JUDGING SPORTING EVENT CHARTS
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INTRODUCTION

Wagering on sporting events is just one of the affairs of the most fun and exciting of the houses, the fifth .   Home of the Sun, natural ruler of the sign of Leo, this house is just like a party room. Love affairs, children, and all forms of creative expression are found there. Contests of all sorts, sporting events, concerts, and any venue that provides entertainment is also under the dominion of this house.

In ancient times, astrologers crossed the hot sands of the fertile crescent to climb the watchtowers of the Chaldeans, Egyptians, and others to observe and chart the night skies. This was done to judge the fates of kings and countries, and to determine the outcome of battles, and the best time to go to war.   In our modern age, the gladiators and men of great renown from ancient times have morphed into our present day sports heroes and athletes. Many of our great sporting venues are still called coliseums just as the Romans named them long ago.   Hence, the application of astrology to sporting events has come down to us through the ages.

In our modern times, there are many books, articles, and websites that teach different methods of judging these events. As we study and read these sources, one of the first things we realize is that there are two schools of thought concerning the approach that should be used when attempting to make a judgment on a sporting event. One erects the chart as a true horary, where the astrologer or their client asks a question when it first enters their mind, for example: "Will the Chicago Bears win the game this Sunday?" The chart would be set for the time, date and place the question was asked, not taking into consideration the game time or place. This is a true horary chart. The other method would be to treat the inquiry as an event chart, setting the time, date and place for when and where the game was actually being played.

For the purposes of this study, we will evaluate charts based upon the time and location of the event. The reasoning behind this choice is simple, it is more a matter of logistics than anything else. When we consider that when approached as a horary, there could be multiple dates, times, and places that the chart could be set for, depending on when and where the querent decided to pose the question. When we erect the chart as an event, for the time, date and place of the game itself, we eliminate any possibility of reaching many different predictions from a wide variety of charts.

This study will be presented in two ways, one using the Classical approach, visible planets only.   The second method using the Modern way includes the outer three planets, Uranus, Neptune and Pluto.

The calculation used for the Part of Fortune in the Classical portion is the day formula, and for the Modern, day/night.

The next matter to consider in the judgment of sporting events will be which house system to use. American astrologers follow along for the most part with their brother and sister astrologers from across the pond, mostly coming from the United Kingdom. By and far these astrologers are following the methods of William Lilly, author of *Christian Astrology* (1647).   For this research, I will evaluate the main set of rules put forth by the adherents to the methods of Lilly, most of whom are using Regiomontanus or Campanus house systems.   In keeping with this tradition, we will use Regiomontanus for the Classical portion of our research, and we will switch to Placidus for the Modern portion. Regiomontanus is a quadrant based system that uses the Celestial Equator to divide the circle into equal segments. The Campanus system uses the Prime Vertical to divide the circle into 12 lunes, or sections, where the poles represent the north and south points of the horizon. The house cusps are set where the lunes cut the ecliptic. Placidus is a time system that determines cusps by determining points that trisect the diurnal or nocturnal semi-arc, creating the Table of Houses. Of these three, Placidus is the only system that is truly time based.   Since the decision was made to use the timed charts for the event itself, the Placidus system was chosen when evaluating the chart files with the Modern planets.   This is actually in keeping with the method used by English astrologer John Frawley in his book, *Sports Astrology* (2007) where he recommends using Regiomontanus for horary charts, (p.4) and Placidus for event charts (p.79). Secondly, no matter which of these 3 systems we choose to implement, the degrees at the angles do not change, and the delineations of these charts are all based on what is occurring concerning the angular houses.

A note on rulership. We will use Classical and Modern rulership accordingly, so this will alter the results between the two approaches.

ABSTRACT

This research will prove or disprove the sporting event rules established by both ancient and modern astrologers.

METHODOLOGY

The AstroInvestigators have collected hundreds of sporting event charts specifically for the research presented in this study, baseball games. We used the Air Software Fast Research program to conduct our research.   More information about this program is available at www.alphee.com.   We have created models of events to evaluate based upon rules for judging sporting events put forth by various astrologers, at various time periods in history.   The scope of this study will only cover the Ptolemaic aspects. Results using Modern rulers will also be displayed as an adjunct to the study. The Fast Research program has the Chi-square set to three, control groups created randomly with the amount of the control group consisting of 50 generated charts per game chart. As we make our evaluations, the 1st and the 10th house will be given to the home team, and the 7th and the 4th will be given to the away team.   The reasoning behind this being that the 1st represents the home team, and the 10th their place of honor, and the away team is the 7th, their place of honor the 4th. (10 houses from the 7th).   The main rules that have been set forth by astrologers, both ancient and modern, are as follows:

- · Ruler of the 1st makes good aspects to ruler of the 10th, home team wins.
- · Ruler of the 7th makes good aspects to ruler of the 4th, away team wins.
- · Ruler of the 1st or 7th applying to angular cusps give strength or debility accordingly.
- · Rulers of angular cusps placed in houses, give strength or debility accordingly.
- · Antiscia of the 1st and 7th rulers must be checked to see if they are on the cusp of the angles, or in angular houses. This will lend strength or debility accordingly.
- · All aspects, positions, aspects, strengths and debilities of the Moon must be judged to determine outcomes of sporting events. Does she apply to or is she close to the cusp of the 1st/10th or 7th/4th? Whoever has this placement for the Moon would be favored to win. What aspects does she make to cusp rulers? Good aspects from the Moon indicate which team she favors to win the day.
- · Fortuna (Part of Fortune) should be considered, by aspect and placement.
- · Lunar Nodes. By aspects to rulers and house placement, North Node gives blessing, South Node brings trouble.

A note on orbs There is a large range on allowable orbs being used by various astrologers, we will be generous, and set ours to 7°.

RESULTS

For the sets of criteria to be evaluated, 988 charts of teams that won at home were compared to a control group of charts generated by the AIR Fast Research program. The file for lose at home contains 873 charts with a similarly generated control group. Here are the results for the rules evaluated by the Fast Research Program.

RULER OF 1ST TO 10TH & RULER OF 7TH TO 4TH BY ASPECTS: CLASSICAL METHOD

Table 1….. Win at home.

EVENT	OCCUREN	AVERAGE	CHI SQ.(PROB)	STAT
NAT (☉☽♀♥♂♃♄ (RULER OF As)) □ NAT (☉☽♀♥♂♃♄ (RULER OF Mc)) MAXORB 07'	121	52.4	59.4 (100.0%)	OFTEN
NAT (☉☽♀♥♂♃♄ (RULER OF Ds)) ☍ NAT (☉☽♀♥♂♃♄ (RULER OF Ic)) MAXORB 07'	13	22.7	5.3 (97.9%)	SELDOM
NAT (☉☽♀♥♂♃♄ (RULER OF As)) △ NAT (☉☽♀♥♂♃♄ (RULER OF Mc)) MAXORB 07'	38	51.9	4.5 (96.6%)	SELDOM
NAT (☉☽♀♥♂♃♄ (RULER OF As)) ☌ NAT (☉☽♀♥♂♃♄ (RULER OF Mc)) MAXORB 07'	35	47.5	3.9 (95.3%)	SELDOM

Table 2….. Lose at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (☉☽♀♂♃♄ (RULER OF As)) □ NAT (☉☽♀♂♃♄ (RULER OF Mc)) MAXORB 07°	97	48.4	35.4 (100.0%)	OFTEN
NAT (☉☽♀♂♃♄ (RULER OF Ds)) △ NAT (☉☽♀♂♃♄ (RULER OF Ic)) MAXORB 07°	53	43	2.2 (86.2%)	OFTEN
NAT (☉☽♀♂♃♄ (RULER OF As)) △ NAT (☉☽♀♂♃♄ (RULER OF Mc)) MAXORB 07°	23	45.3	15.2 (100.0%)	SELDOM
NAT (☉☽♀♂♃♄ (RULER OF Ds)) ☌ NAT (☉☽♀♂♃♄ (RULER OF Ic)) MAXORB 07°	9	20.9	9.6 (99.8%)	SELDOM
NAT (☉☽♀♂♃♄ (RULER OF Ds)) * NAT (☉☽♀♂♃♄ (RULER OF Ic)) MAXORB 07°	58	72.2	3.3 (93.2%)	SELDOM

We have entered the charts for winners at home (table 1) aspects between the ruler of the 1st house (ASC) and the ruler of the 10th house (MC), which is their place of honor. We have also tested the charts of those teams that lost at home (table 2) for comparison of aspects at the ASC to ensure that positive results are only occurring for the winning team at the ASC.

In table 1, we can see that the ASC/MC rulers are squaring each other, which is problematic from the start. The Chi-square of 59.4, which gives a 100% probability that the home team would win when this aspect is found in the chart, is very strong. However, the square is not a soft aspect. According to the rules set forth by the adherents of the Classical method, we would not expect to find a hard aspect between these rulers in the charts of those that have won at home, yet this square returned a strong result in the research study. The Fast Research program also returned a result for the trine and the conjunction from the ASC to the MC, and an opposition from the DSC to the IC. Statistically, these events are seldom occurring in the charts of winners at home, thus we would be able to use these events as criteria to create a model for Neural Net only to illustrate what is *not* working in the charts.

When evaluating the charts of teams that have lost at home (table 2) we again see the square from the ASC to the MC returning a strong result. We have a Chi- square of 35.4 and a probability of 100% for the team at the ASC (home team) to lose when we see this square appearing in the chart. This would be a result that would actually be in accordance with the rules, as a hard aspect should bring a loss when appearing at the ASC of teams that have lost at home. However, we are again faced with the fact that this aspect is also appearing in the charts of winners which would exclude it from the final a sports model created for the Neural Net study.

Also on table 2, the trine between the ruler of the DSC and the IC returned a strong result with a Chi-square of 2.2 and a probability of 86.2% that the away team would win when we find this aspect in a chart. This is in accordance with the rules we are testing hence it will be included in the final model. The trine from the ASC to the MC is not statistically significant, nor are the opposition or the sextile from the DSC to the IC. They will only be included in our research model for the purposes of comparison.

The problem illustrated in the comparison of the two game chart tables is when we see the same hard aspects occurring in the charts of both winners and losers. The rules set down by the old astrologers tell us to look for a positive aspect to predict a winner, and a negative aspect would bring the home team a loss. This first rule does not hold water when put to the test by the Fast Research program for 2 reasons. First, we would not expect to find the same aspects (hard or soft) at the ASC for winner at home, and losers

at home. Secondly, the aspect that was found for the win at home charts is a square, where the rules tell us to look for a soft aspect, such as a trine.

The results show us that the sports rules are not working in regard to aspects from the angles in the charts of winners at home, but the results of the Fast Research program give us a result that we can use to predict a loser at home (Ruler of the DSC trine the IC) that is in accordance with the rules.   ***Note: Every chart that we evaluate presents a picture of the entire game, so at the same time we can see the chart of the winner, there is also an entity present in that same chart that lost***

We will now repeat the above research using the Modern method, which includes the outer three planets (Uranus, Neptune, and Pluto) to determine rulerships for the evaluations. We have also switched to the Placidus house system and the day/night formula for the Part of Fortune.

