

The "Cycling Profit" Roulette System

A Simple and Effective Guide to PROFITING
(And, Of Course, Having FUN!)
From Roulette, Online or Live, Anywhere In the World!



00	3	6	9	12	15	18	21	24	27	30	33	36	2 to 1
0	2	5	8	11	14	17	20	23	26	29	32	35	2 to 1
	1	4	7	10	13	16	19	22	25	28	31	34	2 to 1
	1st 12			2nd 12			3rd 12						
	1 to 18	EVEN	RED	BLACK	ODD	19 to 36							

Hi there! I have been an avid Roulette player for many years and, having done very well for myself playing this wonderful casino game, I decided it was about time to put my expertise into writing. I thus hope you enjoy reading this "Cycling Profit" Roulette System. I guarantee that if you follow the rules laid out in this guide that you will profit too by playing the fun game of Roulette for yourself.

Roulette can certainly be a very emotional game. To succeed, however, you must follow the rules methodically. In other words, if you are losing, don't fall into the trap of "just one more bet..." Likewise, if you are winning, don't keep increasing your stakes because of some gut instinct that you want to "take advantage of your winning streak". Both of these situations are examples of letting your emotions rule you and, even if you occasionally get lucky by gambling on these emotional plays, they will, eventually, result in you losing in a very big way! Playing Roulette successfully is a matter of following very simple rules, consistently, and has nothing to do with gut instincts. Yes, there will be days when you lose so be prepared for that. However, statistically, you will win more often in the long run than you lose, if you follow these rules carefully and stick to them!

This brings me to one final point. DO NOT gamble with money you cannot afford to lose. If you do so, it is pretty much guaranteed that you will make mistakes by making emotional decisions, rather than logical ones. These mistakes will cost you your hard earned money. In other words, if you come to the table with money that you are prepared to lose, you will have more fun, be able to follow the rules correctly and will almost certainly profit more. If you come to the table desperate, because you are gambling with your rent or grocery money, you have a gambling addiction problem and you will be out of control at the table and eventually lose everything. If this sounds like you then please, please, SEEK HELP! Help can be found at <http://www.gamblersanonymous.org>. There are also many other organizations out there to help you control your gambling habit before it controls you!

Anyway, here's To Your Good Fortune!

So, What Is "Roulette" Anyway?

Roulette is a great casino game and brings to mind images of debonair super-spies and international playboys. However, it has a great deal of advantages over the other casino table games. Firstly, Roulette players only needs to make a decision every minute or so. In other words, it is much slower paced and easier to learn than most other casino games. Secondly, the amount of your bets and where you place them has no effect on other player bets. Thus, you are not pitting your skill against the other players but only against the game itself.

Roulette was first played about two hundred years ago in France. Its precursors were the Italian game of Biribi and the English game of Roly-Poly. Indeed, it wasn't until the horizontal gaming wheel was invented (for the game "Roly-Poly") that Roulette became one of the more popular and permanent casino games.

The Wheel

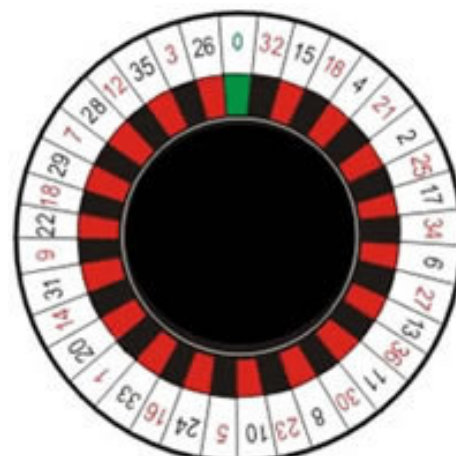
The roulette wheel is obviously a very important part of the game. Traditionally, a metal ball is launched into a track around the edge of a rotating wheel going in the opposite direction. Inside the rotating wheel are 38 (on an American Roulette wheel) or 37 (on a European or French Roulette wheel) pockets separated by metal dividers or "frets." The pockets contain the 37/38 Roulette numbers and are where the Roulette ball finally comes to rest once its orbit decays and as it slows down. Most players mistakenly believe that the numbers on the wheel are randomly distributed. This is not true. The order of the numbers around the wheel represents an attempt to distribute high, low, red, black, odd and even numbers in as balanced a fashion as possible.

If we start at the green number 0, we see alternating red and black numbers around the wheel. On an American Roulette Wheel, the 00 is directly opposite the 0. Likewise, directly opposite each odd number is the next highest even number 1 is opposite 2, 27 is opposite 28 and so on. Pairs of odd numbers alternate with pairs of even numbers, and pairs of low numbers are followed by pairs of high numbers. A similar mathematical arrangement can be found on the European Wheel.

If you check it out, you'll find that the first, second and third dozens of numbers are also well distributed around the wheel. You'll also discover there are no more than one red or black number in a row. As you can clearly see, the roulette numbers are mathematically balanced around the wheel.



American Roulette Wheel Layout



European/French Roulette Wheel Layout

Table Layout

The Roulette numbers on the betting table, or "Layout" as it is also known, are arranged in an organized, numerical fashion. The numbers 1 through 36 are divided into three columns of 12 numbers in numerical order. At the far left, closest to the roulette wheel, is the number 0 (and 00 on the American table layout), followed by the 12 rows (or "Streets" as they are also known) of 3 numbers. Each number is colored red or black, corresponding to its color on the wheel.

Directly below the 36 numbers is the first dozen (1 through 12), second dozen (13 through 24) and third dozen (25 through 36). Below that and closest to the players, is the betting area for the low (1 to 18) and high numbers (19 to 36), even and odd, and red and black. The numbers 0 and 00, often referred to as the "house numbers," are green.

Bets in Roulette consisting of the numbers 0, 00, 1–36 or any combinations of these numbers are known as "Inside" bets. Any other bet is known as an "Outside" bet and includes the three columns, high/low, even/odd and red/black wagers.



Spinning the Wheel

The Roulette dealer spins the wheel in a counter/anti-clockwise direction and then launches the steel ball in a clockwise direction around the outer rim of the bowl. The ball then circles around the track in ever decreasing circles until it loses momentum and drops into the bowl itself where the wheel is spinning. Various metal deflectors imbedded in the side of the rim deflect the ball in a random fashion until it finally bounces into a pocket. Usually, the ball will bounce between several pockets before it comes to rest. With Roulette played online, the actual number is, of course, selected by a random number generator inside a computer. However, most online casinos duplicate the live feel of Roulette by showing an image on the screen of the spinning Roulette wheel and the bouncing ball.

When betting in person at a "live" casino, players can normally continue to make bets while the Roulette ball is still spinning. When the ball is ready to drop into the bowl, the dealer will wave his/her hands and announce, normally, "no more bets." The dealer will then immediately place a marker, called a "dolly", on top of the winning number.

If you are playing online, you now know if you have won or you've lost your bet and will have had your account credited accordingly. Live casinos, however, require the dealer to pay off winning bets and collect the losing bets in a specific sequence. First, the dealer generally removes the losing bets from the table (also known as the "layout"). Then he or she will pay off the "Outside" bets by placing the winning chips next to the original bets. Finally, he or she will pay the winning "Inside" bets by placing the winning chips in front of the player and off the betting layout, while leaving the original bet on the winning number intact. Of course, these bets are the ones that paid out high amounts so naturally provoke a buzz of excitement around the table. If you want to remove the original bet, you must wait until the dealer removes the marker before doing so. If you don't wait for the dealer's go ahead then you may be kicked off of the table for failing to follow proper etiquette! You have been warned!

Roulette Chips

Normally, when playing live, special chips called "wheel chips" are used in Roulette, especially if you are playing in the USA. These chips cannot be used anywhere else in the casino other than at the roulette table where they were issued. This means that the roulette chips are not redeemable at the cashier's cage, so there is no point in pocketing them while you're playing. You will have to convert them back into standard chips as you leave the table. The dealer will be happy to help you with this.

Usually a Roulette table will have about six different groups of assorted color "wheel" chips each. Each seated player will have his/her own colored chips to bet with so there is no confusion whose bet on the layout belongs to whom. You can purchase the wheel chips by either placing your currency or regular casino chips on the layout (please wait till after the dealer removes the marker from the table before you do so). Just tell the dealer you want wheel chips and she'll count your money and then slide your colored chips over to you. You are now ready to bet.

In some gaming jurisdictions, it is sometimes OK to make a Roulette bet with regular casino chips. This is a slightly more common practice in Europe, particularly within the UK. Usually this occurs if a player is standing, making only a few bets, and no other players are doing the same. Casinos would prefer, however, that players use wheel chips.

These "wheel" chips are normally sold in stacks of 20 and the denomination of each chip is established at the time you purchase them. For instance, if the table minimum is \$1 and you give the dealer a \$20 bill, the dealer will place a special marker on your color, at the outside of the table, to signify each of your chips are worth \$1. No other person can bet with your chips.

As mentioned earlier, before leaving the table, you must "color up" your wheel chips. This is the process where you can turn your winnings back into regular casino chips and thus, eventually, into cold, hard cash! The way it works is that you stack your chips into piles of 10 or 20 chips, tell the dealer that "color is coming in," and push your stack of chips toward the dealer. The dealer will recount them, check their value, and pay you in regular casino chips.

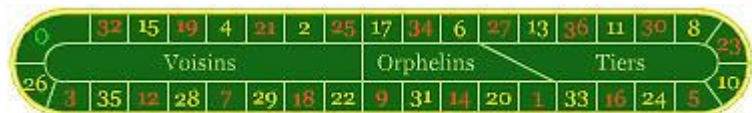
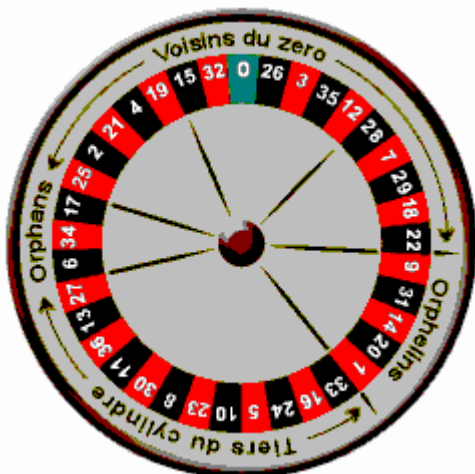
Minimum/Maximum Bets

Different Roulette tables have various minimum and maximum bet restrictions that are posted clearly on the table. In most cases, this will be one currency unit such as \$1 but, in some cases, such as playing in some casinos in Monte Carlo, this minimum may be as high as \$25. It is recommended that, unless you happen to be too rich already (huh?!), that you stick with Roulette games that have somewhere between a \$1 and a \$5 table minimum. You must, of course, bet the table minimum on each spin. If you are betting on an individual number or group of "Inside" bets, the general rule is that the sum of all your bets must equal the table minimum. On the "Outside" bets such as odd/even or red/black, the general rule is that each individual bet made on the even money (1 to 1) or 2 to 1 payoff bets must equal the table minimum. Obviously, there are exceptions so make sure that you have checked the local rules carefully before gambling so that your bets are not invalidated.

To clarify the above, if the table minimum was \$5 and you wanted to wager on the third column and 'odd', you must bet at least \$5 on the third column and another \$5 on 'odd' for a total of \$10. On the inside bets, you could make five individual \$1 bets on, for example, the numbers 12, 16, 23, 28 and 35 in order to meet the minimum requirement for an "Inside" bet. Your total in this case would be \$5.

Types of Roulette Bets

On the American version of Roulette, there are 11 different types of roulette bets; six are "Inside" bets and five are "Outside" bets. In the European variety, there are ten possible bets (as there is no 5-Number bet). In French Roulette there are these same ten, along with another five bets called "Side" bets that are placed on a layout as below. These side bets are not part of our normal betting strategy and are only included for completeness as they are common on French/UK tables.



Roulette sections and neighbours call bets.

"Inside" Bets

Single/Straight Up (A)

A bet which is made on one of 38 numbers (37 on European/French tables). Make the bet by placing your chip(s) directly on the number. The winning payoff is 35-1 (you get your original stake back plus 35 more chips for each one you wagered).

2 Number/Split (B)

This is a bet made on two adjacent numbers on the layout, such as 7/8 or 11/14. you make the bet by placing your chip(s) on the center of the line between two adjacent numbers on the layout. The winning payoff is 17-1. Note that with a split bet you have twice the chance of winning compared to a straight up bet, but the payoff is half as much.

3 Number/Street (C)

This is a bet made on any three numbers on the layout, such as 1/2/3 or 19/20/21. You make the bet by placing your chip(s) on the line separating the row of three numbers from either the dozens betting area or the very outside of the layout. The winning payoff is 11-1 with this type of bet.

4 Number/Corner/Square (D)

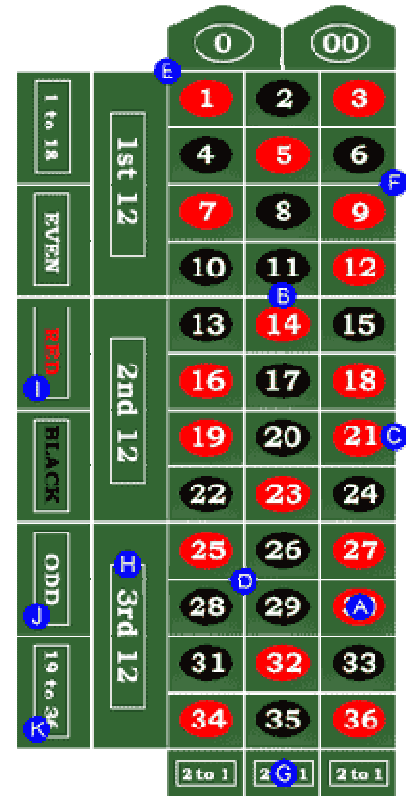
This bet covers four numbers and is made by placing your chips on any four intersecting numbers on the layout, such as 25/26/28/29. The winning payoff is 8-1.

Five Number (E)

The five number bet, covering the numbers 0/00/1/2/3, only exists on American Roulette. The bet is made by placing your chips anywhere on the line between 0/00 and the numbers 1/2/3. The winning payoff is only 6-1 and, as such, is thus is the worst value bet in all Roulette!

6 Number/Line/Double Street (F)

This is a bet made on two adjacent rows of numbers, such as 4/5/6/7/8/9. You make the bet by placing your chip(s) on the outside line that separates these two rows of numbers. The winning payoff is 5-1



"Outside" Bets

Column (G)

This bet is made on one of the columns of 12 numbers on the layout. You make the bet by placing your chip(s) at the end of the column in the area that says 2 to 1 (opposite to the wheel). The winning payoff is 2-1.

Dozens (H)

This is a bet made on either the first dozen numbers (1-12), the second (13-24) or the third (25-36). This bet is placed where it says "1st 12", "2nd 12" or "3rd 12". The winning payoff is 2-1.

Red/Black (I)

This bet covers either all the red or all the black numbers. Make this bet by placing your chip(s) on either 'RED' or 'BLACK'. The winning payoff is 1-1 (Evens).

Odd/Even (J)

This bet covers either all the odd or all the even numbers. You make this bet by placing your chip(s) on either 'ODD' or 'EVEN'. The payoff is 1-1.

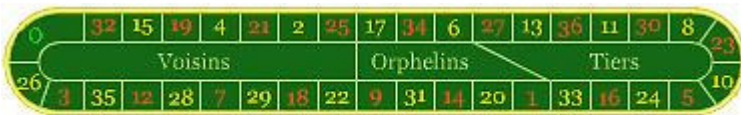
High/Low (K)

Here, you are betting that the winning number will be either low (1-18) or high (19-36). Make the bet by placing your chip(s) on either 'LOW' or 'HIGH'. The winning payoff is, again, 1-1 (Evens).

		0	00		
1 to 18	1st 12	1	2	3	
EVEN		4	5	6	
		7	8	9	
		10	11	12	
RED	2nd 12	13	14	15	
BLACK		16	17	18	
		19	20	21	
		22	23	24	
ODD	3rd 12	25	26	27	
19 to 36		28	29	30	
		31	32	33	
		34	35	36	
		2 to 1	2 to 1	2 to 1	

"Side" Bets

The table layout on the French version of Roulette is different from the American style Roulette table shown previously. The main difference is in the position of the outside bets. On the French layout, they are split in two and run along both sides of the table layout. Each bet is given its French name and sometimes also its English translation underneath. The odds and payouts are the same as other versions of Roulette, however. Only on French Roulette (and some UK based table layouts) do "Side" bets also exist. They are placed on the layout below and are only included for completeness as they appear mostly arbitrary and certainly play no part in any recommended betting strategy that we suggest in this guide.



Roulette sections and neighbours call bets.

Inside bets:

- A** - 1 Number/Straight Bet.
- B** - 2 Numbers/Split Bet.
- C** - 3 Numbers/Street Bet.
- D** - 4 Numbers/Corner Bet.
- E** - 6 Numbers/Line/Double Street Bet.

Outside bets:

- F** - 12 Numbers/Column Bet.
- G** - D/M/P(12 Number)/Dozen(1st/2nd/3rd) Bet.
- H** - Manque/Passe, 1-18/19-36 (Low/High).
- I** - Pair/Unpair (Even/Odd).
- J** - Noir/Rouge (Black/Red).



Number Neighbours (Voisin du Nombre)

(yes, this IS how 'neighbours' is spelled for all the confused U.S. readers !)

This 5 chip bet covers the number itself and the two numbers on either side of it on the roulette wheel.

Zero Neighbours (Voisins du Zero)

This strange, 9 chip bet covers '0' plus the seven numbers on the right and nine numbers on the left of it.

Third Of Wheel (Tiers du Cylindre)

This 6 chip bet covers the numbers between 33 and 27.

Full Orphans (Orphelin Plein)

This 8 chip bet covers the numbers 0/6/9/14/17/20/21/34.

Orphans Split (Orphelin Cheval)

Here, 5 chips covers the numbers 1/6/9/14/17/20/31/34.

So, as you can see, there are many different Roulette bets that all have different winning payoffs. When playing online, the casino computer will automatically credit you with your winnings so you do not have to double check these winnings for yourself. When playing live, however, the dealer is the one who ensures that you get paid your winning chips. Occasionally, it is possible that the dealer may miscalculate your payoff. No, they are not trying to con you! Sometimes, when dealing with so many bets/chips coming in and going out at the same time, they just genuinely make a mistake. Being human, we all do that from time to time! Anyway, if you do discover a mistake has been made, don't be rude but, instead, politely point out to the dealer that you believe there was a mistake. They will then double check it for you and correct things if there is a problem.

