

## Mirror Numbers

Written by Administrator  
Saturday, 17 November 2007 04:13 -

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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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