JACK KENNEDY'S SQUARE RO-LET

PART ONE
THE FOUNDATION OF ROULETTE

CHAPTER ONE

(Updated August 2, 2002)

INTRODUCTION TO THE HIDDEN STRUCTURE OF ROULETTE

My name is Jack Wise Kennedy. On this web sight, you are about to learn how to consistently win at roulette. You might even become a professional gambler and make your living by learning my system. In fact if enough people learn to play my system, the gambling houses will have to change some of their procedures at the roulette table. My system is so unique that it could eventually have the same effect as Professor Edward O. Throp's "Beat the Dealer" had on blackjack. It is the definitive system of roulette; yes, it can be said that it is the conclusive, decisive, ultimate, final system. I can say with confidence that in the future any small variation attached to my system of play will be based on the analytical data that I am going to give to you. (Do not misunderstand me, roulette in the casinos will thrive under my system. They will not be able to cram enough tables on the floor to serve the new people who will play it when word gets out that the wheel can be beaten.)

CANDOR

Oh Ye of Little Faith. Most of those who are reading this should be ashamed of themselves; I can predict some of your reactions, even anticipate some of your thoughts. Many are saying a combination of learned, ritualized speech: "It is impossible to beat the roulette wheel;" "Neither man nor machine can predict the next roulette number;" "You cannot change a negative expectation into a positive one;" "Every spin of the roulette wheel is independent;" "There is no such thing as a professional roulette player." These are some of the polite ones. Most of you will think: "Is there any way to keep these insane (crazy, mad, deluded, deranged, foolish, absurd, stupid, ignorant) people off the Internet?" And of course, there is: "Uh ohh!!! Another con artist is after our money." At this time I can only relieve your mind on the last one. My programs "Square Ro-Let", "Jack's Positional Roulette" and now "Kennedy's Even Money Bets" will be absolutely free. Not only how to win but why you win; yes, every facet, aspect or phase of roulette will be explained; even why you lose with other systems of play. My system is copyrighted only because I do not want someone else to sell it or claim credit for devising it.

WHO IS THE AUTHOR?

It is alleged that Albert Einstein said, "The only way to win at roulette is to steal the chips when the croupier isn't looking." So why do I believe that I have found a way to win when thousands of players over the years have tried to devise a system that would overcome the gambling house odds of 5.26% on a double zero wheel and 2.70% on a single zero wheel? Well, I am not sure I am the only one to have succeeded. But, when this system is posted, I half expect hundreds to claim they discovered it years ago. Just remember my "Square - Ro - Let" program and "Jack's Positional Roulette" and now how to play "Kennedy's Even Money Bets" are provable systems. When I use the word "system," I do not mean a betting or progression system with the manipulation of the size of the unit of bet to overcome the house odds. I believe that because house rules limit the size of bets, most progressive systems cannot beat the house odds by manipulating the size of the bet. However, if you have a

winning system like mine, one that does not depend on progressive betting to win, there will occur optimal betting times when it is a good option to temporarily increase your bet when past patterns show the probability to be above one hit per 37 or 38 spins.

QUALIFICATIONS NEEDED?

What special qualification do I have to produce a winning roulette system from observing and charting a series of random numbers confined to 37 and 38 numbered slots? I am a "Bridger." Defined in my dictionary: brid - ger /brij - jer/ 1: a person who builds bridges to connect broken circles of thought 2: a person who can perceive hidden social structures after reflecting on seemingly random unrelated material 3: a realist 4: a philosopher. Being a "Bridger" also allows me when viewing empirically obtained mathematical data to discern hidden structural patterns that can be obscured and thought of as of little use in solving a problem (The problem: how to win at roulette) by a less astute observer who is blinded by his or her prejudices.

QUALIFICATIONS

I pride myself in being an atheist, so when doing a scientific experiment, I know the mathematical answer I receive will not be affected by anything outside of our measurable universe. As an atheist, I believe in natural selection, and believe that only things that can be measured can be used as valid arguments in a scientific experiment. So I don't believe in Gods or Goddesses or Satan; and neither do I believe in Heaven nor Hell; nor Ghosts, Angels, Fairies, Evil Spirits, Demons, Witches, Vampires, Werewolves, Zombies, Unicorns or Voodoo; neither Hypnotic Regression to past lives, Reincarnation, Facilitated Communication, Astral Projection, Astrology, Tarot, or Numerology; nor Astral Projection, Remote Viewing, Psychokinesis, Extrasensory Perception, (ESP), Precognizant or Psychic Spying; nor UFO's, Extraterrestrial little green men or women, or Extraterrestrial Crop - Circles or Alien Abductions or Telepathic or Clairvoyant human beings. (If anyone believes he or she has any of the above or other psychic powers, they should immediately go to www.randi.org and prove it to collect over a million dollars to play roulette with.)

SOME OF MY BELIEFS

What, then, do I believe? I believe in Evolution; in Occam's Razor, in Self - deception, Selective - memory; the Placebo - effect; Double - blind tests, Self - hypnosis; and that Natural Selection has not had the time to adapt our brains to our present environment. So, our quest to penetrate into the workings of nature, to know its causes and linkages, requires an unbiased scientific empirical observation; but the tool we work with (our mind) is held hostage by complex social constraints, by historically - created illusions that lead to delusions, and limited perception. Thus we fool ourselves into believing that we are unbiased in our search for the truth; that our interpretation of our empirical observation is always scientifically - based truth. Therefore, true insight, must take into account that we are restricted by our past mental beliefs. As an atheist I am not exempt from this fault; I realize I also have baggage when I interpret my observations. The final arbitrator, however, is time. That is all I am asking from you: time; time for other people to learn my system. For my roulette system to be true, the answers I received in my examination of empirical evidence must be repeatable by others using the same method. Other people must win with it; win consistently; win so consistently that they are barred from the casinos.

WHAT IS IN IT FOR YOU?

For a short time after publishing this system on the Internet, professional gamblers will make some easy money, quickly. But my system is so unique that it is almost impossible to hide that you are using it, especially if you are playing alone at a table. However, once you learn to play it correctly, there are ways to camouflage your play. I will not tell you what they are because I do not want to alert the casinos. You need to know this because 99% of the roulette players will not learn my system, which means the casinos can (and will) bar those caught using it just like they did the blackjack card counters.

A GLIMPSE INTO YOUR FUTURE

To show you how much my system, "Jack's Positional Roulette," stands out when playing it in a casino (with just one other player at the table), I am going to give you 40 numbers I played on July 16, 1998 at Boomtown outside of Reno, NV: 32, 9, 14, 10, 19, 29, 12, 9, 30, 33, 20, 1, 12, 7, 36, 7, 18, 34, 20, 22, 14, 27, 3, 2, 6, 26, 27, 36, 15, 34, 36, 13, 13, 15, 8, 22, 7, 16, 35, 0.

THE RESULTS

Seven numbers were hit playing a dollar unit on four numbers straight up for forty spins. Which was seven hits out of a possible 22 chances. The odds say I should have had about four hits. The math: 40 spins times four units played = 160 units played. Subtract the seven units from the 160 units played (because you did not lose those seven units on the seven hits) and you lost 153 units on the 40 spins. Incorporated into the 153 unit loss were three units for each time you hit, which is three times seven for 21 units. Now 7 X 32 units gives the actual payoff of 224 units for seven hits (Although you were paid 35 to 1 on each of the seven hits, three more units were lost on each hit, so your gain on each of those seven hits was 32 units, because in the 35 to 1 payoff, you must always subtract any additional units you lost on each spin to arrive at the true payoff.). So you won 71 units for 40 spins when you subtract 153 units lost from 224 units won; which is about a 46.4% win. (The mathematics of these numbers will be explained in Chapter Three.) Of course you cannot win by 46% over a long period of time with my system; I was just illustrating how explosive the system is for short periods of time. You will consistently have these short bursts of winning hits, but overall, in the long run, playing "Jack's Positional Roulette" correctly you will have about 5 - 1/2 hits per 38 spins playing four units straight - up on four different numbers; which gives about a 19% win over the long run. After lunch on the same day, I played my system for another 45 minutes and won another 90 dollars, then I had to leave because I am on oxygen 24 hours a day and live 90 miles away in Grass Valley, California. Even when I can be driven up in a van that has a bed, it is an extremely exhausting one and a half - hour drive. I usually try to integrate my visits to the VA hospital in Reno, Nevada, with a couple of hours of gambling.

MATHEMATICIAN'S MIND IMPEDIMENTS

Professor Edward O. Throp looked into several aspects of roulette. He tried to clock the wheel to ascertain if he could find the sector the ball would fall into and have time to place his bet before it landed in that sector. Even with a small hidden computer (which was and is now illegal in the U. S. casinos) it was not possible to obtain an accurate and timely bet. (February 2001: Live, real time roulette on the Internet has no way of knowing if you are using a computer to help you play.) He also looked into the theory of the "Dealer's Signature" and came to the conclusion that even if there was such a thing, there was no indication to favor even one half of the wheel, let alone a smaller section. When he was through examining roulette, he had not come up with a system that could consistently beat the house percentage in roulette.

OBSERVATIONS

Why then did I come up with a winning roulette system and he could not? The reason is simply that he is a professional mathematician and computer programmer and I am neither. He is and was handicapped by previous mathematical assumptions that said, "Each and every spin of a roulette wheel is random and independent and has no connection to past or future spins. Because it is a 'replacement' game the odds of the number hitting again remain the same after each spin, so you cannot give any weight to that number." If you have this mind - set (and I believe that most mathematicians who have looked into roulette do agree with it), you cannot conceptualize from empirical evidence a system of giving weight to each asymmetrical feature inherited in roulette without violating the asymmetrical bias built into probability. Mathematicians keep telling us, "Roulette Wheels have no memory, dice have no memory, tossed coins have no memory and cards have no memory because they are inanimate

objects."

A STUDIED VIEW

But we are human observers who do have memory to record, chart and deduce the mathematical relationship of previous events to future events. If a mathematician believes that previous events are always independent then he or she will not test if they are related to the past. The term "memory" is used to refer to systems which exhibit probabilities which change in a way that allows certain predictions to be made, which means you can assign weight to past outcomes to predict the outcome of future spins. A human being playing roulette can use his or her memory to observe and chart a "connection" between past and future spins that can be used to create a formula that is applicable on other roulette wheels.

ANOTHER MATHEMATICAL DEFICIENCY

Another failure of mathematicians is their use of random number generators to mimic the probability inherited in real roulette wheels. As you will find out on an abstract roulette wheel, man - made "random" computer spins have no meaning, no connection to actual roulette wheels. However, on a single and double zero roulette wheel each slot is numbered differently, and those numbers remains in a predetermined sequence that does not change with each spin; so if you can determine a mechanical pattern of play, you can, after each spin, give more weight to some numbers than to the probability of them hitting once in 37 or 38 spins. An abstract roulette wheel has no gravitational mass assigned to it, no weight, friction, spin, balance, axis, rotor or an inherent molecular structure, so it must be instructed to mimic a real roulette wheel

INVESTIGATE

However, I am not claiming that random number generators used to simulate a roulette wheel over the Internet cannot be set to mimic a real roulette wheel. And when it does, preliminary observations lead me to believe that it overcompensates when trying to achieve a true roulette pattern; which might allow my system (if the instruction code can be ascertained) to discern playable patterns that can be used to add weight to past numbers to predict future numbers. But because all random number generators are not equal, each one should be tested and charted to find out how much they diverge from real patterns before you play over the Internet.)

