press the Slash Combos Button you get:

NUMBERS:

0 4 6 6 8 4 1 8 7 4 0 6 5 8 6 3 4 2 3 3 4 1 5 4 8 1 3 6 9 8 8 6 0 8 7 4 0 4 1 1 5 1 6 1 1 5 1 9 2 9 4 3 6 3 5
0 8 2 7 3 9 4 0 9 1 6 0 5 3 8 3 9 5 3 4 2 1 1 4 0 6 0 8 1 5 7 7 2 4 7 9 8 3 9 6 9 7 7 2 5 7 4 9 8 4 0 9 7 5 3
1 5 4 9 1 5 8 1 4 8 4 1 7 0 0 7 9 2 8 4 2 1 6 6 2 4 6 0 7 4 2 2 8 6 9 7 3 2 4 4

Items: 150

That makes sense because we started with 50 numbers and each number has 3 keys so the result should be $50 * 3 = 150$.

Now we could use a simple SELECT to keep only the digits 2

[SELECT NUMBERS] 2

And you have your information:

NUMBERS:

2 2 2 2 2 2 2 2 2 2 2

Items: 12

The digit 2 is 12 times in the selection. It can't be simpler.

Let so back to:

[USE SHEET] NUMBERS

[ADD NUMBERS] 046 684 187 406 586 342 334 154 813 698 860 874 041 151 611 519 294 363 508
273 940 916 053 839 534 211 406 081 577 247 983 969 772 574 984 097 531 549 158 148 417 007
928 421 662 460 742 286 973 244

[CONVERT TO KEYS]

Often it is more interesting to find out how many digits we have for each digit that would give us information on what digits happen more often than others. For this the Slasher offers the following command;

[LIST BY OCCURRENCE]

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The result will be as follows:

NUMBERS:

Item # %

4 23 15.333

1 18 12

8 16 10.667

6 15 10

7 14 9.333

9 14 9.333

0 13 8.667

3 13 8.667

2 12 8

5 12 8

Total Items: 10

Total Occurrences: 150

It provides you with very valuable information. The 4 is the most common digit followed by 1 and 8 and the least common are 5 and 2 followed by 3 and 0.

This can be helpful for your decision on what numbers to play. Typically numbers that did not happen often recently, will have a comeback and should not be taken out of the equation; you should expect them to appear.

If you would use the command [SORT BY OCCURRENCE] instead you will get a short list of the digits, starting with the most common digit and ending with the least common digit; which will be very helpful in the future you define Hot and Cold digits. (Hottest in the front, Coldest in the end)

The result after:

[SORT BY OCCURRENCE]

is in this case:

NUMBERS:

4 1 8 6 7 9 0 3 2 5

Items: 10

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As I said earlier works also with SUMS and other filters.

So create a quick and tell me starting from our list how many SUMS 14 are in this selection of numbers, and show me the template you used to get there.

Later more!

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Slasher Training 2015 - V

<https://www.facebook.com/Slasher34/posts/750303385047641>

Again, perfect answers show that the concept of the system seems to be understood.

I am glad because, when I designed it, I tried very hard to make things as self-explanatory as possible.

A few more things about general commands ...

[SHOW] is the general command to show the actual contents of the current SHEET.

If you only want to show one thing (usually the final result of your template) you do NOT need the command. But it might be a good idea to just get used to add that command anyhow because if you want to use it multiple times in a template it is needed.

And there is a simple reason to use it multiple times. Once you start creating templates with many filters you can – during the development of your template – put the [SHOW] command into the template to see the different steps of your reduction or evaluation.

Like in the template from our second lesson:

[USE SHEET] NUMBERS

[ADD ALL NUMBERS]

[SELECT KEYS] 1

[SELECT PAIRS BOXED] 45 23 72

[SELECT TYPES] S

you could add shows in between the selections to see how the selection happens line by line.