RULER OF 1ST TO 10TH & RULER OF 7TH TO 4TH BY ASPECTS: MODERN METHOD

Table 3…….Win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ. (PROB)	STAT
NAT (PLANETS (RULER OF As)) △ NAT (PLANETS (RULER OF Mc)) MAXORB 07	81	57.4	8.6 (99.7%)	OFTEN
NAT (PLANETS (RULER OF As)) □ NAT (PLANETS (RULER OF Mc)) MAXORB 07	99	74.5	7.6 (99.4%)	OFTEN
NAT (PLANETS (RULER OF As)) ＊ NAT (PLANETS (RULER OF Mc)) MAXORB 07	31	74.2	37.5 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ♂ NAT (PLANETS (RULER OF Ic)) MAXORB 07	50	64.5	3.9 (95.2%)	SELDOM
NAT (PLANETS (RULER OF As)) ♂ NAT (PLANETS (RULER OF Mc)) MAXORB 07	42	52.2	2.3 (87.2%)	SELDOM

Table 4…….Lose at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (PLANETS (RULER OF As)) □ NAT (PLANETS (RULER OF Mc)) MAXORB 07	99	65.6	15.0 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ds)) △ NAT (PLANETS (RULER OF Ic)) MAXORB 07	59	42.6	5.6 (98.2%)	OFTEN
NAT (PLANETS (RULER OF As)) ＊ NAT (PLANETS (RULER OF Mc)) MAXORB 07	30	64.2	26.3 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ds)) □ NAT (PLANETS (RULER OF Ic)) MAXORB 07	42	62.2	8.3 (99.6%)	SELDOM
NAT (PLANETS (RULER OF As)) ♂ NAT (PLANETS (RULER OF Mc)) MAXORB 07	37	48.8	3.4 (93.5%)	SELDOM

The results on table 3 (win at home) using the Modern method, shows the same square at the ASC to the MC as the Classical study, but now we also have a trine between the ASC and the MC. Once again, the old rules say the square brings a loss and the trine brings a win. In this example the Classical rules do not work. However, having the trine coming from the ASC to the MC that does not appear in the Classical study would be something to expect Neural Net to give a positive result. We also find a sextile between the ASC and the MC, and conjunctions between the ASC/MC, and the DSC/IC. These latter results return a statistical probability of seldom, and would be used only for the comparison of win/lose charts.

When evaluating the results of the lose at home chart file using the Modern method (table 4) we can see the results with another trine, the ruler of the DSC to the IC with a Chi-

square of 9.6 and a probability of 98.2% that we would find this aspect in the charts of teams that have lost at home. Having the away team owning this trine so to speak, is also in accordance with the rules.

RULER OF THE 1ST OR 7TH: CLASSICAL METHOD

APPLYING TO ANGULAR CUSPS GIVE STRENGTH OR DEBILITY ACCORDINGLY

Table 5…………win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB	STAT
NAT (☉☽♀♂♄ (RULER OF As)) ☌ NAT Mc SEPARATE MAXORB 05°	46	12	41.0 (100.0%)	OFTEN
NAT (☉☽♀♂♄ (RULER OF Ds)) ☌ NAT Mc SEPARATE MAXORB 05°	20	13.5	2.5 (88.8%)	OFTEN
NAT (☉☽♀♂♄ (RULER OF Ds)) ☌ NAT Ic SEPARATE MAXORB 05°	4	19.6	20.9 (100.0%)	SELDOM
NAT (☉☽♀♂♄ (RULER OF As)) ☌ NAT Ds SEPARATE MAXORB 05°	2	11.7	13.9 (100.0%)	SELDOM
NAT (☉☽♀♂♄ (RULER OF As)) ☌ NAT Ic SEPARATE MAXORB 05°	5	10.9	4.4 (96.4%)	SELDOM

Table 6………….lose at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (☉☽♀♂♄ (RULER OF As)) ☌ NAT Mc SEPARATE MAXORB 05°	27	11.1	13.5 (100.0%)	OFTEN
NAT (☉☽♀♂♄ (RULER OF Ds)) ☌ NAT Ic SEPARATE MAXORB 05°	5	17.7	14.4 (100.0%)	SELDOM
NAT (☉☽♀♂♄ (RULER OF Ds)) ☌ NAT As SEPARATE MAXORB 05°	1	8.9	12.7 (100.0%)	SELDOM
NAT (☉☽♀♂♄ (RULER OF As)) ☌ NAT Ic SEPARATE MAXORB 05°	4	10.2	5.4 (98.0%)	SELDOM

We first see results for the chart file win at home, using the Classical method. (Table 5).   Results for rulers at the ASC applying to the MC give us a Chi-square of 41.0 and a probability of 100 % that we would predict a winner using this rule.

However, just as with the first study, we can see that on table 5, teams that have lost at home, the ruler of the DSC, which is the away team, also gave a strong result applying to the MC, with a Chi-square of 2.5 and an 88.8 % probability of occurring in the win and home charts. This is troublesome because we cannot make a judgement of who will win, when both the ruler of the ASC and the DSC are making the same applying conjunction with the MC. The old rules teach us to look for the ASC or the DSC ruler applying to the MC, not both. The results that returned a statistical probability of seldom present us with a mixed bag of applying rulers to various angles, but the results are weak and can only be used for comparison.

Once again, we will further illustrate how this applying ruler criteria plays itself out in the research by taking a look at the chart file for teams that have lost at home. (Table 6). There was only one significant result, ruler of the ASC applying to the MC, with a Chi-square of 13.5 and a probability of 100% that we would see this in the charts of teams that have lost at home. This is the same result for winners at home, effectively cancelling each other out.

The seldom results return varying relationships between the angular rulers and house, and will be used for comparison.

RULER OF THE 1ST OR 7TH: MODERN METHOD

APPLYING TO ANGULAR CUSPS GIVE STRENGTH OR DEBILITY ACCORDINGLY

Table 7………win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (PLANETS (RULER OF As)) ♂ NAT Mc SEPARATE MAXORB 05˚	32	8.4	28.0 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ♂ NAT Mc SEPARATE MAXORB 05˚	20	12.7	3.3 (93.2%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ♂ NAT Ic SEPARATE MAXORB 05˚	1	14.5	23.8 (100.0%)	SELDOM
NAT (PLANETS (RULER OF As)) ♂ NAT Ds SEPARATE MAXORB 05˚	2	8.3	7.8 (99.5%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ♂ NAT As SEPARATE MAXORB 05˚	2	7	5.6 (98.2%)	SELDOM
NAT (PLANETS (RULER OF As)) ♂ NAT Ic SEPARATE MAXORB 05˚	5	10.1	3.5 (94.0%)	SELDOM

Table 8……...lose at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB	STAT
NAT (PLANETS (RULER OF As)) ♂ NAT Mc SEPARATE MAXORB 05˚	19	7.6	10.0 (99.8%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ♂ NAT As SEPARATE MAXORB 05˚	0	6	12.0 (99.9%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ♂ NAT Ic SEPARATE MAXORB 05˚	4	12.5	8.8 (99.7%)	SELDOM
NAT (PLANETS (RULER OF As)) ♂ NAT Ic SEPARATE MAXORB 05˚	4	8.9	3.8 (94.9%)	SELDOM

For the results using the Modern method we find the same result that was shown with the Classical method. Rulers of both the ASC and DSC applying to the MC on table 7, win at home; and ruler of ASC applying to MC on table 8, lose at home. These results cancel each other out for the same reasons as delineated in the Classical method write up.

ANGULAR RULERS PLACED IN ANGULAR HOUSES: CLASSICAL METHOD

 GIVE STRENGTH OR DEBILITY ACCORDINGLY

Table 9……….win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT RULE OF Ds IN Ds	297	81.7	302.8 (100.0%)	OFTEN
NAT RULE OF Mc IN Ds	171	73.2	89.5 (100.0%)	OFTEN
NAT RULE OF Ic IN Ds	183	82.2	88.6 (100.0%)	OFTEN
NAT RULE OF Mc IN Mc	125	77.8	24.5 (100.0%)	OFTEN
NAT RULE OF Ic IN Mc	141	96.1	19.3 (100.0%)	OFTEN
NAT RULE OF As IN Mc	108	69.9	17.9 (100.0%)	OFTEN
NAT RULE OF As IN Ds	118	101.8	2.7 (89.9%)	OFTEN
NAT RULE OF Ds IN Ic	23	99.3	101.5 (100.0%)	SELDOM
NAT RULE OF Mc IN V	63	129.3	50.7 (100.0%)	SELDOM
NAT RULE OF Mc IN Ic	46	86.5	26.5 (100.0%)	SELDOM
NAT RULE OF Ds IN As	46	86.4	26.4 (100.0%)	SELDOM
NAT RULE OF As IN Ic	38	70.5	20.6 (100.0%)	SELDOM
NAT RULE OF Ic IN As	38	68	17.9 (100.0%)	SELDOM
NAT RULE OF Mc IN As	47	76.2	14.7 (100.0%)	SELDOM
NAT RULE OF Ic IN V	48	73.1	11.1 (99.9%)	SELDOM
NAT RULE OF As IN As	55	80.4	10.2 (99.9%)	SELDOM
NAT RULE OF As IN V	62	75.4	2.8 (90.7%)	SELDOM
NAT RULE OF Mc IN XI	57	68.1	2.1 (85.1%)	SELDOM

Table 10……………lose at home

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT RULE OF Ds IN Ds	258	71.1	491.3 (100.0%)	OFTEN
NAT RULE OF Ic IN Ds	169	69.6	142.1 (100.0%)	OFTEN
NAT RULE OF Mc IN Ds	154	63.8	127.6 (100.0%)	OFTEN
NAT RULE OF Mc IN Mc	111	67.2	28.5 (100.0%)	OFTEN
NAT RULE OF As IN Ds	138	88.6	27.5 (100.0%)	OFTEN
NAT RULE OF Ic IN Mc	110	85.7	6.9 (99.2%)	OFTEN
NAT RULE OF As IN Mc	81	61.3	6.3 (98.8%)	OFTEN
NAT RULE OF Ds IN V	78	63.7	3.2 (92.5%)	OFTEN
NAT RULE OF Ds IN Ic	24	85.1	43.9 (100.0%)	SELDOM
NAT RULE OF Mc IN V	59	114.6	27.0 (100.0%)	SELDOM
NAT RULE OF Ds IN As	36	78.2	22.8 (100.0%)	SELDOM
NAT RULE OF Mc IN As	34	66.3	15.7 (100.0%)	SELDOM
NAT RULE OF Mc IN Ic	47	78.3	12.5 (100.0%)	SELDOM
NAT RULE OF Ic IN V	37	64.4	11.6 (99.9%)	SELDOM
NAT RULE OF As IN As	42	69.5	10.9 (99.9%)	SELDOM
NAT RULE OF As IN Ic	35	59.8	10.3 (99.9%)	SELDOM
NAT RULE OF Ic IN Ic	48	75.4	9.9 (99.8%)	SELDOM
NAT RULE OF Ic IN As	41	64	8.2 (99.6%)	SELDOM
NAT RULE OF As IN XI	45	64.4	5.9 (98.5%)	SELDOM
NAT RULE OF Mc IN XI	42	59	4.9 (97.4%)	SELDOM

When viewing the results on table 9, win at home using the Classical method, we first will evaluate the ASC since that represents the team that won at home. The ASC ruler appearing in the MC has a strong Chi-square of 17.9 and a 100% probability that we would find a winner at the ASC (home team) in the charts of games that had this placement. This is in keeping with the sports rules, but the difficulty that we are presented

with is that the ASC ruler appearing in the DSC also returned a strong result with a Chi-square of 2.7 and a probability of 89.9% that you would find this placement in the charts of teams that have won at home. The contradiction is similar to the previous studies because the Lilly inspired rules state that the ruler of the ASC placed in the MC would bring victory, which is proven by the research, but at the same time the ASC ruler is found placed in the DSC, which the rules teach us would bring a loss, also gives a strong result.