INTERNET ROULETTE

I keep getting e - mail asking me if my roulette system could be used on the Internet. First we must know if Internet roulette gambling can be fixed to cheat. My main concern was that the Internet gambling sites could program their computers to allow them to set their roulette program to give them any profit they wanted to set it at. In other words: their numbers would not be random, but would be controlled. Knowledgeable computer programmers can tell you that when you download software to play roulette, it can incorporate a "virus" that does not change anything on your computer, but is only incorporated within the software. The virus could be set to give the Internet casino site any amount it wants to win from you. As long as it does not try to change any setting on the computer, the computer is blind to it; it is just viewed as part of the software instructions by the computer. Those instructions can be hidden from anyone without the proper code attached to them. Yes, computer programmers can do that. What is insidious about this is that when you are allowed to practice playing roulette, the program can be set to allow you to win. Another reason not to play on the Internet according to complaints is if you win, you might not get paid.

MY PREDICTION

A recent look at Internet gambling tells me that things are changing. In the near future they will change dramatically enough to permit safe roulette gambling. Established gambling casinos all over the world are setting up web sites and getting into Internet gambling.

Eventually you will be able to play Internet roulette live at established casinos like Monte Carlo in real time. You will be able to see the actual wheel you are playing and the actual numbers it hits. Even now, the government - run gambling casinos in Britain are beginning to go on the Internet. To compete, even the casinos in the USA will have to eventually go to the Internet. Established casinos will not risk their licenses, so if you win you will be paid.

UPDATE 2001

You can now play a live game of roulette or blackjack or other games over the Internet, playing with real dealers in real time from a real casino in Macao. The advantage: you can now program a computer with a system, and then use it to play real roulette wheels over the Internet.

CHAPTER TWO

THEY DO NOT KNOW

At this time, the casinos do not realize that there is a discernible, weighted, mathematical formula between the numbers that have hit and the numbers that will hit in the future. When they find out can they change the roulette patterns inherited from the odds of one hit in thirty-seven or thirty-eight hits? The answer is no!!! I do not care from where the dealer starts the ball, how fast or slow the dealer spins the wheel, whether it is spun clockwise or counter-clockwise for long periods of time or alternates after every spin, whether they use the small or large ball for long or short periods of time or alternates them after every spin, whether casinos change the dealer after long or short intervals or after every spin, because unless the wheel is fixed, nothing they do can change the inherent pattern in roulette wheels.

HOW I GOT STARTED

About three years ago I knew I had a winning system of play that players have been searching for since roulette's introduction to the gambling world. How I found the system is worth noting. It all started about twenty-five years ago when I was going on a tour bus to Reno about twice a month. When I started to win at roulette, it renewed my interest in trying to find a winning system. Years before, when very young, I had already found that systems that require doubling or cancellation or had French names like Martingale, Labouchere and D'Alrmbert were losing systems, so I immediately eliminated them from contention. At first, I charted 100 spins on a double-zero wheel and brought them home to see if I could detect any pattern. There was one. The next two times, playing quarter chips on a double-zero wheel, I went to Reno, and played and won on that pattern. Because they had a single-zero wheel in Reno, I thought my chance would be better playing at a 2.70% disadvantage instead of a 5.26% disadvantage. After that I would have runs of luck, but eventually would lose. After several sessions, I gave up roulette because I hate to lose.

A RENEWED INTEREST

About three years ago, one of my drivers and helpers expressed a wish to learn how to play roulette. I explained to her that over the long run you could not win playing against the house because they had an advantage of 5.26%. But I would show her that if she had twenty dollars to lose, that she might get lucky if she played the way I would show her. We walked up to the table and I received $20 in chips and placed four of them on four single numbers related to the last number that came up. One of my numbers hit. I explained that we now take that $36 and put $9 on each of four related numbers according to what number hit. One of my numbers hit again, and I now had $324. I wanted to put $80 on each of four single numbers, but since the table limit was only $25 on single numbers, that is all I could play on four numbers. I lost that spin, which cost me a hundred dollars. If I could have played $80 on single numbers and won, I would have had $2,880; and if I had won on the third spin playing $25, I would have had $1,099. Now is the hard part I told her, because you put $200 in your pocket as you want to

be a winner. I still had $16 of my original $20 and an extra $24 for a total of $40, so I played that and hit two more times but when I doubled, I lost; I did not get a second hit in a row.

THE NEXT TIME

With a different driver and helper, I once again tried to show the correct way to play roulette. This time I did not hit until my last four chips. I played those 36 chip on four numbers and won. I again had 324 chips but learning from my last win, I put $300 into my pocket and played the 24 chips four at a time. I did not get a hit with them, so I left the wheel.

LUCK?

Lucky? Yes, after several months of intensive study, it eventually turned out to be just that, but analyzing what happened gave me the incentive to see if there was a possible system lurking behind those winning plays. Before I found out it was luck, I had gathered and charted in various ways thousands of actual roulette numbers and had bought almost all the current published books on roulette systems. But by the time I knew it was luck, I had my "Square Ro-Let" system and the basis for "Jack's Positional Roulette." And in all the roulette books and systems, I could get my hands on, there was not one that had an inkling that they were there.

LURKING IN THE BACKGROUND

For the last couple of years I have been monitoring roulette sites on the Internet. I have been following the dejanews newsgroup's alt. and rec. gambling and other-games the longest. I have watch it deteriorate to the extent that about 95% of the messages were by a few people selling worthless roulette systems. And the other 5% are people who try to expose them as frauds because they know that no system in the long run can overcome the house percentage of 5.26% or 2.70%. After discovering my system, that left me in a dilemma. All the fraudulent systems, whether they sold it for $19.95, $100, $1,000, $10,000 or a $1,000,000 were described as unique and had a guarantee that you would win with their system. Several of these systems have been exposed on the Internet, but since they are not unique or different but just a rehash of previous systems, those who sell them cannot afford to take those who expose them to court and win a judgment from them because they would have to prove that their system is different and really can win.

MARKETING THE SQUARE RO-LET SYSTEM

In competition with these dishonest sellers, I had an advantage in marketing my roulette system because I could prove in advance to any buyer that it was a truly different method of play. How would I do that? I simply would have the intended buyer read 100 actual roulette numbers (of his or her choosing) one at a time over the phone. Although they could see that they would have won, there is a very limited chance that they could deduce the foundation of my system from such a small sampling. By picking one or several wealthy persons and teaching him or her or all of them at the same time, I could have successfully marketed my system. I never had the option of making a large amount of money by playing my system myself. At times, I am physically unable to get out of bed for a week or so; and just sitting up for several hours can put me in danger of an attack of asthma that can be life threatening.

GIVING IT AWAY?

For several reasons, I finally decided to give it away free. I concluded that once my"Positional Roulette" and "Square Ro-Let" were out there, I could not control its distribution; that I could not even be assured that I would be the person who would get the recognition as the author of my own system. Of course, time played a major part in my decision; my age (75 years old in April of 2001) with all of its drawbacks (including short term reduced memory), was the deciding feature to give it away.

THE UNBELIEVERS

As for the small percentage of mathematicians that kept telling us that there was no way to overcome the house's odds in roulette because every number was independent and had no connection to the past or future spins, all I can say is you were right in believing that because nobody selling their worthless systems would allow their system to be independently tested. Further, if any one of them were as good as they claimed, you would have seen winning people being barred from playing roulette. System players are still being welcomed by the casinos, which tell you that nobody has come up with a winning system. This includes my system. I have no idea what is happening with my system. About 20 people around the world have emailed me that they were winning with my system, and were going to try to write a computer program for it. That is the last I hear from them.

SHOW IT TO US

The mathematicians on the Internet keep asking "Show us how you turn a negative outcome into a positive one; prove it to us." And that is what I am doing; that is why I decided to give my "Square Ro-Let" and "Jack's Positional Roulette" and now "Kennedy's Even Money Bets" away. It is all here on the World Wide Web at sq-ro-let.com so that everyone has an equal chance to learn how to win at roulette.

NEGATIVE INTO POSITIVE

When you read gambling books by qualified mathematicians and experts claiming "random number generators" have proven you cannot turn a roulette wheel's statistical negative into a positive outcome just point them to my web site. Go to "Kennedy's Even Money Bets" Part Two. On June 4, 2001 there were 334 recorded spins and seven zeros for a negative of 2.09%. Playing red and black correctly I won 24 units which is 7.18%; playing odd and even correctly I won 30 units, which is 8.98%; playing high and low correctly I won eight units which is 2.40%. On June 7, 2001 there were 259 recorded spins and seven zeros for a negative of 2.70%. Playing red and black correctly I won five units which is 1.93%; playing odd and even correctly I won 13 units, which is 5.0%; playing high and low correctly I won 13 units which is 5.0%. All in all, playing single-zero roulette wheels in a casino that has "en prison" or "surrender" you will have a positive outcome about 37% of the time. The results of 8,940 spins and 241 zeros produced a 2.69% negative outcome. But it also produced the best bet obtainable in a casino. Better than blackjack or dice. Playing red and black for 8,940 spins there was a loss of only 0.14%; playing odd and even for 8,940 spins there was a win of 0.06%; playing high and low for 8,940 spins there was a loss of 0.14%.

AN ANSWER

So when the sheep bleep out their mantra of "you cannot turn a negative into a positive," you can inform them that a blanket "cannot" should be replaced with a qualifier such as: "sometimes" or "occasionally" or "at times," because if you play correctly, 37% of the time you can turn a statistical negative into a positive. A warning: this can only be accomplished if you use actual recorded spins from a roulette wheel. You cannot use "Random Number Generators" and get the same results.

MY REWARD

What do I receive for giving my program away free? Well some people claim that if you develop a roulette system that over the long run will consistently win at roulette, you will become famous; someone (kidding of course) even claimed that that person should get the Nobel Prize in Mathematics.

WAITING FOR FAME

So, after three years on the Internet, I am still waiting not only for Publisher's Clearing House to come to my door with my $10,000,000, but for a letter telling me that I have been

nominated for the Noble Prize in Mathematics. My preliminary results shows that I have a better chance to win the $10,000,000 from Publisher's Clearing House than be nominated for a Nobel Prize.

CHAPTER THREE

THE BAD NEWS ABOUT ROULETTE

DOUBLE ZERO ROULETTE WHEEL

To start, I am going to reveal to you the major reason why people lose at roulette. Picture yourself playing at a double zero roulette wheel. For 38 spins, you put a single unit on one number and it comes up once in those 38 spins, which is the correct odds of it coming up. To do the mathematics: subtract one unit (when you win you get to keep that unit) from 38 units played to get how many units you lost; which is 37 units lost. You are paid 35 units for your win; which you then use to subtract from your 37 units lost; which leaves the house with two units or 5.26% of the amount you played.

SINGLE ZERO ROULETTE WHEEL

A single zero roulette wheel: for 37 spins you put a single unit on one number and it comes up once in those 37 spins, which is the correct odds of it coming up. The mathematics: subtract one unit (when you win you get to keep that unit) from 37 units played to get how many units you lost; which is 36 units lost. You are paid 35 units for your win; which you then use to subtract from your 36 units lost; which leaves the house with one unit or 2.70% of the amount you played.