So, how do you know how much you should get paid? An easy way to calculate if you have been paid correctly is to divide 36 by the number of Roulette numbers you have covered by your bet and then subtract 1. The answer is your winning payoff odds. Of course, you will also get your initial stake back too. For example, if you make a Split bet, divide 36 by 2, which equals 18. Subtracting 1 gives 17 so your winning payoff is 17-1, which means you should expect to receive your stake back plus 17x the stake as your winnings. A Line/Double Street bet covers six numbers. Here, you divide 36 by 6, which equals 6. Subtracting one gives a 5-1 payoff. Thus, in this case, you would expect your stake returned in addition to 5x your stake as your winnings. This technique for figuring the winning payoffs works for ALL Roulette bets except the 5-Number bet on the American Roulette layout. If you were to do the math on this one, you should be paid 6.2-1. You only get 6-1 if you win this bet which is why the 5-Number bet is such an atrocious bet to place as the house has such a huge margin/advantage on this one! AVOID the 5-Number bet!

Casino's Edge/House Advantage

So, how does the casino/gambling establishment make money? Obviously, the casinos must have the upper hand somehow in Roulette or they wouldn't offer to take all of the bets from all those different players/gamblers! This may sound counterintuitive but the casinos make their money, not when a Roulette player loses a bet, but rather, when they win. How can this be? Simply put, the casinos (legally!) short-change players every time they win. It is done as follows.

On an American Roulette table (having the numbers 0 and 00), the probability of winning a single number bet is 1 in 38 (The odds are a slightly better 1 in 37 on a European single 0 table). Another way of saying this is that the odds of winning, on an American Roulette table, are 37-1. This means that on every spin the Roulette ball has 37 losing number chances versus the single winning number. Hence the odds are 37 to 1 against winning the bet.

Now, assuming you get lucky and win, what does the casino pay you? Certainly not 37-1 as would be expected if this was a perfectly fair payout based upon the odds. Instead, the casino pays you 35-1 odds (ie, two less than the actual odds). This means that if you bet \$1 on a number and it wins, you get your \$1 back plus another \$35 in winnings which sounds like a pretty nice win. However, you did not receive the \$37 that random chance would have dictated. Essentially, the casino keeps \$2 of your winnings which works kind of like a hidden casino tax. Obviously, most players don't realize they have even been shortchanged. In fairness, the casino takes the time and energy to maintain the Roulette wheel, pay the employees and so on. It is thus not unfair for them to make money while doing that. After all, what would be the point of running a casino if there was no profit in doing so? Anyway, in percentage terms, the American Roulette casino keeps \$2 out of every \$38 worth of bets made by the players, which equals a casino edge/house advantage of 5.26%. Yes, some players might win in the short term but if they keep playing then eventually they will earn less back than they have spent out of their pocket. Put another way, you can expect, by random chance, that every \$100 that you gamble on the Roulette wheel will only net you back \$94.74. ie, you will lose a little over \$5 on every \$100 that you spend. This holds true of every bet except the notorious 5-Number bet where you will expect to lose almost \$8 for every \$100 that you spend!

It doesn't matter how you slice it or what number(s) you bet on, the casino will ALWAYS take a little share out of every winning bet. Thus, the casino is safe in the knowledge that, as long as you and other players keep throwing money at them, they WILL make out like bandits in the end! In other words, if you keep placing bets then you will eventually hand over all of your money to them. Likewise, all the other players will be doing the same. This may seem a bit of a bleak outlook but there are several things that can be done to help reduce the house advantage. Likewise, there are betting strategies to help overturn the house advantage and actually make a profit.

OK, So How DO You Fight The "House Advantage" ?

As it turns out, there are several things that can be done to reduce the casino's edge in Roulette by up to two thirds. Although it is certainly possible to follow a successful betting strategy to overcome this 5.26% "house advantage", this would just result in you earning less money, overall. Why would you want to do that if it is possible to get paid out more on each of your winning bets? If you look at the table below, you will see that the most obvious way of improving the odds is by playing the European, single '0', Roulette variant rather than the American version with the '0' and '00'. It may not seem very significant but the removal of the single '00' from the American Roulette game decreases the house advantage from 5.26% down to 2.70%! This amounts to an almost 49% reduction in the casino's edge! WOW!

Odds Comparison Between American & European/French Roulette Tables		American Roulette 0 and 00(38 Numbers)		European/French Roulette Single 0 (37 Numbers)	
Betting Possibilities	Payout	Probability	House Advantage	Probability	House Advantage
Red / Black	1-1	47.37%	5.26%	48.65%	2.70%
Odd / Even	1-1	47.37%	5.26%	48.65%	2.70%
High / Low	1-1	47.37%	5.26%	48.65%	2.70%
Dozens (1-12 / 13-24 / 25-36)	2-1	31.58%	5.26%	32.43%	2.70%
Columns / 2 To 1	2-1	31.58%	5.26%	32.43%	2.70%
Single (Straight Up)	35-1	2.63%	5.26%	2.70%	2.70%
2 Number (Split)	17-1	5.26%	5.26%	5.41%	2.70%
3 Number (Street)	11-1	7.89%	5.26%	8.11%	2.70%
4 Number (Corner / Square)	8-1	10.53%	5.26%	10.81%	2.70%
6 Number (Line / Double Street)	5-1	15.79%	5.26%	16.22%	2.70%
5 Number (0/00/1/2/3)	6-1	13.16%	7.89%		

At many physical casinos, they don't provide the option of letting you play on a European Roulette layout. If you do decide to visit a local casino, however, make sure you check whether this option is available since this is probably the single, easiest, thing you can do to substantially improve your profit margin. On average this will add an average of \$2.56 back into your pocket for every \$100 you wager. Since you could easily wager \$100 over the course of a few bets, every few minutes, this will add up extremely quickly!

Now, you may not be physically near a casino that offers a European layout. This is why gambling online is another favored option. There are several benefits to playing online such as being able to gamble at your own pace, without distractions. The big one, however, is that just about every online casino offers the option of playing on either an American table or the more favorable European version. You would obviously be a fool to decide, in this case, to play the American version over the European one. This, of course, begs the question of "why" do people decide to gamble on the American table, given the choice? The reason is due to a misunderstanding about how the house advantage works. Many people understand that the green '0' and '00' are what helps to give the casino their advantage. However, many of these same people mistakenly believe that by making bets on '0' or '00' that they can take advantage of this house advantage. Thus, by logical extension, these people believe that having two "house" numbers like this give a better chance of winning rather than the table layout with just a single '0'. Sadly, although it is the addition of these two numbers that give the casino their profit margin/edge, these numbers are no more likely to appear than any other. Thus, now that you understand the reality, ALWAYS pick the European table over the American one!

Now, although 'Online' casinos have their place, some people love the atmosphere of playing in a live casino. On the other hand, you might just not have reliable internet access available. For whatever reason you chose to gamble in a physical casino, there are places you can travel to which will improve your odds. Casinos in Atlantic City, for example, have something called a "Surrender Rule". The way this works is that if you place an Even Money bet (**RED/BLACK, ODD/EVEN, HIGH/LOW**) and the ball lands in '0' or '00' then you lose only half of your bet (rather than the entire bet). Since this rule allows you to recover half of your bet, the casino's edge is also cut in half and is thus only 2.63% on these Even Money (1-1) bets.

The "La Partage" rule is another great rule for reducing the casino edge. It is a common rule in the UK (European layout) and on French Roulette tables. "La Partage" is a French expression that literally means "sharing". Essentially, it works in exactly the same fashion as the "Surrender Rule" listed above. In other words, if you place an Even Money bet and a '0' comes up, you get back half of your stake. Since the European/French Roulette tables normally have only a 2.70% house advantage and this rule gives back half of your stake upon a '0' being drawn, it has the result of lowering the house edge from 2.70% down to a tiny 1.35%! WOW!

The "En Prison" rule is another French expression that means "in prison". It, too, is a rule that is normally found on UK based and French Roulette tables. There are a fair few online based casinos which offer this rule too, thus making them the best value on the net! As far as the casino edge reduction, The "En Prison" rule also brings the house advantage down to 1.35%. Like "La Partage", the "En Prison" rule also applies only on Even Money bets. The game effects are slightly different from the "La Partage" rule where you get half of your stake back. Instead, your stake is "imprisoned". What this means is that your stake will stay on the table as another wager until a number different from the single zero arrives on the wheel. In other words, you essentially get a free spin without spending any more money. On tables that offer both the "La Partage" and "En Prison" rules, you don't get to apply both at the same time! You essentially pick whether to get half of your stake back or the free spin. It amounts to the same thing so the choice is yours. Our normal approach is to take the free bet. After all, wasn't that what we were trying to do the first time around?

The "La Partage" and "En Prison" rules are some of the key reasons why Roulette is much more popular overseas than in the USA. However, where it is normally OK to walk into a U.S. based casino in your brightly colored shorts and Hawaiian shirt, the game is normally much more formal in Europe and this would definitely be frowned upon there! Indeed, it is not unusual, in Europe, for people to rent suits, just to visit the casino! It is certainly looked upon as a much more special occasion to visit a casino in Europe. This is another reason why online gambling is a great thing. After all, where else can you munch on Chinese take out in your bathrobe while earning several hundred dollars playing Roulette and watching a movie on TV?

Common Roulette Betting Systems & Misconceptions

As you are probably aware, there have been numerous betting systems developed and promoted for the express purpose of trying to "beat the odds" in the game of Roulette. In fact, many of these systems have been around for hundreds of years.

One of the more famous 'systems' is the notorious Martingale system. The way this is 'supposed' to work is that you bet a 'unit' (for example, a \$1) on any Even Money bet. ie one that has a 1-1 payout. If you win, you get your 'unit' back and win another so you have made 1 'unit' profit. If you lose, you double your stake so that you either win 4 units (thus paying you back your total stake of 3 'units' plus an extra 'unit') or lose and double up again. This, in theory, continues until you eventually win. The idea is that if you win at any point, you have recovered all of your lost money in addition to a 'unit' of profit. Although this sounds bulletproof, there are serious flaws that make it unworkable in reality. To start, it does not take a very long losing run to reach the 'house limit'. This is the maximum that you are allowed to gamble on any single bet in the casino where you are playing. For example, many casinos have a limit of \$300, \$500 or \$1000 per bet. Let us assume a best case scenario of \$1000. How many losing bets can you sustain before you reach this limit? Well, starting up with a single \$1 and doubling up with each loss, your final bet would have been \$512 after just 10 loses. You cannot double again as this would be \$1024. As you have already spent a total of \$1023 at this point, you now have no way of ever recovering your investment! OK, let's imagine that the house limit does not exist. Is it really practical to invest \$1024 to try to make a \$1 profit? You can do better by leaving your money in a really low interest bank account! However, the Martingale system also has another serious problem. It assumes that you have an infinite source of money. For example, with 20 loses (which is improbable but not outside the realm of possibility as many professional gamblers can tell you about 'freak' losing streaks), you are gambling \$524,288 on your next bet, to win a SINGLE DOLLAR! Eeeeeek! Obviously, the Martingale 'system' is not the way to go for a profitable Roulette strategy!

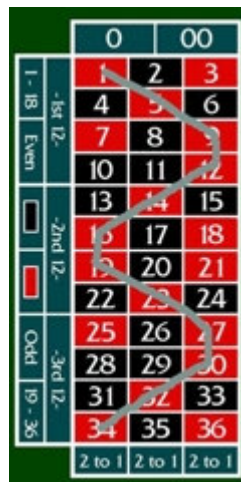
Another very famous system is by a French mathematician by the name of Jean Le Rond d'Alembert who lived his life in the 18th Century. The way you play this system is pretty simple. Just like the Martingale system, you bet on Even Money plays such as 'High' or 'Low'. You start with a single unit bet. If you win, that's the end of the sequence. If you lose, you add another betting 'unit' and do it again. You keep adding a 'unit' as long as you are losing. When you win, you take a 'unit' away each time and bet again. You keep doing this until you are in profit by 1 'unit'. The way this theory goes is that sometimes you win and sometimes you lose but it all balances out in the end and, at some point, you will eventually reach a point of profit, just by chance alone. Certainly, this "d'Alembert" system doesn't rapidly reach the house limit like the poor Martingale system does. It even sounds logical in theory. However, the big 'hiccup' is that, although the payout odds are 1-1, the probability of winning an Even Money bet is not 50% as those odds would imply. On the best Roulette table layouts, the odds of winning an Even Money bet are actually only 49.325% (assuming the "En Prison" rule). Thus, on average, you will win 49.325% of the time and lose 50.675% of the time. This will steadily eat away at your bankroll so that, on average, you will lose \$1.35 for every \$100 you stake. Oh well, a nice try but still another loser!

The "Fibonacci" system is another rapidly progressing system developed by an Italian mathematician called Leonardo Pisan. It follows a betting sequence where each bet, in the case of a loss is equal to the sum of the previous 2 bets. For example 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144 and so on. When you win, you cross off the last two numbers and continue betting. When you reach a profit point, the sequence ends and you begin again. Although not as extreme as the Martingale system, the "Fibonacci" system will still rapidly spiral out of control in the event of a few loses and thus, again, either hit the house limit or bankrupt you! Oh, well, scratch another flawed system!

Of the classic systems, the "La Bouchere" system (also known as "Split Martingale", "Cross-Out" or the "Cancellation" system) is very popular. Like many other 'classic' systems, it is aimed at Even Money bets. The way it works is that you decide how much profit you wish to make and write down a sequence of numbers that adds up to this desired profit. Your bet consists of adding up the first and the last numbers and betting this number of 'units'. If you win, delete these numbers from the list. If you lose, add your loss to the end of the list. When your list is empty, you have made your desired profit. Pretty simple huh? Just like many other systems, this sounds shiny and happy in principle. After all, you can just keep playing until the list is empty, can't you?

Well, sorry to rain on your parade again but, no, actually that house advantage hits you again to ensure that, just like the "d'Alembert" system, your list gets longer and longer since you are losing an average of \$1.35 for every \$100 spent. ♪♪♪ 'Boom! Boom! Boom! ... Another One Bites The Dust...' ♪♪♪ Who knew 'Queen' would be a rock anthem for the vast majority of Roulette players out there?

OK, most people have tried these systems and come away completely depressed and, in all likelihood, absolutely dead broke! Thus, people being people, they get creative and come up with all manner of strange creations to convince themselves that they can "beat the odds". A personal favorite is the "Red Snake". If you look at the table layout below, you will see that, starting with '1' and zig-zagging back and forth across the table as you move down, you cover a large group of red numbers. The theory is that your chances to win must be "seriously increased" due to the "sheer volume" of numbers covered. Actually, there are only 12 numbers covered which gives exactly the same overall odds as any of the "2 to 1" columns or the "1st 12", "2nd 12" and "3rd 12" groups. In other words, the overall payout, when you add up your total stake versus possible gain, is only 2-1. However, you have slightly less than a 1 in 3 chance to win so, again, the house advantage is the only winner here! Still, it sure does look pretty (which is about all it has going for it!).



"Red Snake" bet. 1 or more chips are bet on each red number touched by the snaking line.

Another entertaining, if mostly nonsensical, strategy is "Betting On Green". The basic theory is that it is the addition of the **GREEN** '0' or '00' that provides the house advantage (True). The assumption is thus that by betting on these **GREEN** numbers that you somehow are able to tap into this house advantage and make a profit. Unfortunately, this assumption is completely invalid, at least at an online Roulette table. There is just as much chance of one of the other 36 numbers showing up as either the '0' or '00'. The advantage to the house comes in that they do not actually pay out at 36-1 on a European Roulette table or 37-1 on an American Roulette table. Instead they pay you 35-1 on EVERY number, including the '0' and '00'. Strangely enough, however, there is a small grain of truth to the "Betting On Green" strategy when you are at a live casino. If you watch many spins, you will notice, more often than not, that '0'/'00' and the surrounding numbers show up more than they should be chance alone. How could this be? Well, many dealers have worked with the Roulette wheel for so long that they have developed certain 'reflexes' and 'muscle memory'. They tend to release the ball and spin the wheel with a very consistent amount of force. As a result, the ball tends to land in the same approximate area on the Roulette wheel. Given that there is often a lot of downtime, many dealers practice 'shooting the green' and get very good at it. Thus, although in theory, all numbers have an equal probability of showing up, experienced dealers tend to skew the odds slightly. It is possible to analyze this 'dealer bias'. However, it requires studying many hundreds of spins and a lot of patience. The sad thing is that you might have put in the time to get one dealer's bias down, only to have another dealer show up and you're back to square one again. As a result, it is rarely worth trying to observe the dealer to determine any bias. It is only interesting from an academic standpoint. Bias can also occur due to such factors as slightly offset tables, worn "frets" between the pockets and so on. This is far less likely with the constant quality control in the modern gambling world. Thus, it is probably safer to assume that most Roulette tables are unbiased and fair.

So, given that all of the more common Roulette 'systems' ultimately result in you getting poorer and the casino getting richer, it is easy to see why there are a lot of common misconceptions about Roulette.

The first misconception that people will quote at you is that "it is impossible to overcome the house edge". Sadly, many experienced mathematicians will also tell you this (erroneous!) 'fact'. The basic misconception stems from the fact that the house takes a cut of anywhere from 1.35%-5.26% from the winnings of every winning bet. The argument thus goes "It doesn't matter whether your bets are large or small, they are still taking the same cut so you will still, ultimately lose the same percentage". Certainly, this is true if you are always making equal bets (level stakes) on each bet and not following a strategy of betting at the ideal time. Likewise, it is also true of any system that involves infinitely progressing bets. At some point, these systems will either hit the house limit, you will lose all your money or both! However, it IS possible to overcome this casino edge as long as you take it into account with all of your calculations. In other words, if this house advantage is figured as part of the costs of your bets then it can be overcome. The main problem that causes most systems to fail is that they pretend this casino edge does not exist and then they get bitten in the backside by it creeping up on them!

Yet another "fact" that you'll very often hear is that it is 'impossible' to use any mathematical system to beat Roulette. The argument for this is that every spin is a completely independent event. Since the Roulette ball has no 'memory', you cannot use past events to predict where it will land this time. As it turns out, as with many misconceptions, there is a certain amount of truth to this statement about being unable to use past results to predict where the ball will land on the next spin. In fact, it is COMPLETELY IMPOSSIBLE to use any mathematical model to predict where the ball will land on the next spin! Huh? Yes, you heard correctly that it is 100% IMPOSSIBLE to predict where the ball will land on the next spin of the Roulette wheel! OK, you're probably wondering why you are bothering to read this book at the moment aren't you? Well, this is the part where these people claiming that a mathematical model cannot help are operating under a misconception. Although, it is impossible to predict how any particular spin will land, it IS possible to accurately predict how likely the ball is to land on any particular number within a certain number of bets. In other words, we don't know when a bet will win for us but we do know how likely it is to do so during a certain period of time.