We also see in table 9 the ruler of the DSC appearing in the DSC with a Chi-square of 302.8 which gives this placement a 100% probability of occurring in the charts of teams that have won at home. The trouble comes in because the rules state that when you have an angular ruler appearing in its own angle, that would lend great strength to that ruler. Since the ruler of the DSC is the away team, indications would be that they would win with this strong placement. However we must remember that this is the chart file of teams that achieved victory at the ASC. This shows us the rule does not work.

The rest of the results that return a probability of often in both the charts of winners and losers various angular rulers placed in various angular houses. These placements are not mentioned in the rules. ****Since we do find many results for these various placements, we will keep them in mind when we make a model to run through Neural Net just to confirm whether or not the old astrologers missed something.****

Continuing with the Classical Method we will now look at the charts for teams that have lost at home (Table 10). The ruler of the DS in the DS has a Chi-square of 491.3 with a 100 % probability that we would find this in charts of teams that have lost at home. These results are in accordance with the rules that teach us that having the team's ruler in its own angle would lend that team strength. The ruler of the ASC is also found in the DSC with a Chi-square of 27.5 and a statistical probability of 100%. This would also be in accordance with the rules because they say when an angular ruler is found in the other team's angle, it would be a detriment to them. In this chart file, the ASC is the home team, which lost. The result that contradicts the rules is the ruler of ASC appearing in the MC with a Chi-square of 6.3 and a probability of 100%. Having the ASC ruler appearing in the MC would produce a win according to the rules, and these are the charts where the team at the ASC lost. All of these results are cancelled out because they also appear in the charts of teams that have won at home.

Another sports event rule is that having an angular ruler placed in the 5th house brings good luck to that ruler because the 5th represents the game venue and conditions. In this study we observe the finding that the ruler of the DSC is appearing in the 5th house, with a Chi-square of 3.2 and a probability of 92.5%. This would be in accordance with the rules since this is the chart files of losers at home.

The rest of the results are between angles that are not mentioned by the classical astrologers, but will be included in the Neural Net model.

ANGULAR RULERS PLACED IN ANGULAR HOUSES: MODERN METHOD

GIVE STRENGTH OR DEBILITY ACCORDINGLY

Table 11……………win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT RULE OF Ds IN Ds	301	72.4	721.8 (100.0%)	OFTEN
NAT RULE OF Mc IN Ds	181	41.9	461.1 (100.0%)	OFTEN
NAT RULE OF Ic IN Ds	184	76.7	150.2 (100.0%)	OFTEN
NAT RULE OF Mc IN Mc	129	89.4	17.5 (100.0%)	OFTEN
NAT RULE OF As IN Mc	79	50.5	16.1 (100.0%)	OFTEN
NAT RULE OF Ic IN V	222	190.3	5.3 (97.8%)	OFTEN
NAT RULE OF Ds IN Ic	7	63.9	50.7 (100.0%)	SELDOM
NAT RULE OF Ic IN As	2	49.4	45.5 (100.0%)	SELDOM
NAT RULE OF As IN V	13	67.7	44.2 (100.0%)	SELDOM
NAT RULE OF Mc IN Ic	11	49.5	29.9 (100.0%)	SELDOM
NAT RULE OF Ds IN As	16	51.9	24.8 (100.0%)	SELDOM
NAT RULE OF Mc IN V	37	79.7	22.9 (100.0%)	SELDOM
NAT RULE OF As IN XI	26	58.1	17.7 (100.0%)	SELDOM
NAT RULE OF As IN Ic	37	60.5	9.2 (99.7%)	SELDOM
NAT RULE OF Mc IN As	47	71.8	8.6 (99.7%)	SELDOM
NAT RULE OF Mc IN XI	122	156	7.4 (99.4%)	SELDOM

Table 12…………..lose at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT RULE OF Ds IN Ds	257	65.7	556.4 (100.0%)	OFTEN
NAT RULE OF Mc IN Ds	161	35.2	450.0 (100.0%)	OFTEN
NAT RULE OF Ic IN Ds	173	67.4	165.6 (100.0%)	OFTEN
NAT RULE OF Mc IN Mc	109	78.6	11.8 (99.9%)	OFTEN
NAT RULE OF Ds IN V	82	63.9	5.1 (97.6%)	OFTEN
NAT RULE OF As IN V	9	60.5	43.8 (100.0%)	SELDOM
NAT RULE OF Ds IN Ic	10	55	36.8 (100.0%)	SELDOM
NAT RULE OF Ic IN As	4	41	33.4 (100.0%)	SELDOM
NAT RULE OF Mc IN V	27	70.1	26.5 (100.0%)	SELDOM
NAT RULE OF As IN XI	15	48.9	23.5 (100.0%)	SELDOM
NAT RULE OF Mc IN Ic	12	43.4	22.7 (100.0%)	SELDOM
NAT RULE OF Ds IN As	14	45.3	21.6 (100.0%)	SELDOM
NAT RULE OF Mc IN As	34	61.7	12.4 (100.0%)	SELDOM
NAT RULE OF Ic IN Mc	24	42.3	7.9 (99.5%)	SELDOM
NAT RULE OF Mc IN XI	110	142.4	7.4 (99.3%)	SELDOM
NAT RULE OF As IN Ic	34	53.9	7.3 (99.3%)	SELDOM
NAT RULE OF Ic IN Ic	74	93.8	4.2 (95.9%)	SELDOM

When we switch to the Modern method we see very few changes, but they are significant. On table 11, win at home, we have the ruler of the IC In the 5th house with a Chi-square of 5.3 and a probability of 97.8%. This result is shown in the results for the Classical method, but it only has a chance of appearing seldom. The trouble comes in when we consider that the rules tell us that the IC ruler appearing in the 5th house would lend strength to the team at the DSC, but these are the charts where the away team (DSC) has lost. The ruler of the ASC in the DSC that was found in the Classical study does not appear in the Modern work. Another Classical result that disappears is the ruler

of the IC in the MC, but the Classical astrology sports rules tell us that we would not look at that placement anyway.

On table 12, the lose at home charts, we have lost three results that appeared in the Classical but not the Modern. They have either dropped off or changed status to seldom, which means we would not expect them to form a model for Neural Net to test. They are the ruler of the ASC in the DSC, the ruler of the IC in the MC, and the ruler of the ASC in the MC. Of these the ASC/DSC and the ASC/MC are significant changes, and we will visit this again once the models are made, and run through Neural Net.

ANTISCIA OF THE RULERS OF THE 1ST AND 7TH BY POSITION: CLASSICAL METHOD/MODERN METHOD

This particular set of criteria produced no statistically significant results by neither the Classical nor the Modern methods.

THE MOON: CLASSICAL METHOD

Table 13………win at home.

EVENT	OCCURENCE	AVERAGE	CHi SQ.(PROB)	STAT
NAT (O☉♀☿♂♃♄ (IN Ds)) △ NAT ☽ MAXORB 07˚	92	33.5	58.3 (100.0%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Ds)) □ NAT ☽ MAXORB 07˚	92	34.7	55.3 (100.0%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Ds)) ☍ NAT ☽ MAXORB 07˚	56	16	46.1 (100.0%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Ds)) * NAT ☽ MAXORB 07˚	70	33.5	27.2 (100.0%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Ds)) ‖ NAT ☽ MAXORB 07˚	40	15.8	21.6 (100.0%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Ds)) � NAT ☽ MAXORB 07˚	41	17.3	19.9 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ☍ NAT ☽ MAXORB 07˚	56	34.7	10.5 (99.9%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Mc)) ⌗ NAT ☽ MAXORB 07˚	33	17.3	10.1 (99.8%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Ds)) ☌ NAT ☽ MAXORB 07˚	31	17.1	8.2 (99.6%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Mc)) ‖ NAT ☽ MAXORB 07˚	27	15.2	6.7 (99.1%)	OFTEN
NAT (PLANETS (RULER OF Ic)) □ NAT ☽ MAXORB 07˚	90	70.8	5.0 (97.5%)	OFTEN
NAT (☽)∈ (As NAT)	99	81.3	3.8 (94.9%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Mc)) △ NAT ☽ MAXORB 07˚	46	35.2	3.0 (91.7%)	OFTEN
NAT (PLANETS (RULER OF As)) △ NAT ☽ MAXORB 07˚	82	67.9	2.9 (91.1%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN Mc)) ☍ NAT ☽ MAXORB 07˚	24	17.4	2.1 (85.6%)	OFTEN
NAT (O☉♀☿♂♃♄ (IN As)) △ NAT ☽ MAXORB 07˚	13	33.1	17.9 (100.0%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN Ic)) ☌ NAT ☽ MAXORB 07˚	3	15.6	17.2 (100.0%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN Ic)) △ NAT ☽ MAXORB 07˚	14	33.6	16.5 (100.0%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN As)) □ NAT ☽ MAXORB 07˚	15	34.3	15.5 (100.0%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN Ic)) * NAT ☽ MAXORB 07˚	15	32.9	13.7 (100.0%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN Ic)) ☍ NAT ☽ MAXORB 07˚	5	16.6	12.6 (100.0%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN Ic)) ⌗ NAT ☽ MAXORB 07˚	7	17.2	8.7 (99.7%)	SELDOM
NAT (PLANETS (RULER OF As)) ☌ NAT ☽ MAXORB 07˚	20	34.5	7.9 (99.5%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN As)) ☌ NAT ☽ MAXORB 07˚	7	16.5	7.7 (99.4%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN As)) ‖ NAT ☽ MAXORB 07˚	7	16	7.2 (99.2%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN As)) ☍ NAT ☽ MAXORB 07˚	8	16.9	6.4 (99.0%)	SELDOM
NAT (PLANETS (RULER OF Mc)) △ NAT ☽ MAXORB 07˚	52	69.8	5.5 (98.1%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN As)) * NAT ☽ MAXORB 07˚	22	33.7	5.0 (97.5%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN Ic)) □ NAT ☽ MAXORB 07˚	21	32.1	4.8 (97.1%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN As)) ⌗ NAT ☽ MAXORB 07˚	9	16.3	4.2 (96.0%)	SELDOM
NAT (O☉♀☿♂♃♄ (IN Ic)) ‖ NAT ☽ MAXORB 07˚	11	18.1	3.5 (93.8%)	SELDOM
NAT (PLANETS (RULER OF Mc)) □ NAT ☽ MAXORB 07˚	54	67.9	3.4 (93.3%)	SELDOM
NAT (PLANETS (RULER OF Mc)) ☌ NAT ☽ MAXORB 07˚	27	36.3	2.8 (90.7%)	SELDOM
NAT (PLANETS (RULER OF As)) ⌗ NAT ☽ MAXORB 07˚	26	34.6	2.5 (88.7%)	SELDOM
NAT (PLANETS (RULER OF As)) □ NAT ☽ MAXORB 07˚	57	68.9	2.4 (88.0%)	SELDOM

Table 14…………lose at home.

