



# Study Aids Numbers

## Welcome to the Wonderful World of Learn & Teach

**Method of study is 'Learn and Teach'! Study all life long!**

1<sup>st</sup> Learn, when comprehending, start teaching. In free education fast learners teach slow learners. At work the experienced worker trains new comers. At home, grandparents teach children, grand children. Parents teach children.

## Study advise

When studying or teaching not only research this guide but a variety of others. When finding a well written piece **Plagiarize** parts you need and expand on these (applies to Scholars and Educators).



Run: spell check and grammar check.

Add: color, images and audio were needed.

Proof read, if needed make changes.

Make your work 'Copyright free' then publish.

## Directory Numbers

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**1 GOD is waiting to hear from you !**

## Education Prayer

Celebrate Education Day 6.1.7. NATm

Dear **1 GOD**, Creator of the most beautiful Universe  
Your most humble faithful custodian guardian (1<sup>st</sup> name)  
Promises to seek, gain, apply Knowledge all life long  
To Learn and Teach via Free Education  
To support public Free education  
Pass on Life Experiences to next generation  
For the Glory of **1 GOD** and the Good of Humankind



This prayer is used in class and on Education Day



## Add table

The addition table contains 400 additions. Going from left to right in any row, or from top to bottom in any column, each new number is 1 more (+) than the previous number (successor). Successors are a sequence of numbers e.g. 0, 1, 2, 3, 4, 5, ... Shaded boxes are doubles of digits e.g.  $2+2=4$

+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

O (zero) is not included; adding O (zero) to any number results in the same number. Pick a number (digit) on the top horizontal line; add (+) with a number on the far left vertical line. Move right on this vertical line until the relevant horizontal line is reached. E.g.  $3+5=8$

**Note:**  $3+5$  has the same result as  $5+3=8$  Addends can be swapped result is the same.

## Numbers

**Numbers** are important and 7 is divine!

Once humankind started to use numbers it was ready to evolve towards its Destiny: Custodian of the Physical Universe. Numbers made it possible to describe and measure quantity, speed,..., creating mathematical concepts. Custodian Guardians believe that numbers are a major cornerstone of humankind's intellect.

Numbers are the foundation mathematical concept that humankind uses to create more mathematical concepts. Numbers led to science enabling us to advance and understand more and more of 1 GOD's creations. Numbers built civilizations and destroyed them. The cycle of "Beginning, End and Recycling".

Numbers allowed counting :

Fingers on a hand 1, 2, 3, 4, 5. Result (symbol: =) 5 fingers.

**Adding** (symbol: +) allows to merge more than 1 counting result.

Fingers on 2 hands  $5+5 = 10$  fingers on both hands.

**Take away** (symbol: -) allows to reduce a previous result. 1 hand with 5 fingers has 1 finger cut off (accident):  $5-1 = 4$  fingers left on hand.

**Multiplying** (symbol: •) allows (simpler) counting amounts of similar items. Fingers on 3 hands  $3 \cdot 5$  (simpler then  $5+5+5$ ) = 15 fingers on 3 hands. When multiplying the same number repeatedly a **Power** notation is used:  $2 \cdot 2 \cdot 2 \cdot 2 \cdot 2$  ( $2^5$  power of 5) = 32 the fifth power of 2.

Numbers allow the creation of a **Sequence** of numbers, 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, ... (symbol: ...) after 2 initial numbers, each number is the sum of the 2 preceding numbers.

Custodian Guardian use the base 10 natural number system. The 1 digit symbols used: 0 (zero), 1 (one), 2 (two), 3 (three), 4 (four), 5 (five), 6 (six), 7 (seven), 8 (eight), 9 (nine). Numbers: 0, 2, 4, 6, 8 are called even; 1, 3, 5, 7, 9 are called odd. After 9, 2 digits (called 10's) are used: 10, 11, 12, 13, 14, 15, 16, 17, 18, 19.

The 0 placed to the right of any of the 9 numbers creates a 2 digit number called 10's (ten's), e.g. 70. Two 00 are called 100's (hundred's), e.g. 700. Three 000 are called 1000's (thousands), e.g. 7000. Every 3 numbers counted from the right are separated by a comma e.g. 1,000,000 (1 million).