[USE SHEET] NUMBERS

[ADD ALL NUMBERS]

[SHOW]

[SELECT KEYS] 1

[SHOW]

[SELECT PAIRS BOXED] 45 23 72

[SHOW]

[SELECT TYPES] S

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[SHOW]

That can be helpful also when you after your selection end up with no result, you can easily figure out which one of the filters caused that.

Once your template I done and you are satisfied with it, you can get rid of the [SHOW] commands again.

Instead of the [SHOW] command you can also use the [TEXT] command. It is more flexible.

For example if you would

Let's look at yesterdays results:

[USE SHEET] NUMBERS

[ADD NUMBERS] 046 684 187 406 586 342 334 154 813 698 860 874 041 151 611 519 294 363 508
273 940 916 053 839 534 211 406 081 577 247 983 969 772 574 984 097 531 549 158 148 417 007
928 421 662 460 742 286 973 244

[SELECT SUMS] 14

[SHOW]

creates:

NUMBERS:

860 158 662

Items: 3

you could use the [TEXT] like this instead of the [SHOW]

[TEXT] \$COUNT Results: (NUMBERS)

\$COUNT is a variable that contains the number of items/numbers in the current SHEET.

We have 3 numbers in the current sheet, so \$COUNT = 3

Results: is simple Text

(NUMBERS) gives you the contents for the SHEET with the name NUMBERS.

[USE SHEET] NUMBERS

[ADD NUMBERS] 046 684 187 406 586 342 334 154 813 698 860 874 041 151 611 519 294 363 508
273 940 916 053 839 534 211 406 081 577 247 983 969 772 574 984 097 531 549 158 148 417 007

Pick34 Special Users Group

928 421 662 460 742 286 973 244

[SELECT SUMS] 14

[TEXT] \$COUNT Results: (NUMBERS)

gives us

3 Results: 860 158 662

You can see here already how flexible this can be because you can combine info with regular text, which will allow in the future to create even clearer results for your templates. Here the use of the [TEXT] command twice in the template.

[USE SHEET] NUMBERS

[ADD NUMBERS] 046 684 187 406 586 342 334 154 813 698 860 874 041 151 611 519 294 363 508
273 940 916 053 839 534 211 406 081 577 247 983 969 772 574 984 097 531 549 158 148 417 007
928 421 662 460 742 286 973 244

[TEXT] \$COUNT Numbers to start with: (LF) (NUMBERS) (LF)

[SELECT SUMS] 14

[TEXT] \$COUNT Numbers left after filtering: (LF) (NUMBERS) (LF)

The first [TEXT] will show us the numbers we started with, the second [TEXT] shows us the end result. You noticed the (LF), right?

That is a LINEFEED and allows you the format the output better.

This is how it looks:

50 Numbers to start with:

046 684 187 406 586 342 334 154 813 698 860 874 041 151 611 519 294 363 508 273 940 916 053
839 534 211 406 081 577 247 983 969 772 574 984 097 531 549 158 148 417 007 928 421 662 460
742 286 973 244

3 Numbers left after filtering:

860 158 662

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Now lets change the numbers on the top from

046 684 187 406 586 342 334 154 813 698 860 874 041 151 611 519 294 363 508 273 940 916 053
839 534 211 406 081 577 247 983 969 772 574 984 097 531 549 158 148 417 007 928 421 662 460
742 286 973 244

to

029 289 572 345 703 374 166 923 850 905 205 684 883 722 949 685 937 560 191 614 625 326 196
664 374 479 636 503 810 375 466 774 679 603 298 751 226 965 076 741 304 791 967 221 056 463
045 586 455 457 532 851 013 910 617 662 808

[USE SHEET] NUMBERS

[ADD NUMBERS] 029 289 572 345 703 374 166 923 850 905 205 684 883 722 949 685 937 560 191
614 625 326 196 664 374 479 636 503 810 375 466 774 679 603 298 751 226 965 076 741 304 791
967 221 056 463 045 586 455 457 532 851 013 910 617 662 808