PAYOFF EQUAL HOW MANY DIFFERENT BETS

Now let's play one unit on each of four different numbers straight up for 38 spins: Each number comes up once in 38 spins, which is the correct expectation. The mathematics: 38 units times four is 152 units played. You are paid 35 to 1 each time you hit for a total of 36 units. 36 X 4 = 144 units, which you subtract from 152 units lost, which leaves the house with an eight unit or a 5.26% win and you, the player, with a 5.26% loss. The house odds remained the same. However, when you hit on those four spins, you also were paid three units of your own money back. This has to go into the calculation of your rate of loss. Now each of four numbers in those 38 spins must hit at different times because if one hits the other three lose. When they individually hit, your actual payoff is not 35 to 1, because you also lost the other three units you were playing on different numbers so your actual true payoff for each is 32 to 1 for a minus of three units for each of the four different numbers hit (12 extra units total). You total the eight units and the 12 extra units lost for a total of 20 units lost in 38 spins, not eight units lost. You played four units for 38 spins for a total of 152 units played and the actual payoff for that spin was 32 to 1, for a total of 33 units. 33 X 4 = 132 units won on those four spins you hit. Subtract 132 won, from 152 lost for a loss of 20 units. The math: you are losing at a rate of 13.15% for that series of 38 spins. The more different numbers you are playing the higher the percentage you lose: it start at 5.26% when you play a single number, and increases at the rate of 2.63% for each additional number you play straight up. However this is true only if all units played, have the same amount of units played on each number. But if you bet three units on one number and one unit on the other number and you hit the one with the single unit and are paid 35 to 1, the true payoff is 32 to 1. The house percentage, of course always remains the same (5.26%).

ILLUSION?

Some people write in and tell me that my math is an illusion, a misimpression or falsification of what actually happens when you are trying to find out how much you win or lose on each spin or a series of 37 or 38 spins. My math is so well hidden, that you can only understand it by

examining individual spins:

SOME EXAMPLES

Example #1: you have one unit and play that unit on a single number straight up and it hits. You are paid 35 to 1, so you win 35 more units than you started with. Your true payoff is 35 to 1 for that spin.

Example #2: you have two units and play those units on two single numbers and it hits one of them. You are paid 35 to 1, so you win 34 more units than you started with. Your true payoff is 34 to 1 for that spin.

Example #3: you have three units and play those units on three single numbers and it hits one of them. You are paid 35 to one, so you win 33 more units than you started with. Your true payoff is 33 to 1 for that spin.

Example #4: you have four units and play those units on four single numbers and it hits one of them. You are paid 35 to 1, so you win 32 more units than you started with. Your true payoff is 32 to 1 for that spin.

Example #5: you have four units and play three units on one number and one units on a single numbers and it hits the number with the single unit on it. You are paid 35 to 1, so you win 32 more units than you started with. Your true payoff is 32 to 1 for that spin.

Example #6: you are the only one playing a double zero roulette wheel; you place one unit on all 38 numbers. You hit one of the numbers and they pay you 35 to 1. Did you win anything? The answer is: No!!! You did not win anything because the house paid you your own money back; and because they did not pay the correct odds, you lost two units for a 5.26% loss on that spin.

Example #7: You place one unit straight up on one number for 37 spins and do not hit. So you played 37 units and lost 37 units. On the 38 spin you play four units on four different numbers and hit one of them, which paid 35 to 1. But, you played 37 + 4 units for a total 41 units played in 38 spins. Subtract 36 units from 41 units played, and you have a loss of five units. Two of the lost units occurred because the casino did not pay the true odd of 37 to 1. But if they had paid 37 to 1, you would have still lost three extra units on the 38 spins.

Example #8: You play four units straight up on four different numbers for one spin, and hit one and you get paid 35 to 1 for it, which is 36 units. You play eight more spins the same way and lose all eight spins for a loss of 32 units. Subtract 32 units from 36 units and you have your four units you started with. In nine spins you break even because you started with four units and after nine spins, you still have four units. You won 32 units and lost 32 units. Now the same thing happens for the next 27 spins where you get a hit and win 32 units every nine spins. So at the end of 36 spins you end up even with the casino, because you have your original four units. Now if you played spins 37 and 38 and lost four units on each you would have lost eight units or 5.26% of the amount played in 38 spins. But, if the casino had paid you the true odds of 37 to one, you would have been even with the casino because you would have won two units more for each hit for a total of eight more units, plus your four units that you started with. Then if you lost four units on spin 37 and 38, you would have broke even because you would still have your four units you started with.

Example #9: If you are playing ten different numbers at the same time for 38 spins, your losses go to 28.9%. Why is this? After each of the expected 10 hits in 38 spins, the house pays you 35 units and you get to keep the single unit on the winning bet, but you lose the other 9 units on each of the 10 expected hits for a total of 90 units lost. So your true payoff is really 26 to 1 instead of 35 to 1.Your total loss in 38 spins is 20 units at 5.26% and 90 extra units for a total of 110 units, which is 28.9% for that series of 38 spins. (A complete series is (x) unit on (x) numbers for 37 or 38 spins.)

However, If you had played those ten units on one single number for 38 spins, then when you hit, you get paid 35 units for each unit (350 units) and get to keep the ten units for a total of 360 units won, so in this series of play, you are only playing at a 5.26% disadvantage, but you are also only losing at a 5.26% average because you did not lose any extra units. You played 10 units for 38 spins, which is 380 units played, and ended up winning the expected one hit for 360 units, which is 20 units lost or 5.26%.

VARIATIONS

All nine examples are just variations of the same argument: What they show, is that you must always subtract the total amount of units you were playing on other numbers to give you your actual and true amount of units you won or lost after every spin.

TRUE LOSING RATE ON A DOUBLE ZERO ROULETTE WHEEL BASED ON 38 SPINS

The columns below show how much extra you lose when playing more than one number at a time.

Column one shows: amount of straight-up numbers played in 38 spins.

Column two shows: amount of expected hits in 38 spins.

Column three shows: amount of chips lost, because the casino only paid 35 to 1 instead 37 to 1.

Column four shows: extra chips lost because of playing more than one number straight up. This is the extra units you played and lost on the numbers that did not hit in the same spin you hit.

Column five shows: total chips lost in 38 spins.

Column six shows: total lost percentage, starting at 5.26% for one number and increasing 2.63% per each additional number played straight-up.

Col-1 * col-2 * col-3 * col-4 * col-5 * col-6

1 ****** 1 ***** 2 **** 0 **** 2 *** 5.26%

2 ****** 2 ***** 4 **** 2 **** 6 *** 7.89%

3 ****** 3 ***** 6 **** 6 **** 12 ** 10.5%

4 ****** 4 ***** 8 *** 12 **** 20 ** 13.2%

5 ****** 5 **** 10 *** 20 **** 30 ** 15.8%

6 ****** 6 **** 12 *** 30 **** 42 ** 18.4%

7 ****** 7 **** 14 *** 42 **** 56 ** 21.0%

8 ****** 8 **** 16 *** 56 **** 72 ** 23.7%

9 ****** 9 **** 18 *** 72 **** 90 ** 26.3%

10 **** 10 **** 20 *** 90 *** 110 ** 28.9%

11 **** 11 **** 22 ** 110 *** 132 ** 31.6%

12 **** 12 **** 24 ** 132 *** 156 ** 34.2%

13 **** 13 **** 26 ** 156 *** 182 ** 36.8%

14 **** 14 **** 28 ** 182 *** 210 ** 39.5%

15 **** 15 **** 30 ** 210 *** 240 ** 42.1%

16 **** 16 **** 32 ** 240 *** 272 ** 44.7%

17 **** 17 **** 34 ** 272 *** 306 ** 47.3%

18 **** 18 **** 36 ** 306 *** 342 ** 50.0%

19 **** 19 **** 38 ** 342 *** 380 ** 52.6%

RESENTFUL

So don't be envious when you see roulette players placing chips all over the layout and having some large payoffs, because they are playing at a tremendous disadvantage.

TRUE LOSING RATE ON A SINGLE ZERO ROULETTE WHEELS BASED ON 37 SPINS

The columns below shows how much extra you lose when playing more than one number at a time.

Column one shows: amount of straight-up numbers played in 37 spins.

Column two shows: amount of expected hits in 37 spins.

Column three shows: amount of chips lost, because the casino only paid 35 to 1 instead 36 to 1.

Column four shows: extra chips lost because of playing more than one number straight up. This is the extra units you played and lost on the numbers that did not hit in the same spin you hit.

Column five shows: total chips lost in 37 spins.

Column six shows: total lost percentage, starting at 2.70% for one number and increasing 2.70% per each additional number played straight-up.

Col-1 * col-2 * col-3 * col-4 * col-5 ** col-6

1 ****** 1 ***** 1 **** 0 **** 1 *** 2.70%

2 ****** 2 ***** 2 **** 2 **** 4 *** 5.40%

3 ****** 3 ***** 3 **** 6 **** 9 *** 8.10%

4 ****** 4 ***** 4 *** 12 *** 16 *** 10.8%

5 ****** 5 ***** 5 *** 20 *** 25 *** 13.5%

6 ****** 6 ***** 6 *** 30 *** 36 *** 16.2%

7 ****** 7 ***** 7 *** 42 *** 49 *** 18.9%

8 ****** 8 ***** 8 *** 56 *** 64 *** 21.6%

9 ****** 9 ***** 9 *** 72 *** 81 *** 24.3%

10 **** 10 **** 10 *** 90 *** 100 ** 27.0%

11 **** 11 **** 11 ** 110 *** 121 ** 29.7%

12 **** 12 **** 12 ** 132 *** 144 ** 32.4%

13 **** 13 **** 13 ** 156 *** 169 ** 35.1%

14 **** 14 **** 14 ** 182 *** 196 ** 37.8%

15 **** 15 **** 15 ** 210 *** 225 ** 40.5%

16 **** 16 **** 16 ** 240 *** 256 ** 43.2%

17 **** 17 **** 34 ** 272 *** 289 ** 45.9%

18 **** 18 **** 36 ** 306 *** 324 ** 48.6%

19 **** 19 **** 38 ** 342 *** 361 ** 51.3%

WHY?

Why has nobody explained this to roulette players; especially those people explaining the house odds against the players when they are playing more than one number straight up? I can see why someone trying to sell you a book on roulette or a system to beat it would not tell you, but why have those who post on the Internet "over the long run, you cannot win at roulette" do not emphasize this disadvantage.

MAJOR DISADVANTAGE

This tremendous disadvantage in playing more than one number at a time might explain why most systems are based on playing red and black, or odd and even or high and low; which are called "even money bets." But that name is a misnomer. The payoff is even money, but on the 38 numbered roulette wheel the payoff should be 5.26% more; which is the house percentage. This is because playing one unit for 38 spins, you lose two units for each "even money bet" you play. As long as you are playing a single "even money bet" the percentage against you will remain 5.26% (two units); but playing two even money bets will double your loss to four units and playing three even money bets to six units in 38 spins.

WHY THE SAME COLOR?