**Per cent** (symbol: %) means hundreds. A 100's fraction can also be expressed as a per-cent e.g.  $7/100 = 7\%$  or decimal 0.07

(.) A dot is used to show values less than 1 e.g. 0.1 (called Decimal). 0.1 (Decimal) can also be expressed as a fraction using the division symbol  $1/10$   $0.1 = 1/10$  or per-cent 10%

Numbers are used in geometric design: 3 sided Triangle, 4 sided Rectangular, Square, 5 sided Pentagon, 6 sided Hexagon, 7 sided Heptagon (symbol of 1 FAITH), 8 sided Octagon. Square<sup>2</sup> (2 dimensional), Cube<sup>3</sup> (3 dimensional), Cone, Cylinder...



7 is divine because it took 1 GOD 7 days\* to create the Physical Universe and Humankind. 6 work days + 1 rest day = 1 week.

**\*Note!** 1 GOD's week differs from the C.G. Kalender week.

Day 1      Day 2      midweek      Day 4      Day 5      weekend      Fun-day

1 GOD wants 7 Tribes. Resulting in 7 Provinces ~

1 FAITH based on 7 Scrolls ~ symbol: Heptagon (7 sides, 7 angles)

1 Church: Universe Custodian Guardians have 7 independent provincial administrations (Orackle)~

7 Evils are human Failings, the 'Chain of Evil' has 7 links ~

7\_7 Rule: a committee of equal representation 7 HE and 7 SHE ~

## Numbers meaning

- 0 Out of nothing 1 GOD created the physical Universe. Zero is the number of creation. **Negative:** Zero is the number of destruction.
- 1 The beginning, being first, the 1 and only. 1 GOD 1 FAITH 1 Church. **Negative:** The end, being last, endangered. The many.
- 2 Harmony, Holy matrimony, mating, twins. **Negative:** Anarchy, separating, pornography, celibacy.
- 3 Time triangle, 3 pillars of religion (1 GOD 1 FAITH 1 Church). **Negative:** 3 is a crowd, cults, earthquakes.
- 4 4 seasons (spring, summer, autumn, winter) of the year, quattro year, 4 directions (north, east, west, south), 4 elements (fire, water, earth, air), square, cube, structured rules. **Negative:** chaos, confusion no rules, lack of coherence, Murphy's law.



- 5** Vision, pioneering, persevering, action.  
**Negative:** prevent, roving, apathy.
- 6** Group, community, social justice, neighborhood watch, church.  
**Negative:** Hermit, isolation, elitist, wealth apartheid, gangs.
- 7** 1 GOD's latest message the Law Giver Manifest, Meditation, I.P. (intellectual property), prophesy. **Negative:** Fantasizing, wishful thinking, fake messages, copyright, patent.
- 8** Justice, career path, responsibility, trust. **Negative:** Lawlessness, unemployed, immaturity, corrupt, lie.
- 9** Socialite, cheerful, friendly, public speaking. **Negative:** Loner, grumpy, not talkative.

## 1 GOD is waiting to hear from you !

### Number Prayer

Scroll 1 affirmation 6 LGM

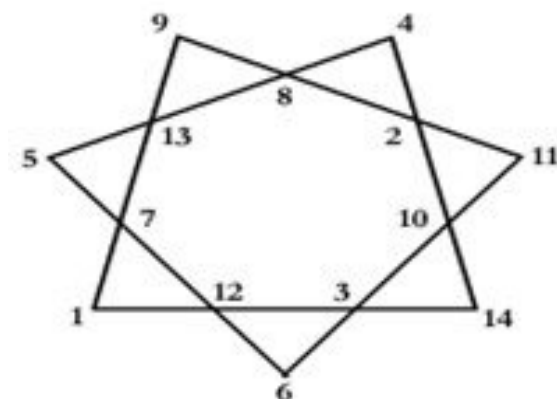
Dear **1 GOD**, Creator of the most beautiful Universe  
Your most humble faithful custodian guardian (1<sup>st</sup> name)  
Thanks' You for numbers  
Numbers help us understand the Universe  
Numbers to assist in custodian guardian duties  
Numbers for mental stimulation and fun  
For the Glory of **1 GOD** and the Good of Humankind



This prayer is used when needed !



## Magic numbers



The **Magic Heptagram** numbers are placed at each of the vertices and intersections so that the 4 numbers on each line sum 30!