Let us demonstrate with an example. We will assume the worst case scenario that you are ignoring our advice and decide to bet on an American Roulette wheel with the '0' and '00'. Now, let us assume, for simplicity that you are placing a bet on **RED**. There are 18 winning combinations and 20 losing combinations on this bet. Thus, on any given spin, you can expect to win 18/38 bets (around 47.37%) and lose around 20/38 (52.63%). It should be immediately obvious on any given spin that that you have a 47.37% chance of doubling your money and a 52.63% chance of losing it. The net result is that, on average, over each 100 spins, you would expect to lose \$52.63 and win \$47.37 for a net loss of \$5.26 which is, of course, the house advantage. However, what are the odds of losing two bets in a row? Well, if 52.63% of the time we expect to lose a single bet then 52.63% of 52.63% is the probability of losing two bets in a row. This amounts to a 27.70% chance of losing both bets. Likewise, there is a 14.58% chance of losing 3 bets in a row and so on. So, how does this help us? Well, if we only have a 14.58% chance of losing 3 bets in a row, what does this mean? Well, put simply, it means that 85.42% of the time, we would expect to WIN at least one of those 3 bets! Indeed, the table below (columns 2 and 3) shows that by the time we reach the possibility of 13 losses in a row, the expected chance of a win occurring is 99.98%!

1	52.63	47.37	51.35	48.65
2	27.70	72.30	26.37	73.63
3	14.58	85.42	13.54	86.46
4	7.67	92.33	6.95	93.05
5	4.04	95.96	3.57	96.43
6	2.13	97.87	1.83	98.17
7	1.12	98.88	0.94	99.06
8	0.59	99.41	0.48	99.52
9	0.31	99.69	0.25	99.75
10	0.16	99.84	0.13	99.87
11	0.09	99.91	0.07	99.93
12	0.05	99.95	0.03	99.97
13	0.02	99.98	0.02	99.98

Appendix B includes a more detailed probability analysis of each of the main bets available for Roulette players.

Now, knowing these probabilities, the problem at hand becomes the considerably simpler task of devising a betting strategy that will produce a profit. In other words, the task is to devise a strategy that earns you more money than you spend. The way to figure out whether a betting strategy is profitable is to first determine the expected 'win'. In other words, multiply the average profit from any bet in the sequence by the expected win percentage. Next, determine the expected 'loss' when the betting strategy does not produce any profit. This is equal to the total of all the bets in the sequence added together and multiplied by the losing percentage. Obviously, if the total expected 'wins' is more than the total expected 'losses' then we have a system that, over many bets, is a winner!

OK! Enough Already! How Do We Win?

So, we've established that, even though it's not possible to accurately predict the outcome of any given spin of the Roulette wheel, it IS possible to accurately predict the likelihood of an outcome showing up within a certain number of spins.

Given this, what strategy can we follow to ensure a profit overall? There are two basic strategies that can be successfully employed. The first one is to create a betting plan that is gambling that a high probability outcome will occur within a certain number of spins. This strategy is very appropriate for the "Outside" bets which would include the Even Money (1-1) bets such as **RED/BLACK, ODD/EVEN** and **HIGH/LOW**. It would also include the 2-1 bets such as the "2 to 1" columns 1-34, 2-35 and 3-36 and the "1st/2nd/3rd 12" sections of the table layout. Indeed, "Outside" betting is our recommended strategy for novices or 'math shy' people.

The "Inside" bets, however, have considerably lower probabilities of showing up, even over an extended run of numbers. Thus, random variation is much more of a factor. It would be prohibitive to create a successful, continuous, betting sequence that would generate a profit from these bets since the sequence would need to be 50-100 bets long to eliminate this random variance with any degree of success! Not only would this cost a lot in terms of overall stake if you lost the sequence but also, it would be difficult to remember how to bet on such a sequence at a live casino (where you can't bring a computer). Luckily, the science of "Chaos Mathematics" (which is, literally, the study of order and patterns within apparent chaos and randomness) does offer us some insight into making good predictions about when is a good time to gamble. There is law called "Uneven Distribution" which comes to our rescue. Simply put, this law states that results tend to clump up into little groups rather than being perfectly distributed throughout the whole sequence of spins. This is why our favorite bets are the Uneven Distribution ones as these give more consistent results overall.

Since it is considerably easier to track and predict the outcome of "Outside" bets then that is where we will start our analysis on the next page. If you are not interested in the actual math then feel free to just ignore it and skip any text between **RED** and **GREEN** dashed lines (- - - - - / - - - - -) to see our suggested betting strategy. On the other hand, if you are curious what makes these strategies work then a basic explanation will also be included along with the actual strategy.

Good Luck! (Not that luck has anything to do with it in the long run!)

2-1 Bets ('Columns' and 'Dozens')

The 2-1 bets are, perhaps, one of our favorite "Outside" bets on the Roulette table. Essentially, if you win, you receive your stake back plus two more times that stake in winnings. You are gambling on any 1 out of 12 of the total 37(38) numbers showing up. The overall probability of winning on any given spin is thus 12/38 on an American Roulette table. This amounts to approximately 31.58%. On the European table, this is 12/37 which gives the slightly better odds of 32.43%. Now this might sound pretty good until we put into perspective that you are expected to lose each spin 68.42% of the time on the American wheel and 67.57% of the time on the European! To figure out our strategy, we will use the probabilities on the American Roulette game for the simple reason that this is the worst we can possibly do. It stands to reason that if the strategy works on this type of table, it will work slightly better on the more favorable European tables. Again, as has been stressed repeatedly, do not actually play on an American table unless it is the only option available. Your chances of winning are ALWAYS better on the European style table.

WARNING – MATH FOLLOWS!-----

The first thing we need to do in our analysis is to figure out the actual probabilities of any particular outcome occurring. The second column of the table below shows the probability of losing X number of bets in a row. Column 3 shows the probability of therefore winning at least 1 of these bets. Columns 4 and 5 show exactly the same thing for the European style wheels.

' 1'	' 68.42'	' 31.58'	' 67.57'	' 32.43'
' 2'	' 46.81'	' 53.19'	' 45.65'	' 54.35'
' 3'	' 32.03'	' 67.97'	' 30.85'	' 69.15'
' 4'	' 21.92'	' 78.08'	' 20.84'	' 79.16'
' 5'	' 15.00'	' 85.00'	' 14.08'	' 85.92'
' 6'	' 10.26'	' 89.74'	' 9.52'	' 90.48'
' 7'	' 7.02'	' 92.98'	' 6.43'	' 93.57'
' 8'	' 4.80'	' 95.20'	' 4.34'	' 95.66'
' 9'	' 3.29'	' 96.71'	' 2.94'	' 97.06'
' 10'	' 2.25'	' 97.75'	' 1.98'	' 98.02'
' 11'	' 1.54'	' 98.46'	' 1.34'	' 98.66'
' 12'	' 1.05'	' 98.95'	' 0.91'	' 99.09'
' 13'	' 0.72'	' 99.28'	' 0.61'	' 99.39'
' 14'	' 0.49'	' 99.51'	' 0.41'	' 99.59'
' 15'	' 0.34'	' 99.66'	' 0.28'	' 99.72'
' 16'	' 0.23'	' 99.77'	' 0.19'	' 99.81'
' 17'	' 0.16'	' 99.84'	' 0.13'	' 99.87'
' 18'	' 0.11'	' 99.89'	' 0.09'	' 99.91'
' 19'	' 0.07'	' 99.93'	' 0.06'	' 99.94'
' 20'	' 0.05'	' 99.95'	' 0.04'	' 99.96'
' 21'	' 0.03'	' 99.97'	' 0.03'	' 99.97'
' 22'	' 0.02'	' 99.98'	' 0.02'	' 99.98'
' 23'	' 0.02'	' 99.98'	' 0.01'	' 99.99'

You will notice that the odds winning at least 1 of a sequence of several bets rapidly increases as you read down the table.

OK, so the probabilities are one piece of the puzzle. Looking at the last row of the table, it can be seen that you have a 99.98% chance of winning at least once within 23 spins. Surely an overall win is guaranteed now, right? Well, no actually as 99.8% of the time, we expect to win anywhere from -20 up to 2 units of profit for an Average loss of 9 units. However, the other 0.02% of the time, we expect to lose 23 units since this is the running total of all the money we have spent so far. So, we could lose \$9, on average, if we 'win' and we could lose \$23 if we lose. Eeeeeek! As mentioned earlier in this book, our overall expected profit, over a run of 100 betting sequences, equals:-

$$(\text{Average Profit} \times \text{Win \%}) - (\text{Total Lost Stake} \times \text{Loss \%})$$

Well, we are hit with a double whammy on this theoretical strategy above. As you win 2x your stake back on a win, the first bet would, if won, give you a profit of \$2. The next only \$1 as we've already spent \$2 so far and the third would be zero as it cost us \$3 to earn \$3. After this, things steadily go downhill until the 'profit' on the 23rd bet is '-\$20'. In other words, even if we had won that final bet, we would still be \$20 in the hole. Put another way, if we had won any of these bets, we would, on average, still have spent \$9 more than we had won. Now, if we failed to win that final bet we would have been \$23 down. It doesn't take a genius to figure out that this is a losing strategy! OK, we already know that infinitely progressing strategies such as the Martingale doubling up system are ineffective due to earlier discussions. Thus, what if we limit this betting strategy to just the first three bets where we know that we will earn \$2, \$1 or break even? The average profit for \$2+\$1+\$0 is, of course, \$1. On a loss, we would have lost our \$3 total stake. The probability of a loss on line 3 is 32.03% and a win is 67.97%. So let's feed these numbers into the formula above to see if we are a winner.

$$(\$1 \text{ Average Win} \times 67.97\%) - (\$3 \text{ Loss} \times 32.03\%)$$

$$= \$67.97 - \$96.09 = (-\$28.12)$$

Obviously, this would be an unsound betting strategy as, over every 100 betting sequences (approximately 200 bets), we would expect to lose \$28.12. The casinos would be laughing all the way to the bank if we adopted such a betting system. The strange thing is that there are people who actually follow this sort of betting plan and, unsurprisingly, end up either getting heavily in debt or getting counseling for their gambling addiction. However, the question is whether this strategy of limiting our bets is a better strategy than just continuing to bet and

bet until we eventually win 1. Well, on the original idea of just keep betting until we win, the Average profit is '-\$9' and happens 99.98% of the time. The loss is \$23 which happens 0.02% of the time. Again, adding these figures to the formula tells us the following:-

$$(-\$9 \times 99.98\%) - (\$23 \times 0.02\%) = (-\$899.82) - \$0.46 = (-\$900.28)$$

In other words, even though both are losing strategies, we have seriously limited our loss by stopping our sequence at a maximum of 3 bets instead of going all the way through to 23 bets as in the original thought experiment. Obviously, we are moving in the right direction and making some progress! In the original scenario, we would have made an average of 1200 bets to lose \$900.28. In the second, limited strategy, we would have only bet an average of 200 times and lost \$28.12. Even multiplying this by 6 so that the same number of bets would have been made either way, this is a loss of only \$168.72 versus \$900.28. What a difference it makes to know when to cut your losses and stop throwing good money after bad!

So, what was the primary weakness of the previous strategy? Well, simply put, it did not produce consistent profits during the sequence. Thus, we need to ensure that any strategy not only wins on any given bet but also produces enough profit to cover all of the previous bets in the sequence. In other words, a win at any point actually makes a profit! The 4 tables below show betting strategies that do the bare minimum to preserve \$1, \$2, \$5 and \$10 profit at the end of any single bet in the sequence. Column 2 is the current bet, Column 3 is the running total of how much has been spent, Column 4 is the expected win, Column 5 is the overall profit after this win and, finally, Column 6 is the Average profit over the whole sequence.

Preserve \$1+ Win

1.	1.	1.	3.	2.	2
2.	1.	2.	3.	1.	1.5
3.	2.	4.	6.	2.	1.6666666666666667
4.	3.	7.	9.	2.	1.75
5.	4.	11.	12.	1.	1.6
6.	6.	17.	18.	1.	1.5
7.	9.	26.	27.	1.	1.428571428571429
8.	14.	40.	42.	2.	1.5
9.	21.	61.	63.	2.	1.5555555555555556
10.	31.	92.	93.	1.	1.5

Preserve \$2+ Win

1.	1.	1.	3.	2.	2
2.	2.	3.	6.	3.	2.5
3.	3.	6.	9.	3.	2.6666666666666667
4.	4.	10.	12.	2.	2.5
5.	6.	16.	18.	2.	2.4
6.	9.	25.	27.	2.	2.3333333333333334
7.	14.	39.	42.	3.	2.428571428571428
8.	21.	60.	63.	3.	2.5
9.	31.	91.	93.	2.	2.4444444444444445
10.	47.	138.	141.	3.	2.5

Preserve \$5+ Win

1.	3.	3.	9.	6.	6
2.	4.	7.	12.	5.	5.5
3.	6.	13.	18.	5.	5.333333333333333
4.	9.	22.	27.	5.	5.25
5.	14.	36.	42.	6.	5.4
6.	21.	57.	63.	6.	5.5
7.	31.	88.	93.	5.	5.428571428571429
8.	47.	135.	141.	6.	5.5
9.	70.	205.	210.	5.	5.4444444444444445
10.	105.	310.	315.	5.	5.4

Preserve \$10+ Win

1.	5.	5.	15.	10.	10
2.	8.	13.	24.	11.	10.5
3.	12.	25.	36.	11.	10.666666666666667
4.	18.	43.	54.	11.	10.75
5.	27.	70.	81.	11.	10.8
6.	40.	110.	120.	10.	10.666666666666667
7.	60.	170.	180.	10.	10.57142857142857
8.	90.	260.	270.	10.	10.5
9.	135.	395.	405.	10.	10.4444444444444445
10.	203.	598.	609.	11.	10.5

So, how do we determine the most profitable sequence? Well, in the profit calculation above, we have no control over the probabilities of a win or loss occurring. In other words, we cannot change the rules of Roulette! However, if we find a betting sequence that results in a high Average Win Profit over the course of the sequence (column 6), combined with a low Total Stake in the event of a failure (column 3) and the highest win chance after this number of bets, we have the highest profit potential. In other words, divide the Average Win by the Total Stake and then divide it by the loss probability after this number of bets expressed as a number between 0 and 1 (ie low loss probability = high win and thus you end up with a higher number).

Unfortunately, if we actually do the math on this, we find that, for ANY sequence, the maximum profit potential is ALWAYS to be found when making just a single bet. (See the table below that shows the '\$1+ profit' betting plan with the addition of the most profitable bet calculation done in the final column). This sounds counterintuitive. After all, wouldn't there be more chance of winning if there were more numbers in the series? Actually, yes, there is more chance of 'winning'. The problem is that even more money is spent to make a profit on these bets since every additional bet in the sequence has to overcome the house edge, along with covering the total stake on the losing bets so far which, of course, compounds more as extra bets are made. Thus, on the face of things, it is actually counterproductive to have a 'sequence' of numbers at all. Instead, the raw mathematics shows us that it is actually MORE profitable to find a good time to bet, place a single bet and then move on and look for another good betting opportunity.

Also, there is no mathematical advantage to using a betting strategy that tries to earn more profit from your unit stake. In other words, we can safely ignore the \$2, \$5 and \$10 tables as any gain in profit is countered by increased stakes. It is still possible to earn more money by making each betting 'unit' worth more. There is just no advantage to trying to build a greater profit into the betting strategy from a single 'unit' sequence.

1.	1.	1.	3.	2.	2.	2.923076923076923
2.	1.	2.	3.	1.	1.5.	1.60207100591716
3.	2.	4.	6.	2.	1.6666666666666667.	1.300826885146412
4.	3.	7.	9.	2.	1.75.	1.140725114666853
5.	4.	11.	12.	1.	1.6.	0.9700152024020234
6.	6.	17.	18.	1.	1.5.	0.8600106503196672
7.	9.	26.	27.	1.	1.428571428571429.	0.7827090449514019
8.	14.	40.	42.	2.	1.5.	0.7807522723390233
9.	21.	61.	63.	2.	1.5555555555555556.	0.7759753563763681
10.	31.	92.	93.	1.	1.5.	0.725113378735239

Now, we have already established that it is IMPOSSIBLE to accurately predict the outcome of a single spin of the Roulette wheel so making a single bet does not seem to help us out here. Certainly, it is true that we don't know if a given bet will win or lose. However, if we can get a mathematical solution where there are more winnings than losses then we have a profitable system. Once we've found it, we can use a modified D'Alembert strategy of increasing bets with losses and decreasing down to 1 unit after a win (or after 4 losses). You'll notice that a win at any point recovers all of the total stake in the sequence.

As the situation stands, we also have the problem that if we bet on every bet, we will lose money due to the house advantage. So, are there any other mathematical rules or tricks that can help us to narrow things down to the best compromise between potential profits, actual wins and how often we bet? After all, a strategy that guarantees a win but only occurs every 100 spins of the wheel would not be a very profitable system overall! It would be better to have a system that is 75% effective but has you making a bet every 10 spins since the ability to bet more often magnifies whatever the probabilities in the trend lean towards.

OK, so how can we shift the odds of a win from being slightly negative to being slightly positive. Obviously, if there is slightly more chance of winning overall then a profit will be made. As it turns out this is much easier to achieve than you might think. In fact, it is deceptively easy to do so. We know already that if we bet on any given outcome for every game then we can expect to win \$2 approximately 31.58% of the time. We can also expect to lose \$1 approximately 68.42% of the time. Our expected win over 100 bet sequences is \$63.16 and our expected loss is \$68.42. Thus, we expect to lose that magical, house advantage, number of \$5.26. What happens, however, if we wait for a particular result to not show up for a single bet before placing a bet on this result showing up again? Well, now the effect is that we are looking 1 line further down the probability matrix. ie, don't gamble on, for example, the "1st Dozen" until you have a situation where any numbers in this "1st Dozen" have not appeared in the previous spin. Now, our probabilities are 53.19% x \$2 for a win and 46.81% x \$1 for a loss. Now, things are much more favorable as we expect to win \$106.38 and lose only \$46.81 in every 100 bet sequences. Finally, we have discovered a profit trend over the long term! Since we expect to win, over 100 bets, \$106.38 while only losing \$46.81, we will make a profit of \$59.57 for every 100 bets or a little over \$1 profit for every 2 bets, on average! Now we're talking!

