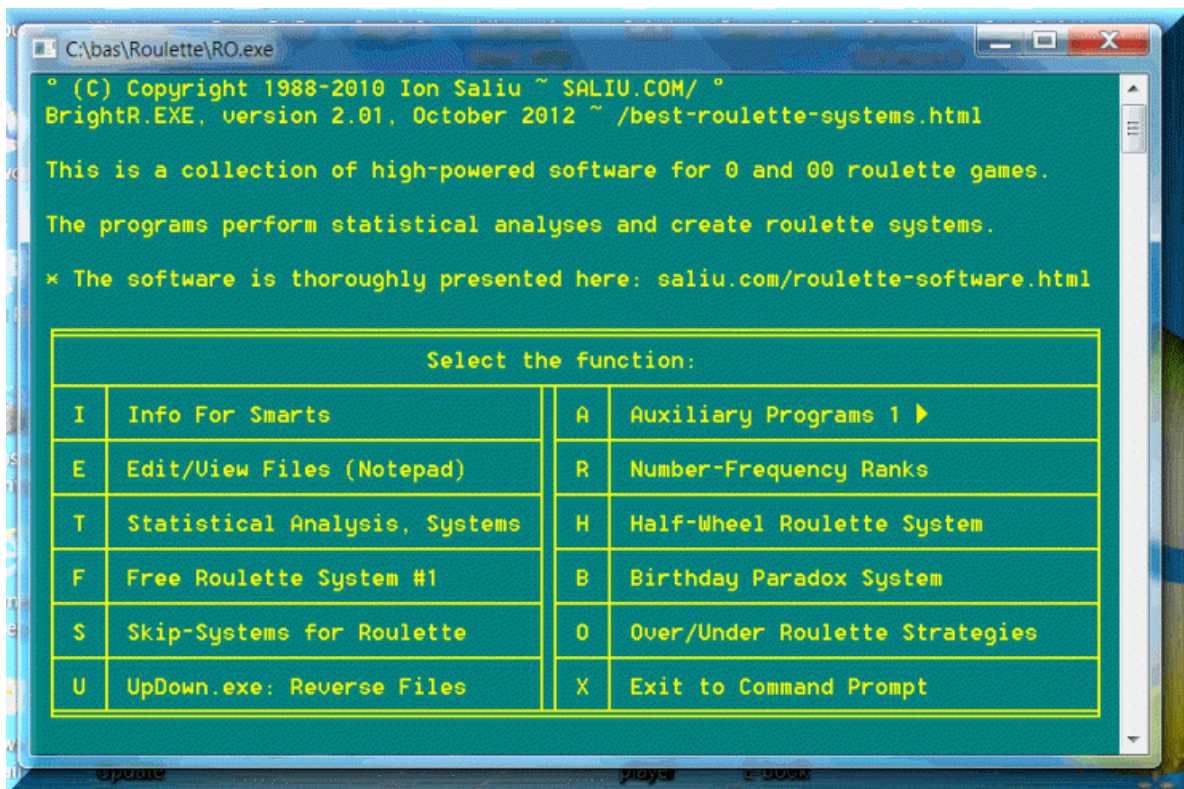


## Why casino executives fight mathematical gambling systems

### Casino Gambling Software: Baccarat, Blackjack, Roulette, Craps, Systems, Basic Strategy

### Software for Lottery, Lotto, Pick 3 4 Lotteries, Powerball, Mega Millions, Euromillions, Keno, Horse Racing, Blackjack, Roulette, Baccarat, Sports Betting, Gambling, Probability, Odds, Statistics, Mathematics

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### Licensed Roulette Systems