[TEXT] \$COUNT Numbers to start with: (LF) (NUMBERS) (LF)

[SELECT SUMS] 14

[TEXT] \$COUNT Numbers left after filtering: (LF) (NUMBERS) (LF)

and you can see how clear our result is:

57 Numbers to start with:

029 289 572 345 703 374 166 923 850 905 205 684 883 722 949 685 937 560 191 614 625 326 196
664 374 479 636 503 810 375 466 774 679 603 298 751 226 965 076 741 304 791 967 221 056 463
045 586 455 457 532 851 013 910 617 662 808

9 Numbers left after filtering:

572 374 923 905 374 455 851 617 662

Let's add two more command for today: [SORT ASCENDING] and [SORT DESCENDING]

Again I am sure you can guess what that command does?

Correct is sorts numbers.

[USE SHEET] NUMBERS

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[ADD NUMBERS] 029 289 572 345 703 374 166 923 850 905 205 684 883 722 949 685 937 560 191
614 625 326 196 664 374 479 636 503 810 375 466 774 679 603 298 751 226 965 076 741 304 791
967 221 056 463 045 586 455 457 532 851 013 910 617 662 808

[TEXT] \$COUNT Numbers to start with: (LF) (NUMBERS) (LF)

[SELECT SUMS] 14

[SORT ASCENDING]

[TEXT] \$COUNT Numbers left after filtering: (LF) (NUMBERS) (LF)

creates:

9 Numbers left after filtering:

374 374 455 572 617 662 851 905 923

(lowest to highest)

If we would have used [SORT DESCENDING]

The result would have been:

9 Numbers left after filtering:

923 905 851 662 617 572 455 374 374

(highest to lowest)

So okay let's create another home work:

Use the sheet NUMBERS and add the numbers ...

374 166 923 850 905 205 684 883 722 949 685 937 560 191 614 625 326 196 664 374 479 636 503
810 375 466 774 679 603 298 751 226 965 076 741 304 791 967 221 056 463 045 586 455 457 532
851 013 910 617 662 808

Select only numbers with the key 1 and only Singles

And the [TEXT] command to show us how many numbers you can left and what numbers those are.

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Slasher Training 2015 - VI

<https://www.facebook.com/Slasher34/posts/751434094934570:0>

One of the special options of the Slasher is the ability to use multiple sheets. Again remember that you should compare the sheets used in the Slasher with sheets of paper on your kitchen table. For example you might use one to evaluate the most recent drawings and the other to select the best keys to pick etc. And then you will use another sheet to combine the sheets.

Let's start with a very simple example for such a use of multiple sheets.

Here a quick info in regards to probability:

When the previous Pick3 draw is a single in 65.7% of our cases the next number contains at least 1 key from that previous draw, that's 2/3 of the time.

This info tells you that it is not a bad idea to select only numbers that have the digits from the previous draw as keys; 2/3 of the time you will be right. And that is not bad, because it eliminates 343 numbers in no-time.

To create such a filter we first of all need a sheet to make keys from the draw.

Let's call that sheet KEYS:

[USE SHEET] KEYS

Then we add the most recent draw (as example 632)

[ADD NUMBERS] 632

And now we have to make keys of that number; we learned that before:

[CONVERT TO KEYS]

SO see that we did it right we will add a [SHOW] at the end first

[USE SHEET] KEYS

[ADD NUMBERS] 632

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[CONVERT TO KEYS]

[SHOW]

and we get the result

KEYS:

6 3 2

Items: 3

So we have our keys.

Before we use them I would like to point out a options to make this first part of the template a bit nicer looking and a bit easier to understand once you want to reuse at some point in time.

First enter a comment before the [ADD NUMBERS] command so that you will remember what you have to do here. You do that as follows:

[COMMENT] Enter the last draw below

Now your template looks like this:

[USE SHEET] KEYS

[COMMENT] Enter the last draw below

[ADD NUMBERS] 632

[CONVERT TO KEYS]

[SHOW]

Next thing would be to show the number you started out with by adding a [TEXT] right after the [ADD NUMBERS] command.