EVENT	OCCURENCE	AVERAGE	CHi SQ.(PROB)	STAT
NAT (☉☽☿♀♂♃♄ (IN Ds)) □ NAT ☽ MAXORB 07°	79	29.4	48.3 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (IN Ds)) ✶ NAT ☽ MAXORB 07°	76	28.6	45.7 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (IN Ds)) △ NAT ☽ MAXORB 07°	63	28.6	27.3 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (IN Ds)) ⚼ NAT ☽ MAXORB 07°	42	14.7	27.2 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (IN Ds)) ‖ NAT ☽ MAXORB 07°	41	14.8	25.5 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (IN Ds)) ☌ NAT ☽ MAXORB 07°	39	13.8	24.9 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (IN Ds)) ☍ NAT ☽ MAXORB 07°	34	14.5	16.0 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ☍ NAT ☽ MAXORB 07°	44	30.9	4.8 (97.1%)	OFTEN
NAT (☉☽☿♀♂♃♄ (IN Mc)) △ NAT ☽ MAXORB 07°	44	31	4.7 (97.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (IN Mc)) □ NAT ☽ MAXORB 07°	38	28.8	2.6 (89.6%)	OFTEN
NAT (☽)∈ (Ds NAT)	88	74.2	2.6 (89.3%)	OFTEN
NAT (PLANETS (RULER OF As)) △ NAT ☽ MAXORB 07°	72	60.8	2.0 (84.7%)	OFTEN
NAT (☉☽☿♀♂♃♄ (IN As)) □ NAT ☽ MAXORB 07°	5	28.8	34.1 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (IN As)) △ NAT ☽ MAXORB 07°	9	28.6	20.8 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (IN Ic)) □ NAT ☽ MAXORB 07°	10	29.9	20.3 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (IN As)) ‖ NAT ☽ MAXORB 07°	3	14.4	15.0 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (IN Ic)) ☌ NAT ☽ MAXORB 07°	6	14.7	7.5 (99.4%)	SELDOM
NAT (☉☽☿♀♂♃♄ (IN Ic)) ✶ NAT ☽ MAXORB 07°	16	28.6	7.3 (99.3%)	SELDOM
NAT (☉☽☿♀♂♃♄ (IN Ic)) ☍ NAT ☽ MAXORB 07°	6	14.2	6.7 (99.1%)	SELDOM
NAT (☉☽☿♀♂♃♄ (IN As)) ✶ NAT ☽ MAXORB 07°	19	29.6	4.8 (97.1%)	SELDOM
NAT (☉☽☿♀♂♃♄ (IN As)) ☌ NAT ☽ MAXORB 07°	8	14.4	3.7 (94.6%)	SELDOM
NAT (☉☽☿♀♂♃♄ (IN Ic)) ‖ NAT ☽ MAXORB 07°	9	15.7	3.7 (94.4%)	SELDOM

And now we come to the Moon. Many of the criteria for aspects etc. to the Moon have been included in previous models, but this study will deal with the Moon specifically. As any practioner of horary astrology will tell you, all action in the chart is controlled by the Moon, and the same holds true for event charts. Without a full analysis of the Moon's actions in these baseball event charts, our work would stand incomplete, and lacking the full spectrum of understanding that we could achieve.

Since this is by far the largest criteria set we are evaluating, pointing out what does not work when comparing results from the win at home/lose at home tables will be presented first, and then the results that produced an occurrence showing often in the win at home charts without being cancelled out by the same result appearing in the lose at home file will be presented.

On the win at home table, we find the 1st 7 results listed can also be found in the lose at home table. This of course would exclude them from being used to create a model. Moving down the list, we can use the planets in the MC contra-antiscia to the Moon. This aspect returns a Chi-square of 10.1 and a probability of occurring 99.8% of the time when we see it occurring. Next, natal planets conjunct the Moon, returns a positive result, but once again we find this aspect in the charts of lose at home games. When we see these criteria occurring in both the win and lose charts, we will include them in the model for testing. This way we can verify through the research what works, and what does not.

The next three results can be used for the model because they are not found in the charts of teams that have lost at home. Planets in the MC antiscia the Moon, the ruler of IC square the Moon, and the Moon in the ASC. With probabilities ranging from 99.1% to 94.0% to occur in the charts of winners and Chi-squares between 6.7 and 3.8, these should certainly be included in the model. There is no result in the lose at home chart to offset these results.

The next two results we find are the planets in the MC trine the Moon, and the ruler of the ASC in trine with the Moon. Once again we find them in the charts of games where the home team has lost.

The last criteria we evaluated is the planets in the MC opposing the Moon. The result with a Chi-square of 2.1 and a probability of 85.6 can be included in our model for neural net because there is nothing to offset this result in the lose at home table.

Now we look at table 14, lose at home. There are only 2 criteria that have passed the test, planets in the MC squaring the Moon, with a Chi-square of 2.6 and a probability of 89.6% and the Moon in the DSC, Chi-square also 2.6 and 89.3% probability of occurring in the charts where the home team has lost. By in far the most interesting of these results is the Moon appearing in the ASC when the home team wins, and the Moon is in the DSC when the home team loses. More will be said about this when the final model is created and run through Neural Net.

THE MOON: MODERN METHOD

Table 15…………win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (PLANETS (IN Ds)) □ NAT ☽ MAXORB 07°	101	46.4	43.7 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) △ NAT ☽ MAXORB 07°	101	48.3	40.3 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ☍ NAT ☽ MAXORB 07°	63	22.4	40.3 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ✳ NAT ☽ MAXORB 07°	87	47.2	25.3 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ⚼ NAT ☽ MAXORB 07°	44	22.1	15.0 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ⚻ NAT ☽ MAXORB 07°	41	22.7	10.9 (99.9%)	OFTEN
NAT (PLANETS (IN Mc)) ⚼ NAT ☽ MAXORB 07°	41	23	10.4 (99.9%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ☍ NAT ☽ MAXORB 07°	53	34.3	8.3 (99.6%)	OFTEN
NAT (PLANETS (RULER OF Ic)) □ NAT ☽ MAXORB 07°	91	68.9	6.6 (99.0%)	OFTEN
NAT (PLANETS (IN Ds)) ☌ NAT ☽ MAXORB 07°	37	23.6	6.1 (98.7%)	OFTEN
NAT (PLANETS (IN Mc)) ⚻ NAT ☽ MAXORB 07°	34	22.9	4.5 (96.6%)	OFTEN
NAT (PLANETS (RULER OF As)) ☍ NAT ☽ MAXORB 07°	46	33.1	4.4 (96.4%)	OFTEN
NAT (PLANETS (RULER OF Ic)) △ NAT ☽ MAXORB 07°	86	70.7	3.2 (92.7%)	OFTEN
NAT (PLANETS (IN Mc)) ☍ NAT ☽ MAXORB 07°	32	22.9	3.1 (92.3%)	OFTEN
NAT (☽)∈ (As NAT)	98	82.6	2.9 (91.1%)	OFTEN
NAT (PLANETS (IN Mc)) ✳ NAT ☽ MAXORB 07°	31	46.6	6.5 (99.0%)	SELDOM
NAT (PLANETS (IN As)) ☍ NAT ☽ MAXORB 07°	15	25.3	5.4 (97.9%)	SELDOM
NAT (PLANETS (IN Ic)) ☌ NAT ☽ MAXORB 07°	17	26.8	4.5 (96.6%)	SELDOM
NAT (PLANETS (IN As)) ⚻ NAT ☽ MAXORB 07°	17	26.6	4.3 (96.1%)	SELDOM
NAT (PLANETS (RULER OF Mc)) □ NAT ☽ MAXORB 07°	55	68.9	3.3 (93.2%)	SELDOM
NAT (PLANETS (IN Ic)) △ NAT ☽ MAXORB 07°	38	49	2.9 (91.1%)	SELDOM
NAT (PLANETS (IN As)) △ NAT ☽ MAXORB 07°	39	49.7	2.7 (90.0%)	SELDOM
NAT (PLANETS (IN Ic)) ☍ NAT ☽ MAXORB 07°	17	24.2	2.6 (89.2%)	SELDOM
NAT (PLANETS (IN Ic)) ✳ NAT ☽ MAXORB 07°	42	51.9	2.2 (86.0%)	SELDOM

Table 16…………lose at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (PLANETS (IN Ds)) □ NAT ☽ MAXORB 07°	87	41.8	34.2 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ✳ NAT ☽ MAXORB 07°	86	41.1	34.1 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ⚹ NAT ☽ MAXORB 07°	48	19.9	24.1 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) △ NAT ☽ MAXORB 07°	77	42.2	21.9 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ‖ NAT ☽ MAXORB 07°	48	21.3	21.5 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ♂ NAT ☽ MAXORB 07°	43	19.7	18.0 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ☍ NAT ☽ MAXORB 07°	37	20	10.4 (99.9%)	OFTEN
NAT (PLANETS (IN Ic)) ⚹ NAT ☽ MAXORB 07°	32	22.1	3.7 (94.6%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ☍ NAT ☽ MAXORB 07°	41	29.8	3.7 (94.4%)	OFTEN
NAT (☽)∈ (Ds NAT)	88	72.7	3.2 (92.5%)	OFTEN
NAT (PLANETS (IN As)) ☍ NAT ☽ MAXORB 07°	30	22.2	2.4 (87.9%)	OFTEN
NAT (PLANETS (RULER OF As)) ⚹ NAT ☽ MAXORB 07°	41	32	2.3 (87.4%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ♂ NAT ☽ MAXORB 07°	18	31.3	7.4 (99.3%)	SELDOM
NAT (PLANETS (IN As)) □ NAT ☽ MAXORB 07°	30	45.9	7.0 (99.2%)	SELDOM
NAT (PLANETS (IN As)) ‖ NAT ☽ MAXORB 07°	13	22.6	5.3 (97.8%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ⚹ NAT ☽ MAXORB 07°	20	31.1	5.0 (97.5%)	SELDOM
NAT (PLANETS (IN Ic)) ♂ NAT ☽ MAXORB 07°	14	22.5	4.0 (95.6%)	SELDOM
NAT (PLANETS (IN Ic)) □ NAT ☽ MAXORB 07°	33	44.6	3.6 (94.3%)	SELDOM
NAT (PLANETS (IN Ic)) ☍ NAT ☽ MAXORB 07°	14	21.1	2.9 (91.2%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ✳ NAT ☽ MAXORB 07°	54	65.4	2.3 (87.3%)	SELDOM
NAT (PLANETS (IN Mc)) ✳ NAT ☽ MAXORB 07°	33	41.9	2.2 (86.3%)	SELDOM

Using the modern approach has not changed our potential model very much, using the outer three as rulers has made changes, but not very significant concerning our evaluations.

All things considered, the Moon, as we suspected, has given us the most to work with when we begin evaluating our Neural Net model.