*Challenge*

Create a 7 pointed magic heptagon sun star ?

The fun in **magic squares** is the fact that whichever way numbers in a square are added up: vertically (v), horizontally (h) or diagonally (d) the result is the same.

## Magic squares

Magic squares with 9, 16, 25 numbers

Magic Squares								
				v34	v34	v34	v34	d34
v15	v15	v15	d15	16	3	2	13	h34
8	1	6	h15	5	10	11	8	h34
3	5	7	h15	9	6	7	12	h34
4	9	2	h15	4	15	14	1	h34
			d15	4 corners = 34				d34
v65	v65	v65	v65	v65	d65			
11	24	7	20	3	h65			
4	12	25	8	16	h65			
17	5	13	21	9	h65			
10	18	1	14	22	h65			
23	6	19	2	15	h65			
4 corners + middle = 65					d65			

Create a 49 number magic square?

## Challenge

### Numbers usage

**A: Odd** numbers consist of 1, 3, 5, 7, 9, and all numbers whose last digit is one of these.

**B: Even** numbers consist of 0, 2, 4, 6, 8, and all numbers whose last digit is one of these.

**C: Whole** numbers consist of odd and even numbers.

**D: Binary** numbers are a base 2 number system using 2 symbols, 0, 1.

**E: Percent (%)** to find 15 % of 50 multiply the % and the number divide by 100 = 7.5 !  $15 \cdot 50 : 100 = 7.5$

Express a given % as a fraction, multiply  $15 \cdot 100 / 100 = 15$

Express a given % as a decimal, multiply  $0.15 \cdot 100 = 15$

**F: Fraction** 3 steps are needed to convert 15 % into the common fraction  $3 / 20$  : **1.** omit the % sign. **2.** divide by 100  $15 / 100$ . **3.** reduce

to lowest terms  $\frac{3}{20}$ .

**G: Decimal** convert 15% into decimal. Omit the % sign. Then move the decimal point of the % two places to the left = 0.15

**H: Nature sequence** numbers allow the creation of a sequence of numbers e.g. 0, 1, 1, 2, 3 ... after 2 initial numbers, each number is the sum of the 2 preceding numbers.

**I: Prime** numbers, finding them (whole numbers divisible by themselves) E.g. find all prime numbers to 20. List all numbers from 2 to 20. Highlight 2 disregard all multiples of 2. Highlight the next number (3) that is not highlighted disregard all its multiples. Repeat until the end of the list is reached. The primes are the numbers highlighted.  
2,3,5,7, 11, 13,17, 19,

**J: Roman** numbers are based on certain letters of the alphabet which are combined to signify the sum or difference of their values.

1 I, 2 II, 3 III, 4 IV, 5 V, 6 VI, 7 VII, 8 VIII, 9 IX, 10 X, 11 XI, 12 XII,....  
20 XX, 30 XXX, 45 XLV, 50 L, 76 LXXVI, 100 C, 500 D, 1000 M.

## Numbers value

0 > Zero

1 > One

5 > Five

7 > Seven

10 > Ten

50 > Fifty

100 > Hundred

500 > Five hundred

1,000 > Thousand

5,000 > Five thousand

10,000 > Ten thousand

50,000 > Fifty thousand

100,000 > Hundred thousand

500,000 > Five hundred thousand

1,000,000 > Million

10,000,000, > Ten million

100,000,000 > Hundred million

1,000,000,000 > Milliard

10,000,000,000 > Ten milliard

100,000,000,000 > Hundred milliard

1,000,000,000,000 > Billion  
 10,000,000,000,000 > Ten billion  
 100,000,000,000,000 > Hundred billion  
 1,000,000,000,000,000 > Trillion  
 10,000,000,000,000,000 > Ten trillion  
 100,000,000,000,000,000 > Hundred trillion  
 1,000,000,000,000,000,000 > Zillion  
 10,000,000,000,000,000,000 > Ten zillion  
 100,000,000,000,000,000,000 > Hundred zillion