[USE SHEET] KEYS

[COMMENT] Enter the last draw below

[ADD NUMBERS] 632

[TEXT] Previous draw: (KEYS)

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[CONVERT TO KEYS]

[SHOW]

and the result will be:

Previous draw: 632

KEYS:

6 3 2

Items: 3

Finally exchange the [SHOW] command with another [TEXT] command so that your template becomes more self-explanatory. Again once you look at it in the future it will make life easier.

So instead of the [SHOW] you can create something like:

[TEXT] Keys from previous draw: (KEYS) (LF)

So your template now looks like this:

[USE SHEET] KEYS

[COMMENT] Enter the last draw below

[ADD NUMBERS] 632

[TEXT] Previous draw: (KEYS)

[CONVERT TO KEYS]

[TEXT] Keys from previous draw: (KEYS) (LF)

and the result looks like this:

Previous draw: 632

Keys from previous draw: 6 3 2

Now you have 6 commands instead of the previous 4, but the advantage is that you will remember later what you did. You can allow get rid of lines that you do not want later. During development and often during use the info can be very helpful.

Back to the template. We now created a sheet called KEYS that contains currently three digits 6 3 and

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2. We want to use these keys to reduce the amount of numbers to play. To do that we need another sheet , let's call it NUMBERS that starts out with all boxed numbers.

We will use that sheet for the filtering.

We start with

```
[USE SHEET] NUMBERS
```

and we want to add all boxed numbers. You all know that command:

```
[ADD ALL NUMBERS BOXED]
```

Now (and that is optional) we can already use different filters (look at previous lessons for that).

Just as an example let's play only singles. The command is:

```
[SELECT TYPES] S
```

Now we come to the key selection. We have done it in the past, remember?

```
[SELECT KEYS] 6 3 2
```

would give us all numbers with at least one of the digits in the selection.

But in our template that we are building we have the keys that we want to use in the sheet KEYS.

So we will use the command

```
[SELECT KEYS] (KEYS)
```

and the system will look into our sheet KEYS and use those as keys for the command!

One thing is of course missing, the [SHOW] command or [TEXT] command at the end. I prefer the text :

```
[TEXT] $COUNT reduced numbers: (LF) (NUMBERS) (LF)
```

Now we have the second part together for our template:

```
[USE SHEET] NUMBERS
```

```
[ADD ALL NUMBERS BOXED]
```

```
[SELECT TYPES] S
```

```
[SELECT KEYS] (KEYS)
```

```
[TEXT] $COUNT reduced numbers: (LF) (NUMBERS) (LF)
```

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complete first and second part will look like this:

[USE SHEET] KEYS

[COMMENT] Enter the last draw below

[ADD NUMBERS] 632

[TEXT] Previous draw: (KEYS)

[CONVERT TO KEYS]

[TEXT] Keys from previous draw: (KEYS) (LF)

[USE SHEET] NUMBERS

[ADD ALL NUMBERS BOXED]

[SELECT TYPES] S

[SELECT KEYS] (KEYS)

[TEXT] \$COUNT reduced numbers: (LF) (NUMBERS) (LF)

And the result is

Previous draw: 632

Keys from previous draw: 6 3 2

85 reduced numbers:

012 013 016 023 024 025 026 027 028 029 034 035 036 037 038 039 046 056 067 068 069 123 124
125 126 127 128 129 134 135 136 137 138 139 146 156 167 168 169 234 235 236 237 238 239 245
246 247 248 249 256 257 258 259 267 268 269 278 279 289 345 346 347 348 349 356 357 358 359
367 368 369 378 379 389 456 467 468 469 567 568 569 678 679 689

So we used the previous draw to create the keys that we then used to bring the boxed numbers down to 85. That might not be enough but it is s start and combined with other filters you can reduce the numbers way more. By the way the draw result after the 632 was 216, so we would have hit boxed at least.