PART OF FORTUNE: CLASSICAL

Table 17………win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF As)) ♂ NAT ⊗ MAXORB 07°	49	38.1	2.9 (90.9%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Ds)) ⚹ NAT ⊗ MAXORB 07°	56	37.6	7.6 (99.4%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Mc)) □ NAT ⊗ MAXORB 07°	96	76.9	4.6 (96.8%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Mc)) ☍ NAT ⊗ MAXORB 07°	68	37.2	19.0 (100.0%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Ic)) △ NAT ⊗ MAXORB 07°	91	76.3	2.8 (90.8%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ds)) ‖ NAT ⊗ MAXORB 07°	33	18	9.1 (99.7%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ds)) ⚹ NAT ⊗ MAXORB 07°	48	18.9	26.2 (100.0%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ds)) ♂ NAT ⊗ MAXORB 07°	47	19.2	24.2 (100.0%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ds)) □ NAT ⊗ MAXORB 07°	86	38	39.6 (100.0%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ds)) ✳ NAT ⊗ MAXORB 07°	87	39	39.1 (100.0%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ds)) △ NAT ⊗ MAXORB 07°	74	37.2	25.8 (100.0%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ds)) ☍ NAT ⊗ MAXORB 07°	36	18	12.4 (100.0%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Mc)) ‖ NAT ⊗ MAXORB 07°	29	18.2	5.1 (97.6%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Mc)) □ NAT ⊗ MAXORB 07°	55	36.1	8.2 (99.6%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Mc)) ✳ NAT ⊗ MAXORB 07°	54	37.6	6.2 (98.8%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Mc)) ☍ NAT ⊗ MAXORB 07°	29	18.4	4.9 (97.2%)	OFTEN
NAT Ds ♂ NAT ⊗ MAXORB 07°	47	36.5	2.7 (90.2%)	OFTEN
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF As)) ✳ NAT ⊗ MAXORB 07°	61	75.2	3.2 (92.5%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF As)) ☍ NAT ⊗ MAXORB 07°	25	38.3	5.7 (98.3%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Ds)) ♂ NAT ⊗ MAXORB 07°	29	39.1	3.1 (92.2%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Ds)) □ NAT ⊗ MAXORB 07°	63	76.5	2.8 (90.6%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Ds)) ✳ NAT ⊗ MAXORB 07°	58	72.4	3.4 (93.6%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Mc)) ‖ NAT ⊗ MAXORB 07°	25	38.1	5.6 (98.2%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Ic)) ‖ NAT ⊗ MAXORB 07°	28	38.4	3.4 (93.4%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Ic)) ⚹ NAT ⊗ MAXORB 07°	28	38.5	3.4 (93.5%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (RULER OF Ic)) ✳ NAT ⊗ MAXORB 07°	63	74.5	2.1 (84.8%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN As)) ‖ NAT ⊗ MAXORB 07°	9	18.9	7.1 (99.2%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN As)) ⚹ NAT ⊗ MAXORB 07°	6	18.3	12.6 (100.0%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN As)) ♂ NAT ⊗ MAXORB 07°	12	17.7	2.2 (86.6%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN As)) □ NAT ⊗ MAXORB 07°	25	39	6.3 (98.9%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN As)) ✳ NAT ⊗ MAXORB 07°	14	37.5	22.0 (100.0%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN As)) △ NAT ⊗ MAXORB 07°	12	39.2	29.7 (100.0%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Mc)) ⚹ NAT ⊗ MAXORB 07°	12	19.1	3.3 (93.1%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ic)) ‖ NAT ⊗ MAXORB 07°	11	19	4.3 (96.2%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ic)) ⚹ NAT ⊗ MAXORB 07°	11	19.1	4.4 (96.4%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ic)) ♂ NAT ⊗ MAXORB 07°	8	18.9	9.0 (99.7%)	SELDOM
NAT (☉ ☽ ☿ ♀ ♂ ♃ ♄ (IN Ic)) ✳ NAT ⊗ MAXORB 07°	16	37.1	17.2 (100.0%)	SELDOM

Table 18………..lose at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (O☽☿♀♂♃♄ (IN Ds)) □ NAT ⊗ MAXORB 07°	84	33.4	46.7 (100.0%)	OFTEN
NAT (O☽☿♀♂♃♄ (IN Ds)) ✶ NAT ⊗ MAXORB 07°	81	34.9	39.3 (100.0%)	OFTEN
NAT (O☽☿♀♂♃♄ (IN Ds)) ☌ NAT ⊗ MAXORB 07°	52	16.1	39.3 (100.0%)	OFTEN
NAT (O☽☿♀♂♃♄ (IN Ds)) ⚹ NAT ⊗ MAXORB 07°	45	15.9	28.8 (100.0%)	OFTEN
NAT (O☽☿♀♂♃♄ (IN Ds)) △ NAT ⊗ MAXORB 07°	66	33.3	22.9 (100.0%)	OFTEN
NAT (O☽☿♀♂♃♄ (IN Ds)) ☍ NAT ⊗ MAXORB 07°	39	15.8	20.2 (100.0%)	OFTEN
NAT (O☽☿♀♂♃♄ (IN Ds)) ‖ NAT ⊗ MAXORB 07°	32	16.7	9.8 (99.8%)	OFTEN
NAT (O☽☿♀♂♃♄ (RULER OF Mc)) ☍ NAT ⊗ MAXORB 07°	52	33.4	8.5 (99.6%)	OFTEN
NAT (O☽☿♀♂♃♄ (RULER OF As)) ☌ NAT ⊗ MAXORB 07°	49	31.2	8.3 (99.6%)	OFTEN
NAT (O☽☿♀♂♃♄ (RULER OF Ds)) ⚹ NAT ⊗ MAXORB 07°	47	32.5	5.5 (98.1%)	OFTEN
NAT (O☽☿♀♂♃♄ (RULER OF Mc)) □ NAT ⊗ MAXORB 07°	83	66.5	4.0 (95.5%)	OFTEN
NAT (O☽☿♀♂♃♄ (RULER OF Ic)) ☍ NAT ⊗ MAXORB 07°	44	32.6	3.6 (94.1%)	OFTEN
NAT (O☽☿♀♂♃♄ (RULER OF As)) △ NAT ⊗ MAXORB 07°	81	67.1	2.8 (90.8%)	OFTEN
NAT (O☽☿♀♂♃♄ (IN Mc)) ‖ NAT ⊗ MAXORB 07°	24	16.8	2.6 (89.2%)	OFTEN
NAT (O☽☿♀♂♃♄ (RULER OF Mc)) ⚹ NAT ⊗ MAXORB 07°	42	32.6	2.5 (88.4%)	OFTEN
NAT (O☽☿♀♂♃♄ (IN Mc)) ☍ NAT ⊗ MAXORB 07°	23	16.7	2.1 (84.9%)	OFTEN
NAT Mc ☌ NAT ⊗ MAXORB 07°	41	32.6	2.0 (84.5%)	OFTEN
NAT (O☽☿♀♂♃♄ (IN As)) ✶ NAT ⊗ MAXORB 07°	12	33.1	20.3 (100.0%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN As)) ⚹ NAT ⊗ MAXORB 07°	5	17	13.2 (100.0%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN As)) △ NAT ⊗ MAXORB 07°	17	34.4	12.2 (100.0%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN Ic)) ☌ NAT ⊗ MAXORB 07°	6	17.4	11.3 (99.9%)	SELDOM
NAT (O☽☿♀♂♃♄ (RULER OF Ds)) □ NAT ⊗ MAXORB 07°	42	65.1	10.6 (99.9%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN As)) ☌ NAT ⊗ MAXORB 07°	5	15.3	10.6 (99.9%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN Ic)) △ NAT ⊗ MAXORB 07°	17	31.8	9.2 (99.8%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN Ic)) □ NAT ⊗ MAXORB 07°	18	33	9.0 (99.7%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN As)) ‖ NAT ⊗ MAXORB 07°	7	16.5	7.7 (99.4%)	SELDOM
NAT (O☽☿♀♂♃♄ (RULER OF Ic)) ⚹ NAT ⊗ MAXORB 07°	20	33.4	6.9 (99.2%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN Ic)) ☍ NAT ⊗ MAXORB 07°	8	16.3	5.7 (98.3%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN Ic)) ✶ NAT ⊗ MAXORB 07°	23	34.3	4.6 (96.7%)	SELDOM
NAT (O☽☿♀♂♃♄ (RULER OF Mc)) ☌ NAT ⊗ MAXORB 07°	22	32.9	4.5 (96.6%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN Ic)) ⚹ NAT ⊗ MAXORB 07°	10	17.2	3.9 (95.1%)	SELDOM
NAT (O☽☿♀♂♃♄ (IN As)) □ NAT ⊗ MAXORB 07°	23	33.3	3.9 (95.1%)	SELDOM
NAT (O☽☿♀♂♃♄ (RULER OF Ic)) ‖ NAT ⊗ MAXORB 07°	23	32.9	3.6 (94.2%)	SELDOM
NAT (O☽☿♀♂♃♄ (RULER OF Ds)) ☍ NAT ⊗ MAXORB 07°	24	34	3.6 (94.2%)	SELDOM
NAT (O☽☿♀♂♃♄ (RULER OF As)) ⚹ NAT ⊗ MAXORB 07°	26	34.5	2.5 (88.3%)	SELDOM

Once again, many of our results are cancelling each other out, as they appear in both the charts of the winner and the loser at home.

 The first one is the ruler of the IC trine the Part of Fortune, Chi-square of 2.8 with a probability of 90.8%. Next we find planets in the MC squaring the POF with a Chi-square of 8.2, probability of 99.6%, and planets in the MC sextile the POF with a Chi-square of 6.2, probability of 98.8%. The POF conjunct the DSC also returns a result with a Chi-square of 2.7 and a probability of 90.2% that we would find this in the charts of teams that have won at home. As with previous research, we would not expect to find a square from planets in the MC to the POF. The rules state that a square would bring a loss, not a

win. Since this aspect did produce a solid result, we will include it in our model for Neural Net just to see if the rule makers may have missed something.

On table 18, lose at home, we find two items that we would not expect to see in the charts of losing teams. The ruler of the ASC trine the POF and the MC conjunct the POF. Since they do appear as a positive result, we will include them in the Neural Net model.