- The super roulette strategy is not for sale at this time. IF some system becomes available, you'll find the news here, or on the "What's New" page, or on the "Message Board".
- There is no such thing as "roulette bias". It is mathematics! It is amazing how lopsided the skips are. A skip represents the number of spins between hits. You will see in the following report a skip such as "48" for the roulette number "1". It means that the roulette number "1" waited 48 spins between two hits. The skips vary between 0 (zero) and over 200. It happens that a roulette number wins in consecutive spins (skip = 0); then hits again after 7 spins. Many players will jump to the conclusion that the roulette wheel is biased towards that number! Or that the dealer is biased towards that number! The truth is a far cry from that. All the skips simply follow the rules of theory of probability. If, absurdly, a wheel is strikingly biased towards certain numbers, the casino would replace it immediately! The computer program does not use a mechanical wheel. Yet, there is a strong discrepancy among skips. Again, it is pure mathematics... Beginning with version 3.0, the program also analyzes data files with real-life spins. A results file from the Hamburg, Germany casino accompanies the package. The period covered is February 1 - 6, 2000 (1968 spins). There is no mathematical difference between computer-generated spins and real-life casino results. My systems work the same under both circumstances. By the way, the German casinos represent a model to follow. Their rules are clearly favorable to the player. The casinos do not ban the use of pencil and paper on the premises. A player is allowed even to use small pocket computers, as long as you do not disturb other players. By contrast, if a player is "caught" with a computer in a Las Vegas casino, he will spend long years in a Nevada state prison!

- The Fundamental Formula of Gambling determines certain compositions of the losing/winning streaks and their repeat cycles. The betting starts at the most favorable points in the streaks. Keeping record of the roulette spins is of the essence.

- Another group of strategies takes James Bond's famous "roulette betting system" and converts it into a playing formula based on mathematics. In its original form, Bond's system was really bad. If you play it "as is" you will certainly lose serious money. The new betting system is based on the Fundamental Formula of Gambling.

- I read some newsgroups postings and web pages. A response is in order. I am the mastermind of this roulette system and the Fundamental Formula of Gambling (FFG). Up until recently, nobody has ever heard of these concepts, let alone "using" them! There are some suckers (indeed, suckers) who just started to imitate me. Some are imitating the filtering concepts I use in my lottery software, while others are trying to imitate my gambling formula. One site has even adopted the name "gamblingformula.com"). Another site is using the same background image as "Return to Socrates"! (By the way, the image is the creation of Microsoft, thanks MS!). I don't worry, though. The imitation is so far away from the original that it is laughable, at best! First of all, my creation has gone a long way towards foolproof copyright protection. Also, there will be no problem for me to patent and trademark my work: It is so forcefully original that only a bunch of idiots would dare to contest it, or, worse, to steal it! This roulette system is absolutely unique. Nobody has ever come up with a similar idea. It is founded on FFG and the WL streaks (winning/losing). Nobody, other

than myself has ever put together a mathematical relation between the probability and the WL streaks. I am the first one to state that theory of probability is the science of the winning/losing streaks. I know first hand how casinos have reacted to my strategies. They are highly anxious because they can't figure out my systems. They realize it is not cuckoo strategies such as "card counting", or "wheel bias", or "progressive betting". Some figured out that I might count losing streaks, or winning streaks, or dealer bust streaks, etc. Of course, I do my best not to let the casinos gain knowledge of my strategies. That's the reason why I do not sell the roulette system unless the customer signs that he/she is not affiliated with a casino whatsoever. It would be illegal for a casino to get their hands on my systems.

- Then, I am posed, mockingly, this puzzling fact: Roulette is unbeatable. Great thinkers, such as D'Alembert and Einstein, designed roulette systems that actually fail. I believe Einstein was joking when he presented his infamous system: Always double-up after a loss! What a huge mistake! Can you say the number "Two to the power of 200"? That would be the case with "straight-up" bets (en plein). Even in an even-money bet, the losing streak can reach sometimes 15 spins. You can say the number "Two to the power of 15", but you'll never have enough money to back it! Like any scientist, Einstein was fascinated with numbers and the unknown, as the roulette game provides. He was, however, very busy with his theory of relativity. He just did not allocate more time to the roulette phenomenon. Otherwise, Einstein's mental programs would have come up with a winning system based, indeed, on the winning/losing streaks.

- A few important issues since the introduction of my roulette system. This is a message (very positive, of course) that explains the second issue: "This re-iterates the first thanks and adds a question at the end. I have played about 300 spins with your various systems and am very impressed... I am not proficient in math and am pleased with your generous decision to share your expertise. Also, I am going to play this very seriously and would appreciate suggestions for professional use."