This lesson tried to give you a feel on how to use information from one sheet (in this case KEYS) in another sheet (in this case NUMBERS).

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Okay let's give you another home work:

Create the following template:

Create a sheet with the name SUMS

add the last 10 draws:

485 216 632 403 953 602 277 377 430 915 046 684 187 406 586 342 334 154 813 698

and convert those to sums.

Then create another sheet with the numbers NUMBERS

Add all boxed numbers and select only doubles.

Then get rid of (unselect) all numbers that have the Sums from the sheet SUMS

Until next time ...

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Slasher Training 2015 - VIII

<https://www.facebook.com/Slasher34/posts/761118930632753>

As promised I would like to show a few more valuable features that can be used with the Slasher:

Let's start with the RANGE Feature ...

Often you might want to start out with a certain part of the entire list of numbers and you can do that by using the range feature:

For example you would like to start your selection with all numbers from 523 to 678 only.

This is how you do it:

[ADD NUMBERS] (RANGE:523:678)

The syntax is (RANGE:FROM:TO)

After the first semicolon you put the start number in (FROM) and after the second semicolon you enter the end number (TO).

The result for this example is:

SHEET1:

523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545
546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568
569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591
592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614
615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637
638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660
661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678

Items: 156

Note that the start and end numbers are inclusive.

That does not only work for numbers but also for numeric filters, such as PAIRS, KEYS, SUMS etc. It

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will NOT work for text filters like Even Odd and such.

As an example lets start out with the selection from before:

[ADD NUMBERS] (RANGE:523:678)

and select all sums from 7 to 15:

So instead of the standard way of

[SELECT SUMS] 7 8 9 10 11 12 13 14 15

we can simply enter

[SELECT SUMS] (RANGE:7:15)

Try it out and you should get the following result:

SHEET1:

523 524 525 526 527 528 530 531 532 533 534 535 536 537 540 541 542 543 544 545 546 550 551
552 553 554 555 560 561 562 563 564 570 571 572 573 580 581 582 590 591 601 602 603 604 605
606 607 608 609 610 611 612 613 614 615 616 617 618 620 621 622 623 624 625 626 627 630 631
632 633 634 635 636 640 641 642 643 644 645 650 651 652 653 654 660 661 662 663 670 671 672

Items: 92

You this can come in handy one of these days.

Another (similar) feature is the ? (Question Mark) place holder!

The ? can be used in cases where you want to select all possible options. Let's again start with an easy example: Start out with all numbers that have a 1 in the first digit:

100 101 102 ... up to ... 197 198 199

For this you simply enter

[ADD NUMBERS] 1??

and you will get:

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SHEET1:

100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123
124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146
147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169
170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192
193 194 195 196 197 198 199

Items: 100

So the ? stands for all possible options in this case 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9

So if you want to start with all number that have a 5 in the center you would use ...

[ADD NUMBERS] ?5?

and you will get ...

SHEET1:

050 051 052 053 054 055 056 057 058 059 150 151 152 153 154 155 156 157 158 159 250 251 252
253 254 255 256 257 258 259 350 351 352 353 354 355 356 357 358 359 450 451 452 453 454 455
456 457 458 459 550 551 552 553 554 555 556 557 558 559 650 651 652 653 654 655 656 657 658
659 750 751 752 753 754 755 756 757 758 759 850 851 852 853 854 855 856 857 858 859 950 951
952 953 954 955 956 957 958 959

Items: 100

This place holder can be used also for filters, as long as every filter has the same length. It would not work for filters like sums where the filter can be one digit or two digits (e.g. 7 and 15).

So starting from the example ?5? let's grab all numbers that have and even end digit; meaning the last digit is one of 0, 2, 4, 6 or 8.

The two commands are

[ADD NUMBERS] ?5?

[SELECT EVEN ODD] ??E

You see that the Even Odd filter is only concerned about the last digit, it does not matter whether the the other digits are even or odd; we only care about the last digit in this case it is even.