PART OF FORTUNE: MODERN

Table 19……………win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (PLANETS (IN Ds)) ⌗ NAT ⊗ MAXORB 07°	60	24.6	31.0 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) * NAT ⊗ MAXORB 07°	97	51.2	30.6 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ♂ NAT ⊗ MAXORB 07°	57	25.5	25.1 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ▫ NAT ⊗ MAXORB 07°	91	52.7	22.0 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ♂ NAT ⊗ MAXORB 07°	48	22.7	18.8 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ♂ NAT ⊗ MAXORB 07°	64	37.2	14.9 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) △ NAT ⊗ MAXORB 07°	76	52.5	9.2 (99.8%)	OFTEN
NAT (PLANETS (RULER OF As)) △ NAT ⊗ MAXORB 07°	102	75.3	8.8 (99.7%)	OFTEN
NAT (PLANETS (IN Mc)) * NAT ⊗ MAXORB 07°	70	49.9	7.2 (99.3%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ⌗ NAT ⊗ MAXORB 07°	56	39.2	6.2 (98.8%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ▫ NAT ⊗ MAXORB 07°	95	75.8	4.7 (97.0%)	OFTEN
NAT (PLANETS (IN Ds)) ∥ NAT ⊗ MAXORB 07°	37	25.3	4.6 (96.7%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ▫ NAT ⊗ MAXORB 07°	96	77.2	4.5 (96.6%)	OFTEN
NAT (PLANETS (IN Mc)) ∥ NAT ⊗ MAXORB 07°	35	26.3	2.5 (88.9%)	OFTEN
NAT (PLANETS (IN As)) * NAT ⊗ MAXORB 07°	32	55.6	13.3 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Mc)) ∥ NAT ⊗ MAXORB 07°	23	40	9.5 (99.8%)	SELDOM
NAT (PLANETS (IN As)) ⌗ NAT ⊗ MAXORB 07°	15	26.2	6.3 (98.8%)	SELDOM
NAT (PLANETS (IN As)) △ NAT ⊗ MAXORB 07°	39	54.4	5.4 (97.9%)	SELDOM
NAT (PLANETS (IN Mc)) ⌗ NAT ⊗ MAXORB 07°	14	24	5.3 (97.9%)	SELDOM
NAT (PLANETS (RULER OF As)) ♂ NAT ⊗ MAXORB 07°	26	37.6	4.4 (96.3%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ▫ NAT ⊗ MAXORB 07°	62	76.6	3.3 (93.0%)	SELDOM
NAT (PLANETS (RULER OF As)) * NAT ⊗ MAXORB 07°	62	75.8	3.0 (91.5%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ♂ NAT ⊗ MAXORB 07°	27	36.4	2.9 (91.0%)	SELDOM
NAT (PLANETS (IN Ic)) ⌗ NAT ⊗ MAXORB 07°	20	28	2.7 (90.2%)	SELDOM

Table 20…………lose at home.

EVENT	OCCUREN	AVERAGE	CHI SQ.(PROB)	STAT
NAT (PLANETS (IN Ds)) ✶ NAT ⊗ MAXORB 07°	93	46.6	33.5 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) □ NAT ⊗ MAXORB 07°	91	45.7	32.6 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ♂ NAT ⊗ MAXORB 07°	55	22.3	29.0 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ⚹ NAT ⊗ MAXORB 07°	46	21.7	18.2 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) △ NAT ⊗ MAXORB 07°	74	43.8	16.6 (100.0%)	OFTEN
NAT (PLANETS (IN Ds)) ☍ NAT ⊗ MAXORB 07°	41	20.9	13.6 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Mc)) □ NAT ⊗ MAXORB 07°	92	66.1	9.3 (99.8%)	OFTEN
NAT (PLANETS (IN Ds)) ⚹ NAT ⊗ MAXORB 07°	40	23.4	9.1 (99.7%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ☍ NAT ⊗ MAXORB 07°	48	31.6	7.1 (99.2%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ⚹ NAT ⊗ MAXORB 07°	50	34.2	6.2 (98.8%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ⚹ NAT ⊗ MAXORB 07°	47	32.1	5.9 (98.5%)	OFTEN
NAT (PLANETS (RULER OF As)) △ NAT ⊗ MAXORB 07°	82	68	2.9 (91.0%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ☍ NAT ⊗ MAXORB 07°	43	33.6	2.4 (87.8%)	OFTEN
NAT (PLANETS (RULER OF Ds)) □ NAT ⊗ MAXORB 07°	45	67.4	9.5 (99.8%)	SELDOM
NAT (PLANETS (RULER OF Mc)) ♂ NAT ⊗ MAXORB 07°	23	35	5.2 (97.7%)	SELDOM
NAT (PLANETS (IN Ic)) △ NAT ⊗ MAXORB 07°	36	49.1	4.2 (96.0%)	SELDOM
NAT (PLANETS (IN As)) ✶ NAT ⊗ MAXORB 07°	36	48.9	4.1 (95.8%)	SELDOM
NAT (PLANETS (IN Mc)) ✶ NAT ⊗ MAXORB 07°	32	43.8	3.8 (94.9%)	SELDOM
NAT (PLANETS (IN As)) ♂ NAT ⊗ MAXORB 07°	18	25.6	2.7 (90.1%)	SELDOM
NAT (PLANETS (IN Ic)) ♂ NAT ⊗ MAXORB 07°	17	24.2	2.6 (89.2%)	SELDOM
NAT (PLANETS (RULER OF As)) ✶ NAT ⊗ MAXORB 07°	54	65.6	2.4 (88.0%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ✶ NAT ⊗ MAXORB 07°	56	67.7	2.4 (87.7%)	SELDOM
NAT (PLANETS (RULER OF Mc)) △ NAT ⊗ MAXORB 07°	55	66.6	2.4 (87.6%)	SELDOM

First we will take a look at table 19, winners at home. The modern approach gives us a different result as the rulership of the angles change. In the win at home chart file, we have the planets in the MC sextile the POF, the ruler of the IC squaring the POF, and the planets in the MC antiscia to the POF. These results are in accordance with the rules we are researching, and therefore will be included in our final sports model.

On table 20, lose at home, we will include the result of the ruler of the MC contra-antiscia to the POF, and the ruler of the IC in opposition to the POF. They fit what we would expect to find.

LUNAR NODES: CLASSICAL

Table 21…………win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (☉☽☿♀♂♃♄ (RULER OF Ds)) △ NAT ☊ MAXORB 07°	210	99.4	93.8 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF Ds)) ✳ NAT ☋ MAXORB 07°	210	99.4	93.8 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF Mc)) △ NAT ☊ MAXORB 07°	184	103.6	52.7 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF Mc)) ✳ NAT ☋ MAXORB 07°	184	103.6	52.7 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF As)) □ NAT ☊ MAXORB 07°	130	67	44.7 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF As)) □ NAT ☋ MAXORB 07°	130	67	44.7 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF Ic)) ☍ NAT ☊ MAXORB 07°	76	42.9	19.7 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF Ic)) ☌ NAT ☋ MAXORB 07°	76	42.9	19.7 (100.0%)	OFTEN
NAT (☊)∈ (As NAT)	126	87.7	15.4 (100.0%)	OFTEN
NAT (☋)∈ (Ds NAT)	126	87.7	15.4 (100.0%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF Mc)) □ NAT ☊ MAXORB 07°	92	65.5	9.7 (99.8%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF Mc)) □ NAT ☋ MAXORB 07°	92	65.5	9.7 (99.8%)	OFTEN
NAT (☊)∈ (Ic NAT)	133	101.8	9.4 (99.8%)	OFTEN
NAT (☋)∈ (Mc NAT)	133	101.8	9.4 (99.8%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF Ds)) ☍ NAT ☊ MAXORB 07°	60	43.3	5.7 (98.3%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF Ds)) ☌ NAT ☋ MAXORB 07°	60	43.3	5.7 (98.3%)	OFTEN
NAT (☉☽☿♀♂♃♄ (RULER OF As)) ☌ NAT ☊ MAXORB 07°	4	36	52.2 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF As)) ☍ NAT ☋ MAXORB 07°	4	36	52.2 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Ic)) ☌ NAT ☊ MAXORB 07°	4	32.7	45.7 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Ic)) ☍ NAT ☋ MAXORB 07°	4	32.7	45.7 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Mc)) ☌ NAT ☊ MAXORB 07°	5	33.9	43.8 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Mc)) ☍ NAT ☋ MAXORB 07°	5	33.9	43.8 (100.0%)	SELDOM
NAT (☊)∈ (Ds NAT)	30	76.3	42.6 (100.0%)	SELDOM
NAT (☋)∈ (As NAT)	30	76.3	42.6 (100.0%)	SELDOM
NAT (☊)∈ (Mc NAT)	27	64.4	32.1 (100.0%)	SELDOM
NAT (☋)∈ (Ic NAT)	27	64.4	32.1 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Mc)) ✳ NAT ☊ MAXORB 07°	37	62	13.3 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Mc)) △ NAT ☋ MAXORB 07°	37	62	13.3 (100.0%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Ic)) ✳ NAT ☊ MAXORB 07°	38	61.5	11.7 (99.9%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Ic)) △ NAT ☋ MAXORB 07°	38	61.5	11.7 (99.9%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Ds)) ☌ NAT ☊ MAXORB 07°	16	31.8	10.7 (99.9%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Ds)) ☍ NAT ☋ MAXORB 07°	16	31.8	10.7 (99.9%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF As)) △ NAT ☊ MAXORB 07°	80	108.8	9.7 (99.8%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF As)) ✳ NAT ☋ MAXORB 07°	80	108.8	9.7 (99.8%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF As)) ☍ NAT ☊ MAXORB 07°	27	40.1	5.3 (97.9%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF As)) ☌ NAT ☋ MAXORB 07°	27	40.1	5.3 (97.9%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Ds)) ✳ NAT ☊ MAXORB 07°	46	59.7	3.8 (94.7%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF Ds)) △ NAT ☋ MAXORB 07°	46	59.7	3.8 (94.7%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF As)) ✳ NAT ☊ MAXORB 07°	50	63.3	3.3 (93.1%)	SELDOM
NAT (☉☽☿♀♂♃♄ (RULER OF As)) △ NAT ☋ MAXORB 07°	50	63.3	3.3 (93.1%)	SELDOM

Table 22……………lose at home.

EVENT	OCCUREN	AVERAGE	CHI SQ.(PROB)	STAT
NAT (☉☽♀♀♂4♄ (RULER OF Ds)) Δ NATΩ MAXORB 07°	185	87	83.7 (100.0%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF Ds)) * NATʊ MAXORB 07°	185	87	83.7 (100.0%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF Mc)) Δ NATΩ MAXORB 07°	169	92.2	53.0 (100.0%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF Mc)) * NATʊ MAXORB 07°	169	92.2	53.0 (100.0%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF As)) □ NATΩ MAXORB 07°	111	58.4	36.2 (100.0%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF As)) □ NATʊ MAXORB 07°	111	58.4	36.2 (100.0%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF Mc)) □ NATΩ MAXORB 07°	114	61.4	35.1 (100.0%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF Mc)) □ NATʊ MAXORB 07°	114	61.4	35.1 (100.0%)	OFTEN
NAT (Ω)∈ (As NAT)	127	79.1	25.2 (100.0%)	OFTEN
NAT (ʊ)∈ (Ds NAT)	127	79.1	25.2 (100.0%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF Ic)) ☍ NATΩ MAXORB 07°	66	38.4	15.5 (100.0%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF Ic)) ☌ NATʊ MAXORB 07°	66	38.4	15.5 (100.0%)	OFTEN
NAT (Ω)∈ (Ic NAT)	122	89.2	11.6 (99.9%)	OFTEN
NAT (ʊ)∈ (Mc NAT)	122	89.2	11.6 (99.9%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF Ds)) ☍ NATΩ MAXORB 07°	60	38.6	9.9 (99.8%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF Ds)) ☌ NATʊ MAXORB 07°	60	38.6	9.9 (99.8%)	OFTEN
NAT (☉☽♀♀♂4♄ (RULER OF As)) ☌ NATΩ MAXORB 07°	3	33.1	51.3 (100.0%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF As)) ☍ NATʊ MAXORB 07°	3	33.1	51.3 (100.0%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Ic)) ☌ NATΩ MAXORB 07°	5	30.9	38.2 (100.0%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Ic)) ☍ NATʊ MAXORB 07°	5	30.9	38.2 (100.0%)	SELDOM
NAT (Ω)∈ (Mc NAT)	20	56.9	37.0 (100.0%)	SELDOM
NAT (ʊ)∈ (Ic NAT)	20	56.9	37.0 (100.0%)	SELDOM
NAT (Ω)∈ (Ds NAT)	27	67	36.0 (100.0%)	SELDOM
NAT (ʊ)∈ (As NAT)	27	67	36.0 (100.0%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Mc)) ☌ NATΩ MAXORB 07°	6	29.5	31.8 (100.0%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Mc)) ☍ NATʊ MAXORB 07°	6	29.5	31.8 (100.0%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF As)) Δ NATΩ MAXORB 07°	57	93.9	19.7 (100.0%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF As)) * NATʊ MAXORB 07°	57	93.9	19.7 (100.0%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Mc)) * NATΩ MAXORB 07°	34	54.8	10.3 (99.9%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Mc)) Δ NATʊ MAXORB 07°	34	54.8	10.3 (99.9%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Ic)) * NATΩ MAXORB 07°	33	53.2	9.9 (99.8%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Ic)) Δ NATʊ MAXORB 07°	33	53.2	9.9 (99.8%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF As)) ☍ NATΩ MAXORB 07°	20	35.3	8.7 (99.7%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF As)) ☌ NATʊ MAXORB 07°	20	35.3	8.7 (99.7%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Ds)) □ NATΩ MAXORB 07°	43	61.1	6.7 (99.1%)	SELDOM
NAT (☉☽♀♀♂4♄ (RULER OF Ds)) □ NATʊ MAXORB 07°	43	61.1	6.7 (99.1%)	SELDOM