**Note !** From right to left a comma is placed after each 3<sup>rd</sup> digit.

## Mathematical symbols

= result equal to	≠ not equal to	≡ identically equal to
+ adding merges more than 1 counting result		
- take-away reduces a previous result		
± plus or minus	∓ minus or plus	
• or x multiplying ( <i>simpler</i> ) counting amounts of similar items		
÷ dividing portioning of a previous result		
> greater than	< less than	
≥ equal to or greater than	≤ equal to or less than	
⩵ not greater than	⩵ not less than	
% percent	‰ permil	
~ is proportional to	≈ is approximately equal to	
Ω Omega, sum of all prime factor multiplicities		
□ corresponds to	Δ Delta, difference	
π Pi, product of	Σ Sigma, sum of	
√ square root	{ } braces, empty set	
[ ] square brackets	{ , } set of ( <i>specify</i> )	
( ) parentheses	{...} & so on, infinite set	
∴ therefore	∵ because, since	





$\subseteq$  subset

$\supseteq$  super set

$\in$  element of

$\notin$  not element of

$\emptyset$  empty set

$U$  universal set

$\int$  integral

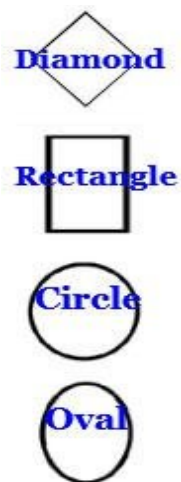
$\oint$  closed contour integral

$\iint$  double integral

$\oiint$  closed surface integral

$\iiint$  triple integral

$\iiint$  closed volume integral



## Measures

Custodian Guardian use New Age standards (NAs) to measure. An updated metric version. A U.C.G. community service.

**Length Base** unit: meter (m) ~

**Area Base** unit: square-meter (m<sup>2</sup>) ~ 3 D meter (m<sup>3</sup>) ~

**Volume Base** unit: liter (l) ~

**Weight Base** unit: gram (g)

**Measure prefixes.** Use Capitalized prefixes for positive powers.

Prefix	Symbol	Power [ ]	Value
Yotta	Y	10 [24]	1,000,000,000,000,000,000,000,000
Zetta	Z	10 [21]	1,000,000,000,000,000,000,000,000
Exa	E	10 [18]	1,000,000,000,000,000,000,000,000
Peta	P	10 [15]	1,000,000,000,000,000,000,000,000
Tera	T	10 [12]	1,000,000,000,000,000,000,000,000
Giga	G	10 [9]	1,000,000,000,000,000,000,000,000
Mega	M	10 [6]	1,000,000,000,000,000,000,000,000
Myria	My	10 [4]	10,000
Kilo	K	10 [3]	1,000
Hecto	H	10 [2]	100
Deca	D	10 [1]	10
<b>base</b>	<b>b</b>	10 [0]	1
deci	d	10 [-1]	0.1
centi	c	10 [-2]	0.01
milli	m	10 [-3]	0.001
micro	$\mu$	10 [-6]	0.000,001

nano	n	10 [-9]	0.000,000,001
pico	p	10 [-12]	0.000,000,000,001
femto	f	10 [-15]	0.000,000,000,000,001
atto	a	10 [-18]	0.000,000,000,000,000,001
zepto	z	10 [-21]	0.000,000,000,000,000,000,001
yocto	y	10 [-24]	0.000,000,000,000,000,000,000,001

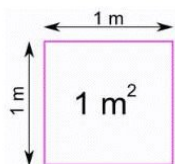
**Length Base unit:** meter (m) ~ small letter prefixes are ( $\leq$ ) values of base. [0] Brackets tell power value. Distance between 2 points. E.g. 0..→..10 = 10

Prefix	Symbol	Power [ ]	Value
1 Yotta	Ym	10 [24]	1,000,000,000,000,000,000,000,000
1 Zetta	Zm	10 [21]	1,000,000,000,000,000,000,000,000
1 Exa	Em	10 [18]	1,000,000,000,000,000,000,000
1 Peta	Pm	10 [15]	1,000,000,000,000,000,000
1 Tera	Tm	10 [12]	1,000,000,000,000,000
1 Giga	Gm	10 [9]	1,000,000,000
1 Mega	Mm	10 [6]	1,000,000
1 Myria	Mym	10 [4]	10,000
1 Kilo	Km	10 [3]	1,000
1 Hecto	Hm	10 [2]	100
1 Deca	Dm	10 [1]	10
1 meter	m	10 [0]	1
1 deci	dm	10 [-1]	0.1
1 centi	cm	10 [-2]	0.01
1 milli	mm	10 [-3]	0.001
1 micro	μm	10 [-6]	0.000,001
1 nano	nm	10 [-9]	0.000,000,001
1 pico	pm	10 [-12]	0.000,000,000,001
1 femto	fm	10 [-15]	0.000,000,000,000,001
1 atto	am	10 [-18]	0.000,000,000,000,000,001
1 zepto	zm	10 [-21]	0.000,000,000,000,000,000,001
1 yocto	ym	10 [-24]	0.000,000,000,000,000,000,000,001