The second issue concerns the reaction of casinos to this roulette system. You may be asked not to use pencil and paper at the roulette table. I stress here that the casinos have NO right to prohibit the use of pencil and paper on the premises. Such an act would represent a form of discrimination. Don't let yourself be intimidated. We all have rights under the law. The courts of law are wide open, including to class action suits.

Finally, I advise against the use of this system in a cyber casino (online). Internet gambling is prone to very serious fraud. Read the More Gambling page for details based on observation and logic. Among other types of fraud: The higher your bet, the higher the probability you will lose it!

- Following is a fragment of the report generated by the program. It does not show all data, obviously. The program simulates a roulette game with "0" and "00". Number 37 represents double-zero (00).

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Chart Roulette Frequency and Skip  
Number of Spins Simulated: 1000

-----  
Roulette Number: 0  
• Hits -> 29 times  
• Skips -> 48 64 48 19 8 22 49 67 63 14 11  
11 37 158 17 44  
3 11 6 98 0 4 20 19 2 19 75 0 27  
\* Median Skip: 19

Roulette Number: 1  
• Hits -> 27 times  
• Skips -> 51 18 0 18 29 36 10 39 91 19 21  
83 85 14 48 15  
59 57 93 1 45 36 26 2 10 15 33  
\* Median Skip: 29

Roulette Number: 2  
• Hits -> 28 times  
• Skips -> 86 1 33 0 34 30 35 24 16 76 32  
13 1 25 36 1 73  
7 12 17 32 36 79 114 35 32 33 56  
\* Median Skip: 32

Roulette Number: 3  
• Hits -> 34 times  
• Skips -> 5 16 53 30 18 53 17 66 36 9 22  
7 97 7 24 32 12  
5 54 37 45 6 6 33 33 25 25 11 28 27 32  
58 18 15  
\* Median Skip: 25

Roulette Number: 4  
• Hits -> 25 times  
• Skips -> 6 12 65 123 19 10 13 68 7 22 45  
39 76 27 52 22  
33 19 13 8 44 104 45 98 3  
\* Median Skip: 27

.... etc.  
.....  
.....

Roulette Number: 36  
• Hits -> 35 times  
• Skips -> 2 6 22 3 10 111 10 7 22 33 15  
43 22 2 80 34 73  
1 1 18 42 21 18 39 5 3 17 82 25 9 3 36  
39 5 49  
\* Median Skip: 18

Roulette Number: 37  
• Hits -> 38 times  
• Skips -> 59 9 17 23 3 13 26 75 10 85 65  
14 3 42 14 37 33  
6 12 5 31 5 14 11 15 56 22 35 21 43 1  
Page 3

15 8 59 19 3 0 35  
 \* Median Skip: 15

\*\*\*\*\*  
 \* Average Median: 23  
 \* Median of All Skips: 23  
 \*\*\*\*\*

\* Roulette Numbers Hitting in Consecutive Spins (Play-Last-Number) \*

-----  
 # Consecutive Hits -> 27 times in 1000 spins  
 \* Skips -> 1 31 38 4 35 4 68 8 38 72 55 8  
 10 7 94 123 36  
 35 80 1 54 34 29 23 21 6  
 \* Sorted skips: 1 1 4 4 6 7 8 8 10 21 23  
 29 31 34 35 35 36  
 38 38 54 55 68 72 80 94 123  
 \* Median Consecutive Skip: 31

\* Frequency of Skips 0-to-4 (Play-Last-5-Numbers) \*

-----  
 \* Hits -> 125 times in 1000 spins  
 \* Median Skip 0-to-4: 5

\* Frequency of Skips 0-to-9 (Play-Last-10-Numbers) \*

-----  
 \* Hits -> 240 times in 1000 spins  
 \* Median Skip 0-to-9: 3

\* Roulette Winning Pattern \*  
 W+ = Win; L- = Loss

-----

Spin A #	Number B Drawn	Hit C After	Last xx	Red/ Black	Odd/ Even	Low/ High	Last yy
1	26	x sp.	W+	B	E	H	W+
L-	W+	W+					
2	0	x sp.	W+	x	x	x	W+
L-	L-	L-					

-----  
 etc.