On a double-zero wheel let us compare playing four units for 38 spins on the same color that hit with four units played: two on red and two on black numbers. Now in 38 spins the person playing "two and two" would outright lose two units 38 times, which is 76 units on the color that did not come up; that leaves them two chances in 38 spins on the color that hit; now they will lose two more units 36 out of 38 times which is 72 units more; now the two times they hit they only lose one unit each time. So what we have is the "two and two" player will lose four units 36 times and three units two times for a total loss of 150 units. To offset this you only win 34 units twice for a total of 68 units. Subtract 68 units from 150 units and you have a loss of 82 units in 38 spins, which is 54.6%. From this statistic you can see that playing more than one color at a time is a "No-No"; it's the major reason why players lose so much so quickly. Now the single color player will outright lose four units 19 times for 76 units and four units 15 times for 60 units and three units four times for 12 units for a total of 148 units. Now to offset this you win 32 units four times for a total of 128 units. When you subtract 128 units from 148 units lost, you lose 20 units, which is 13.2%. But because you do not play the last number hit, you are always trying to hit four numbers from 18 red or 18 black numbers instead of from 19 red or black numbers.

OTHER REASONS YOU LOSE

Another reason why people lose more than they should is because they overplay the zero and double zero on the 38 numbered roulette wheel. (I confess that in my system, I also have a tendency to overplay the two zeros.)

ANOTHER INTERPRETATION

Any study of roulette needs to use the book "Beating the Wheel" by Russell T. Barnhart. However, I noticed in Chapter 12, pages 129, 133, and 134 some true, but raw mathematical information that can be misconstrued if not put into it proper context. If viewed correctly, these mathematical formulas can be used to avoid another reason why people lose more than they should. When explaining a single zero roulette wheel, in table 16, Barnhart gives the probability that a chosen number (probability of appearing 1/37) will occur at least once sometime during the very next 166 spins is 99%. Then, in table 19 he divulges the probability that a chosen number will occur twice in a row at least once during the very next 6,566 spins is 99%. He explained on page 133, "...the chance of any given number's repeating itself in the very next two spins of the wheel is one in (37) (37) = 1,369. So the odds against it happening, if one simply walks up to the table, are 1,368 to one." Now, all of what he is saying is absolutely correct; but if you chart the single zero wheel, you will find that on an average there will be a repeat (in two spins), one time out of 37 spins. In his book he is talking about chosen, yes, pre-selected numbers. However, if you just walk up to a table and play the number that has just came up to repeat, the odds are 37 to 1 against it. Now (37) (37) (37) = 50,653 which is the probability of having a pre-selected number come up three times in a row. But if a number has already come up twice, and you bet it to come up three times, the odds are still only 37 to 1 against it. And if you chart the numbers, you will find that a triple appears about every 1,369 spins, because every number that appears only has to hit two more times (37) (37) = 1,369 to become a triple.

THE LESSON

The lesson to be learned is that any use of pre-selective play will enormously handicap your ability to win at roulette. Whether it is your own creation or someone else's system that requires or suggest you play pre-selective straight numbers or splits, streets, squares, lines, or dozens or column, or black or red or odd or even or high or low, you will find out that it dramatically reduces your chance to win at roulette. When you see someone advertising, "send us three or four of your favorite numbers and we will give you a winning system of play for them," or "in my system, you always play red," or "let us do a horoscope on you and find your lucky numbers," then you are going to receive pre-selective choices that decrease your chances dramatically of having a winning series of play.

THINK AND OBSERVE IN NEW WAYS

I cannot emphasis enough that all roulette play should be based on what numbers are coming up when you are actually playing. You can chart the numbers and use them to find or confirm winning patterns, but each 37 or 38 actual consecutive series of numbers is unique and will not appear in that particular consecutive order again in your lifetime, yet as you extend that series of play, each additional recorded number can be used to predict the extension of an observed pattern that shows that certain numbers in the series you just played have a better chance of coming up more than the probability of one time in 37 or 38 spins.

CHAPTER FOUR

BIASED ROULETTE WHEELS

Recently published roulette systems tell us how to win on a biased roulette wheel. A bias

number is one that shows up more than it should. Example: playing a single unit straight up for 38 spins on a double zero roulette wheel, you have the probability of hitting one time in 38 spins. The casinos pay 35 to 1 instead of 37 to 1, the true odds. You played 38 units, but only lost 37 units because you get to keep the one unit you played and hit. You only received 35 units from the casino, so you subtract that from the 37 units lost and you actually lose 2 units in 38 spins, which is the casino's 5.26% advantage. However, if you hit a number twice in 38 spins, then you overcome the house odds; but you are now just theoretically losing units to the casino. But the mathematics shows that you are winning at about a 94% rate. Example: two hits in 38 spins, gives a payoff of two times 35 units, which is a 70-unit payoff; and you now only lost 36 units played, because on your two hits, you did not lose a unit on each one you played and hit. Subtract 36 units actually lost from 70 units actually paid and you find you won 34 units in 38 spins, which is a 94% win. Now if after, say 1,140 spins a certain number is coming up an average of two times in each of 38 spins, then you might suspect that you have a playable, biased number because you are winning at a rate of more than 94% in each of 38 spins. Understand: the math results are the same if one number is hitting two times in 38 spins or you are averaging two hits in 38 spins by playing two different single numbers.

HOW MANY SPINS

Most biased system authors seem to agree that to be sure you have found a machine with a biased number or a sector of numbers, you should chart a suspected wheel for at least 1,140 spins to ensure that what you are charting is not a natural fluctuation. For example: 40% of the time a number will show up four times in thirty-eight spins, which is a natural fluctuation. So if you start playing that number (the one that came up four times) as a bias number, it can naturally fluctuate by not showing up for four or five hundred spins or could come up on the very next spin. That is why it is recommended (in books explaining how to spot and decide if a wheel is biased) that you sometimes need to chart thousands of spins to recognize and separate the natural fluctuation numbers from the truly bias numbers.

A NEW WAY OF THINKING

Understand: you do not have to clock the roulette wheel for thousands of spins to find a set of biased numbers. Yet every roulette table (both the single and double wheel) will be a biased roulette wheel. How can I say that? Because of the observable and tabulated scientific fact that in 38 spins of a double zero roulette wheel, on an average 14 numbers will not show up (an average of 13.5 numbers on a single zero wheel). This is a natural and continual fluctuation. On the double zero wheel, sometimes in 38 spins only 10 numbers will not show up and other times as many as 18 will not show up.

IMMATERIAL

I do not care where the dealer starts the roulette ball from after every spin; or how fast or slow the dealer spins the wheel; or whether it is spun clockwise or counter-clockwise for long periods of time; or alternates after every spin. Or whether they use the small or large ball for long or short periods of time or alternate them after every spin; or whether casinos change the dealer after long or short intervals or after every spin. Because unless the wheel is fixed, nothing they do can change the inherent pattern in roulette wheels.

BALANCING THE NUMBERS

To understand the pure mathematical balance of 38 roulette spins, it must be understood that for every one of those average 14 numbers that do not show up in a series of 38 spins, some of the other 24 numbers must be biased because they are getting an average of 14 more hits than probability says they should. Since each number has a 2.63% chance of coming up in 38 spins, then 14 numbers have a 36.8% chance of coming up and 24 numbers have a 63.1% of coming up in 38 spins. Because 38 numbers must come up in 38 spins, then the 14 numbers not showing (represented by 36.8%) must be applied to the 24 numbers (63.1%), that will show up. Those 24 numbers represent 100% of the numbers that will show up. If applied evenly, that gives each one of the 24 numbers a theoretically 4.16% chance to show up in 38

spins instead of only a 2.63% chance.

FURTHER INFORMATION

To analyze further, because we have only an average of fourteen numbers not showing up in 38 spins, at the most only 14 of those 24 numbers that hit will be biased, the other ten will only appear one time in 38 spins (2.63%, their normal appearance). That gives the 14 with extra hits a 5.26% chance of coming up, because each number can have two hits in 38 spins. So what we have here is that on every 38 spins, on a average there are 14 numbers that can have a 100% bias. However, you are more likely to have only ten biased numbers mostly in a variation of two, three and four hits in 38 spins.

Example: theoretically, in a series of 38 spins when 14 numbers do not show up, 13.8 numbers might hit one time (equal 13.8 spins), 7.2 might hit two times (equal 14.4 spins), 2.2 might hit three times (equal 6.6 spins), and 0.8 can hit either four, five, or even six times (3.2 spins) which is a total of 38 hits on 24 numbers in 38 spins. The 14 numbers that do not show up in 38 spins are only visible through correlation. For every extra hit on a number above its probability of one hit in 38 spins, there will be a number that does not appear in 38 spins. Every roulette wheel then has an average of 10 biased numbers in 38 spins.

0-0-0-0-0-0-0-0-0-0-0-0-0-0 ** (represent 14 no-shows = 14 extra hits)

1-1-1-1-1-1-1-1-1-1-1-1-1-1 ** (represent 13.8 spins) = 0 extra hits

2-2-2-2-2-2-2 ********** (represent 14.4 spins) = 7 extra hits

3-3 ********** (represent 6.6 spins) = 4 extra hits

(4-5-and 6) ********** (represent 3.2 spins) = 3 extra hits

Total ********** (represent 38 spins) = 14 extra hits

CAN THIS INFORMATION BE USED?

To use this information you must find a simple way to track which numbers have not come up in the last 37 or 38 spins, and not play them. A roulette player who had learned to play Jack's Positional Roulette and was winning with it, informed me that he had his wife chart the no-show numbers and he then did not play them. He said they they did better playing this way.

EXPLAINING

I do not care what you have read or been told, the fact is that all past numbers in a series of roulette spins have a bearing on what the future numbers will be (this is not speculation and can be proven). However, this information is useless unless you are able to use it to predict (on the average) what 14 numbers not to play. When explaining the theoretical mathematical odds in roulette, most mathematicians tell you that when a number hits it immediately is eligible with a probability of 1/38 to repeat. If this number is not selected again on the next spin of the wheel, then two different numbers have been selected and the probability for one of them to repeat on the next spin is 2/38, and so on. As the trials continue, the probability for a repetition increases as more numbers are selected. Important fact: despite what experts say, you will find that in roulette, previous numbers (both the ones that have hits and especially the ones that have not appeared) have an important bearing on what is going to happen in future spins. And if you keep track of the hits, that information is meaningful on your decision of what numbers to play. Each 38 spins is a unique set of numbers that are connected to the past and the future, because there cannot be any demarcation line inserted without disturbing the future bias created by the past numbers that appeared and not appeared.

UNDERSTANDING THE CONNECTION

Example: I picked out and had the exact (that means they are in consecutive order) history of over 200 charted spins with 12 numbers not showing in those first 38 spins. Now if their future was not disturbed by inserting 38 different spins, then six of those 12 no-shows will not hit in the next 38 spins. These are: number 13 would not appear for about 39 more spins, number 28 for about 40 more spins, number 1 for about 67 more spins, number 00 for about 76 more spins, number 19 for about 152 more spins and number 17 for about 196 more spins.

INSERTING UNRELATED SPINS

I now replaced the second 38 spins in the series by inserting a different charted 38 spins with twelve numbers not showing. The results: each of the above six numbers (00, 1, 13, 17, 19, and 28) had a hit in the inserted 38 spins. This scientific experiment can be done over and over with the same results: you cannot insert a random series of numbers into a known series of numbers without causing a disruption in the pattern that probability had produced for that original series of numbers. From charting and playing I have observed that produced past probability patterns continue into the future and can be used to predict future numbers hitting above their probability of one time in 38 spins.

