

# ALPHA Triggers: The 1-2 Punch That Will Crack The Pick 3 Game Once and For All!

***Introduction:** I am sending this out to everybody on my list so everybody can know what I am working on right now. However, to understand what is on this report, which represents the most advanced strategies I have ever come up with (yes, this is even more accurate than the Basic Box system), you will need to have read my **ALPHA Report-1**, available to members only. If you are a paid member and you have not gotten this report yet, email me with "Member-Send ALPHA" on the subject line and I will send it to you. My email is aa2newyork@aol.com*

I think I know how to include doubles on the ALPHA programs, thereby making them more accurate. This will help you get many of the doubles that keep hitting when you least expect it.

If you look at **ALPHA Report-1**, you will notice that doubles start showing up on the **5-way match** (188, 227, 339, etc). You also see doubles on the 4-way, 3-way, 2-way, and 1-way lists

Well, I did not go that far down.

For the **ALPHA-24** program, I only used the 10-way to 7-way numbers.

I can create a program that includes the 6-way, 5-way, and maybe some of the 4-way numbers/codes.

I can make the playlist have 60 or 65 numbers; that way there is no need to double up after a midday loss.

Now, here is how to make this even more powerful.

There should be a rule which basically says that **one should only play after a 1-way, 2-way, or 3-way number hits (codes or numbers at the bottom)**. These are "cold" codes or numbers...which of course will be followed by hot numbers or codes which are the 5-way, 6-way, 7-way, etc numbers/codes.

For this you would need the Alpha coding program to find the corresponding code for every number that hits.

For example, 158 and 160 hit NY tonight (Tuesday January 27). Below you will see the output of the coding program for these two numbers plus the previous 6 numbers that hit NY:

158 = Code **136** = BDG  
160 = Code **056** = AFG

165 = Code **138** = BDI  
866 = Code **114** = BBE

386 = Code **025** = ACF  
446 = Code **077** = AHH

890 = Code **258** = CFI  
354 = Code **347** = DEH

The code for the 160 that hit midday is Code **056** or AFG, and you can find this code on the 3-way list (see **Alpha Report-1**).

**This would mean that the NEXT number should be higher, and it was because the code for the next number (158 = Code 136) is up on the 4-way list!!**

158 = Code **136** = BDG = **4-way list** Evening  
160 = Code **056** = AFG = **3-way list** Midday

The same thing happened the day before: a 2-way number or code (866 whose code is **114**, on the 2-way list) was followed by a hotter 6 way code (code 138 is on the 6-way list.)

165 = Code **138** = BDI = **6-way list (hotter number) = evening**  
866 = Code **114** = BBE = **2-way list (very COLD number) = midday**

This makes use of the information I presented on the **Playing Cycles** report where I talk about **waiting for specific triggers before playing**. (Request this report as well if you are a paid member and you have not read it yet.)

**The specific trigger you will be waiting for will be 1-way, 2-way, or 3-way code.**

For this you will need access to my ALPHA coding program.

And as I mentioned before, this program will be available to all paying members on February 1.

In conclusion:

**This longer playlist that includes DOUBLES, and waiting for cold codes to hit **before** playing may be the 1-2 punch needed to finally crack the Pick 3 game once and for all!**

**The Pick 3 Coach**

***Always getting Better and BETTER!***

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