**Square meter unit:** meter (m<sup>2</sup>) ~ small letter prefixes are ( $\leq$ ) values of base. [0] Brackets tell power value. Width, breadth of an area multiplied . E.g. 10 • 10 = 100 m<sup>2</sup>

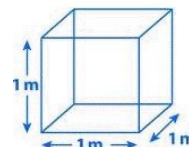
Prefix	Symbol	Power [ ]	Value
1 Yotta	Ym <sup>2</sup>	10 [24]	1,000,000,000,000,000,000,000,000

1 Zetta	Zm <sup>2</sup>	10 [21]	1,000,000,000,000,000,000,000
1 Exa	Em <sup>2</sup>	10 [18]	1,000,000,000,000,000,000,000
1 Peta	Pm <sup>2</sup>	10 [15]	1,000,000,000,000,000,000,000
1 Tera	Tm <sup>2</sup>	10 [12]	1,000,000,000,000,000,000,000
1 Giga	Gm <sup>2</sup>	10 [9]	1,000,000,000,000,000,000,000
1 Mega	Mm <sup>2</sup>	10 [6]	1,000,000,000,000,000,000,000
1 Myria	Mym <sup>2</sup>	10 [4]	10,000,000,000,000,000,000,000
1 Kilo	Km <sup>2</sup>	10 [3]	1,000,000,000,000,000,000,000
1 Hecto	Hm <sup>2</sup>	10 [2]	100,000,000,000,000,000,000,000
1 Deca	Dm <sup>2</sup>	10 [1]	10,000,000,000,000,000,000,000,000
1 meter	m <sup>2</sup>	10 [0]	1,000,000,000,000,000,000,000,000,000
1 deci	dm <sup>2</sup>	10 [-1]	0.1,000,000,000,000,000,000,000,000,000
1 centi	cm <sup>2</sup>	10 [-2]	0.01,000,000,000,000,000,000,000,000,000
1 milli	mm <sup>2</sup>	10 [-3]	0.001,000,000,000,000,000,000,000,000,000
1 micro	µm <sup>2</sup>	10 [-6]	0.000,001,000,000,000,000,000,000,000,000
1 nano	nm <sup>2</sup>	10 [-9]	0.000,000,001,000,000,000,000,000,000,000
1 pico	pm <sup>2</sup>	10 [-12]	0.000,000,000,001,000,000,000,000,000,000
1 femto	fm <sup>2</sup>	10 [-15]	0.000,000,000,000,001,000,000,000,000,000
1 atto	am <sup>2</sup>	10 [-18]	0.000,000,000,000,000,001,000,000,000,000,000
1 zepto	zm <sup>2</sup>	10 [-21]	0.000,000,000,000,000,000,001,000,000,000,000,000
1 yocto	ym <sup>2</sup>	10 [-24]	0.000,000,000,000,000,000,000,001,000,000,000,000,000,000



Square  
meter  
(m<sup>2</sup>)

Cubic  
meter  
(m<sup>3</sup>)



**Cubic meter** unit: meter (m<sup>3</sup>) ~ small letter prefixes are (≤) values of base. [0] Brackets tell power value. Width, breadth, depth of an area multiplied . E.g. 10 • 10 • 10 = 1000 m<sup>3</sup>