So, now we know the mechanism of how to shift down the probability matrix to a more favorable position. We just have to wait for the outcome we want to gamble on to not occur for one or more spins before actually making a gamble. So, how do we determine what is the ideal number of 'losses' to ignore to effectively shift down the probability table and thus ensure the most profit? Gut instinct tells us that if shifting down the table once gets us into a profit position then, surely, shifting down lots more positions should earn us more profit, right? As is often the case, your gut instincts would be completely wrong in this case! This is why the casinos love most players. After all, most players believe things to be intuitively true that are, in fact, completely erroneous and only end up with the players giving their hard earned money to the casino as a result! Let us look at 4 examples. We will look at the probabilities of winning a bet after waiting for 4, 3, 2 and 1 consecutive 'losses' before placing a bet. We will also determine how profitable this would be over the course of 1000 spins.

Strategy 1 – *Wait for 4 losses before gambling. Regardless of result, do the same.*

Profit over 100 bets = $(85\% \times \$2) - (15\% \times \$1)$
 = $\$170.00 - \$14.00 = \$155.00$

Bet 21.92% of the time so average number of spins = $100/0.2192 = 456$ Spins
 Over 1000 spins, expected profit = $1000/456 \times \$155.00 = \underline{\$339.91}$

Strategy 2 – *Wait for 3 losses before gambling. Regardless of result, do the same.*

Profit over 100 bets = $(78.08\% \times \$2) - (21.92\% \times \$1)$
 = $\$156.16 - \$21.92 = \$134.24$

Bet 32.03% of the time so average number of spins = $100/0.3203 = 312$ Spins
 Over 1000 spins, expected profit = $1000/312 \times \$134.24 = \underline{\$430.26}$

Strategy 3 – *Wait for 2 losses before gambling. Regardless of result, do the same.*

Profit over 100 bets = $(67.97\% \times \$2) - (32.03\% \times \$1)$
 = $\$135.94 - \$32.03 = \$103.91$

Bet 46.81% of the time so average number of spins = $100/0.4681 = 214$ Spins
 Over 1000 spins, expected profit = $1000/214 \times \$103.91 = \underline{\$485.56}$

Strategy 4 – *Wait for 1 loss before gambling. Regardless of result, do the same.*

Profit over 100 bets = $(53.19\% \times \$2) - (46.81\% \times \$1)$
 = $\$106.38 - \$46.81 = \$59.57$

Bet 68.42% of the time so average number of spins = $100/0.6842 = 146$ Spins
 Over 1000 spins, expected profit = $1000/146 \times \$59.57 = \underline{\$408.01}$

As can be seen on the previous page, the ideal compromise between how often bets win and the overall profit is to be found in Strategy 3. In other words, the idea of waiting for more and more losses might 'win' more often but would result in very few bets. This is why Strategy 3 is optimal as you lose slightly more often but cycle money quicker, thus making for more overall profit in the same time period. ie, the optimal rule, according to the mathematical analysis above, for gambling on 'Columns' or 'Dozens' is **"Wait for 2 losses and then gamble once. Win or lose, do the same again."** *Optional - "Increase each bet by 1 unit after a loss and decrease it down to 1 unit after a win (or after 4 losses)"*

-----**-You're Safe, The Math Lesson Is Over!**

OK, you've now read the math above and learned why the following is the most profitable strategy for betting on 'Columns' or 'Dozens' (or, perhaps, you had your eyes glaze over as you tried to read it!). Alternatively, you don't care about the math and just want us to (quoting the famous movie "Jerry Maguire") "Show You The Money!"

Basic Strategy For Successful 'Columns' / 'Dozens' Betting

- 1) Pick one of the six available choices that pay out 2-1.** For example, you might pick "2nd 12" which includes every number between 13 and 24. Alternatively, you might pick the "2 to 1" Column that has the numbers from 3/6/9 through 30/33/36 as you read down the column. For our example, we will assume that you have picked the "2nd 12" option.
- 2) Decide how much you want your betting 'Unit' to be. If you want to bet conservatively then pick a small 'Unit' such as \$1 or whatever the 'house minimum' bet is. If you have more money to spare, you may choose to gamble anything up to the house maximum (though that's not recommended!). This 'Unit' is going to be your initial bet.** A good rule of thumb is to decide how much you can afford to lose if you have a bad day and divide that by 50. Your chosen betting 'Unit' should be no more than that. For example, if you can afford to lose \$100 at the table then your bet 'Unit' should be \$1 or \$2. If you can afford to lose \$500 at the table then your bet 'Unit' should be anywhere between \$1 and \$10. If you can't 'afford' to lose anything then **DON'T GAMBLE.** Everybody has a bad day every so often! If you reach your maximum loss, **STOP** and call it quits for the day!

- 3) Decide how much profit you want to make for the day and stick to it!** A good rule of thumb is to try to earn 2-3 times the amount that you would be willing to lose for the day. Once you have made that amount of profit, cash in your chips and stick the money in your pocket before "running for the hills"! There is a very strong tendency in gamblers (and whether you admit it or not, the fact that you are reading this book pretty much confirms that you ARE a gambler!) to think "I'm on a winning streak" or "I can't lose" and thus gamble away a lot of profit in chasing another winning streak. This is why you should put a limit on your loss AND a limit on your win, ahead of time, so that it is easier to just follow the rules and avoid making poor judgments based on emotions rather than logical decisions.
- 4) Watch the next Roulette Spin. If none of the numbers in your chosen bet show up, put a mark on a piece of paper to indicate you have seen 1 'loss', otherwise keep watching until you actually see a 'loss'.** In our example, if we had not seen any of the numbers between 13-24 then we would mark that there was 1 'loss' so far. On the other hand, if we had seen one of these numbers, we would keep watching until we did not see any of our chosen numbers come up.
- 5) Watch the next Roulette Spin. If it again does not contain any of your chosen numbers then you are ready to gamble so move onto step (6), otherwise, erase your 'loss' mark and go back to step (4) to watch for another opportunity.** Essentially, if you have seen two losses in a row then you are ready to gamble but if you have only see one loss and then a win, it is not a good time to gamble.
- 6) Place your bet. If won, reduce the next bet back to 1 unit. If you lose, increase by 1 unit (maximum 4 units before you reset back to 1 unit). Regardless of whether you win or lose, erase all of your marks and go back to step (4) to await your next betting opportunity.** You would expect that, for every hundred bets you make, you will lose, on average, slightly over 32 of them and win slightly less than 68 of them. Thus, over 100 bets (or about 214 spins of the Roulette wheel), you will expect to win, on average, \$43.26 for every \$1 'Unit'.
- 7) Once you have either reached your desired profit for the day or reached your maximum acceptable loss, STOP GAMBLING!** You're not going to help your case, either way, by throwing more money at the problem!

That's it for the Basic "2-1" Betting Strategy. Simple, huh?

Full Strategy For Successful 'Columns' / 'Dozens' Betting

With the 'Full' strategy, a little more mental juggling is required. However, it is still very easy to operate with a piece of paper and a pencil (Indeed, the next page has a copy of the table that we normally take, laminated, to the casino). Essentially, it works in the same fashion as the 'Basic' Strategy mentioned above. However, instead of just following the results and betting on a single 'Column' or 'Dozen', you will be tracking the results and gambling upon all six possible 2-1 bets as each opportunity arises. It is thus possible that you will have anywhere from 0 to 4 bets on the table simultaneously. You do not increase your chances of winning with the 'Full' strategy as you are spending your money quicker but, since you are following six different patterns at the same time, you would expect to win \$623.46 in the same 214 spins of the Roulette wheel that only netted you a profit of \$103.91 in the 'Basic' strategy. Again, a higher 'Unit' will net you more profits. So, how does it work?

- 1) **As each result comes in, compare it to the numbers in each "Column"/"Dozen" in turn (ignore '(B)et' last time). If the result was one of the 12 numbers included in that Column/Dozen (a 'win') then erase all check marks next to this "Column" or "Dozen" since we are not interested in betting on this result, again, if it just happened.** ie, if you already had a check mark against "1st 12" and the '2-35' column and the number 7 came in then you would remove your checkmark next to "1st 12" but not the one next to 2-35.
- 2) **If the result would have been a 'loss' for that "Column" or "Dozen" then place a check mark next to it.** In the imaginary example above, since '2-35' did not come in, we would place another check mark against that so we would now have 2 checkmarks next to this column.
- 3) **Erase all 'B' marks. For any bets that have two check marks next to them, place your bet and mark it 'B'. Adjust the next bet and remove all checks next to that Doz/Col** Again, in the example above, the '2-35' column now has 2 check marks so place a your bet on the 2-35 column, before erasing the check marks next to it, writing 'B', and moving on.
- 4) **If you've either earned your desired profit for the day or lost your maximum desired loss then STOP GAMBLING. Otherwise, go back to step (1) and continue erasing sequences that come in as well as marking/gambling on sequences that do not come in for 2 times in a row.**

Again, that's it but you'll net profits quicker than with a single column.

		0	00	
1 - 18		1	2	3
	1st 12	4	5	6
EVEN	<input type="checkbox"/> <input type="checkbox"/>	7	8	9
		10	11	12
RED		13	14	15
	2nd 12	16	17	18
BLACK	<input type="checkbox"/> <input type="checkbox"/>	19	20	21
		22	23	24
ODD		25	26	27
	3rd 12	28	29	30
19 - 36	<input type="checkbox"/> <input type="checkbox"/>	31	32	33
		34	35	36
		2 to 1	2 to 1	2 to 1
		<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>

Betting Chart For 2-1 Bets (Dozens/Columns)

Use this chart to mark off each time a result DOES NOT occur. (Ignore if '(B)et' upon last time). Erase any marks if the result DOES occur. Bet on any Columns/Dozens that have 2 marks next to them, mark them with 'B' and then erase the check marks on this Dozen/Column (whether you win or lose).

If you lose a bet, increase the next bet by 1 unit (up to a maximum of 4 units). If you win a bet (or lose 4 bets in a row), decrease the next bet back to 1 unit.

Even Money (1-1) Bets (‘Odd/Even’, ‘High/Low’ and ‘Red/Black’)

Most bets on Roulette have a house advantage of 5.26% on an American Roulette table or 2.70% on a European table. The Even Money bets are the best value bet on the table if you happen to be in Atlantic City and the "Surrender" rule kicks in, each time '0' appears, lowering the house edge to 2.63%. Likewise, if you are on a European table with either the "En Prison" rule (our personal favorite!) or the "La Partage" rule, the house edge is reduced to just 1.35%!

The Even Money (or 1-1) bets are, like the 2-1 bets, another of our favorite bets on the Roulette table. If you win, you receive your stake back plus that stake again in winnings. In this case, you are gambling on any 1 out of 18 of the total 37(38) numbers showing up. Ignoring the "Surrender/En Prison/La Partage" rules, the overall probability of winning on any given spin is thus 18/38 on an American Roulette table. This amounts to approximately 47.37%. On the European table, this is 18/37 which, as expected, gives the slightly better odds of 48.65%. If you are playing on a European table with the "En Prison" rule, this winning percentage gets slightly more complicated but averages out at a win 49.325% of the time versus a loss 50.625% of the time! Again, although a European table with the "En Prison" rule is the way to go, given a choice, we will use the probabilities on the American Roulette game since this is the worst we can possibly do. As with the 2-1 betting analysis, shown previously, it stands to reason that if the strategy works on this type of table, it will work slightly better on the more favorable European tables.

WARNING – MATH FOLLOWS! - - - - -

Again, we need to first figure out the actual probabilities of any particular outcome occurring.

1	52.63	47.37	51.35	48.65
2	27.70	72.30	26.37	73.63
3	14.58	85.42	13.54	86.46
4	7.67	92.33	6.95	93.05
5	4.04	95.96	3.57	96.43
6	2.13	97.87	1.83	98.17
7	1.12	98.88	0.94	99.06
8	0.59	99.41	0.48	99.52
9	0.31	99.69	0.25	99.75
10	0.16	99.84	0.13	99.87
11	0.09	99.91	0.07	99.93
12	0.05	99.95	0.03	99.97
13	0.02	99.98	0.02	99.98

Unsurprisingly, the odds of winning at least 1 of a sequence of several (columns 3 and 5) bets rapidly increases as you read down the table.

Now, when the calculations are done, we again find that the best value bet is a single bet at the right time, rather than a sequence of bets. This is much clearer to show with Even Money bets than it was to show with the 2-1 bets. As it turns out, the only mathematical sequence which will preserve at least a single unit of profit is the dreaded "Martingale System" where each bet is a doubling up of the previous bet. The table below shows very clearly why a single bet is more profitable than a sequence of ever increasing bets. Column 5 shows that, after any given bet, the total profit is just a single unit. Thus the average profit after any bet 1 unit. Now, the reason that a single bet at the perfect opportunity is better than a sequence is that after 1 bet, you expect to, on a win, have spent \$1 to win \$1. As you move down the table, you still only stand to win that single \$1 but your money at risk gets more and more in the event of a loss.

Preserve \$1+ Win

1.	1.	1.	2.	1.	1
2.	2.	3.	4.	1.	1
3.	4.	7.	8.	1.	1
4.	8.	15.	16.	1.	1
5.	16.	31.	32.	1.	1
6.	32.	63.	64.	1.	1
7.	64.	127.	128.	1.	1
8.	128.	255.	256.	1.	1
9.	256.	511.	512.	1.	1
10.	512.	1023.	1024.	1.	1
11.	1024.	2047.	2048.	1.	1
12.	2048.	4095.	4096.	1.	1
13.	4096.	8191.	8192.	1.	1
14.	8192.	16383.	16384.	1.	1
15.	16384.	32767.	32768.	1.	1
16.	32768.	65535.	65536.	1.	1
17.	65536.	131071.	131072.	1.	1
18.	131072.	262143.	262144.	1.	1
19.	262144.	524287.	524288.	1.	1
20.	524288.	1048575.	1048576.	1.	1

We have spent \$1 to win \$1. As you move down the table, you still only stand to win that single \$1 but your money at risk gets more and more in the event of a loss. However, a modified version of the d'Alembert system will help us and act as a safety cushion. In this case, start with 1 'unit' and add 1 unit after a loss (up to a maximum of 5 losses at which point reset to 1 unit). After a win you should subtract a unit down to a minimum of a single unit. Again, this offers a fairly good safety cushion with minimal overall risk.

So, we know that, just like the 2-1 bets that were previously examined, a single bet at the right time is a better investment than a long stream of bets. We also know that if we start betting without waiting for any qualifying spins of the Roulette wheel that WE WILL LOSE! However, we also know that shifting down the probability table should put us back into a position of profit. We will thus look at the probabilities of winning a bet after waiting for 4, 3, 2 and 1 consecutive 'losses' before placing a bet. We will also determine how profitable this would be over the course of 1000 spins.

Strategy 1 – Wait for 4 losses before gambling. Regardless of result, do the same.

Profit over 100 bets = $(95.96\% \times \$1) - (4.04\% \times \$1)$
= $\$95.96 - \$4.04 = \$91.92$

Bet 7.67% of the time so average number of spins = $100/0.0767 = 1304$ Spins
Over 1000 spins, expected profit = $1000/1304 \times \$91.92 = \underline{\$70.49}$

Strategy 2 – Wait for 3 losses before gambling. Regardless of result, do the same.

Profit over 100 bets = $(92.33\% \times \$1) - (7.67\% \times \$1)$
= $\$92.33 - \$7.67 = \$84.66$

Bet 14.58% of the time so average number of spins = $100/0.1458 = 686$ Spins
Over 1000 spins, expected profit = $1000/686 \times \$84.66 = \underline{\$123.41}$

Strategy 3 – Wait for 2 losses before gambling. Regardless of result, do the same.

Profit over 100 bets = $(85.42\% \times \$1) - (14.58\% \times \$1)$
= $\$85.42 - \$14.58 = \$70.84$

Bet 27.70% of the time so average number of spins = $100/0.2770 = 361$ Spins
Over 1000 spins, expected profit = $1000/361 \times \$70.84 = \underline{\$196.23}$

Strategy 4 – Wait for 1 loss before gambling. Regardless of result, do the same.

Profit over 100 bets = $(72.30\% \times \$1) - (27.70\% \times \$1)$
= $\$72.30 - \$27.70 = \$44.60$

Bet 52.63% of the time so average number of spins = $100/0.5263 = 190$ Spins
Over 1000 spins, expected profit = $1000/190 \times \$44.60 = \underline{\$234.74}$

In this case, the above calculations show that the most profitable strategy, when betting on Even Money bets, is to **"wait for 1 'loss' before betting on a single spin. Win or lose, do the same again"**
Optional - "Double each bet after a loss with a maximum of 3 doublings and then reset to 1 unit. Also reset to 1 unit after a win."

You're Safe, The Math Lesson Is Over!

Basic Strategy For Successful Even Money Betting

- 1) Pick one of the six available choices that pay out 1-1 (Odd/Even, High/Low, Red/Black).** For example, you might pick "Red" or you might pick "Even" For our example, we will assume that you have picked the "Red" option.
- 2) Decide how much you want your betting 'Unit' to be. If you want to bet conservatively then pick a small 'Unit' such as \$1 or whatever the 'house minimum' bet is. This is going to be your initial bet.** If you are betting where the "Surrender" or "La Partage" rule is in play, bet at least \$2 so you can take advantage of receiving ½ of your stake back on '0' appearing. As with the 2-1 betting plan, a good rule of thumb is to decide how much you can afford to lose if you have a bad day and divide that by 50. For example, if you can afford to lose \$200 at the table then your bet 'Unit' should be \$2 or \$4. If you can afford to lose \$500 at the table then your bet 'Unit' should be anywhere between \$2 and \$10. If you can't 'afford' to lose anything then DON'T GAMBLE. As mentioned earlier, everybody has a bad day every so often! If you reach your maximum loss, STOP and call it quits for the day!
- 3) Decide how much profit you want to make for the day and stick to it!** A good rule of thumb is to try to earn 2-3 times the amount that you would be willing to lose for the day (or play at any table for a maximum of about an hour at a time). Once you have made that amount of profit or played for an hour, cash in your chips and leave the table! Always decide, ahead of time, your loss and win limits so that it is easier to just follow the rules and avoid making poor judgments based on emotions rather than logical decisions.
- 4) Watch the next Roulette Spin. If none of the numbers in your chosen bet show up then place your bet. After a win, subtract 1 unit. After a loss, add 1 unit (max 5)** In our example, if we had not seen any of the Red numbers in the last spin, we would bet "Red". On the other hand, if we had seen one of these numbers, we would keep watching until we did not see any of our chosen numbers come up. Even if this bet is lost, start watching again on the next spin. Do not count this one!
- 5) Once you have either reached your desired profit for the day or reached your maximum acceptable loss, STOP GAMBLING!** You're not going to help your case, either way, by throwing more money at the problem!