PROGRAMMING FOR A COMPUTER

If you could have charted the six numbers, and after the first 38 spins, you did not play them for the next 38 spins, you would have theoretically been playing with a 32-numbered roulette wheel. (If you feed this information into a computer one spin at a time, then it can be programmed to keep track of the numbers that are appearing and those that are not appearing.) Then you can continually know what numbers have not shown for 38 spins; because on the 39th spin in a series, a number that hit 38 spins ago goes on your computer list of no-shows. Every new hit can either add a new no-show or terminates an old no-show or renew a previous hit to a new 38-hit status.

SPECULATION

Using a computer program, weight should be assigned to each number that comes up and each number that has not shown up in (x) amount of time. You might find out that after a number has shown up it has more weight in the beginning of a series of 38 spins than later.

CHAPTER FIVE

CONNECTIONS

Finding a system to beat the gambling house percentage of 5.26% on a double zero wheel and 2.70% on a single zero wheel has been a failure in the past. I believe the reason is because of a failure to correctly chart and interpret the variations produced by a roulette wheel. I believe that it is impossible with random number generators to simulate on a computer the actual variations that can occur on a roulette wheel. To correctly chart a wheel you must use a regulation size roulette wheel or actual recorded numbers in the order of their occurrence. Charting verifies there is a persistent bias in roulette that can be used to predict which numbers have more weight than other numbers (which numbers are more likely to appear). In charting, there is a small difference between a 38-slot double-zero wheel and a 37-slot single-zero wheel so the results should not be mixed. When you chart a roulette wheel, you will be recording its swing. How much 37 or 38 spins on a wheel will vary.

HOW MANY TIMES

To begin, if you chart and examine a 38-slot wheel for 1,140 spins, each 38 pockets should in theory come up one time in 38 spins; which is 30 times in 1,140 spins. The zero and double

zero numbers are also included, as they also should come up an average of 30 times. The reason: there is no difference between them and any other number when playing numbers straight up. Now, some pockets might show up only 15 times in 1,140 spins and to make up for that, other pockets might show up as many as 45 times in 1,140 spins. Only two or three numbers in 1,140 spins will show up exactly 30 times. The other numbers will show up (on an average) in various combinations. Like minus 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29 or plus 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44 or 45 times in 1,140 spins.

A ROULETTE EQUATION

In actual play it is not uncommon for 14 numbers in 38 spins not to show up on a double zero roulette wheel. About every third spin one of those 14 numbers will show up; but another number will take its place because that number has not shown up for 38, spins. So you will continually have an average of 14 numbers that have not shown up in 38 spins. It is not uncommon for some numbers not to show up for 100, 150, 200, 250, 300, or 350 spins; and occasionally, even 500 or 600 spins. Taking about 50 spins an hour and playing for four hours, which is about 200 spins, it is quite possible to have one or more numbers not show up.

CONFIRMATION

In Chapter 8, on page 156 of "The Biased Wheel Handbook" by Mark Billings and Brent Fredrickson , it has this to say: "...in 1,000 trials it took 471 spins for all 38 numbers to come in at least once, and once in 1,000 spins it took only 72 spins for all 38 numbers to come in at least once. The mode was 150 and the median was 154 trials." Although these results were obtained from a computer program using a random number generator to simulate a roulette wheel, they closely match actual recorded roulette numbers that I had charted. Since in every 1,000 spins, the simulated and actual roulette numbers will both show a close approximation to the least spins (72) and the most spins (471), then the deviation of 4 or 5 spins by either of them does not affect using the information.

A FACT

It is a fact that on double and single zero casino wheels all 37 or 38 numbers will not show up in 37 or 38 spins and this can be translated into a mathematical formula. The probability of all 37 or 38 numbers coming in exactly once in 37 or 38 spins is in the neighborhood of one in 1,000,000,000,000,000 spins. The probability that 19 numbers will come in exactly twice and the other 19 not at all in 38 spins is one chance in 328 billion (328,000,000,000) according to: "The Biased Wheel Handbook" by Mark Billings and Brent Fredrickson, Copyright 1995-1997.

SOME ASSUMPTIONS

By charting, you can prove to yourself that on a casino double-zero roulette wheel, an average of 14 numbers might not come up in 38 spins and that on a casino single-zero roulette wheel, an average of 13.5 numbers might not come up in 37 spins. From these two facts, I am going to make some assumptions. If you had a 36-slot casino roulette wheel, then on an average 13 numbers might not show up in 36 spins; on a 35-slot roulette wheel, an average of 12.5 numbers might not show up in 35 spins. Going the other way, on a 39-slot casino roulette wheel, an average of 14.5 numbers might not show up in 39 spins; and on a 40-number casino roulette wheel an average of 15 numbers might not show up in 40 spins.

SEARCHING FOR A UNIVERSAL FORMULA

The question is whether the natural formulas inherent in roulette wheels can be applied universally to other like situations or does the physical makeup of the roulette wheel deny our quest for a universal formula?

EXPECTATION

In 1,024 spins on a double zero roulette wheel where you count the single zero as red and the double zero as black, a mathematician will tell you that on the average one-half of the spins (512) will be accounted for by single and double hits of the same color. The other 50% will account for runs of three, four, five, six, seven, eight, nine, ten, eleven, twelve and occasionally runs of 13, 14, 15 and 16 spins of the same color. Runs of 17, 18, and 19 come up so seldom that for all practical purposes they can be ignored in our calculations.

ALTERING

For instance: when I charted 1,024 actual spins from a regulation casino type, double-zero roulette wheel, and in my calculations converted the green single zero to red and the green double zero to black then I had a continuous wheel pattern where every other slot was a different color. This produced 517 black spins and 507 red spins. (If you just ignore the two zeros, then it is not a fifty-fifty proposition and cannot be compared with a true one.) The 38 alternate red and black slots on my double zero roulette wheel gave a perfect example of a fifty-fifty chance for each color to show up on the next spin. To verify this I charted 1,024 actual roulette wheel spins using the converted wheel that had a change of color every other slot and received the following results:

Runs: 1 ******** 243 X 1 = ****** 243 spins

Runs: 2 ******** 136 X 2 = ****** 272 spins

Runs: 3 ********* 63 X 3 = ****** 189 spins

Runs: 4 ********* 36 X 4 = ****** 144 spins

Runs: 5 ********* 11 X 5 = ******* 55 spins

Runs: 6 ********* 13 X 6 = ******* 78 spins

Runs: 7 ********** 5 X 7 = ******* 35 spins

Runs: 8 ********** 8 X 1 = ******** 8 spins

Total spins: ********** total 1,024 spins

OUTCOME

Runs of one (243 spins) and two (272 spins) of the same color equals 515 spins; just three more than 50%.

ANOTHER CONVERSION

Now if you converted a casino double zero roulette wheel so that one-half of a 38 slot wheel were solid red and the other half were solid black that wheel would be converted into another fifty-fifty percent dimension roulette wheel and you can use the same actual 1,024 recorded roulette numbers used above to see if placement of the red and black slots will affect its runs of black and red. So, using the same 1,024 actual spins from a regulation casino, double zero wheel, I substituted and recorded 0-28-9-26-30-11-7-20-32-17-5-22-34-15-3-24-36-13 and 1 as red, and 00-27-10-25-29-12-8-19-31-18-6-21-33-16-4-23-35-14 and 2 as black, then I had a thirty-eight slot wheel where one half was solid red and the other half was solid black. That wheel was converted into another fifty-fifty percent dimension roulette wheel and I used the same actual 1,024 recorded roulette numbers used above to see if placement of the red and black slots will affect its runs of black and red.

Runs: 1 ****** 270 X 1 = ****** 270

Runs: 2 ****** 151 X 2 = ****** 302

Runs: 3 ******* 65 X 3 = ****** 195

Runs: 4 ******* 25 X 4 = ****** 100

Runs: 5 ******* 14 X 5 = ******* 70

Runs: 6 ******** 6 X 6 = ******* 36

Runs: 7 ******** 6 X 7 = ******* 42

Runs: 9 ******** 1 X 9 = ******** 9

Same total spins: ********** 1,024

OUTCOME NUMBER TWO

Runs of one (270 spins) and two (302 spins) of the same color equal 572 spins; which is 60 more than 50%. Although they should be equal because they are both 50% chances, this wheel (because of the placement of colors?) shows that single and double runs of color were 50.29% on every other color slot placement and 55.85% on the other slot placement of one-half red and the other half solid black. That 5.66% difference in 1,024 spins is a significant difference.

PLACEMENT IS IMPORTANT

Both the 38 alternate red and black slots wheel and the 38 slot wheel with 19 solid red slots and 19 solid black slots opposite it gives a perfect example of a fifty-fifty chance for each color to show up on the next spin. Even though both of them have a 50 percent chance of either red or black coming up in the next spin, creating a system for either of the above designed roulette wheels would require you to develop a different strategy for each of them. And that is why, on a single and double roulette wheel, you cannot expect to use a single card for both of them because the placement of the numbers is different. Which leads to my number one rule for playing my system: you always play the wheel.

CHARTING THE ODD AND EVEN NUMBERS

Now I charted the same 1,024 spins using odd and even and got the following results:

Runs: 1********226 X 1 = ****** 226 spins

Runs: 2********123 X 2 = ****** 246 spins

Runs: 3*********63 X 3 = ****** 189 spins

Runs: 4*********29 X 4 = ****** 116 spins

Runs: 5*********19 X 5 = ********95 spins

Runs: 6**********8 X 6 = ********48 spins

Runs: 7**********5 X 7 = ********35 spins

Runs: 8**********3 X 8 = ********24 spins

Runs: 9**********2 X 9 = ********18 spins

Runs: 11*********1 X 11 = *******11 spins

Runs: 16*********1 X 16 = *******16 spins

Same total spins ***************1,024 spins

OUTCOME NUMBER THREE

Because the single zero is charted as odd and double zero is charted as an even number, this becomes another 50 percent trial. Runs of one (226 spins) and two (246 spins) equaled 472 spins, which is 40 spins less than 50%.

CHARTING THE HIGH AND LOW NUMBERS

Now I charted the same 1,024 SPINS using high and low and got the following results:

Runs: 1********289 X 1 = ****** 289 spins

Runs: 2********119 X 2 = ****** 238 spins

Runs: 3*********49 X 3 = ****** 147 spins

Runs: 4*********34 X 4 = ****** 136 spins

Runs: 5*********11 X 5 = ********55 spins

Runs: 6*********12 X 6 = ********72 spins

Runs: 7**********4 X 7 = ********28 spins

Runs: 8**********2 X 8 = ********16 spins

Runs: 10*********2 X 10 = *******20 spins

Runs: 11*********1 X 11 = *******11 spins

Runs: 12*********1 X 12 = *******12 spins

Same total spins ***************1,024 spins

OUTCOME NUMBER FOUR

Because the single zero is charted as low and double zero is charted as a high number, this becomes another 50 percent trial. Runs of one (289) and two (238) spins equals 527 spins, which is 15 more than expected.

CHAPTER SIX

CONCEPT OF NUMBERS HAVING A PAST AND FUTURE

In this chapter we are going to play "Square Ro-Let" for 50 spins. To start, let's say you have been keeping track of the average 14 numbers that do not show up in 38 spins (difficult but not impossible) on paper. Then an average of seven numbers per each color will not show up in 38 spins. So if you do not play those numbers, (In the color that hit last, you subtract seven no-show numbers from the 19 red or black numbers you will play) then you are trying to hit only 12 numbers. But since you do not play the last number hit, you are playing to hit an average of only 11 numbers.