Prefix	Symbol	Power [ ]	Value
1 Yotta	Ym <sup>3</sup>	10 [24]	1,000,000,000,000,000,000,000,000,000
1 Zetta	Zm <sup>3</sup>	10 [21]	1,000,000,000,000,000,000,000,000,000
1 Exa	Em <sup>3</sup>	10 [18]	1,000,000,000,000,000,000,000,000,000
1 Peta	Pm <sup>3</sup>	10 [15]	1,000,000,000,000,000,000,000,000,000
1 Tera	Tm <sup>3</sup>	10 [12]	1,000,000,000,000,000,000,000,000,000
1 Giga	Gm <sup>3</sup>	10 [9]	1,000,000,000,000,000,000,000,000,000
1 Mega	Mm <sup>3</sup>	10 [6]	1,000,000,000,000,000,000,000,000,000
1 Myria	Mym <sup>3</sup>	10 [4]	10,000,000,000,000,000,000,000,000,000
1 Kilo	Km <sup>3</sup>	10 [3]	1,000,000,000,000,000,000,000,000,000

1 Hecto	Hm <sup>3</sup>	10 [2]	100
1 Deca	Dm <sup>3</sup>	10 [1]	10
1 meter	m <sup>3</sup>	10 [0]	1
1 deci	dm <sup>3</sup>	10 [-1]	0.1
1 centi	cm <sup>3</sup>	10 [-2]	0.01
1 milli	mm <sup>3</sup>	10 [-3]	0.001
1 micro	μm <sup>3</sup>	10 [-6]	0.000,001
1 nano	nm <sup>3</sup>	10 [-9]	0.000,000,001
1 pico	pm <sup>3</sup>	10 [-12]	0.000,000,000,001
1 femto	fm <sup>3</sup>	10 [-15]	0.000,000,000,000,001
1 atto	am <sup>3</sup>	10 [-18]	0.000,000,000,000,000,001
1 zepto	zm <sup>3</sup>	10 [-21]	0.000,000,000,000,000,000,001
1 yocto	ym <sup>3</sup>	10 [-24]	0.000,000,000,000,000,000,000,001

**Volume Base** unit: liter (l) ~ small letter prefixes are (≤) values of base.  
[0] Brackets tell power value. Volume between 2 measures. E.g. 0.1 → 10  
= 10

Prefix	Symbol	Power [ ]	Value
1 Yotta	Yl	10 [24]	1,000,000,000,000,000,000,000,000
1 Zetta	Zl	10 [21]	1,000,000,000,000,000,000,000,000
1 Exa	El	10 [18]	1,000,000,000,000,000,000,000
1 Peta	Pl	10 [15]	1,000,000,000,000,000,000
1 Tera	Tl	10 [12]	1,000,000,000,000,000
1 Giga	Gl	10 [9]	1,000,000,000
1 Mega	Ml	10 [6]	1,000,000
1 Myria	Myl	10 [4]	10,000
1 Kilo	Kl	10 [3]	1,000
1 Hecto	Hl	10 [2]	100
1 Deca	Dl	10 [1]	10
1 liter	l	10 [0]	1
1 deci	dl	10 [-1]	0.1
1 centi	cl	10 [-2]	0.01
1 milli	ml	10 [-3]	0.001
1 micro	μl	10 [-6]	0.000,001
1 nano	nl	10 [-9]	0.000,000,001
1 pico	pl	10 [-12]	0.000,000,000,001
1 femto	fl	10 [-15]	0.000,000,000,000,001
1 atto	al	10 [-18]	0.000,000,000,000,000,001
1 zepto	zl	10 [-21]	0.000,000,000,000,000,000,001



1 yocto yl



10 [-24] 0.000,000,000,000,000,000,000,001

Volume  
(l)

Weight  
(g)



**Weight Base** unit: **gram (g)** ~ small letter prefixes are ( $\leq$ ) values of base. [0] Brackets tell power value. **Weight between 2 measures.** E.g. 0..→..10 = 10

Prefix	Symbol	Power [ ]	Value
1 Yotta	Yg	10 [24]	1,000,000,000,000,000,000,000,000
1 Zetta	Zg	10 [21]	1,000,000,000,000,000,000,000
1 Exa	Eg	10 [18]	1,000,000,000,000,000,000
1 Peta	Pg	10 [15]	1,000,000,000,000,000
1 Tera	Tg	10 [12]	1,000,000,000,000
1 Giga	Gg	10 [9]	1,000,000,000
1 Mega	Mg	10 [6]	1,000,000
1 Myria	Mg	10 [4]	10,000
1 Kilo	Kg	10 [3]	1,000
1 Hecto	Hg	10 [2]	100
1 Deca	Dg	10 [1]	10
1 gram	g	10 [0]	1
1 deci	dg	10 [-1]	0.1
1 centi	cg	10 [-2]	0.01
1 milli	mg	10 [-3]	0.001
1 micro	μg	10 [-6]	0.000,001
1 nano	ng	10 [-9]	0.000,000,001
1 pico	pg	10 [-12]	0.000,000,000,001
1 femto	fg	10 [-15]	0.000,000,000,000,001
1 atto	ag	10 [-18]	0.000,000,000,000,000,001
1 zepto	zg	10 [-21]	0.000,000,000,000,000,000,001
1 yocto	yg	10 [-24]	0.000,000,000,000,000,000,000,001