That's it for the "Basic" 'Even Money' strategy. Simple, huh?

Full Strategy For Even Money Betting **(Odd/Even, High/Low, Red/Black)**

With the 'Full' strategy, as with the Columns/Dozens betting, a little more mental juggling is required. However, it is still very easy to operate with a piece of paper and a pencil (again, the next page has a copy of the table that we normally take, laminated, to the casino). Essentially, it works in the same fashion as the 'Basic' Strategy mentioned above. However, instead of just following the results and betting on a single 'Even Money' bet, you will be tracking the results and gambling upon all six possible 1-1 bets as each opportunity arises. It is thus possible that you will have anywhere from 0 to 3 bets on the table simultaneously. You do not increase your chances of winning with the 'Full' strategy as you are spending your money quicker but, since you are following six different patterns at the same time, you would expect to win \$267.60 in the same 190 spins of the Roulette wheel that only netted you a profit of \$44.60 in the 'Basic' strategy. Again, a higher 'Unit' will net you more profits. So, how does it work?

- 1) **As each result comes in, compare it to the numbers in each "Even Money bet" in turn (as long as it was not '(B)et' on last time). If the result would have not included any number from that type of bet then place a check mark next to it.** For example, if you were looking at the '**RED**' numbers and a '**BLACK**' number came in then place a check mark next to **Red**.
- 2) **Remove ALL 'B' marks. For any of the six potential bets that have a check mark next to them, place your bet and then either double up on a loss or reset on a win. Mark with a 'B' to signify that a bet was placed. Then, remove all of the checkmarks next to that potential bet.** Again, in the example above since '**RED**' did not appear last time then place your bet on '**Red**', erasing the check mark next to it and write 'B' to show you bet on this outcome.
- 3) **If you've either earned your desired profit for the day or lost your maximum desired loss then STOP GAMBLING. Otherwise, go back to step (1).**

Again, that's it for the "Full" Even Money Strategy. Essentially, it works like the "Basic" strategy but you'll net profits about 6x quicker by applying the full strategy.

Once, you get proficient at marking/betting, the COMPLETE OUTSIDE BETTING STRATEGY is to bet on ALL Even Money and Column/Dozen bets by following both sets of rules. Good Luck!

		0			00
1 - 18 <input type="checkbox"/>	1st 12	1	2	3	
EVEN <input type="checkbox"/>		4	5	6	
RED <input type="checkbox"/>		7	8	9	
BLACK <input type="checkbox"/>		10	11	12	
ODD <input type="checkbox"/>	2nd 12	13	14	15	
19 - 36 <input type="checkbox"/>		16	17	18	
		19	20	21	
		22	23	24	
	3rd 12	25	26	27	
		28	29	30	
		31	32	33	
		34	35	36	
		2 to 1	2 to 1	2 to 1	

Betting Chart For Even Money Bets (Odd/Even, High/Low, Red/Black)

Use this chart to mark off if a result DOES NOT occur. (Ignore if '(B)et' upon last time). Bet on any Even Money bets that have a check mark next to them, mark them with 'B' and then erase the check marks on this bet (whether you win or lose).

If you lose a bet, add a unit to your next bet. If you win, subtract a unit (minimum 1 unit). If you have 5 losses in a row then reset to 1 unit.

		0			00
1 - 18 <input type="checkbox"/>	1st 12 <input type="checkbox"/> <input type="checkbox"/>	1	2	3	
EVEN <input type="checkbox"/>		4	5	6	
RED <input type="checkbox"/>		7	8	9	
	2nd 12 <input type="checkbox"/> <input type="checkbox"/>	10	11	12	
BLACK <input type="checkbox"/>		13	14	15	
ODD <input type="checkbox"/>		16	17	18	
	3rd 12 <input type="checkbox"/> <input type="checkbox"/>	19	20	21	
19 - 36 <input type="checkbox"/>		22	23	24	
		25	26	27	
		28	29	30	
		31	32	33	
		34	35	36	
		2 to 1 <input type="checkbox"/> <input type="checkbox"/>	2 to 1 <input type="checkbox"/> <input type="checkbox"/>	2 to 1 <input type="checkbox"/> <input type="checkbox"/>	

Betting Chart For "Outside" Bets

2-1 Bets (Dozens/Columns)

Mark off each time a result DOES NOT occur. (Ignore if '(B)et' upon last time). Erase any marks if the result DOES occur. Bet on any Columns/Dozens that have 2 marks next to them, mark them with 'B' and then erase the check marks on this Dozen/ Column (whether you win or lose).

Even Money Bets (Odd/Even, High/Low, Red/Black)

Mark off if a result DOES NOT occur. (Ignore if '(B)et' upon last time). Bet on any Even Money bets that have a check mark next to them, mark them with 'B' and then erase the check marks on this bet (whether you win or lose).

Pitfalls/Frequently Asked Questions (FAQs)

- 1) **You are gambling online and the recommendation is to make no bets. However, this online casino will not allow you to make a spin without actually betting. What do you do to deal with this situation?** This is a pretty simple problem to resolve. All you have to do is to bet the house minimum stake on both **BLACK** and **RED** (or 'High/Low' or 'Odd/Even'). This will generate a free spin since, regardless of the color or number showing after the spin, you will earn your total stake back so you will break even. The only fly in the ointment here is if '0' or '00' comes up. In this case, you will lose your stake (unless the "En Prison" rule is in play, in which case you are completely safe). Depending on the type of table that you are playing at (which should be a European Roulette table if you have been paying attention so far!), you will lose somewhere between 1 in 19 and 1 in 74 times on these 'free' spins. It would be a very unusual situation where an 'actual bet' was not suggested for 20+ spins in a row. Thus, to all intents and purposes, you can treat this as a free spin to get yourself back into a recommended bet.
- 2) **OK, the "1st Dozen" has not appeared for the previous two spins so you place a bet on it. It still doesn't show up on the next spin so we have to bet on it again, right?** ABSOLUTELY NOT!!! This is the most common mistake that people make when first starting to gamble with this system. In the case of the 'Dozens/Columns', you wait for two spins where the column doesn't show up and then bet. Win or lose, you then start from scratch. The reason for this is that the odds and probability calculations are based on the likelihood of this particular situation occurring within 3 spins. If you place another bet, immediately following this loss, you are now skewing the probabilities as to what happens within the last 4 spins. Yes, although this does result in you winning a bet at some point, it also eats into your total profit margin which eventually means that the house advantage will eat you for breakfast and you'll wonder where all of your money went! DON'T DO IT! The same would be true of Even money betting. Wait for one loss and then bet. Win or lose, start watching again. Now, if you were to bet EVERY time a potential winning sequence came up, you would be statistically OK. This would be very complicated to manage, however, as you would be betting anywhere from 0-3 units on each and every bet. **(K)eep (I)t (S)imple (S)tupid!**

OK, How Do We Bet On the 'Big Money' Bets?

Everybody who plays Roulette, without fail, loves to bet on a single number and see it come up and earn a big pile of winning chips. Indeed, the house likes to pay out on these bets. Why would this be? Well, simply put, the house needs winners like these so that they can sucker all of the other players into making similar bets and quickly losing all of their money!

Is it possible, however, to use a similar strategy to the "Dozens/Columns" or "Even Money" bets to accurately predict when would be a good time to bet on a single number or "Straight" bet, a "Street", a "Corner" and so on? Actually, sorry to get your hopes up and then rain on your parade but, no, it is not possible to reliably use a similar strategy, on these longer odds bets, due to something called 'noise'. So, what is 'noise'? Well, Roulette is a completely random system. In other, words, we can expect that, over tens of thousands of spins that each number should come up about the same number of times as each other number. Likewise, each "Street" of numbers should appear as often as any other "Street" just as **BLACK** should come up as often as **RED**. Now, this is all well and good in the long run if you can sit at a Roulette table, keep track of 10,000 spins and make logical bets based upon these 10,000 results. In the short run, however, any random system is affected by a mathematical principle called '*The Law Of Uneven Distribution*'. What this says, in layman's terms, is that things do not normally appear exactly as the probabilities would dictate. For example, in 38 spins of the American Roulette wheel (37 in European Roulette), we would, by chance alone, expect each of the numbers 1-36/0/00 to each appear exactly once. If you've ever watched the spins on the Roulette wheel, you know that this NEVER happens!

So, what can we expect to see over these 38 spins? Well, what tends to happen is that only about 24 different numbers show up and some of those that do appear actually show up 2-3 times. The reason for this is that, in random systems, numbers tend to clump together and then not show up for a while. Over the long term, numbers thus even out but, over the short term, this random 'noise' tends to obscure the event you are looking for. The less chance these outcomes have of appearing in the first place, the more the noise disrupts the possibility of accurately predicting when they will appear. Thus a "Straight" bet is affected much more by random 'noise' than an "Even Money" bet is.

So, does this 'Law Of Uneven Distribution' give us any insight as to when a good time to bet might be? As it turns out, the answer is a resounding YES! In simple terms, it indicates that, as we never expect things to happen exactly as random chance would dictate, that they must occasionally occur more often (grouping together) and at other times less often (spacing themselves out).

Let us look at betting on a "Line" as an example. A "Line" (or Double Street) consists of betting simultaneously on 1 of 6 possible numbers coming up on the next spin. Since there are 38 possibilities on an American Roulette wheel, the probability of seeing any given "Line" is 6 in 38 which is about 1 in 6.33. Put another way, out of every 6.33 spins, we would expect to see any given line to show up once. Thus, if it showed up zero times, this would make it extremely likely to show up again soon. Strangely enough, if it showed up 2 or more times in these 6.33 spins then it also likely to do so again. Now, since it is impossible to have 6.33 spins of Roulette we need to look at the nearest whole number. Thus, if 7 spins go by without seeing any of the numbers in the "Line" then now is a good time to place a bet on this "Line". Likewise, even though counterintuitive, if 2 or more numbers in the "Line" appear within 6 spins then it becomes more likely to appear again due to this 'grouping' principle. As it turns out, if the math is done, it also becomes more likely that this "Line" will show up if any number has appeared 4+ times in the last 12, 6+ in the last 19, 8+ in the last 25, 10+ in the last 31 and 12+ in the last 38.

However, although it is certainly true that if any of these situations occur then a win is more likely, there is a problem. It is quite simply one of time. You only have about a minute to place your bets in most casinos. It doesn't matter how good you are at juggling numbers; there is no possible way that you could place all of these bets in time, even if you were using a computer to figure out the best bets. Thus to save valuable time in our betting strategy, we will focus primarily on numbers appearing slightly more or less than expected (0 or 2 times, instead of the expected 1 time) rather than the exotic combinations.

Since the math would be very boring, we will not trouble you with it. Instead, on the next page can be seen a table that shows how likely each bet is as well as the circumstances that make for a strong bet (the **GREEN** highlighted bet are the recommended 'appearing less than chance' bets and the **YELLOW** are the recommended 'appearing more than chance' ones). After that, we will cover how to actually apply a strategy to make these 'strong' bets.

The "Cycling Profit" Roulette System

BET TYPE	AMERICAN PROBABILITY	AMERICAN BET(S)	EUROPEAN PROBABILITY	EUROPEAN BET(S)
Single # / "Straight" Bet	1 in 38	0 in 38 2+ in 38	1 in 37	0 in 37 2+ in 37
2 #'s / "Split" Bet	2 in 38 (1 in 19)	0 in 19 2+ in 19 4+ in 38	2 in 37 (1 in 18.5)	0 in 19 2+ in 18 4+ in 37
3 #'s / "Street" Bet	3 in 38 (1 in 12.67)	0 in 13 2+ in 12 4+ in 25 6+ in 38	3 in 37 (1 in 12.33)	0 in 13 2+ in 12 4+ in 24 6+ in 37
4 #'s / "Corner" Bet	4 in 38 (1 in 9.50)	0 in 10 2+ in 9 4+ in 19 6+ in 28 8+ in 38	4 in 37 (1 in 9.25)	0 in 10 2+ in 9 4+ in 18 6+ in 27 8+ in 37
5 #'s (0/00/1/2/3)	5 in 38 (1 in 7.60)	0 in 8 2+ in 7 4+ in 15 6+ in 22 8+ in 30 10+ in 38	N / A	N / A
6 #'s / "Line" / "Double Street" Bet	6 in 38 (1 in 6.33)	0 in 7 2+ in 6 4+ in 12 6+ in 19 8+ in 25 10+ in 31 12+ in 38	6 in 37 (1 in 6.17)	0 in 7 2+ in 6 4+ in 12 6+ in 18 8+ in 24 10+ in 30 12+ in 37
12 #'s / "Column" / "Dozen" Bet	12 in 38 (1 in 3.17)	0 in 4 2+/3 4+/6 6+/9 8+/12 10+/15 12+/19 14+/22 16+/25 18+/28 20+/31 22+/34 24+/38	12 in 37 (1 in 3.08)	0 in 4 2+/3 4+/6 6+/9 8+/12 10+/15 12+/18 14+/21 16+/24 18+/27 20+/30 22+/33 24+/37
18 #'s / "Even Money" Bets (High/Low) (Odd/Even) (Black/Red)	18 in 38 (1 in 2.11)	0 in 3	18 in 37 (1 in 2.06)	0 in 3

Strategy For Successful "Big Money" Betting

The first important thing to consider is that it will be impossible to keep track of every single possible 'uneven distribution' recommended bet if you are working this system on paper. It would take you 10-20 minutes per bet by which time you would have missed about 10-12 Roulette spins! Ouch! In other words, although you can make use of a strategy that capitalizes on these bets, there is simply not enough time for you to possibly analyze all of them on paper. Now, if you are planning to bet in an online casino there is no problem. We have written a very simple computer program that you can download for free by visiting the following website...

<http://www.MakeSeriousMoneyOnTheInternet.com/CyclingProfit.htm>

...and then click the link next to "Big Money/Uneven Distribution Betting". Using this program, you just feed in the resulting spins and it immediately responds with the recommended bets. Sadly, no live casino allows you to use a computer program while you are sitting there gambling so you will have to run the system on paper if you intend to physically visit a casino to play. This is why it is strongly recommended to use the "Uneven Distribution" method of betting to only bet at an online casino since it's a whole lot less work for a lot more profit potential. However, if you do not have a computer or want to try it on paper at a 'live' casino, please follow the following strategy.

- 1) Decide what types of bets you wish to follow.** Although it is theoretically possible to keep track of every combination on the Roulette table, it is completely impractical unless you happen to be endowed with superhuman speed and lightening mathematical prowess. Instead, we recommend that you consider just making a space on a piece of paper to keep track of Lines (eg 4-9, 22-27 or 31-36) and each Straight/Single Number (0,00,1,2,3...34,36). This is about the limit that most people can follow and still be able to place bets before the next spin.
- 2) Start by keeping track of the last 38 results.** Many casinos help with this by showing the last 10-20 results. If so, this will give you a head start. Otherwise, if you need to make a bet to get the next result, place a small bet on '**RED**' and '**BLACK**' which will normally result in your stake being returned. Once you have sufficient results to make a prediction, you can start making your bets as recommended.

- 3) For each type of bet, consult the table two pages ago and mark when either the GREEN or YELLOW highlighted condition is true.** For example, for possible 'Line' bets, you would first check the Line 1-6. You will look at the last 6 results and see if any of the numbers 1,2,3,4,5 or 6 have appeared twice within those 6 results. If so, mark the Line 1-6 as a bet. Alternatively, if the last 7 spin results did not have the numbers 1-6 appear then you would also mark Line 1-6 as a bet. Repeat this procedure for all 10 of the remaining possible Line bets(4-9, 7-12...28-33, 31-36). Thus, practically, you can start betting on Line bets as soon as you know the last 7 spin results. For Straight/Single Number bets, you must wait until you have recorded the last 38 results (37 on a European wheel). If any number has either shown up zero times or, alternatively, 2 or more times, mark that number as a bet.
- 4) For each marked bet, place a 1 unit bet.** For example, if you have marked the Single Number/Straight bets of 1,2,3,8,10,20 and 33 then you would place a single unit bet onto each of these numbers. Likewise, if you have marked the Lines 1-6, 16-21 and 28-33, you would also place a bet on each of these. If you are not sure how to place these bets, please check with your croupier (dealer) who is running the table. The only exception to this betting strategy is if you have less bets to place that the table minimum. For example, if the table minimum is \$20 and you only have 12 bets to place, this would be an illegal bet if you only tried to bet \$1 on each bet. You thus have two choices in this situation. Your first option is to not bet if you are below the house minimum. The second option is to double or triple each of your bets so the total IS above the house minimum. Statistically, both options end up about the same so it is just a matter of your personal preference. Just make sure that, once you have decided which option to follow, you stick with your choice.
- 5) Erase the oldest result and record the newest result after each spin and then go back to step 3.** Essentially, you always want to keep your list of the last 38 results up to date before working out your bets for the next spin.

As you can see, there is lot of work involved in working the Uneven Distribution system by hand. However, it does let you regularly place 5-10 single number bets and win at 35-1 odds! It is thus well worth taking the time to learn how to operate this strategy on paper if you intend to actually visit a live casino. However, as pointed out earlier, it is not for the faint of heart or math challenged people out there! If possible, use the computer program from the comfort of your home!

But I Just Want Something Simple!

OK, we've discovered that it is fairly easy to bet using the "Outside Betting" strategy but that you get more accurate results when you employ the "Uneven Distribution" strategy. The catch is that this requires waiting for 38 spins of the Roulette wheel before you can bet on the high payout bets and it really requires a computer to make it practical. Even then, you may not have enough time to place the bets between the spins of the wheel! The question thus becomes, **can we find a strategy that has the simplicity of the "Outside" betting with the accuracy and consistency of the "Uneven Distribution" betting?**

As it turns out, we can! If we look at betting on 'Dozens' or 'Columns' (2-1 bets), we see that the "Outside" strategy suggests waiting for at least 2 'no shows' before betting will create an overall profit. On the other hand, the "Uneven" strategy clarifies this further by noting that 2 or more 'shows' within 3 spins is statistically unlikely as is 4 'no shows' in a row. The common element between these two strategies is to only focus on columns that have 4 or more 'no shows' in a row. This also has the advantage that we only have to look at the last 4 results instead of the last 38 – much more manageable! Also, as there are only 6 '2-1' bets, it is a lot easier to follow than the multitude of possible bets on the "Uneven" strategy. One reason for this is that it is very easy to do a visual scan of the Roulette table to quickly see which '2-1' dozens/columns have appeared or not.