THEORY

Theoretically, we have replaced a negative bias with a positive outcome. However, very seldom are the average 14 no-show numbers evenly distributed into seven red and seven black, or seven odd and seven even, or seven high and seven low. Depending on what color is dominant at any one time, that color will usually have the fewest no-show numbers. Usually the dominant will have only four or five, and the less dominant will have nine or ten no-shows. This also goes for odd and even and high and low. As I explained, it is difficult (but not impossible) to keep track of just the color no-shows, but you need a computer program to keep track of the relationship of all three groups for a more accurate measure (weight) of the numbers that are not showing up. This gives a more accurate correlation for picking four numbers that are more heavily weighted than others.

READING AND INTERPRETING CHARTED NUMBERS

To better understand the concept of what I am saying, I have charted 50 actual roulette spins from Zumma Publishing Company's book "Roulette System Tester" by Erick St. Germain. I do not want to mislead you, so I am telling you I deliberately picked these consecutive numbers because they exaggerated the correlation of no-show numbers to past numbers in 38 spins and thus prove my point that by using this information you increase the probability that you can turn a negative probability into a positive one.

ACTUAL RECORDED NUMBERS

Zumma Publishing Company's "Roulette System Tester" by Erick St. Germain 3rd group of one thousand spins: start at #813 page 50, which correlates with single number distribution & deviation chart #75 on page 276 and 277.

R
 . . . . . B
 . . . . . .
0
 1
 3
 8
 19
 34
 9
 00
 . . . . . .
1
 35
 2
 . . . . . .
3
 31
 4
 . . . . . .
5
 11
 22
 6
 5
 23
 . . . .
7
 24

. 8
6
25
2
4
. .
9
2
10
. . . . 10
4
. . . . .
12
. 11
37
. . . . .
14
7
30
. . . . 13
. . . . . .
16
18
. 15
13
38
3
5
6
.
18
. 17
29
. . . . .
19
9
16
27
32
8
. 20
17
. . . . .
21
7
. 22
12
. . . . .
23
. 24
. . . . . .
25
12
21
28
. . . 26
14
26
11

. . .
27
33
10
. . . . 28
. . . . . .
30
36
. 29
. . . . . .
32
20
. 31
15
1
. . . .
34
. 33
. . . . . .
36
. 35
. . . . . .

ACTUAL SPINS

Spins one to thirty-eight were 0-9-0-10-6-8-14-0-19-9-5-25-15-26-31-19-20-16-0-32-25-5-6-7-8-26-19-25-17-14-3-19-27-0-1-30-11-15. Charted one to thirty-eight in purple.

NO HITS

Black had ten no hits in 38 spins: 00-2-4-13-22-24-28-29-33-35; but only had four extra hits on numbers 6, 8, 15, and 26. Red had six no hits in 38 spins: 12-18-21-23-34-36 but had 12 extra hits; which were four extra on 0; one extra on 5, 9, 14; two extra on 25, and three extra on 19. Combined, black's four extra hits and red's 12 extra hits equals 16 extra hits; which is always (I repeat always) the same amount of no-shows; which in this case was 16 no-shows.

PREDICTING

We are going to show you that if you correctly chart a roulette wheel, every spin has a chance to allow certain predictions to be made as to which numbers have a better probability of coming up based on the previous 38 spins. What I am saying is that the roulette wheel has memory built into its probability factor; you cannot say that each spin is independent and has no connection to the previous or future spins. This series of results is only valid for this series of number; and all series, to have any chance to predict a future number, must be actual consecutive numbers from a real 0 or 00 roulette wheel.

CONFIRMING A PATTERN

Using the assumption that previously charted roulette spins will show a better chance of hitting a number that has come up in the previous 38 spins (average 24 show, 14 no-show), we are going to play and chart spins thirty-nine to fifty; which are 31-8-15-8-15-15-21-19-0-27-26-22, which is charted #1 to #12 in green.

THE RULES

Remember 0 is red and 00 is black; and we don't play two-spin repeats (except as mentioned); which leaves us in the next spin with 19 numbers in red or black. We will be theoretically placing a single units on all numbers that have previous hits. After the number comes up we must go back 38 numbers and see if it changes the no-hit numbers.

SPIN 38

Black 15 came up on the 38th spin so we are going to bet black numbers to come up. Since ten black no-hits in 38 spins are subtracted from the nineteen black numbers, that leaves us only nine black numbers to play, and because we do not bet the last number to repeat, we only play 8 black numbers this spin. We bet a unit on all eight of those black numbers. In this spin and all the future spin we will bet only on all the numbers that have previously hit.

SPIN 39

Black 31 came up which was one of the eight that hit before. Checking 38 spins back, we see that it was red 0; and it has hit again since then, so we still have the same shows and no-shows. The true payoff is 28 units, because you also lost another seven units on spin 39 (score: played 8 units; won 28 units.)

SPIN 40

Black 8 hit next and it was one of the eight numbers that hit before; and 38 spins back, red 9 hit but had another hit, so the show and no-show remain the same. The true payoff is 28 units because you also lost another seven units on spin 40 (score: played 8 units; won 28 units).

SPIN 41

Black 15 hit and it was one of the eight that hit before; and 38 spins back, red 0 hit and hit again after that, so the show and no-show remain the same. The true payoff is 28 units because you also lost seven more units on spin 41 (score: played 8 units; won 28 units).

SPIN 42

Black 8 hit, and it was one of the eight that hit before; and 38 spins back, black 10 hit; but since it has not hit since then, it increases no-show to 11 black no-shows; which leave you only seven numbers to play. The true payoff is 28 units because you also lost seven more units on spin 42 (score: played 8 units; won 28 units).

SPIN 43

Black 15 hit, and it was one of the seven that hit before; and 38 spins back, black 8 hit, and hit again after that, so there is no change in the show and no-show. The true payoff is 29 units because you also lost six more units on spin 43 (score: played 7 units; won 29 units.

SPIN 44

Black 15 hit again, and it was one of the seven that hit before; and 38 spins back, black 6 hit, and hit again so there is no change in the show-no-show. You lose all seven units played because you do not play for repeats (score: played 7 units; lost 7 units).

SPIN 45

Red 21 hit; we lose; but since red 21 was a previous no-show, we subtract it from are six red no-shows; which leave us with five red no-shows, and 13 shows, which gives us 13 shows to bet on; and 38 spins back, red 14 hit, and hit again so the red no-shows remain at five. You lose all seven units because of a different color (score: played 7 units; lost 7 units).

SPIN 46

Red 19 hit which was one of the 13 shows you played; and 38 spins back, red 0 hit and hit again so the show and no-show remain the same. Your true payoff is 23 units because you lost twelve more units on spin 46 (score: played 13 units; won 23 units.

SPIN 47

Red 0 hit which was one of the 13 shows you played; and 38 spins back, red 19 hit, and hit again so the show and no-show remain the same. You true payoff is 23units because you also lost twelve more units on spin 47 (score: played 13 units; won 23 units).

SPIN 48

Red 27 hit which was one of 13 shows you played; and 38 spins back, red 9 hit and since it hasn't hit it goes on as a red no-show; which makes it six red no-shows. You true payoff is 23 units because you also lost twelve more units on spin 48 (score: played 13 units; won 23 units).

SPIN 49

Black 26 hit; we lose; and 38 spins back, red 5 hit, and hit again so show and no-show remain the same. Played and lost 13 units because of change of color (score: played 13 units; lost 13 units).

SPIN 50

Black 22 hit, we lose because it was a previous 38 spin no-show; now we have only 10 black no-shows; and 38 spins back, red 25 hit, and hit again so show and no-show remain the same. We lose the seven units we played (score: played 7 units: lost 7 units).

THE TOTALS

Played 12 spins and hit 8 and lost 4.

Played units: 8+8+8+8+7+7+7+13+13+13+13+7 = 112 units played. You subtract your eight units (that you did not lose when you had 8 hits) from 112 units played and your total loss is 104 units.

Won 28+28+28+ 28+29+23+23+23 = 210 units. Subtract 104 lost units from the 210 unit and you won 106 units in 12 spins. A win of about 95% of your total played units.

USING THE PROBABILITY PATTERNS

If we continued, we would always be playing with an overall average of 14 no-shows and 24 shows, which is a ratio of (14:24) in our favor when playing black or red numbers. Now this is true of any 38 consecutive roulette numbers. If you had charted 100, 200, 300, or 3,000, you can start your count anyplace within the group, and come up with an average of 14 no-show and 24 show in 38 spins. The only difference is each no-show and show will have different combinations of numbers. They are unique to the extent that you can give weight to the numbers that have appeared, and a different weight to the numbers that have not appeared and how long ago they last appeared.

THE NEED FOR A COMPUTER PROGRAM

Now keeping track of the show and no-shows on paper is not that difficult if you make up some cards like the one above, but the meticulous or precise use of the knowledge can only be obtained by the use of a computer program using this information to give weight to each number. You also need to know which combination of numbers are hitting. Runs of red and black, high and low and odd and even have runs of two's, threes', four's, five's, sixes' seven's, eight's etc. Each of these needs to be tracked in a computer program to give the correct weight to each number. Then there is the mechanical position of play, which also can be programmed into a computer to give weight to some numbers. Then there are patterns (real patterns) that are continuously being reproduced. Such as red, low, odd; which are red 0-1-3-

5-7-9; red, low, even: 12-14-16-18; red, high, odd: 19-21-23-25; and red, high, even: 30-32-34-36. Then there is black, low, even which are black 2-4-6-8-10; black low odd: 11-13-15-17; black, high, even: 00-20-22-24-26-28; black, high, odd: 29-31-33 35.

ASSESSING

In the above chart, notice spins four, five and six were black, low and even; which were black 10, 6 and 8. Notice that black 2 and 4 of this series were no-shows. So tracking the numbers in a computer's program, would give more weight to black 10, 6, and 8 and less weight to black 2 and 4. This is another way to assess weight on individual roulette numbers.

COMPLEXED

It all comes down to the fact that to have precise knowledge of the weight of each number, you must use a computer program. It is too complicated to keep accurate information, then to analyze it and use it to pick your next numbers to play.

SCRUTINIZING

All this analyzing is to prove to you that there is a memory factor in roulette; that each number can be assigned a different weight; that recent past spins are biased or weighted in favor of those coming up in the next spin; that you cannot analyze roulette numbers the same as a coin toss. In a coin toss it is either heads or tails, an even money bet. In 38 spins of roulette, it's not an even money bet of nineteen black numbers and nineteen red numbers (counting the red 0 and black 00). When playing single numbers for 38 spins, on the average only twelve black numbers and twelve red numbers and 14 no-shows numbers can be used to find your odds of winning.

AN OBVIOUS WARNING

Of course if you are playing even money bets or 2 for 1, then you cannot count 0 and 00 as a red and black number because they do not pay off as red or black; you have to play them separately.