Each one of the results that the Fast Research software returned for the charts of teams that won at home was cancelled out because they are also present in the chart file of teams that have lost at home. Therefore these criteria would only be used for comparison by Neural Net.

LUNAR NODES: MODERN

Table 23…………..win at home.

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT
NAT (PLANETS (RULER OF Ds)) △ NAT ☊ MAXORB 07°	209	83.5	126.4 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ✳ NAT ☋ MAXORB 07°	209	83.5	126.4 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Mc)) △ NAT ☊ MAXORB 07°	180	83.9	80.9 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ✳ NAT ☋ MAXORB 07°	180	83.9	80.9 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ☍ NAT ☊ MAXORB 07°	74	30.4	38.5 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ☌ NAT ☋ MAXORB 07°	74	30.4	38.5 (100.0%)	OFTEN
NAT (☊)∈ (As NAT)	136	95.2	16.3 (100.0%)	OFTEN
NAT (☋)∈ (Ds NAT)	136	95.2	16.3 (100.0%)	OFTEN
NAT (☊)∈ (Ic NAT)	127	94.6	10.7 (99.9%)	OFTEN
NAT (☋)∈ (Mc NAT)	127	94.6	10.7 (99.9%)	OFTEN
NAT (PLANETS (RULER OF Ic)) △ NAT ☊ MAXORB 07°	113	85.7	8.4 (99.6%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ✳ NAT ☋ MAXORB 07°	113	85.7	8.4 (99.6%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ☍ NAT ☊ MAXORB 07°	46	30.2	6.8 (99.1%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ☌ NAT ☋ MAXORB 07°	46	30.2	6.8 (99.1%)	OFTEN
NAT (PLANETS (RULER OF As)) □ NAT ☊ MAXORB 07°	74	61.7	2.4 (87.9%)	OFTEN
NAT (PLANETS (RULER OF As)) □ NAT ☋ MAXORB 07°	74	61.7	2.4 (87.9%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ☌ NAT ☊ MAXORB 07°	5	53.9	83.7 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Mc)) ☍ NAT ☋ MAXORB 07°	5	53.9	83.7 (100.0%)	SELDOM
NAT (☊)∈ (Mc NAT)	28	70.6	38.7 (100.0%)	SELDOM
NAT (☋)∈ (Ic NAT)	28	70.6	38.7 (100.0%)	SELDOM
NAT (☊)∈ (Ds NAT)	29	69.1	34.6 (100.0%)	SELDOM
NAT (☋)∈ (As NAT)	29	69.1	34.6 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Mc)) ✳ NAT ☊ MAXORB 07°	39	82.4	33.1 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Mc)) △ NAT ☋ MAXORB 07°	39	82.4	33.1 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ✳ NAT ☊ MAXORB 07°	45	84.8	26.1 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ds)) △ NAT ☋ MAXORB 07°	45	84.8	26.1 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ic)) □ NAT ☊ MAXORB 07°	29	55.9	17.8 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ic)) □ NAT ☋ MAXORB 07°	29	55.9	17.8 (100.0%)	SELDOM
NAT (PLANETS (RULER OF As)) ☌ NAT ☊ MAXORB 07°	28	50.8	13.8 (100.0%)	SELDOM
NAT (PLANETS (RULER OF As)) ☍ NAT ☋ MAXORB 07°	28	50.8	13.8 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ds)) □ NAT ☊ MAXORB 07°	37	55.7	7.9 (99.5%)	SELDOM
NAT (PLANETS (RULER OF Ds)) □ NAT ☋ MAXORB 07°	37	55.7	7.9 (99.5%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ☌ NAT ☊ MAXORB 07°	40	56.5	5.9 (98.5%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ☍ NAT ☋ MAXORB 07°	40	56.5	5.9 (98.5%)	SELDOM
NAT (PLANETS (RULER OF As)) ☍ NAT ☊ MAXORB 07°	20	29.8	4.0 (95.5%)	SELDOM
NAT (PLANETS (RULER OF As)) ☌ NAT ☋ MAXORB 07°	20	29.8	4.0 (95.5%)	SELDOM
NAT (PLANETS (RULER OF As)) ✳ NAT ☊ MAXORB 07°	68	82.9	3.2 (92.5%)	SELDOM
NAT (PLANETS (RULER OF As)) △ NAT ☋ MAXORB 07°	68	82.9	3.2 (92.5%)	SELDOM
NAT (PLANETS (RULER OF Ic)) ✳ NAT ☊ MAXORB 07°	70	84	2.7 (90.2%)	SELDOM
NAT (PLANETS (RULER OF Ic)) △ NAT ☋ MAXORB 07°	70	84	2.7 (90.2%)	SELDOM

Table 24…………lose at home.

EVENT	OCCUREN	AVERAGE	CHI SQ.(PROB)	STAT
NAT (PLANETS (RULER OF Ds)) △ NAT Ω MAXORB 07°	185	74.1	111.4 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ✳ NAT ☋ MAXORB 07°	185	74.1	111.4 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Mc)) △ NAT Ω MAXORB 07°	166	75.6	78.5 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ✳ NAT ☋ MAXORB 07°	166	75.6	78.5 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ☍ NAT Ω MAXORB 07°	66	28.1	32.3 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ♂ NAT ☋ MAXORB 07°	66	28.1	32.3 (100.0%)	OFTEN
NAT (Ω)∈ (As NAT)	138	83.3	31.0 (100.0%)	OFTEN
NAT (☋)∈ (Ds NAT)	138	83.3	31.0 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ☍ NAT Ω MAXORB 07°	51	28	14.1 (100.0%)	OFTEN
NAT (PLANETS (RULER OF Ds)) ♂ NAT ☋ MAXORB 07°	51	28	14.1 (100.0%)	OFTEN
NAT (Ω)∈ (Ic NAT)	116	83.3	12.1 (99.9%)	OFTEN
NAT (☋)∈ (Mc NAT)	116	83.3	12.1 (99.9%)	OFTEN
NAT (PLANETS (RULER OF Mc)) □ NAT Ω MAXORB 07°	79	53	11.0 (99.9%)	OFTEN
NAT (PLANETS (RULER OF Mc)) □ NAT ☋ MAXORB 07°	79	53	11.0 (99.9%)	OFTEN
NAT (PLANETS (RULER OF Ic)) △ NAT Ω MAXORB 07°	95	74.9	5.2 (97.8%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ✳ NAT ☋ MAXORB 07°	95	74.9	5.2 (97.8%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ♂ NAT Ω MAXORB 07°	65	48.4	5.2 (97.7%)	OFTEN
NAT (PLANETS (RULER OF Ic)) ☍ NAT ☋ MAXORB 07°	65	48.4	5.2 (97.7%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ☍ NAT Ω MAXORB 07°	38	27	3.9 (95.1%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ♂ NAT ☋ MAXORB 07°	38	27	3.9 (95.1%)	OFTEN
NAT (PLANETS (RULER OF Mc)) ♂ NAT Ω MAXORB 07°	8	47.7	58.4 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Mc)) ☍ NAT ☋ MAXORB 07°	8	47.7	58.4 (100.0%)	SELDOM
NAT (Ω)∈ (Mc NAT)	24	61.3	34.3 (100.0%)	SELDOM
NAT (☋)∈ (Ic NAT)	24	61.3	34.3 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Mc)) ✳ NAT Ω MAXORB 07°	33	74.3	33.9 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Mc)) △ NAT ☋ MAXORB 07°	33	74.3	33.9 (100.0%)	SELDOM
NAT (Ω)∈ (Ds NAT)	26	62	31.0 (100.0%)	SELDOM
NAT (☋)∈ (As NAT)	26	62	31.0 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ic)) □ NAT Ω MAXORB 07°	20	51.8	29.3 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ic)) □ NAT ☋ MAXORB 07°	20	51.8	29.3 (100.0%)	SELDOM
NAT (PLANETS (RULER OF As)) ♂ NAT Ω MAXORB 07°	19	45	22.0 (100.0%)	SELDOM
NAT (PLANETS (RULER OF As)) ☍ NAT ☋ MAXORB 07°	19	45	22.0 (100.0%)	SELDOM
NAT (PLANETS (RULER OF As)) △ NAT Ω MAXORB 07°	49	77.3	13.7 (100.0%)	SELDOM
NAT (PLANETS (RULER OF As)) ✳ NAT ☋ MAXORB 07°	49	77.3	13.7 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ds)) ✳ NAT Ω MAXORB 07°	47	74.8	13.6 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ds)) △ NAT ☋ MAXORB 07°	47	74.8	13.6 (100.0%)	SELDOM
NAT (PLANETS (RULER OF As)) ☍ NAT Ω MAXORB 07°	11	26.1	12.5 (100.0%)	SELDOM
NAT (PLANETS (RULER OF As)) ♂ NAT ☋ MAXORB 07°	11	26.1	12.5 (100.0%)	SELDOM
NAT (PLANETS (RULER OF Ds)) □ NAT Ω MAXORB 07°	28	48.4	11.4 (99.9%)	SELDOM
NAT (PLANETS (RULER OF Ds)) □ NAT ☋ MAXORB 07°	28	48.4	11.4 (99.9%)	SELDOM

Unlike the classical study, the modern approach seems to have given us something we can use for research. From the win at home file, we find the ruler of the ASC squaring the North Node, with a Chi-square of 2.4 and a probability of 87.9% that the home team would win when this aspect appears. A square from the ASC ruler to the South Node has also appeared, with the same statistical results. However, as with previous results, these

aspects are not what we would expect to find in the charts of winners at home. Square aspects to the nodes are said to bring loss. They will be included in the model because even though not expected, they are valid.