**PS-1** (Packaging-standard) covers consumer needs: honest easily to compare product quantities', packaging. **Packaging is recyclable.**

Government need to standardize packaging content size: solid (**gram, Kg**), liquid (**liter**). Standard has to apply to commercial, industrial and personal packaging. **Packaging must also be recyclable.**

Universe Custodian Guardians Packaging Standard Table.

Solid weights (**g, Kg**) and liquid weights (**l**) can only be packed, distrib-

uted, sold in the 14 quantities shown in the table.

10 mg > 20 mg > 50 mg > 100 mg  
200 mg > 500 mg > 1 g > 10 g > 50 g  
100 g > 200 g > 500 g >  
1 Kg > 2 Kg > 5 Kg > 10 Kg > 50 Kg  
100 Kg > 500 Kg > 1000 Kg > 2000 Kg



10 ml > 20 ml > 50 ml > 100 ml  
200 ml > 500 ml >  
1 > 10 l > 50 l > 100 l > 200 l  
500 l > 1000 l > 2000 l

**Consumer Guidance:** Solid, Liquid weights need to show the price for 1 kg, 1 l to compare prices + the actual weight and price. **Packaging must be recyclable.**

**A product with the lowest kg, l price is the 'Bargain'.**

Profit orientated economies allow immoral criminal '**Deceitful Packaging (fraud)**'. Consumers need protection from deceitful, greedy, profiteering, dishonest producers, manufacturers and retailers who use 'Deceitful packaging' (**down sizing content**) to take advantage (**rip off**) of consumers. **MS R3** Support **PS-1** Packaging standard and hold accountable deceitful packagers.

**Examples:** A manufacturer product comes in a 0.440 kg package using their brand label. The same product is also labeled as a retailers home brand, but the package content is reduced to 0.415 kg. This is done so the retailer can sell their home brand at a lower price than the manufacturer brand. This is a deceitful, dishonest and greedy trick to fool the consumer into thinking that the home brand is a bargain because of its lower price. When in fact, because the consumer gets less product there is no saving and sometimes the consumer in reality ends up paying more.

The 2<sup>nd</sup> manufacturer sells at a lower price, his product looks like a bargain. Because there is less product in the 2<sup>nd</sup> package it should therefore sell for less, not making it a bargain anymore. The 2<sup>nd</sup> manufacturer hopes in a deceitful, dishonest and greedy manner, that the consumer will not check the weight since his packaging looks similar to the competing products.

Packaging comes often with less than full content (**oversized packaging**). This deceit is meant to deceive consumers in believing they get

more then they actually get!

Government need to standardize packaging content size: solid (**gram, Kg**) and liquid (**liter**). Standard has to apply to commercial, industrial and personal packaging. **Packaging must also be recyclable.**

## Morse code

A method used in telecommunication. Signal duration: **dot, dash !**

Length of a dot is 1 unit ! Dash is 3 units ! The space between parts of same letter is 1 unit. **Space between letters 3 units. Space between words is 7 units.**

A	• —	M	— — •	Y	— • — —
B	— • • •	N	— •	Z	— — • •
C	— • — •	O	— — —	1	• — — — —
D	— • •	P	• — — •	2	• • — — —
E	•	Q	— — • —	3	• • • — —
F	• • — •	R	• — •	4	• • • • —
G	— — •	S	• • •	5	• • • • •
H	• • • •	T	—	6	— • • • •
I	• •	U	• • —	7	— — — • •
J	• — — — —	V	• • • —	8	— — — — • •
K	— • —	W	• — — —	9	— — — — — •
L	• — • •	X	— • • —	0	— — — — —

**SOS is a Morse code distress signal**

**SOS**

• • • — — — • • •