CHAPTER SEVEN

SIMULATING A PROGRAM

All the information needed to create a computer program that uses my "Square Ro-Let" strategies to correctly pick weighted numbers is available if you review the information that I gave you. I do not have the ability to write a computer program, but I can and did simulate one by having someone read to me actual recorded roulette numbers one at a time. After charting 38 numbers, I can mathematically give weight to each of the 38 numbers and pick the four with the greatest weight. The problem is time. After every spin, I have to chart position, color parity, range and most importantly what numbers are not showing up, then give them plus or minus ratings. Although it works, it is slow because what a computer can do in seconds, it might take me several minutes. I know it works because of the results I achieve, but it is still just my crude attempt to simulate a useable computer program's optimum betting strategy by fabricating and assembling a program that ignores time in the equation.

PROGRAMMING

I suggest a programmer have about 20 groups of 380 spins from different double or single roulette wheels. Because numbers have no memory, by changing the weight parameters, you can use the same series of numbers over and over again to optimize your program. We will assume that 38 numbers (37 in a single-zero wheel) have been entered into the program before it is asked to produce X amount of weighted numbers.

PROGRAMMING NO-SHOWS

When running a program to find the no-show numbers, you will find that on the average 14 numbers on a double-zero wheel and 13.5 on a single-zero wheel do not show up. To distinguish them, we could give a weight of two for each number that showed up and a weight of one for all of the no shows, but this does not account for what happens when 10 numbers do not show up or 20 numbers do not show up. So you will have to program it to give more or less weight when there are 10 or 20 no shows. Then remember that the color that is showing up more than the other has less no shows, so that has to be entered into your program and given different weights.

PROGRAMMING HITS

Now you have to run a program to find out how to allocate weight to the numbers that do show up. The first 10 spins after they came up might be given one weight, and the next 10 spins might be assigned a lower weight, and the next 10 spins you might give an even lower weight. When you get the correct answer, in your program you use the formula to assign different weights according to the number of preceding spins.

CHANGING PARAMETERS

When you run your first trials, your program should assign a minus weight to all numbers that do not show up after 38 spins on a double-zero wheel. After running it through your 20 groups of 380 spins, you should change the parameter on the no-show category to 37; then 36, then 35. Preliminary results lead me to believe the optimal assignment formula for the no-show category is closer to 35 spins than 38 spins. On a single-zero wheel you, of course, start with 37 spins.

FORMULA FOR HIGH AND LOW

Because we added 00 to our black numbers on the double-zero wheel, we now have 10 high and nine low black numbers; and because we added 0 to our red numbers, we now have 10 low and nine high numbers. That is a 5% difference. If black is hitting, you have a slight advantage playing high numbers and if red is hitting you have a slight advantage playing low numbers. Using a computer program, you could give a 5% different weight to high and low numbers.

SINGLE-ZERO BALANCE

To give balance to a single-zero wheel, we have a problem when assigning the single zero a red or black, or high or low or an odd or even rating to it, because it is centered between two high and even numbers, and between a red and black number. So you will have to treat it a little differently than a double zero number. When counting clockwise or counter-clockwise, I always count it as a just another red or black position number. This is not perfect balance, but it does allow the zero to be played to its full potential. When the zero hits, you can play it (because it is a composite number) as either a red or black number. I call your attention to the placement of numbers on the single-zero wheel. Using the single zero as a separator, all black low numbers are clockwise on one side of the wheel and all black high numbers counter-clockwise on the other side; and all low red numbers are opposite the black low number and all red high numbers are opposite the high black numbers. Although this gives you a high next to a low number all around the wheel, it alternates between a black high number and a red low number and a red high number and a black low number on the opposite side of the single-zero wheel. With this configuration, when you are hitting in one area, it will produce more low or high combinations of the same color than a double-zero wheel.

FORMULA FOR ODD AND EVEN

If you are charting odd and even on the double-zero wheel, then there is a 16% (58% to 42%)

difference in red and black numbers. Because we added 00 as even, black has 11 even numbers and eight odd numbers ; and because we added 0 as odd, red has 11 odd numbers and eight even numbers. This 16% (58% to 42%) difference is a big controlling factor when trying to predict what four numbers to pick when playing red or black numbers. If you are playing black, it would have a 16% (58% to 42%) tendency to be an even number; and if you are playing red, it has a 16% (58% to 42%) tendency to be an odd number. Using a computer program, you give a 16% different weight to odd and even numbers when playing different colors.

SINGLE-ZERO ODD AND EVEN

On the single-zero wheel (not counting the zero) there is a 11% difference (55% to 45%) in red and black numbers. Black has 10 even and eight odd and red has 10 odd and eight even numbers. Because of the placement of the numbers on a single-zero wheel, red low odd and even are opposite of red high odd and even. And black low odd and even are opposite of black high odd and even. The three-combination red low and odd (red 1, 3, 5, 7, and 9) will show up more than red low and even (red 12, 14, 16, and 18) only because there is a 4 to 5 difference; and red high and odd (red 19, 21, 23, 25, and 27) will show up more than red high and even (red 30, 32, 34, and 36), only because there is a 5 to 4 difference. Three combination black numbers are: black low and even (black 2, 4, 6, 8, and 10) will show up more than black low and odd (black 11, 13, 15, and 17) because of the 4 to 5 ratio; and black high and even (black 20, 22, 24, 26, and 28) will show up more than black high and odd (black 29, 31, 33, and 35) because of the 5 to 4 ratio.

RATIO

You will find that this ratio is the same for single and double-zero wheels. But only the placement of the numbers on single and double zero roulette wheels can explain why they produce different results when playing different positions. This is one of the reasons why I believe in only using actual recorder numbers from roulette wheels. Random number generators can not duplicate the different placement between a single and double-zero wheel. Neither can they use position to give weight to certain numbers.

A MESSAGE TO ALL PROGRAMMERS

Since my "Square Ro-Let Wheel" is copyrighted, anyone who wishes to download a copy for his or her own use or for someone who does not have a computer can do so. But you are not allowed to sell it; nor can you reproduce it or any part of it in any form to claim credit for devising the "Square Ro-Let" program or "Jack's Positional Roulette" program. The exception to this is that all computer programmers can use my system to write a program in which after 38 spins (37 spin in a single zero) you enter a number and can obtain X amount of numbers that consistently hit more times than they should. Now if you wish to sell a single or double zero wheel program as a derivative of my "Square Ro-Let" system, then you must send me the program on disk using either the Macintosh or PC computer system. One of the first programmers who sends me a complete program that uses my system and that when tested produces results that in the long run overcome the house's percentage, will be given permission to use my "Square Ro-Let" trademark if they win consistently more than the other programs. If they all win within a few percentage points of each other, then the program that arrived the earliest will be rewarded with a contract to use "Derived from the "Square Ro-Let" system. Because you do not need a computer program to win with my system, the contract will state that the chosen programmer can charge any amount of money he or she wishes, but must give a percentage of the sale to a non-profit organization of my choice.

Send all programs to Jack Wise Kennedy, Box 2505, Grass Valley, California, 95945.

A MISSING INGREDIENT: PROOF

As programmers, you should know that in the next chapter there is proof that the "Square Ro-Let" system can win. There are several possible ways for it to be used in a computer program,

so you will have to experiment with its parameters to find the best way to use it.

CHAPTER EIGHT

PROOF

Because I claim that you cannot in a computer program use random number generators to prove or disprove whether my system is a winner, then it is up to me to show you how to create a program on a computer that will not only prove or disprove whether my "Square Ro-Let" system works, but will actually demonstrate that you can win using it. You should read the previous chapters in conjunction with the information below.

PRIMING A COMPUTER

First, you need to prime a computer with 37 (single zero) or 38 (double zero) spins to find how many no-shows there were and which numbers they were. You or the computer will not know exactly how many or what they were until the 37th or 38th spin is entered. Those no-shows will have an assigned weight of minus one (-1) until they hit, then they are assigned a weight of plus one (+1). This approximate weight assignment is used by me to explain the concept of giving weight to roulette numbers. The greater the positive weight of a number that has been assigned by a computer, the more likely the number will hit in the next spin.

48 SPINS

These are the 48 spins that we will be playing with. They are from the first edition of the "Roulette System Tester" by Erick St. Germain. Starting from Group 14 on page 235, we will use spin #1 to spin #38 to prime the computer, then spins #39 to #49 to obtain the results of using that information.

30 - 33 - 2 - 24 - 22 - 20 - 4 - 33 - 28 - 2 - 22 - 33 - 14 - 32 - 4 - 29 - 17 - 25 - 32 - 30 - 15 - 7 - 1 - 6 - 2 - 18 - 32 - 7 - 6 - 28 - 11 - 2 - 20 - 11 - 17 - 19 - 2 - 14

R - B - B - B - B - B - B - B - B - B - B - B - R - R - B - B - B - R - R - R - B - R - R - B - B - R - R - R - B - B - B - B - B - B - B - R - B - R

E - O - E - E - E - E - E - O - E - E - E - O - E - E - E - O - O - O - E - E - O - O - O - E - E - E - E - O - E - E - 0 - E - E - 0 - 0 - 0 - E - E

H - H - L - H - H - H - L - H - H - L - H - H - L - H - L - H - L - H - H - H - L - L - L - L - L - L - H - L - L - H - L - L - H - L - L - H - L - L

In 38 spins there were13 red and 25 black numbers

In 38 spins there were 14 odd and 24 even numbers.

Black has 16% (58% to 42%) more even numbers then odd, so when it is the dominate color (25 out of 38 numbers in the above), it produced 64% even numbers and 36% odd numbers.

In 38 spins there were 20 low and 18 high numbers.

Ten more hits: 32 - 30 - 18 - 23 - 26 - 33 - 02 - 01 - 14 - 31

Ten more hits: R - R - R - R - B - B - B - R - R - B

Ten more hits: E - E - E - O - E - O - E - O - E - O

Ten more hits: H - H - L - H - H - H - L - L - L - H

THE TESTER

"The Roulette System Tester" contain 15,000 consecutive spins, which allows me to demonstrate what happens (after the computer is primed) to some no-show numbers that sometimes do not appear for over two hundred spins.

A WARNING!!!!

I used the information in "The Roulette Tester" only to demonstrate how to prime a computer so it can keep track and put into its registers the information needed to evaluate if my system can over the long run produce more than one hit in 37 or 38 spins. I strongly advise that a programmer only use actual consecutive spins that he or she can verify were produced in an uninterrupted series from a single or double zero roulette wheel. If you move to a different roulette wheel, you start a new series; if the wheel is not being played when you sit down, start a new series; if you go to lunch and come back and play the same wheel, start a new series; if you close a wheel and come back the next morning and open the wheel, start a new series.

HISTORY, PHILOSOPHY AND PHYSICS

Why am I so adamant, resolute, insistent and unbending about using only actual roulette numbers that are in consecutive order?: it comes down to understanding time. What is time? Are space and time entwined? Are time and mechanics entwined? What is the lowest speed required for the theory of relativity (time dilation) to work? Do human beings capture a period of time (history) when they chart a roulette wheel? If charting two different roulette wheels in the exact time period, does each individual capture a period of time (history)? Because they each produce a different series of numbers in the exact time period, does this mean and prove that every individual on earth is a separate entity capable of charting his or her time (history)? Once again I must emphasize, I am neither a mathematician nor a computer programmer! I do not know the answers to the above questions, but I do know that you can add plus and minus weight to a series of actual roulette numbers and by playing the plus numbers increase the probability of those numbers hitting above their probability. If this is a true statement, then it means that our old understanding of probability is not complete.