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The result you are getting is:

SHEET1:

050 052 054 056 058 150 152 154 156 158 250 252 254 256 258 350 352 354 356 358 450 452 454
456 458 550 552 554 556 558 650 652 654 656 658 750 752 754 756 758 850 852 854 856 858 950
952 954 956 958

Items: 50

Both RANGE and ? can reduce the work significantly.

As a home work assignment let's start out with all numbers from 045 to 533, select sums 4 to 13, and find only the numbers with a High digit in the front and a High digit in the back. If you are right you should end up with 9 numbers.

Slasher Templates

13 GOOD KEYS

Number Combination Slasher Template
creates 13 Top Pairs for upcoming draws
Predictions good for 1 to 2 days
Sample uses 50 draws

INPUT:

[COMMENT] Enter previous draws below

[ADD NUMBERS]

418 958 871 823 422 454 572 764 729 528 239 770 201 555 212 885 686 472 315 174 188 375 231
353 418 190 313 099 328 685 259 707 858 541 026 011 470 896 400 476 240 788 928 989 927 009
721 599 930 717

[CONVERT TO KEYS]

[SORT BY OCCURRENCE AND INDEX]

[WHEEL TITLE] 13 GOOD KEYS

[SET ALPHA WHEEL] (SHEET1)

[SHOW ALPHA WHEEL] AJ IA BJ IB HA HB CJ IC HC JI HJ IJ AB

OUTPUT:

13 GOOD KEYS (WHEEL):

86 38 26 32 48 42 76 37 47 63 46 36 82

Wheel Items: 13

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The Famous Cheat Sheet

<http://new.p34sug.com/info.php?R=SUG&P=TemplateView&S=ITM:Forecast, TOP:Pick%203, SBJ:Daily%20Cheat%20Sheet>

[COMMENT] DAILY CHEAT SHEET

[COMMENT] BASED ON 1 DRAWS

[ADD NUMBERS] 543

[CONVERT TO KEYS]

[USE SHEET] SINGLES

[ADD ALL NUMBERS BOXED]

[SELECT KEYS] (SHEET1)

[SELECT HIGH LOW BOXED] HHL HLL

[SELECT EVEN ODD BOXED] EEO EOO

[SCRAMBLE]

[SHUFFLE]

[BACKUP]

[SELECT TYPES] S

[TITLE] DAILY CHEAT SHEET

[SHOW]

[RESTORE]

[NAME] DOUBLES

[SELECT TYPES] D

[TITLE] DAILY CHEAT SHEET

[SHOW]

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The Infamous \$99 Wheel (Guarantees 2 out of 3 for Unmatched Results):

[COMMENT] THE INFAMOUS 99 DOLLAR PICK 3 MK2008

[ADD NUMBERS] 456

[TEXT] Number used: (SHEET1)

[LOTTO ADD]

222 000 111 999 000 111 999 000 222 888 000 111 999

888 000 111 999 000 222 888 000 111 999 000 111 999

[CONVERT TO KEYS]

[ADD ALL NUMBERS]

[FLIP]

[ADD ALL NUMBERS]

[SORT BY OCCURRENCE AND INDEX]

[SET ALPHA WHEEL] (SHEET1)

[USE SHEET] WHEEL

[ADD ALPHA WHEEL] JAF IBA GIJ GAH GFB FHI ECD BJH

[TEXT] \$COUNT Numbers to play: (LF) (WHEEL) (LF)

Slasher Videos

How to select all Boxed Numbers with the Sums 8 to 12?

<https://www.facebook.com/Slasher34/videos/1405434199534553/>

How to find out the frequency of Keys from the most recent 30 Draws of your Favorite Pick3 Lottery?

<https://www.facebook.com/Slasher34/videos/1405322826212357/>

How to create all possible Straight Numbers from a Boxed Pair?

<https://www.facebook.com/Slasher34/videos/1405303799547593/>