Free Winning Roulette System #1  
 Did you jump directly here from the top? I recommend you go back and start with the beginning. You need some information that I do not repeat here. The free system I will present now is not included in the licensed strategy package. As I explained many times, I give away freebies when I am certain I have far better systems, strategies, or software. On the other hand, I received several requests to give more details on how my systems work and what makes them tick. The predominant opinion is that

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nobody can play roulette for a profit consistently. Here is just one proof to the contrary. This is a real thing: a winning roulette system. There is also real life data to back it up. The skips presented here are collected from the Hamburg, Germany casino (first week of February, 2000). A diligent, disciplined player can make a weekly profit by COVERING ALL THE NUMBERS BUT FOUR PLAYING NO MORE THAN 10 SPINS A DAY. The four numbers discarded of are the last four spins. You wait patiently, not playing, until the following event occurs. When one of the last four numbers hits again, you get ready to play. You cover all the numbers (0 and 00 including) but the numbers in the last FIVE spins (four numbers to play, because one is a repeat). You place 34 2-unit straight-up bets. Chances are you will win most of the time. Next spin, you make the same bet, using now three units per number (you are using some casino money). The first time you won  $38-36=2$  units; 2 units times 2 = 4 units profit. The second time: you won 2 units x 3 = 6 units. Total profit per two plays: 10 units. Things are not always like this. Handy Brandy could lose sometimes the first bet. It happens very rarely, but one of the last four numbers will hit again in consecutive sequence. In most cases, Handy Brandy wins two times in a row without any of the last four numbers repeating. He goes immediately to another table. He knows that the "long run" kills the casino player more than anything else. After winning at the second table too, Handy Brandy usually cashes out. He runs out of the casino. Sometimes he might try doing the same things at the third table, but never more than winning at three roulette tables. The player will do the same thing the next day at a different casino and again at another casino... Here is illustrative data from the Hamburg kasino.

```
9 5 57 17 30 18 0 3 13 25 6 0 4 17 2 24 0 4 3 15 13 8
21 2 23 2 6 7 7 10 3 3 17 10 15 11 1 15 3 1 24 11 10 2
3 13 6 12 3 3 24 6 10 21 4 8 9 8 10 5 3 11 3 9 9 3 1 0
20 7 21 7 18 6 0 17 4 13 5 2 6 16 0 2 4 0 7 0 7 1 8 1
8 7 1 5 4 12 3 0 10 1 29 28
```

You only play at the points marked 0 (zero). That's when one of the last four numbers repeated. You will play as above the next 3 points where the skip is zero. In many cases, it's after the third win in a row when you can encounter a string like 0 0. When that happens, you will lose  $34 \times 2 = 68$  units. (It did not happen in the real case illustrated above). You improve your chances further when you leave after you won at three tables. You should expect to lose once a week.

You can check this free system generating some random spins. The random generator on my "Winning Strategy" page simulates now roulette spins as well. The licensed strategy makes a detailed presentation of the probability involved in the game of roulette. The licensed systems work with lower bankrolls, some with as few as two units.

- Version 2.1 of SPINS.EXE analyzes real casino spins, in addition to analyzing randomly generated spins. Most importantly, the program reports on the free system presented above. The strategy is improved a little bit. The system excludes now the numbers from the last 5 spins (instead of 4)! According to the strategy, it is recommended to play after 2 consecutive '-' in the 'Result +/-' column.

There are several reasons why I receive questions regarding my free roulette system. It is not fully clear to but a few how to use it. My intention was not to present a step-by-step casino strategy. My primary intention was to show, to prove that roulette can be beaten mathematically. Most people, including many gamblers, have a hard time understanding mathematics. This simple system, as all my gambling/lottery strategies are based on math.

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•• Free Winning Roulette System #2

An alleged kasino executive made me kick him out and also "fix" the ill-fated James Bond roulette system. He posted on my message board with the intent to intimidate my guests.

