

RCLV-RAILTRACK User Guide

WAGERING DIRECTION CODES:

- **A:** The 1st Dozen containing the numbers from 1 – 12.
- **B:** The 2nd Dozen containing the numbers from 13 – 24.
- **C:** The 3rd Dozen containing the numbers from 25 – 36.

- **K:** The 1st Column containing numbers 1 – 34.
- **L:** The 2nd Column containing the numbers from 2 – 35.
- **M:** The 3rd Column containing the numbers from 3 – 36.

OPERATIONAL INSTRUCTIONS:

- Enter the immediate past 10 spin outcomes and then continue to enter the new spin outcomes.
- The system will either start directing for wagering or it will instruct to **SHIFT**.
- Every time the **SHIFT** command appears, click the **SHIFT Button** once (and key in the next spin outcome).
- Upon reaching a session termination, the system will instruct to **RESET** by shifting the current record to the 10th record by entering the **Current Spin Record Number** (the number that appears on the first column in the extreme left of the screen) corresponding to the current spin in the **Cage on the Left of the RESET Button** and then click the **RESET Button**.
- A player may use intuition and discretion and continue to play without resetting.

FACILITATION OF A SEPERATE LINK FOR RESEARCH PURPOSES:

- The system is highly flexible and it facilitates uploading of .CSV files containing datasets, to facilitate data testing for a player to be convinced of the effectiveness of the system and also to develop own methodologies of wagering.
- Use the NEXT and PREVIOUS buttons for such purpose. There, the RESET Level is also being made flexible.

PREDICTION OF MOST LIKELY NUMBERS TO OCCUR USING THE LAW OF THE THIRD¹:

A Dozen/Column consists of 12 numbers comprising 3 Sectors, containing 4 numbers each. A sector can be labelled with a Dozen ID and a Column ID. E.g. the sector which contains the numbers 14, 17, 20, 23 can be labelled as BL. Identify the sectors that are common to the Dozens and the Columns directed by the system. E.g. (a) If the system directs wagering for (X)**A**(X)**B**(X)**K**(X)**M**, there are four common Sectors AK, BK, AM & CM comprising 16 different numbers (b) If the system directs wagering for (X)**B**(X)**C**(X)**K**, there are only two common Sectors BK & CK (c) If the system directs wagering for (X)**C**(X)**L**, there is only one common Sector CL. Assuming the Colonne's Value to be 24 for European Roulette:

¹ The second phase of system development would visually indicate the most likely, highly likely and likely numbers for inside wagering that would make the gains exponential.

- Wager inside for the numbers belonging to the common Sectors that have already occurred during the past 24 spins. Among such numbers, the ones that have already repeated within the past 24 spins are more likely to occur. E.g. If wagering for (X)B(X)C(X)L is directed by the system (inferring the common Sectors BL & CL comprising the eight numbers 14,17,20,23 & 26,29,32,35) and if the past 24 spin outcomes are:

1 0 16 23 26 1 26 29 4 9 23 2 9 2 36 35 25 26 2 6 34 7 2 11

the numbers 23, 26, 29 & 35 are likely to repeat and among them 23 & 26 are more likely to repeat. Also, among such, 26 got the highest frequency of occurrence and it is most likely to occur.

ZERO RISK HEDGING

- In order to avoid capital erosion, it is most appropriate that a sizable chip is being kept on "0" to hedge the risk, especially at the outset.