In the lose at home chart, the ruler of the MC is squaring both the North and South Node, with the same Chi-square of 11.0 and a probability of 99.9% that these aspects would bring a loss to the home team. This would be in accordance with the rules, and would be included in the model.

PREPARING FINAL MODELS FOR NEURAL NET

The next step that was taken was to filter out all the positive results that were in accordance with the rules, making certain they were not appearing in both the charts of winners and losers. Table 25 contains those results.

CLASSICAL

Table 25 Results & Weight Distribution

Now we have the final criteria set being run on the active charts in the Classical file. These are the final criteria, which Neural Net will use to analyze the charts in the active file. The results will be used by the software to create a Neural Network that will learn through statistical analysis which criteria work to bring a victory to the home teams .

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT	TEST	COMMENT
NAT (⊙☽♀☿♂♃♄ (RULER OF As)) ⚹ NAT Mc MAXORB 07°	83	15.4	297.9 (100.0%)	OFTEN	OFTEN	29 (5.52)
NAT (☽)= (As NAT)	74	36.4	38.7 (100.0%)	OFTEN	OFTEN	25 (14.12)
NAT (⊙☽♀☿♂♃♄ (IN Mc)) ✳ NAT ⊗ MAXORB 07°	39	16.2	32.3 (100.0%)	OFTEN	OFTEN	15 (6.76)
NAT (⊙☽♀☿♂♃♄ (RULER OF Ic)) △ NAT ⊗ MAXORB 07°	66	33.6	31.4 (100.0%)	OFTEN	OFTEN	25 (12.0)
NAT (⊙☽♀☿♂♃♄ (IN Mc)) ⊼ NAT ☽ MAXORB 07°	22	7.1	31.1 (100.0%)	OFTEN	OFTEN	11 (2.64)
NAT (⊙☽♀☿♂♃♄ (IN Mc)) ⚼ NAT ⊗ MAXORB 07°	25	9.1	27.9 (100.0%)	OFTEN	OFTEN	4 (2.9)
NAT (⊙☽♀☿♂♃♄ (IN Mc)) □ NAT ⊗ MAXORB 07°	38	16.7	27.3 (100.0%)	OFTEN	OFTEN	17 (6.44)
NAT (⊙☽♀☿♂♃♄ (IN Mc)) ∥ NAT ☽ MAXORB 07°	21	7.5	24.3 (100.0%)	OFTEN	OFTEN	6 (2.78)
NAT (⊙☽♀☿♂♃♄ (RULER OF Ic)) □ NAT ☽ MAXORB 07°	60	32.2	24.0 (100.0%)	OFTEN	OFTEN	30 (11.78)
NAT RULE OF As IN Ds	76	44.9	21.5 (100.0%)	OFTEN	OFTEN	42 (16.42)
NAT (⊙☽♀☿♂♃♄ (RULER OF As)) ⚼ NAT ☽ MAXORB 07°	33	15.4	20.0 (100.0%)	OFTEN	OFTEN	11 (5.68)
NAT (⊙☽♀☿♂♃♄ (IN Mc)) ∥ NAT ⊗ MAXORB 07°	19	8.4	13.2 (100.0%)	OFTEN	OFTEN	10 (3.38)
NAT Ds ⚹ NAT ⊗ MAXORB 07°	31	16.8	11.9 (99.9%)	OFTEN	OFTEN	16 (6.54)
NAT (⊙☽♀☿♂♃♄ (RULER OF Ds)) ⚹ NAT Mc MAXORB 07°	30	16.9	10.1 (99.8%)	OFTEN	OFTEN	8 (6.74)
NAT (⊙♀☿♂♃♄ (IN Ic)) ⚹ NAT ☽ MAXORB 07°	1	7.6	5.8 (98.4%)	SELDOM	SELDOM	1 (2.88)

# This is the weight distribution for those results.
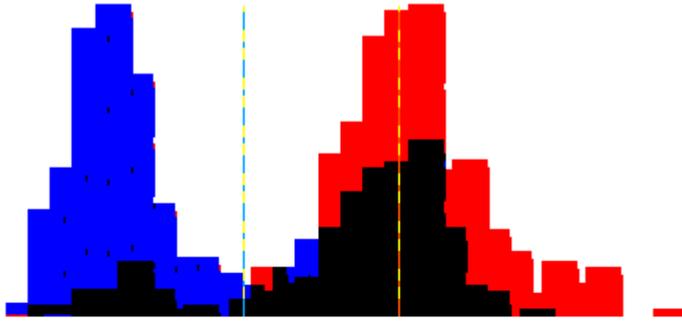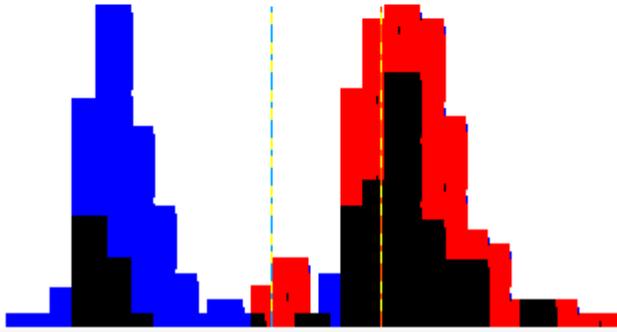
Results in the blue indicate charts that do not fit the criteria to win, with the black area being charts that the software cannot decide, and the red charts that would win with the black once again being undecided. When we are presented with this result pattern, we would not be able to judge the event in a reliable manner.

MODERN

Table 26 Results & Weight Distribution

EVENT	OCCUREN	AVERAGE	CHi SQ.(PROB)	STAT	TEST	COMMEN
NAT (PLANETS (IN Mc)) ＊ NAT ⊗ MAXORB07	56	35.9	11.3 (99.9%)	OFTEN	OFTEN	14 (12.86)
NAT (PLANETS (IN Mc)) ♯ NAT ☽ MAXORB 07	31	17.9	9.5 (99.8%)	OFTEN	OFTEN	10 (5.36)
NAT (PLANETS (RULER OF Ds)) ♂ NAT ☊ MAXORB 07	34	23.4	4.8 (97.1%)	OFTEN	OFTEN	12 (7.68)
NAT (PLANETS (RULER OF Ds)) ♂ NAT ☋ MAXORB 07	34	23.4	4.8 (97.1%)	OFTEN	OFTEN	12 (7.68)
NAT (PLANETS (IN Mc)) ♂ NAT ☽ MAXORB 07	26	17.7	3.8 (95.0%)	OFTEN	OFTEN	6 (5.38)
NAT (PLANETS (RULER OF As)) △ NAT ⊗ MAXORB07	70	56.2	3.4 (93.4%)	OFTEN	OFTEN	32 (18.86)
NAT (PLANETS (IN Mc)) ‖ NAT ⊗ MAXORB 07	29	20.7	3.3 (93.1%)	OFTEN	OFTEN	6 (5.66)
NAT (PLANETS (IN Mc)) ‖ NAT ☽ MAXORB 07	25	17.6	3.1 (92.2%)	OFTEN	OFTEN	9 (5.68)
NAT (PLANETS (RULER OF Ic)) □ NAT ☽ MAXORB 07	68	54.9	3.1 (92.2%)	OFTEN	OFTEN	23 (17.32)
NAT (PLANETS (RULER OF As)) ＊ NAT (PLANETS (RULER OF Mc)) MAXORB07	22	54.5	19.4 (100.0%)	SELDOM	SELDOM	9 (18.2)
NAT (PLANETS (RULER OF Ic)) ♯ NAT ☽ MAXORB 07	17	26.4	3.4 (93.3%)	SELDOM	OFTEN	14 (8.16)

This is the weight distribution for those results.
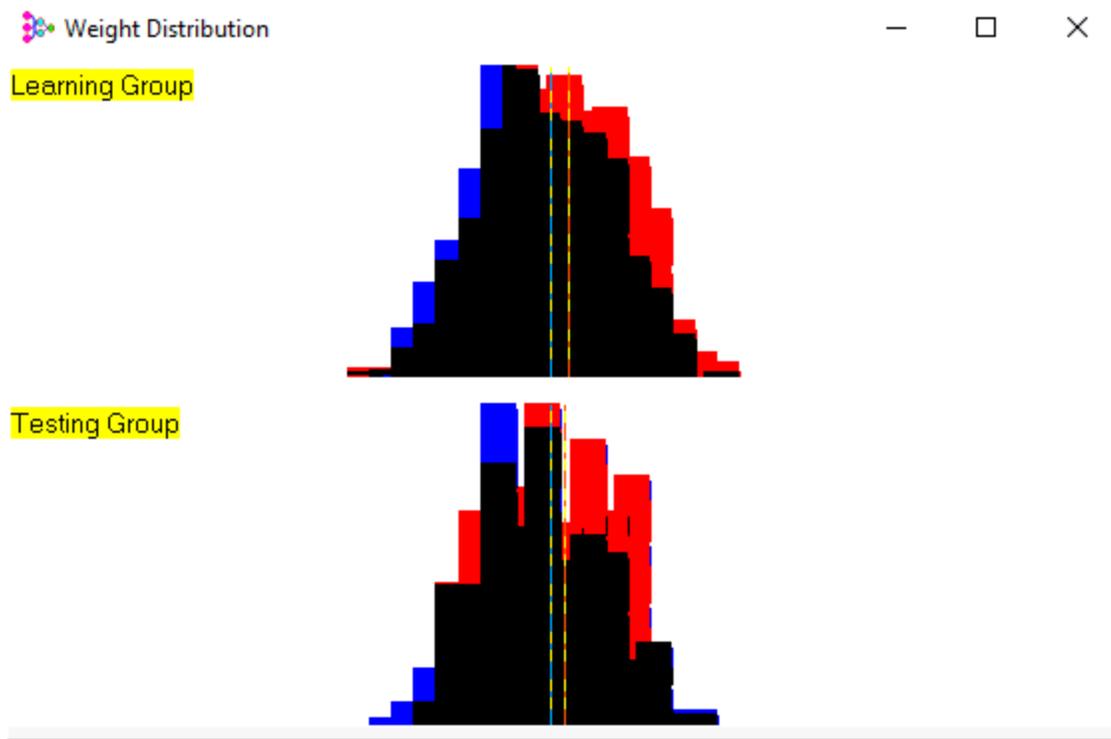
We find that we use the Modern Method, (outer three planets, Placidus house system), the negative results are even more pronounced. Alll the results are bunched up in the middle, on top of each other. This is indicating that the software cannot learn a model to follow to predict a winner.

CONCLUSION

We find that the Modern Method to judge sporting event charts offers us no hope of choosing a winner, and the Classical Method returns mixed results and no clear indication of what should or should not be used in the winning model. However, perhaps all is not lost. The next step to make a full research would be to take the charts of sporting events other than baseball, to see if they would have a more positive result. Basketball, football, hockey, and soccer all have fields where one side is the home team, and one side the challenger. The team's players are equal in size. (If the hockey guys manage to stay out of the penalty box!)

For the actual play of the game, it is one batter against an entire infield/outfield. Also the innings are not timed like we see with the other sports. So the Gators will continue with this study at one point in the future, using an alternate chart set. Stay tuned Astro friends, for the second part of Judging Sports Events.