OK, how should we place the bets to protect your stake and maximize your profits? Well, if we add the original stake onto both sides of the 2-1 payout odds, we find that by increasing each subsequent bet by $\frac{3}{2}$ (or put another way, multiplying the previous bet by $1\frac{1}{2}$) then the total returns will cover every previous bet in the sequence. Then we just have to start again from the base bet. The table below shows how this pattern should progress.

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th
\$1	\$2	\$3	\$5	\$8	\$12	\$18	\$27	\$41	\$62	\$93

You'll notice that, as you move across the table, the bets get more and more expensive. We thus recommend that you reset to your base bet after 3-5 losses in a row, or you may just break your bank! To earn money quicker, just multiply the numbers in the above table by your desired stake. For example, with \$5 as the base, our recommended bets would be \$5, \$10, \$15, \$25, \$40 before starting again at \$5.

Strategy For Successful "Uneven Column" Betting

You can easily figure out this strategy by using a copy of the betting chart on page 32 (so why don't you print yourself a copy right now!).

- 1) Decide your initial bet.** Most people find \$1-\$5 to be a good place to start. Write down the amount in the '1st' column multiplied by your base bet. eg $1 \times \$5 = \5 if your base is \$5.
- 2) Record the next 4 spins.** It's impossible to figure out which bets are likely to appear until you have 4 results to look at.
- 3) For each 'Dozen' or 'Column', compare against the last 4 results. Mark as a bet (in the box on the right) any 'Dozen'/'Column' that has not appeared in these 4 results.** In other words, this is a strong bet since it has not appeared for a while and is thus likely to reappear soon.
- 4) Place each bet equal to the amount written in the box on left of each bet.** In other words, if you have \$5 written next to 1st Dozen and \$12 written next to 2-1 Column(1-33) then you would place a \$5 bet on the first and a \$12 bet on the second.
- 5) Compare the next spin result against each of the bets you just made. If you won, then reset your next stake back to the 1st column x desired stake. If you lost then note that the next stake on that bet is going to be the next column to your previous bet x your desired stake. Either way, erase your marks ready for the next round!** Essentially, you are using the table to keep track of what you have so far invested in each bet so that you can ensure you not only get this back but also make a profit too. However, we recommend that you only allow a run of 3-5 losing bets in a row before resetting back to your initial stake. This way, you stop the sequence from spiraling out of control, in the event of a loss, while maximizing the possibility of a profit, if you happen to win.
- 6) Go back to step 3 and do it again!** If you have lost your maximum allowable loss then quit for the day. Likewise, if you have made twice this amount in profit then quit too! If you don't you will end up losing as you are obviously not following the rules! You know, the one about not letting your emotions get away with you! In other words, don't follow a loss with more gambling to 'try to earn your money back'. Likewise, don't try to gamble after a big win because you feel that 'you are on a winning streak'. You have to play objectively. With that in mind, may you win lots of money!

"Live" Casino Roulette Etiquette

Many people are lured towards live casinos because of the amazing architecture, or incredible themed ambience. These people can end up flying long distances just to enjoy the experience of gambling in the biggest casinos in the world. They may have parties or get married at fancy restaurants or come to watch expensive concerts. Certainly, there is nothing wrong with any of these reasons. After all, the main goal is to have fun! There are, however, a few rules and simple good manners to follow when you're out playing live Roulette at a casino.

At most casinos, when you walk up to a Roulette table and try your hand at the game, you first have to ask your dealer to convert a certain amount of cash or general casino chips into table chips. The dealer will give you a stack of color coded chips with which you will play. There is a certain time period during which you will be allowed to place your bets. In between each spin of the Roulette wheel, the dealer will normally give you (and the other players) about 60 seconds to place your bets. Once the wheel is spun, the dealer will give you a few more seconds to do so. When he or she says 'no more bets', it is important for you to stop yourself from making another bet. It is regarded as very poor form to try to place a bet after this point and it is more appropriate for you to wait until the next spin of the wheel.

Now, wherever the ball drops, the dealer will then place a kind of marker on the table that will correspond with the slot where the ball fell. After this, the dealer will remove all the losing bets from the table before paying off all the winning bets. Finally, the marker will be removed. Until this time, you should not touch or try to remove any of your chips or winnings. If you do, you'll often be asked to leave the casino. After this marker is removed, however, please collect your winnings unless you intend to make the same bet again!

The most important thing is to be courteous at all times. Try to avoid knocking over your neighbor's chips. Please be respectful when speaking to the dealer and the other players. It's also good practice to, every tenth spin or so, offer your dealer a small tip as a token of appreciation as this always portrays good manners. When you are done, ask the dealer to convert your table chips back to casino chips.

The most important aim of the game is to have fun. Don't get drunk or boisterous as no one enjoys someone elbowing them or screaming over their shoulders. Roulette is a respectable game. You should behave in a respectful manner and just concentrate on having fun. Who knows? Maybe Karma will reward you in some way!

Advantages Of Playing Roulette At Online Casinos

Today many people around the world are getting hooked on playing Roulette online. Indeed, online casinos are OUR favorite way of playing Roulette! So, why would so many people be drawn to playing Roulette on a computer rather than live? Surely the romance must vanish if you're not actually 'there'?

There are many reasons that people are moving from 'live' casinos to their online counterparts. First, there is a lot less effort involved in gambling online. People can sit in their pajamas, dining on Chinese food and Cherry Cobbler without having to worry about getting into a nice suit or wasting time and fuel driving an hour or two to get to the nearest casino. Next, the odds of winning or losing at the online casinos are exactly the same compared to playing at the live casinos.

Players can decide when and where they would like to play the game. For a lot of players, another advantage of playing Roulette online is that it doesn't have any unnecessary distractions. For example, live casinos have the constant background noise, lingering smoke from cigars and cigarettes as well as the unwanted advice from other players at the table. When players choose to play Roulette online, with real money, they enjoy playing the games from their home or, indeed, any other location such as while waiting for a plane at the airport.

For us the main advantages of playing Roulette online are twofold. First, many online casinos offer strong financial incentives, such as matching your deposits or giving you free money to play with, which live casinos would never dream of doing. These incentives are covered in more detail in Appendix A. The biggest attraction for us, however, is the ability to use a computer program to analyze the spins and predict the strongest bets. No live casino allows any sort of technological aid at the table. Strictly speaking, many online casinos note that you may not use computers or they have the right to ban you. This is a pretty hollow threat, however. After all, how would these casinos know that you were using a computer program to beat the odds? Also, they know that you will just go somewhere else to gamble and have the belief that most computer programs are useless and that you will eventually lose all of your winnings anyway!

We have created a couple of basic computer programs to help you to quickly and easily apply the strategies encompassed in this book, with minimal effort on your part. These programs have no fancy graphics and are text only. They are provided to you for free so you really can't complain! Besides, they should work quickly on almost any PC.

The first thing you will want to do before spending any of your real, hard earned, money is to practice. In other words, you need to become familiar with how to apply your strategy, otherwise you WILL make mistakes when you start gambling for real. A good place to practice online is at Bodog. The reason for this is that you don't have to go through any complicated sign up process. Instead, you can just link directly to their website and just start a practice game (ie, no real money required!). Not only are the Bodog practice games quick loading and painless, but they normally offer strong signup incentives to get started, once you DO decide to use real money, as with the other online casinos mentioned in Appendix A. The link if you would like to practice European Roulette (as you should play!) is found at:-

<http://casino.bodoglife.com/free-euro-roulette.jsp>



We particularly like this table layout as it shows all of the traditional table options that you would find on almost any European or French Roulette table. It is possible that you still haven't got the fact that we have been trying to drum into you throughout this book. American Roulette seriously hurts your odds! Alternatively, you may be bound by the fact that your country only has this American variant available. If so, you can practice American Roulette at this link:-

<http://casino.bodoglife.com/free-roulette.jsp>

OK, the next thing you will want to do is to download our software to your computer. Sadly, our software only supports PC computers rather than Macs at the moment. Sorry! We will go through the software to do the "Outside Betting" strategy first (from the beginning of this book). After we have covered this, we will go over the "Uneven Distribution/Big Money" strategy and, finally, the "Uneven Columns".

"Outside" Betting Software

First, download the software by visiting...

<http://www.MakeSeriousMoneyOnTheInternet.com/CyclingProfit.htm>

...and then click the link next to "Outside Betting". When prompted, select "Save To Your Computer" and remember where you saved it!

Before opening the software, you will need to decide how much you want to bet on each spin of the wheel. This amount has been discussed in more depth earlier in this book. For our example, we will assume your desired unit is \$5.

Now that you have figured this out, run the downloaded software by double click on whatever you called the file (eg 'outside.exe'). We recommend limiting the name to 8 letters followed by '.exe'

You will first be prompted to

"Please Enter Betting Desired Betting Unit In \$:"

In the example above, you would type **5<ENTER>** as this is what you wish the basic 'unit' to be.

Next, you will see

"Show Even Money Bets? Type 1<ENTER> For Yes / <ENTER> For No:"

In other words, deciding whether the program will display each suggested 'Even Money' bet. If so, type **1<ENTER>**. Then, you'll see

"Show Dozen/Column Bets? Type 1<ENTER> For Yes / <ENTER> For No:"

In this case, you need to decide whether the program will display each suggested Dozen or Column (2-1) bet. If so, type **1<ENTER>**.

If you previously decided to show 'Even Money' bets, you will now see

"If 'En Prison', Type 1<ENTER>, otherwise just hit <ENTER>:"

This should be fairly self explanatory. The software wants to know if the casino where you are playing is using the 'En Prison' rule so that it can remind you that certain bets will remain on the table if '0'/'00' appears.

Next, the software will ask you to

"Enter 1st Roulette Spin Result:"

For example, if it was a '3' then you would type **3<ENTER>**

From this point on, the software will show a screen with suggested bets along with the amount that you should stake on each bet. Again, if we assume that the number '3' appeared then you should see the following (obviously, if a different number appeared, you will see different predictions!)

"Place These Suggested Bets

Even \$5 Black \$5 High(19-36) \$5

Please Enter Next Roulette Spin Result (-1 To Exit):"

If you are done gambling, type **-1<ENTER>** and you will exit the program. Otherwise, please type the next Roulette spin result followed by the <ENTER> key. Let us assume that 27 came up. Now you would type **27<ENTER>** and be presented with the following screen

"Place These Suggested Bets

Low(19-36) \$5

2nd 12(13-24) \$5 2-1 Col(1-34) \$5 2-1 Col(2-35) \$5

Please Enter Next Roulette Spin Result (-1 To Exit):"

That's pretty much all there is to it. Easy huh? One last situation that you will occasionally come across is if '0' or '00' appears. This can result in the computer predicting two opposing bets. For example, it may suggest \$15 on both '**RED**' and '**BLACK**'. It will not hurt you to bet on both but you can also ignore these opposing bets if you wish.

"Uneven Distribution"/Big Money Betting Software

First, download the software by visiting...

<http://www.MakeSeriousMoneyOnTheInternet.com/CyclingProfit.htm>

...and then click the link next to "Big Money/Uneven Distribution Betting". When prompted, select "Save To Your Computer" and remember where you saved it!

Before opening the software, you will need to decide how much you want to bet on each spin of the wheel. This amount has been discussed in more depth earlier in this book. Let us assume, for example, that your desired unit is \$5.

Now that you have figured this out, run the downloaded software by double click on whatever you called the file (eg 'unevedis.exe'). We recommend limiting the name to 8 letters followed by '.exe'

You will first be prompted to

"Please Enter Desired Betting Unit In \$:"

In the example above, you would type **5<ENTER>** as this is what you wish to gamble on each bet.

You will next be prompted to

"Show 'Even Money(Odd/Even,High/Low,Red/Black)? Then Hit 1<ENTER>:"

In other words, the program is asking you if you are interested in seeing any Even Money bets that may be predicted by this software. Some people want to bet on every viable bet so would type **1<ENTER>** to tell the software that you are interested in this type of bet. Likewise, if you were only interested in the high odds Straight bets and had no desire to trouble yourself with Even Money bets, you would just type **<ENTER>**

You will next see a series of similar prompts that will ask whether you are interested in 2-1(Dozen/Column) bets, Lines/Double Streets, '5 Number' bets (American Roulette only!), Corner/Square bets, Street bets, Split/2 Number bets and finally Straight/Single Number bets. Answer each prompt by either typing **1<ENTER>** to show these bets or just **<ENTER>** to ignore them.

The next prompt you see will be

"Show Only Bets With The Highest Odds? Then Hit 1<ENTER>:"

What this is really asking is whether you wish to see all possible suggested bets (which can get a bit unwieldy as you only have about a minute to place your bets!) or whether you prefer to have the computer filter out all but the most profitable (highest odds!) bets. Essentially, the computer doesn't have to wait for 38 spins before it can offer suggestions. Thus, many players like to start making bets as soon as there is a viable suggestion but like the computer to tell them when to switch to a more profitable strategy as more results make predicting the higher paying bets possible. If you only want to see the most profitable bet (but it may be a while before you are presented with a bet!), type **1<ENTER>**. If you wish to see every possible bet type you selected earlier, just hit **<ENTER>**

The software will then ask

"Show bets Appearing LESS THAN Chance? Then Hit 1<ENTER>:"

In other words, show bets that are found in the **GREEN** highlighting on the table on page 43 if you type **1<ENTER>** and don't show them if you just hit **<ENTER>**

You will see a similar prompt asking

"Show bets Appearing MORE THAN Chance? Then Hit 1<ENTER>:"

In other words, show bets that are found in the **YELLOW** highlighting on the same table if you type **1<ENTER>** and don't show them if you just hit **<ENTER>**

Our default recommendation for each of these questions is to hit **1<ENTER>** in response to 'Straight' bets. Also you should hit **1<ENTER>** in response to Highest Odds, LESS THAN Chance AND MORE THAN Chance. Obviously, just hit **<ENTER>** in response to each of the other questions. If you want to bet a little more often, you can also hit **1<ENTER>** to 'Corner' and 'Line' bets. This will give you a manageable number of bets to place after most spins.

Although these are our recommendations, we decided not to hard code these choices into the program. This way, you have the option to experiment and see the alternative results for yourself. Certainly, if you do decide to experiment, please make sure you are not gambling with real money until you are completely sure that your ideas work after testing! If in doubt, stick with the suggestions above!

Next, the software will ask you to

"Enter 1st Roulette Spin Result:"

For example, if it was a '3' then you would type **3<ENTER>**

Next, the software will repeatedly ask you to...

"Please Enter Next Roulette Spin Result (-1 To Exit):"

...until it has gathered enough information to give you any bet suggestions. As with the "Outside Betting" software mentioned above, typing **-1<ENTER>** will exit the program. Otherwise, keep typing in results until a prediction appears. Depending on the options you chose, you may start seeing predictions within 3 spins. On the other hand, if you select Straight bets only, you will not see any predictions for 38 spins. You may as well have a nice cup of tea in this case!

Eventually, you will see a screen along similar lines to that below

"Place These Suggested Bets

Place \$5 On Each Of The Following

1 2 3 5 6 7 13 22 26 28 29 34

Corner(7/8/10/11) Corner(29/30/32/33)

Even Black High(19-36)

"Please Enter Next Roulette Spin Result (-1 To Exit):"

And that's all there is to it!

"Uneven Columns" Betting Software

First, download the software by visiting...

<http://www.MakeSeriousMoneyOnTheInternet.com/CyclingProfit.htm>

...and then click the link next to "Uneven Columns Betting". When prompted, select "Save To Your Computer" and remember where you saved it!

Before opening the software, you will need to decide how much you want your initial bet to be. This amount has been discussed in more depth earlier in this book. Let us assume, for example, that your desired unit is \$5.

Now that you have figured this out, run the downloaded software by double click on whatever you called the file (eg 'columns.exe'). We recommend limiting the name to 8 letters followed by '.exe'

You will first be prompted to

"Please Enter Desired Base Betting Unit In \$:"

In the example above, you would type **5<ENTER>** as this is what you wish to gamble on each bet.

You will next be prompted to

"Enter Maximum Losses In A Row(1-10, Recommended 5-6):"

The software will calculate bets such that, if you win within a certain number of bets, you will still produce a profit. We recommend no more than 5-6 losing bets before resetting back to your start up bet, otherwise a long losing streak could quickly break your bank.

Next, the software will ask you to

"Enter 1st Roulette Spin Result:"

For example, if it was a '9' then you would type **9<ENTER>**

Next, the software will ask you to enter the 2nd, 3rd and 4th Roulette spins since we cannot make a prediction until we have seen at least 4 results. Let us assume that you entered the next 3 results as **6<ENTER>**, **20<ENTER>** and **30<ENTER>**.

You will now be presented with the following screen

"Place These Suggested Bets

2-1 Col(1-34) \$5

Please Enter Next Roulette Spin Result (-1 To Exit):"

As with the other two software programs, place the suggested bets. And type the next result. It will then continue suggesting the optimal bets to place and where to place them. Likewise, typing **-1<ENTER>** will exit the program. If '25' shows up, you will have won your stake back and made \$10 on top. In this case, the software will have no prediction for you. No problem! Just keep entering results and the software will keep you advised of the best bets to make.

Eventually, you might see a screen along similar lines to that below

"Place These Suggested Bets

1st 12(1-12) \$ 10 2-1 Col(2-25) \$ 5

Please Enter Next Roulette Spin Result (-1 To Exit):"

Obviously, just continue to place the suggested bets until you have either won what you want for the day or lost more than you want to lose if you are having a bad day. Again, that's all there is to it!

You now have all the tools in your hand that you need to make a killing at any casino, whether online or live. Just remember the few golden rules.

- 1) *Don't gamble if you can't afford to lose! Help can be found at <http://www.gamblersanonymous.org>.*
- 2) *Don't play emotionally.*
- 3) *Stick to the rules!*
- 4) *...and don't forget to have fun!*

I truly hope that you have enjoyed reading this book as much as I enjoyed writing it. Here's a toast to your good fortune!

Appendix A – Online Casino Strategies And Casinos Offering Cash Signup Bonuses Or Free Play Options

Many online casinos offer great incentives to new players. Sometimes, they give you a 'Matching Bonus' of free money to play with based upon your own deposit. The catch is that there are certain conditions that must be fulfilled to claim this free money such as the need to make a certain number of bets before you are able to withdraw any of your money. Normally, this means that the odds are stacked in favor of you losing the vast majority of your money to the casino before you are allowed to withdraw anything! The casinos are happy to offer these incentives as they believe (correctly!) that most players will lose the free bonuses in addition to a great deal of their own money too at the same time! You, on the other hand, have an advantage in that you can use the techniques in this book to either limit your losses (so that you can walk away with at least a portion of the free bonuses) or to rapidly build your bank before the casino in question realizes what is going on. Our favorite bonus offered by online casinos is the 'Free Play' option. This is where the casino gives you a certain amount of time or spins for free. Whatever you win is yours! Again, the casino is hoping that you will be tempted to throw your own money after the win and then lose it all. Cynical? Yes, but sadly true!

