

# Psychic Pets Results

Number of pets	Outcomes covered			
	1	2	3	4
4	1.6%	32.8%	56.3%	9.4%
5	0.4%	17.6%	58.6%	23.4%
6	0.1%	9.1%	52.7%	38.1%
7	0%	4.6%	44.1%	51.3%
8	0%	2.3%	35.3%	62.3%
9	0%	1.2%	27.7%	71.1%
10	0%	0.6%	21.4%	78.1%
11	0%	0.3%	16.3%	83.4%
12	0%	0.1%	12.4%	87.5%
13	0%	0.1%	9.3%	90.6%
14	0%	0%	7.1%	92.9%
15	0%	0%	5.3%	94.7%
16	0%	0%	4%	96%
17	0%	0%	3%	97%
18	0%	0%	2.2%	97.7%
19	0%	0%	1.7%	98.3%
20	0%	0%	1.3%	98.7%
21	0%	0%	0.9%	99.1%
22	0%	0%	0.7%	99.3%
23	0%	0%	0.5%	99.5%
24	0%	0%	0.4%	99.6%
25	0%	0%	0.3%	99.7%

These results have been found by a computer simulation. The computer simulated a number of pets predicting at random the outcomes of the final and 'sub-final' (third place play-off), thousands of times.

There are 4 possible outcomes to the 2 games – the table shows the proportion of the trials that resulted in exactly one, two, three or all four of the outcomes being covered by the pets' predictions.

We can use these results as probabilities.