The Bondish system is based on the first two "douzaines": play together 1-12&13-24. The scheme can be extended to any "2-1" bets. I offer the power of the standard deviation to improve James bond fictitious system. The free system #2 is presented on the message board, the post:

• The James Bond roulette system in the Taliban Desert  
By the way, if your bankroll is smaller, you can apply this system in 50-spin sessions.

One more tip. It is possible for a two-dozen (two-column) group to hit more than seven times in a row; or, more than seven out of 10 times. If that happens, you rode a very favorable standard deviation tide. Cash out immediately and move to another table!

My message and the system were provoked by an alleged casino top executive.

"I am currently the Chairman of the MGM Grand, and I was advised of this site by way of a memo sent to me."

In a way, the alleged executive's message is an endorsement of my systems. If the systems were not valid, why bother to risk being rear-end kicked by an understandably angered author? I want to stress again that the casinos have no legal grounds for banning record keeping by the players. Record keeping is also a requirement of tax laws. The rules of private entities do not take precedence over the laws. First, I could not believe that a real casino executive would commit what I consider a serious mistake. I thought the message was from one of the frequent visitors to my web site. Some of them believe they know my psychology well enough to get free systems from me. Indeed, there were moments when I debated with valuable ideas, even systems, IF I was provoked. That's how the free system #1 came to life as well. I am aware of such tendency now and I believe I have it under control.

In any event, the damage was done. The free system #2 is absolutely founded. It will give the player and edge, without a doubt. I have checked for thousands of spins, broken down in 100-spin sessions. There are clearly two situations.

One, the player wins 65 or FEWER spins; it is a losing session. The player counts 100 spins. The player started with 100 chip-units. At the end of the session, the player counts 61 units. The result was under the standard deviation. Remember to increase the bet the next session.

Two, the player wins 66 or MORE spins; it is a winning session. The player counts 100 spins. The player started with 100 chip-units. At the end of the session, the player counts 69 units. The result was above the standard deviation. Remember to decrease the bet the next session.

The fluctuations are mathematical, considering the game is totally fair. In a cyber-casino, for instance, the fluctuations go mostly in the favor of the house.

The house has to win above the standard deviation, always! Or especially when player's bet is high!

That's anything but fairness!

This system does not even require strict record keeping. The player can just put aside a chip for each session played, and for each 10-spin groups.

• Generate random spins, 100 at a time •• Here is a very useful device for you: the best lottery and lotto combination generator you can find online! This powerful online application handles any type of lotto and lottery games: pick-3, pick-4, lotto-5, lotto-6, lotto-7, PowerBall (both 5+1

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power ball and 6+1 power ball), horseracing (both trifecta and superfecta), keno; plus, the queen of casino games: roulette; plus, sports betting, the American way. The ActiveX control also calculates the odds in lotto games, including PowerBall and keno, following the official method used by the lottery commissions.

The "Roulette" option applies now my "Free Winning Roulette System #2",

"D1&2" means the 1st dozen (1 to 12) in combination with the 2nd dozen (13 to 24). "D1&3" means the 1st dozen (1 to 12) in combination with the 3rd dozen (25 to 36). "D2&3" means the 2nd dozen (13 to 24) in combination with the 3rd dozen (25 to 36). A + (plus) sign indicates a hit, a - (minus) sign indicates a loss. You can count how many + a specific 2-dozen group encountered in 100 spins. Is it above or below the standard deviation? Follow the ideas in the free system #2... You can also see how the + and - move within 100 spins.

There are important statistical reports at the end of the roulette file. The file shows also the "seed" used for the random generation. It is far more ranging than the "timer" seed used previously. Therefore the randomization follows more closely the "natural" randomization. This feature is of use to computer programmers. Read more on my approach to randomization: "Randomizing: An Art of Scientific Philosophy, Science of Philosophical Art, Philosophy of Artistic Science, Art of Philosophical Science, Science of Artistic Philosophy, Philosophy of Scientific Art ©". It has the source code of a visual Basic function: TheSeeder ().



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