Now, whether you win a little or you win a lot, we recommend that you DO NOT withdraw all of your money from a given casino. This is because casinos will often give free bonuses to players who leave funds with the casino. This makes them feel safe in that you are going to gamble again and eventually lose your money. Use this to your advantage! After all, you will want to come back again at some point!

If you are reading the electronic version of this book then the link below should be live. If not, or if you are reading the printed version, then please, instead, type the following into your web browser. Enjoy!

<http://www.MakeSeriousMoneyOnTheInternet.com/CyclingProfit.htm>

Incidentally, as a free bonus, while you are visiting the link above, you can download "The Craps Guide" for playing the great game of Craps effectively. Enjoy!



Appendix B – Probability / Betting Charts

We've done all the work for you already so you really don't have to read this section. However, if you want to double check our math, you don't believe us, or you just want to try to develop your own betting strategy (Why? What's wrong with the ones presented in this guide?), feel free to peruse this raw data to your heart's content!

Anyway, in this section are presented screenshots of the various computer calculated probability tables for each type of bet as well as the betting strategies that will produce the minimum desired profit with the least investment for these bets. These tables aren't pretty but they are functional.

The first table in each section will show the "Probability Matrix" for this type of bet. In other words, how likely are you to win or lose on any given bet in a sequence. The table is truncated at the point at which any further change in the probabilities are negligible (or 64 lines as this is the largest area of the screen we could capture!). The first column notes how many bets in a row we are observing. The second column shows the expected chance of losing this many bets in a row for the American '0'/'00' Layout. The third column shows, therefore, the percentage chance of winning at least one of these bets. In other words, if we didn't lose them all, we must have won at least one of them! The fourth and fifth column show exactly the same information for European/French tables with the single '0' (which is the type of table we recommend that you bet on).

Following the "Probability Matrix" are betting sequences that are the minimum necessary to secure a win of at least \$1, \$2, \$5 and \$10 after any number of bets. On each of these tables, the first column is the number of bets. The second column is what the current bet should be. The third column is the running stake total so far, including the losses from previous bets. The fourth column is the expected win if the current bet is successful. The fifth column is the overall profit after this sequence of bets. Finally, the sixth column is the average profit over the whole sequence of bets so far. This is useful to determine the 'sweet spot' where the maximum value is reached. ie, the best average profit with the least total loss is the point of most profit over an average of many winning and losing plays.

Probability Matrix For Even Money Bets (Odd/Even, High/Low, Red/Black)

' 1'	' 52.63'	' 47.37'	' 51.35'	' 48.65'
' 2'	' 27.70'	' 72.30'	' 26.37'	' 73.63'
' 3'	' 14.58'	' 85.42'	' 13.54'	' 86.46'
' 4'	' 7.67'	' 92.33'	' 6.95'	' 93.05'
' 5'	' 4.04'	' 95.96'	' 3.57'	' 96.43'
' 6'	' 2.13'	' 97.87'	' 1.83'	' 98.17'
' 7'	' 1.12'	' 98.88'	' 0.94'	' 99.06'
' 8'	' 0.59'	' 99.41'	' 0.48'	' 99.52'
' 9'	' 0.31'	' 99.69'	' 0.25'	' 99.75'
' 10'	' 0.16'	' 99.84'	' 0.13'	' 99.87'
' 11'	' 0.09'	' 99.91'	' 0.07'	' 99.93'
' 12'	' 0.05'	' 99.95'	' 0.03'	' 99.97'
' 13'	' 0.02'	' 99.98'	' 0.02'	' 99.98'

Preserve \$1+ Win

1,	1,	1,	2,	1,	1
2,	2,	3,	4,	1,	1
3,	4,	7,	8,	1,	1
4,	8,	15,	16,	1,	1
5,	16,	31,	32,	1,	1
6,	32,	63,	64,	1,	1
7,	64,	127,	128,	1,	1
8,	128,	255,	256,	1,	1
9,	256,	511,	512,	1,	1
10,	512,	1023,	1024,	1,	1
11,	1024,	2047,	2048,	1,	1
12,	2048,	4095,	4096,	1,	1
13,	4096,	8191,	8192,	1,	1
14,	8192,	16383,	16384,	1,	1
15,	16384,	32767,	32768,	1,	1
16,	32768,	65535,	65536,	1,	1
17,	65536,	131071,	131072,	1,	1
18,	131072,	262143,	262144,	1,	1
19,	262144,	524287,	524288,	1,	1
20,	524288,	1048575,	1048576,	1,	1

Preserve \$2+ Win

1,	2,	2,	4,	2,	2
2,	4,	6,	8,	2,	2
3,	8,	14,	16,	2,	2
4,	16,	30,	32,	2,	2
5,	32,	62,	64,	2,	2
6,	64,	126,	128,	2,	2
7,	128,	254,	256,	2,	2
8,	256,	510,	512,	2,	2
9,	512,	1022,	1024,	2,	2
10,	1024,	2046,	2048,	2,	2
11,	2048,	4094,	4096,	2,	2
12,	4096,	8190,	8192,	2,	2
13,	8192,	16382,	16384,	2,	2
14,	16384,	32766,	32768,	2,	2
15,	32768,	65534,	65536,	2,	2
16,	65536,	131070,	131072,	2,	2
17,	131072,	262142,	262144,	2,	2
18,	262144,	524286,	524288,	2,	2
19,	524288,	1048574,	1048576,	2,	2
20,	1048576,	2097150,	2097152,	2,	2

Preserve \$5+ Win

1,	5,	5,	10,	5,	5
2,	10,	15,	20,	5,	5
3,	20,	35,	40,	5,	5
4,	40,	75,	80,	5,	5
5,	80,	155,	160,	5,	5
6,	160,	315,	320,	5,	5
7,	320,	635,	640,	5,	5
8,	640,	1275,	1280,	5,	5
9,	1280,	2555,	2560,	5,	5
10,	2560,	5115,	5120,	5,	5
11,	5120,	10235,	10240,	5,	5
12,	10240,	20475,	20480,	5,	5
13,	20480,	40955,	40960,	5,	5
14,	40960,	81915,	81920,	5,	5
15,	81920,	163835,	163840,	5,	5
16,	163840,	327675,	327680,	5,	5
17,	327680,	655355,	655360,	5,	5
18,	655360,	1310715,	1310720,	5,	5
19,	1310720,	2621435,	2621440,	5,	5
20,	2621440,	5242875,	5242880,	5,	5

Preserve \$10+ Win

1,	10,	10,	20,	10,	10
2,	20,	30,	40,	10,	10
3,	40,	70,	80,	10,	10
4,	80,	150,	160,	10,	10
5,	160,	310,	320,	10,	10
6,	320,	630,	640,	10,	10
7,	640,	1270,	1280,	10,	10
8,	1280,	2550,	2560,	10,	10
9,	2560,	5110,	5120,	10,	10
10,	5120,	10230,	10240,	10,	10
11,	10240,	20470,	20480,	10,	10
12,	20480,	40950,	40960,	10,	10
13,	40960,	81910,	81920,	10,	10
14,	81920,	163830,	163840,	10,	10
15,	163840,	327670,	327680,	10,	10
16,	327680,	655350,	655360,	10,	10
17,	655360,	1310710,	1310720,	10,	10
18,	1310720,	2621430,	2621440,	10,	10
19,	2621440,	5242870,	5242880,	10,	10
20,	5242880,	10485750,	10485760,	10,	10

The "Cycling Profit" Roulette System

Probability Matrix For 2-1 Bets ("2 to 1" Columns, "1st/2nd/3rd Dozen")

' 1'	'68.42'	'31.58'	'67.57'	'32.43'
' 2'	'46.81'	'53.19'	'45.65'	'54.35'
' 3'	'32.03'	'67.97'	'30.85'	'69.15'
' 4'	'21.92'	'78.08'	'20.84'	'79.16'
' 5'	'15.00'	'85.00'	'14.08'	'85.92'
' 6'	'10.26'	'89.74'	'9.52'	'90.48'
' 7'	'7.02'	'92.98'	'6.43'	'93.57'
' 8'	'4.80'	'95.20'	'4.34'	'95.66'
' 9'	'3.29'	'96.71'	'2.94'	'97.06'
'10'	'2.25'	'97.75'	'1.98'	'98.02'
'11'	'1.54'	'98.46'	'1.34'	'98.66'
'12'	'1.05'	'98.95'	'0.91'	'99.09'
'13'	'0.72'	'99.28'	'0.61'	'99.39'
'14'	'0.49'	'99.51'	'0.41'	'99.59'
'15'	'0.34'	'99.66'	'0.28'	'99.72'
'16'	'0.23'	'99.77'	'0.19'	'99.81'
'17'	'0.16'	'99.84'	'0.13'	'99.87'
'18'	'0.11'	'99.89'	'0.09'	'99.91'
'19'	'0.07'	'99.93'	'0.06'	'99.94'
'20'	'0.05'	'99.95'	'0.04'	'99.96'
'21'	'0.03'	'99.97'	'0.03'	'99.97'
'22'	'0.02'	'99.98'	'0.02'	'99.98'
'23'	'0.02'	'99.98'	'0.01'	'99.99'

Preserve \$1+ Win

1,	1,	1,	3,	2,	2
2,	1,	2,	3,	1,	1.5
3,	2,	4,	6,	2,	1.6666666666666667
4,	3,	7,	9,	2,	1.75
5,	4,	11,	12,	1,	1.6
6,	6,	17,	18,	1,	1.5
7,	9,	26,	27,	1,	1.428571428571429
8,	14,	40,	42,	2,	1.5
9,	21,	61,	63,	2,	1.5555555555555556
10,	31,	92,	93,	1,	1.5

Preserve \$2+ Win

1,	1,	1,	3,	2,	2
2,	2,	3,	6,	3,	2.5
3,	3,	6,	9,	3,	2.6666666666666667
4,	4,	10,	12,	2,	2.5
5,	6,	16,	18,	2,	2.4
6,	9,	25,	27,	2,	2.3333333333333334
7,	14,	39,	42,	3,	2.428571428571428
8,	21,	60,	63,	3,	2.5
9,	31,	91,	93,	2,	2.4444444444444445
10,	47,	138,	141,	3,	2.5

Preserve \$5+ Win

1,	3,	3,	9,	6,	6
2,	4,	7,	12,	5,	5.5
3,	6,	13,	18,	5,	5.3333333333333333
4,	9,	22,	27,	5,	5.25
5,	14,	36,	42,	6,	5.4
6,	21,	57,	63,	6,	5.5
7,	31,	88,	93,	5,	5.428571428571429
8,	47,	135,	141,	6,	5.5
9,	70,	205,	210,	5,	5.4444444444444445
10,	105,	310,	315,	5,	5.4

Preserve \$10+ Win

1,	5,	5,	15,	10,	10
2,	8,	13,	24,	11,	10.5
3,	12,	25,	36,	11,	10.666666666666667
4,	18,	43,	54,	11,	10.75
5,	27,	70,	81,	11,	10.8
6,	40,	110,	120,	10,	10.666666666666667
7,	60,	170,	180,	10,	10.57142857142857
8,	90,	260,	270,	10,	10.5
9,	135,	395,	405,	10,	10.444444444444445
10,	203,	598,	609,	11,	10.5

The "Cycling Profit" Roulette System

Probability Matrix For 5-1 Bets
(6 Number/Line/Double Street)

' 1'	'84.21'	'15.79'	'83.78'	'16.22'
' 2'	'70.91'	'29.09'	'70.20'	'29.80'
' 3'	'59.72'	'40.28'	'58.81'	'41.19'
' 4'	'50.29'	'49.71'	'49.28'	'50.72'
' 5'	'42.35'	'57.65'	'41.29'	'58.71'
' 6'	'35.66'	'64.34'	'34.59'	'65.41'
' 7'	'30.03'	'69.97'	'28.98'	'71.02'
' 8'	'25.29'	'74.71'	'24.28'	'75.72'
' 9'	'21.30'	'78.70'	'20.34'	'79.66'
'10'	'17.93'	'82.07'	'17.05'	'82.95'
'11'	'15.10'	'84.90'	'14.28'	'85.72'
'12'	'12.72'	'87.28'	'11.97'	'88.03'
'13'	'10.71'	'89.29'	'10.02'	'89.98'
'14'	' 9.02'	'90.98'	' 8.40'	'91.60'
'15'	' 7.59'	'92.41'	' 7.04'	'92.96'
'16'	' 6.40'	'93.60'	' 5.90'	'94.10'
'17'	' 5.39'	'94.61'	' 4.94'	'95.06'
'18'	' 4.54'	'95.46'	' 4.14'	'95.86'
'19'	' 3.82'	'96.18'	' 3.47'	'96.53'
'20'	' 3.22'	'96.78'	' 2.91'	'97.09'
'21'	' 2.71'	'97.29'	' 2.43'	'97.57'
'22'	' 2.28'	'97.72'	' 2.04'	'97.96'
'23'	' 1.92'	'98.08'	' 1.71'	'98.29'
'24'	' 1.62'	'98.38'	' 1.43'	'98.57'
'25'	' 1.36'	'98.64'	' 1.20'	'98.80'
'26'	' 1.15'	'98.85'	' 1.00'	'99.00'
'27'	' 0.97'	'99.03'	' 0.84'	'99.16'
'28'	' 0.81'	'99.19'	' 0.71'	'99.29'
'29'	' 0.68'	'99.32'	' 0.59'	'99.41'
'30'	' 0.58'	'99.42'	' 0.50'	'99.50'
'31'	' 0.49'	'99.51'	' 0.41'	'99.59'
'32'	' 0.41'	'99.59'	' 0.35'	'99.65'
'33'	' 0.34'	'99.66'	' 0.29'	'99.71'
'34'	' 0.29'	'99.71'	' 0.24'	'99.76'
'35'	' 0.24'	'99.76'	' 0.20'	'99.80'
'36'	' 0.21'	'99.79'	' 0.17'	'99.83'
'37'	' 0.17'	'99.83'	' 0.14'	'99.86'
'38'	' 0.15'	'99.85'	' 0.12'	'99.88'
'39'	' 0.12'	'99.88'	' 0.10'	'99.90'
'40'	' 0.10'	'99.90'	' 0.08'	'99.92'
'41'	' 0.09'	'99.91'	' 0.07'	'99.93'
'42'	' 0.07'	'99.93'	' 0.06'	'99.94'
'43'	' 0.06'	'99.94'	' 0.05'	'99.95'
'44'	' 0.05'	'99.95'	' 0.04'	'99.96'
'45'	' 0.04'	'99.96'	' 0.03'	'99.97'
'46'	' 0.04'	'99.96'	' 0.03'	'99.97'
'47'	' 0.03'	'99.97'	' 0.02'	'99.98'
'48'	' 0.03'	'99.97'	' 0.02'	'99.98'
'49'	' 0.02'	'99.98'	' 0.02'	'99.98'
'50'	' 0.02'	'99.98'	' 0.01'	'99.99'

Preserve \$1+ Win

1, 1, 1, 6, 5, 5
2, 1, 2, 6, 4, 4.5
3, 1, 3, 6, 3, 4
4, 1, 4, 6, 2, 3.5
5, 1, 5, 6, 1, 3
6, 2, 7, 12, 5, 3.333333333333334
7, 2, 9, 12, 3, 3.285714285714286
8, 2, 11, 12, 1, 3
9, 3, 14, 18, 4, 3.111111111111111
10, 3, 17, 18, 1, 2.9

Preserve \$2+ Win

1, 1, 1, 6, 5, 5
2, 1, 2, 6, 4, 4.5
3, 1, 3, 6, 3, 4
4, 1, 4, 6, 2, 3.5
5, 2, 6, 12, 6, 4
6, 2, 8, 12, 4, 4
7, 2, 10, 12, 2, 3.714285714285714
8, 3, 13, 18, 5, 3.875
9, 3, 16, 18, 2, 3.666666666666667
10, 4, 20, 24, 4, 3.7

Preserve \$5+ Win

1, 1, 1, 6, 5, 5
2, 2, 3, 12, 9, 7
3, 2, 5, 12, 7, 7
4, 2, 7, 12, 5, 6.5
5, 3, 10, 18, 8, 6.8
6, 3, 13, 18, 5, 6.5
7, 4, 17, 24, 7, 6.571428571428571
8, 5, 22, 30, 8, 6.75
9, 6, 28, 36, 8, 6.888888888888889
10, 7, 35, 42, 7, 6.9
11, 8, 43, 48, 5, 6.727272727272728
12, 10, 53, 60, 7, 6.75
13, 12, 65, 72, 7, 6.769230769230769
14, 14, 79, 84, 5, 6.642857142857143
15, 17, 96, 102, 6, 6.6
16, 21, 117, 126, 9, 6.75
17, 25, 142, 150, 8, 6.823529411764706
18, 30, 172, 180, 8, 6.888888888888889
19, 36, 208, 216, 8, 6.947368421052632
20, 43, 251, 258, 7, 6.95
21, 52, 303, 312, 9, 7.047619047619047
22, 62, 365, 372, 7, 7.045454545454546

The "Preserve \$X+" tables break down here, unless the bet sequence involves 50+ bets, so for the remaining bets, only the "Probability Matrix" will be displayed.

The "Cycling Profit" Roulette System

Probability Matrix For 8-1 Bets
(4 Number/Corner/Square)

' 1'	' 89.47'	' 10.53'	' 89.19'	' 10.81'
' 2'	' 80.06'	' 19.94'	' 79.55'	' 20.45'
' 3'	' 71.63'	' 28.37'	' 70.95'	' 29.05'
' 4'	' 64.09'	' 35.91'	' 63.28'	' 36.72'
' 5'	' 57.34'	' 42.66'	' 56.44'	' 43.56'
' 6'	' 51.31'	' 48.69'	' 50.34'	' 49.66'
' 7'	' 45.91'	' 54.09'	' 44.89'	' 55.11'
' 8'	' 41.07'	' 58.93'	' 40.04'	' 59.96'
' 9'	' 36.75'	' 63.25'	' 35.71'	' 64.29'
' 10'	' 32.88'	' 67.12'	' 31.85'	' 68.15'
' 11'	' 29.42'	' 70.58'	' 28.41'	' 71.59'
' 12'	' 26.32'	' 73.68'	' 25.34'	' 74.66'
' 13'	' 23.55'	' 76.45'	' 22.60'	' 77.40'
' 14'	' 21.07'	' 78.93'	' 20.15'	' 79.85'
' 15'	' 18.86'	' 81.14'	' 17.98'	' 82.02'
' 16'	' 16.87'	' 83.13'	' 16.03'	' 83.97'
' 17'	' 15.09'	' 84.91'	' 14.30'	' 85.70'
' 18'	' 13.51'	' 86.49'	' 12.75'	' 87.25'
' 19'	' 12.08'	' 87.92'	' 11.37'	' 88.63'
' 20'	' 10.81'	' 89.19'	' 10.14'	' 89.86'
' 21'	' 9.67'	' 90.33'	' 9.05'	' 90.95'
' 22'	' 8.66'	' 91.34'	' 8.07'	' 91.93'
' 23'	' 7.74'	' 92.26'	' 7.20'	' 92.80'
' 24'	' 6.93'	' 93.07'	' 6.42'	' 93.58'
' 25'	' 6.20'	' 93.80'	' 5.73'	' 94.27'
' 26'	' 5.55'	' 94.45'	' 5.11'	' 94.89'
' 27'	' 4.96'	' 95.04'	' 4.55'	' 95.45'
' 28'	' 4.44'	' 95.56'	' 4.06'	' 95.94'
' 29'	' 3.97'	' 96.03'	' 3.62'	' 96.38'
' 30'	' 3.56'	' 96.44'	' 3.23'	' 96.77'
' 31'	' 3.18'	' 96.82'	' 2.88'	' 97.12'
' 32'	' 2.85'	' 97.15'	' 2.57'	' 97.43'
' 33'	' 2.55'	' 97.45'	' 2.29'	' 97.71'
' 34'	' 2.28'	' 97.72'	' 2.04'	' 97.96'
' 35'	' 2.04'	' 97.96'	' 1.82'	' 98.18'
' 36'	' 1.82'	' 98.18'	' 1.63'	' 98.37'
' 37'	' 1.63'	' 98.37'	' 1.45'	' 98.55'
' 38'	' 1.46'	' 98.54'	' 1.29'	' 98.71'
' 39'	' 1.31'	' 98.69'	' 1.15'	' 98.85'
' 40'	' 1.17'	' 98.83'	' 1.03'	' 98.97'
' 41'	' 1.05'	' 98.95'	' 0.92'	' 99.08'
' 42'	' 0.94'	' 99.06'	' 0.82'	' 99.18'
' 43'	' 0.84'	' 99.16'	' 0.73'	' 99.27'
' 44'	' 0.75'	' 99.25'	' 0.65'	' 99.35'
' 45'	' 0.67'	' 99.33'	' 0.58'	' 99.42'
' 46'	' 0.60'	' 99.40'	' 0.52'	' 99.48'
' 47'	' 0.54'	' 99.46'	' 0.46'	' 99.54'
' 48'	' 0.48'	' 99.52'	' 0.41'	' 99.59'
' 49'	' 0.43'	' 99.57'	' 0.37'	' 99.63'
' 50'	' 0.38'	' 99.62'	' 0.33'	' 99.67'
' 51'	' 0.34'	' 99.66'	' 0.29'	' 99.71'
' 52'	' 0.31'	' 99.69'	' 0.26'	' 99.74'
' 53'	' 0.28'	' 99.72'	' 0.23'	' 99.77'
' 54'	' 0.25'	' 99.75'	' 0.21'	' 99.79'
' 55'	' 0.22'	' 99.78'	' 0.19'	' 99.81'
' 56'	' 0.20'	' 99.80'	' 0.17'	' 99.83'
' 57'	' 0.18'	' 99.82'	' 0.15'	' 99.85'
' 58'	' 0.16'	' 99.84'	' 0.13'	' 99.87'
' 59'	' 0.14'	' 99.86'	' 0.12'	' 99.88'
' 60'	' 0.13'	' 99.87'	' 0.10'	' 99.90'
' 61'	' 0.11'	' 99.89'	' 0.09'	' 99.91'
' 62'	' 0.10'	' 99.90'	' 0.08'	' 99.92'
' 63'	' 0.09'	' 99.91'	' 0.07'	' 99.93'
' 64'	' 0.08'	' 99.92'	' 0.07'	' 99.93'

Probability Matrix For 11-1 Bets
(3 Number/Street)

' 1'	' 92.11'	' 7.89'	' 91.89'	' 8.11'
' 2'	' 84.83'	' 15.17'	' 84.44'	' 15.56'
' 3'	' 78.14'	' 21.86'	' 77.59'	' 22.41'
' 4'	' 71.97'	' 28.03'	' 71.30'	' 28.70'
' 5'	' 66.29'	' 33.71'	' 65.52'	' 34.48'
' 6'	' 61.05'	' 38.95'	' 60.21'	' 39.79'
' 7'	' 56.23'	' 43.77'	' 55.33'	' 44.67'
' 8'	' 51.79'	' 48.21'	' 50.84'	' 49.16'
' 9'	' 47.70'	' 52.30'	' 46.72'	' 53.28'
' 10'	' 43.94'	' 56.06'	' 42.93'	' 57.07'
' 11'	' 40.47'	' 59.53'	' 39.45'	' 60.55'
' 12'	' 37.27'	' 62.73'	' 36.25'	' 63.75'
' 13'	' 34.33'	' 65.67'	' 33.31'	' 66.69'
' 14'	' 31.62'	' 68.38'	' 30.61'	' 69.39'
' 15'	' 29.13'	' 70.87'	' 28.13'	' 71.87'
' 16'	' 26.83'	' 73.17'	' 25.85'	' 74.15'
' 17'	' 24.71'	' 75.29'	' 23.75'	' 76.25'
' 18'	' 22.76'	' 77.24'	' 21.83'	' 78.17'
' 19'	' 20.96'	' 79.04'	' 20.06'	' 79.94'
' 20'	' 19.31'	' 80.69'	' 18.43'	' 81.57'
' 21'	' 17.78'	' 82.22'	' 16.94'	' 83.06'
' 22'	' 16.38'	' 83.62'	' 15.56'	' 84.44'
' 23'	' 15.08'	' 84.92'	' 14.30'	' 85.70'
' 24'	' 13.89'	' 86.11'	' 13.14'	' 86.86'
' 25'	' 12.80'	' 87.20'	' 12.08'	' 87.92'
' 26'	' 11.79'	' 88.21'	' 11.10'	' 88.90'
' 27'	' 10.86'	' 89.14'	' 10.20'	' 89.80'
' 28'	' 10.00'	' 90.00'	' 9.37'	' 90.63'
' 29'	' 9.21'	' 90.79'	' 8.61'	' 91.39'
' 30'	' 8.48'	' 91.52'	' 7.91'	' 92.09'
' 31'	' 7.81'	' 92.19'	' 7.27'	' 92.73'
' 32'	' 7.20'	' 92.80'	' 6.68'	' 93.32'
' 33'	' 6.63'	' 93.37'	' 6.14'	' 93.86'
' 34'	' 6.10'	' 93.90'	' 5.64'	' 94.36'
' 35'	' 5.62'	' 94.38'	' 5.18'	' 94.82'
' 36'	' 5.18'	' 94.82'	' 4.76'	' 95.24'
' 37'	' 4.77'	' 95.23'	' 4.38'	' 95.62'
' 38'	' 4.39'	' 95.61'	' 4.02'	' 95.98'
' 39'	' 4.05'	' 95.95'	' 3.70'	' 96.30'
' 40'	' 3.73'	' 96.27'	' 3.40'	' 96.60'
' 41'	' 3.43'	' 96.57'	' 3.12'	' 96.88'
' 42'	' 3.16'	' 96.84'	' 2.87'	' 97.13'
' 43'	' 2.91'	' 97.09'	' 2.64'	' 97.36'
' 44'	' 2.68'	' 97.32'	' 2.42'	' 97.58'
' 45'	' 2.47'	' 97.53'	' 2.23'	' 97.77'
' 46'	' 2.28'	' 97.72'	' 2.05'	' 97.95'
' 47'	' 2.10'	' 97.90'	' 1.88'	' 98.12'
' 48'	' 1.93'	' 98.07'	' 1.73'	' 98.27'
' 49'	' 1.78'	' 98.22'	' 1.59'	' 98.41'
' 50'	' 1.64'	' 98.36'	' 1.46'	' 98.54'
' 51'	' 1.51'	' 98.49'	' 1.34'	' 98.66'
' 52'	' 1.39'	' 98.61'	' 1.23'	' 98.77'
' 53'	' 1.28'	' 98.72'	' 1.13'	' 98.87'
' 54'	' 1.18'	' 98.82'	' 1.04'	' 98.96'
' 55'	' 1.09'	' 98.91'	' 0.96'	' 99.04'
' 56'	' 1.00'	' 99.00'	' 0.88'	' 99.12'
' 57'	' 0.92'	' 99.08'	' 0.81'	' 99.19'
' 58'	' 0.85'	' 99.15'	' 0.74'	' 99.26'
' 59'	' 0.78'	' 99.22'	' 0.68'	' 99.32'
' 60'	' 0.72'	' 99.28'	' 0.63'	' 99.37'
' 61'	' 0.66'	' 99.34'	' 0.58'	' 99.42'
' 62'	' 0.61'	' 99.39'	' 0.53'	' 99.47'
' 63'	' 0.56'	' 99.44'	' 0.49'	' 99.51'
' 64'	' 0.52'	' 99.48'	' 0.45'	' 99.55'

The "Cycling Profit" Roulette System

Probability Matrix For 17-1 Bets
(2 Number/Split)

' 1'	'94.74'	' 5.26'	'94.59'	' 5.41'
' 2'	'89.75'	'10.25'	'89.48'	'10.52'
' 3'	'85.03'	'14.97'	'84.64'	'15.36'
' 4'	'80.55'	'19.45'	'80.07'	'19.93'
' 5'	'76.31'	'23.69'	'75.74'	'24.26'
' 6'	'72.30'	'27.70'	'71.65'	'28.35'
' 7'	'68.49'	'31.51'	'67.77'	'32.23'
' 8'	'64.89'	'35.11'	'64.11'	'35.89'
' 9'	'61.47'	'38.53'	'60.65'	'39.35'
'10'	'58.24'	'41.76'	'57.37'	'42.63'
'11'	'55.17'	'44.83'	'54.27'	'45.73'
'12'	'52.27'	'47.73'	'51.33'	'48.67'
'13'	'49.52'	'50.48'	'48.56'	'51.44'
'14'	'46.91'	'53.09'	'45.93'	'54.07'
'15'	'44.44'	'55.56'	'43.45'	'56.55'
'16'	'42.10'	'57.90'	'41.10'	'58.90'
'17'	'39.89'	'60.11'	'38.88'	'61.12'
'18'	'37.79'	'62.21'	'36.78'	'63.22'
'19'	'35.80'	'64.20'	'34.79'	'65.21'
'20'	'33.91'	'66.09'	'32.91'	'67.09'
'21'	'32.13'	'67.87'	'31.13'	'68.87'
'22'	'30.44'	'69.56'	'29.45'	'70.55'
'23'	'28.84'	'71.16'	'27.86'	'72.14'
'24'	'27.32'	'72.68'	'26.35'	'73.65'
'25'	'25.88'	'74.12'	'24.93'	'75.07'
'26'	'24.52'	'75.48'	'23.58'	'76.42'
'27'	'23.23'	'76.77'	'22.30'	'77.70'
'28'	'22.01'	'77.99'	'21.10'	'78.90'
'29'	'20.85'	'79.15'	'19.96'	'80.04'
'30'	'19.75'	'80.25'	'18.88'	'81.12'
'31'	'18.71'	'81.29'	'17.86'	'82.14'
'32'	'17.73'	'82.27'	'16.89'	'83.11'
'33'	'16.79'	'83.21'	'15.98'	'84.02'
'34'	'15.91'	'84.09'	'15.12'	'84.88'
'35'	'15.07'	'84.93'	'14.30'	'85.70'
'36'	'14.28'	'85.72'	'13.53'	'86.47'
'37'	'13.53'	'86.47'	'12.80'	'87.20'
'38'	'12.81'	'87.19'	'12.10'	'87.90'
'39'	'12.14'	'87.86'	'11.45'	'88.55'
'40'	'11.50'	'88.50'	'10.83'	'89.17'
'41'	'10.90'	'89.10'	'10.25'	'89.75'
'42'	'10.32'	'89.68'	' 9.69'	'90.31'
'43'	' 9.78'	'90.22'	' 9.17'	'90.83'
'44'	' 9.26'	'90.74'	' 8.67'	'91.33'
'45'	' 8.78'	'91.22'	' 8.20'	'91.80'
'46'	' 8.32'	'91.68'	' 7.76'	'92.24'
'47'	' 7.88'	'92.12'	' 7.34'	'92.66'
'48'	' 7.46'	'92.54'	' 6.94'	'93.06'
'49'	' 7.07'	'92.93'	' 6.57'	'93.43'
'50'	' 6.70'	'93.30'	' 6.21'	'93.79'
'51'	' 6.35'	'93.65'	' 5.88'	'94.12'
'52'	' 6.01'	'93.99'	' 5.56'	'94.44'
'53'	' 5.70'	'94.30'	' 5.26'	'94.74'
'54'	' 5.40'	'94.60'	' 4.97'	'95.03'
'55'	' 5.11'	'94.89'	' 4.71'	'95.29'
'56'	' 4.84'	'95.16'	' 4.45'	'95.55'
'57'	' 4.59'	'95.41'	' 4.21'	'95.79'
'58'	' 4.35'	'95.65'	' 3.98'	'96.02'
'59'	' 4.12'	'95.88'	' 3.77'	'96.23'
'60'	' 3.90'	'96.10'	' 3.56'	'96.44'
'61'	' 3.70'	'96.30'	' 3.37'	'96.63'
'62'	' 3.50'	'96.50'	' 3.19'	'96.81'
'63'	' 3.32'	'96.68'	' 3.02'	'96.98'
'64'	' 3.14'	'96.86'	' 2.85'	'97.15'

Probability Matrix For 35-1 Bets
(Single Number/Straight Up)

' 1'	'97.37'	' 2.63'	'97.30'	' 2.70'
' 2'	'94.81'	' 5.19'	'94.67'	' 5.33'
' 3'	'92.31'	' 7.69'	'92.11'	' 7.89'
' 4'	'89.88'	'10.12'	'89.62'	'10.38'
' 5'	'87.52'	'12.48'	'87.20'	'12.80'
' 6'	'85.21'	'14.79'	'84.84'	'15.16'
' 7'	'82.97'	'17.03'	'82.55'	'17.45'
' 8'	'80.79'	'19.21'	'80.32'	'19.68'
' 9'	'78.66'	'21.34'	'78.15'	'21.85'
'10'	'76.59'	'23.41'	'76.03'	'23.97'
'11'	'74.58'	'25.42'	'73.98'	'26.02'
'12'	'72.61'	'27.39'	'71.98'	'28.02'
'13'	'70.70'	'29.30'	'70.03'	'29.97'
'14'	'68.84'	'31.16'	'68.14'	'31.86'
'15'	'67.03'	'32.97'	'66.30'	'33.70'
'16'	'65.27'	'34.73'	'64.51'	'35.49'
'17'	'63.55'	'36.45'	'62.76'	'37.24'
'18'	'61.88'	'38.12'	'61.07'	'38.93'
'19'	'60.25'	'39.75'	'59.42'	'40.58'
'20'	'58.66'	'41.34'	'57.81'	'42.19'
'21'	'57.12'	'42.88'	'56.25'	'43.75'
'22'	'55.62'	'44.38'	'54.73'	'45.27'
'23'	'54.15'	'45.85'	'53.25'	'46.75'
'24'	'52.73'	'47.27'	'51.81'	'48.19'
'25'	'51.34'	'48.66'	'50.41'	'49.59'
'26'	'49.99'	'50.01'	'49.05'	'50.95'
'27'	'48.67'	'51.33'	'47.72'	'52.28'
'28'	'47.39'	'52.61'	'46.43'	'53.57'
'29'	'46.15'	'53.85'	'45.18'	'54.82'
'30'	'44.93'	'55.07'	'43.96'	'56.04'
'31'	'43.75'	'56.25'	'42.77'	'57.23'
'32'	'42.60'	'57.40'	'41.61'	'58.39'
'33'	'41.48'	'58.52'	'40.49'	'59.51'
'34'	'40.38'	'59.62'	'39.39'	'60.61'
'35'	'39.32'	'60.68'	'38.33'	'61.67'
'36'	'38.29'	'61.71'	'37.29'	'62.71'
'37'	'37.28'	'62.72'	'36.29'	'63.71'
'38'	'36.30'	'63.70'	'35.30'	'64.70'
'39'	'35.34'	'64.66'	'34.35'	'65.65'
'40'	'34.41'	'65.59'	'33.42'	'66.58'
'41'	'33.51'	'66.49'	'32.52'	'67.48'
'42'	'32.63'	'67.37'	'31.64'	'68.36'
'43'	'31.77'	'68.23'	'30.78'	'69.22'
'44'	'30.93'	'69.07'	'29.95'	'70.05'
'45'	'30.12'	'69.88'	'29.14'	'70.86'
'46'	'29.32'	'70.68'	'28.36'	'71.64'
'47'	'28.55'	'71.45'	'27.59'	'72.41'
'48'	'27.80'	'72.20'	'26.84'	'73.16'
'49'	'27.07'	'72.93'	'26.12'	'73.88'
'50'	'26.36'	'73.64'	'25.41'	'74.59'
'51'	'25.66'	'74.34'	'24.73'	'75.27'
'52'	'24.99'	'75.01'	'24.06'	'75.94'
'53'	'24.33'	'75.67'	'23.41'	'76.59'
'54'	'23.69'	'76.31'	'22.77'	'77.23'
'55'	'23.07'	'76.93'	'22.16'	'77.84'
'56'	'22.46'	'77.54'	'21.56'	'78.44'
'57'	'21.87'	'78.13'	'20.98'	'79.02'
'58'	'21.29'	'78.71'	'20.41'	'79.59'
'59'	'20.73'	'79.27'	'19.86'	'80.14'
'60'	'20.19'	'79.81'	'19.32'	'80.68'
'61'	'19.66'	'80.34'	'18.80'	'81.20'
'62'	'19.14'	'80.86'	'18.29'	'81.71'
'63'	'18.64'	'81.36'	'17.80'	'82.20'
'64'	'18.15'	'81.85'	'17.32'	'82.68'