"KENNEDY'S PERFECT COLUMN TRIANGLE" OF 38 SPINS

Below we created a roulette charting method called: "Kennedy's Perfect Column Triangle." We will show how it works by charting the first 15 spins in a 38 spin chart. The triangle from "A" R30 to "B" 04 always represents the same number of spins (15 in this triangle) as counting from "B" 04 to "C" R30 (15 spins) or from "C" R30 to "A" R30 (15 spins). By counting down from point "B" to "C" the computer always know by its position when that number last hit.

KEEPING TRACK OF NO-SHOWS

On spin number #2 Black 33 hit and hit again six spins later on spin #8. Counting down six rows from spin #8 ("B" toward "C") you will find instead of a B33, that an "ns" (standing for no-show) has been placed instead of another B33. This was entered here because of my formula: for every extra hit on a number above its probability of one hit in 38 spins, there will be a number that does not appear (a no-show) in 38 spins. In the 38 spins that we are using to prime the computer, there will be 18 no-shows. The computer will not be able to extract this information and use it until all 38 spins are entered into a "Perfect Column Triangle" of 38 spins. So, going down any column from "B" to "C" when you see an "ns" (no-show) it means if you follow it from "C" to "A" on a triangle, you will find what number it was and how many spins ago it hit the last time. Counting down from the last spin (04) in a completed 15 spin chart, when a number appears five numbers down like B22, it tell you it hit five spins ago; B02 hit six spins ago; B28 hit seven spins ago. Eight spins down you encounter a ns number; going from "C" to "A" on a triangle, you will see it was inserted four spins ago when B33 hit for the third time in 15 spins. In these 15 spins, going down from B04 to R30 you will count five "ns",

which means that you had five extra hits, but you or the computer do not know which numbers they represent until the 38 spin.

Spin 1 ** 2 ** 3 ** 4 ** 5 ** 6 ** 7 ** 8 **9 ** 10 * 11 * 12 * 13 * 14 * 15

No - 30 * 33 * 02 * 24 * 22 * 20 * 04 * 33 * 28 * 02 * 22 * 33 * 14 * 32 * 04

(A)**********(B)

1 * 30-33-02-24-22-20-04-33-28-02-22-33-14-32-04

2 **** 30-33-02-24-22-20-04-33-28-02-22-33-14-32

3 ******* 30-33-02-24-22-20-04-33-28-02-22-33-14

4 ********** 30-33-02-24-22-20-04-33-28-02-22-33

5 ********** 30-33-02-24-22-20-04- ns.-28-02-22

6 ********** 30-33-02-24-22-20-04- ns -28-02

7 ********** 30- ns -02-24-ns -20-04-ns -28

8 ********** 30- ns- ns -24-ns -20 -04- ns

9 ********** 30- ns - ns -24- ns -20- ns

10 ********** 30- ns - ns - 24- ns - 20

11 ********** 30 - ns - ns - 24 - ns

12 ********** 30 - ns - ns - 24

13 ********** 30 - ns - ns

14 ********** 30 - ns

15 ********** 30

********** (C)

Simple Column Triangle of 30 Spins Below our simple column triangle has been expanded to 30 spins. "A" is still R30 but "B" is now 30 spins down the row to B28. But counting down 30 rows from "B" (B28) to "C" shows that instead of R30, it has an "ns", which means R30 has hit again. And counting the 30 columns from "C" to "A" on the triangle gives you R30, which verifies this. Counting down 10 spins from "B" you will find the new R30; following it up to spin #20 verifies this; then counting down 20 spins shows when it received its "ns."

Spin 16 * 17 * 18 * 19 * 20 * 21 * 22 * 23 * 24 * 25 * 26 * 27 * 28 * 29 * 30

No - 29 * 17 * 25 * 32 * 30 * 15 * 07 * 01 * 06 * 02 * 18 * 32 * 07 * 06 * 28

1 ** 29 - 17 - 25 - 32 - 30 - 15 - 07 - 01 - 06 - 02 - 18 - 32 - 07 - 06 - 28

2 ** 04 - 29 - 17 - 25 - 32 - 30 - 15 - 07 - 01 - 06 - 02 - 18 - 32 - 07 - 06

3 ** 32 - 04 - 29 - 17 - 25 - 32 - 30 - 15 - 07 - 01 - 06 - 02 - 18 - 32 - 07

4 ** 14 - 32 - 04 - 29 - 17 - 25 - 32 - 30 - 15 - 07 - 01 - 06 - 02 - 18 - 32

5 ** 33 - 14 - 32 - 04 - 29 - 17 - 25 - 32 - 30 - 15 - 07 - 01 - 06 - 02 - 18

6 * * 22 - 33 - 14 - ns - 04 - 29 - 17 - 25 - 32 - 30 - 15 - 07 - 01 - ns - 02

7 * * 02 - 22 - 33 - 14 - ns - 04 - 29 - 17 - 25 - 32 - 30 - 15 - ns - 01 - ns

8 * * 28 - 02 - 22 - 33 - 14 - ns - 04 - 29 - 17 - 25 - 32 - 30 - 15 - ns - 01

9 * * ns - 28 - 02 - 22 - 33 - 14 - ns - 04 - 29 - 17 - 25 - ns - 30 - 15 - ns

10 ** ns - ns - 28 - 02 - 22 - 33 - 14 - ns - 04 - 29 - 17 - 25 - ns - 30 - 15

11 ** 20 - ns - ns - 28 - 02 - 22 - 33 - 14 - ns - 04 - 29 - 17 - 25 - ns - 30

12 * * ns- 20 - ns - ns - 28 - 02 - 22 - 33 - 14 - ns _ 04 - 29 - 17 - 25 - ns

13 * * 24 - ns - 20 - ns - ns - 28 - 02 - 22 - 33 - 14 - ns - 04 - 29 - 17 - 25

14 * * -ns- 24 - ns - 20 - ns - ns - 28 - 02 - 22 - 33 - 14 - ns - 04 - 29 - 17

15 * * - ns- ns - 24 - ns - 20 - ns - ns - 28 - 02 - 22 - 33 - 14 - ns - 04 - 29

16 * ** 30 - ns - ns - 24 - ns - 20 - ns - ns - 28 - ns - 22 - 33 - 14 - ns - 04

17 * * * * * 30 - ns - ns - 24 - ns - 20 - ns - ns - 28 - ns - 22 - 33 - 14 - ns

18 * * * * * *** 30 - ns - ns - 24 - ns - 20 - ns - ns - 28 - ns - 22 - 33 - 14

19 * * * * * ******* 30 - ns - ns - 24 - ns - 20 - ns - ns - 28 - ns - 22 - 33

20 * * * ********** ns - ns - ns - 24 - ns - 20 - ns - ns - 28 - ns - 22

21 * * * * * * ********** ns - ns - ns - 24 - ns - 20 - ns - ns - 28 - ns

22 * * * * * * * * * * ********** ns - ns - ns - 24 - ns - 20 - ns - ns - ns

23 * * * * * * * * * * ********** ns - ns - ns - 24 - ns - 20 - ns - ns

24 * * * * * * * * * * * * * * ******** ns - ns - ns - 24 - ns - 20 - ns

25 * * * * * * * * * * * * * * * * ********** ns - ns - ns - 24 - ns - 20

26 * * * * * * * * * * * * * * * ********** ns - ns - ns - 24 - ns

27 * * * * * * * * * * * * * * * ********** ns - ns - ns - 24

28 * * * * * * * * * * * * * * ********** ns - ns - ns

29 * * * * * * * * * * * * * ********** ns - ns

30 * * * * * * * * * * * * * ********** ns

KENNEDY'S PERFECT COLUMN TRIANGLE OF 38 SPINS

Below our simple column triangle has been expanded to "Kennedy's Perfect Column Triangle" of 38 spins. "A" is still R30 but "B" is now 38 spins down the row to R14. Counting down 37 rows from "B" (R14) to "C" shows that it has 18 "ns" numbers, which means that you had 18 extra hits in 38 spins.

Spin 31 * 32 * 33 * 34 * 35 * 36 * 37 * 38

No.- 11 * 02 * 20 * 11 * 17 * 19 * 02 * 14

1 ** 11 - 02 - 20 - 11 - 17 - 19 - 02 - 14

2 ** 28 - 11 - 02 - 20 - 11 - 17 - 19 - 02

3 ** 06 - 28 - 11 - 02 - 20 - 11 - 17 - 19

4 ** 07 - 06 - 28 - ns - 02 - 20 - 11 - 17

5 ** 32 - 07 - 06 - 28 - ns - 02 - 20 - 11

6 ** 18 - 32 - 07 - 06 - 28 - ns - ns - 20

7 ** 02 - 18 - 32 - 07 - 06 - 28 - ns - ns

8 ** ns - ns - 18 - 32 - 07 - 06 - 28 - ns

9 ** 01 - ns - ns - 18 - 32 - 07 - 06 - 28

10 * ns - 01 - ns - ns - 18 - 32 - 07 - 06

11 * 15 - ns - 01 - ns - ns - 18 - 32 - 07

12 * 30 - 15 - ns - 01 - ns - ns - 18 - 32

13 * ns - 30 - 15 - ns - 01 - ns - ns - 18

14 * 25 - ns - 30 - 15 - ns - 01 - ns - ns

15 * 17 - 25 - ns - 30 - 15 - ns - 01 - ns

16 * 29 - 17 - 25 - ns - 30 - 15 - ns - 01

17 * 04 - 29 - 17 - 25 - ns - 30 - 15 - ns

18 * ns - 04 - 29 - 17 - 25 - ns - 30 - 15

19 * 14 - ns - 04 - 29 - ns - 25 - ns - 30

20 * 33 - 14 - ns - 04 - 29 - ns - 25 - ns

21 * 22 - 33 - 14 - ns - 04 - 29 - ns - 25

22 * ns - 22 - 33 - 14 - ns - 04 - 29 - ns

23 * ns - ns - 22 - 33 - 14 - ns - 04 - 29

24 * -ns - ns - ns - 22 - 33 - 14 - ns - 04

25 * -ns - ns - ns - ns - 22 - 33 - 14 - ns

26 * -20 - ns - ns - ns - ns - 22 - 33 - ns

27 * -ns - 20 - ns - ns - ns - ns - 22 - 33

28 * -24 - ns - ns - ns - ns - ns - ns - 22

29 * * ns - 24 - ns - ns - ns - ns - ns - ns

30 * * ns - ns - 24 - ns - ns - ns - ns - ns

31 * * ns - ns - ns - 24 - ns - ns - ns - ns

32 * * *** ns - ns - ns - 24 - ns - ns - ns

33 * * * * * ** ns - ns - ns - 24 - ns - ns

34 * * * * * * * * * ns - ns - ns - 24 - ns

35 * * * * * * * * * *** ns - ns - ns - 24

36 * * * * * * * * * * **** ns - ns - ns

37 * * * * * * * * * * * * * * * *** ns - ns

38 * * * * * * * * * * * * * * * * * ** ns

TEN MORE SPINS

Spin-39 - 40 - 41 - 42 - 43 - 44 - 45 - 46 - 47 - 48

No - 32 - 30 - 18 - 23 - 26 - 33 - 02 - 01 - 14 - 31

1 ** 32 - 30 - 18 - 23 - 26 - 33 - 02 - 01 -1 4 - 31

2 ** 14-32-30-18-23-26-33-02-01-14

3 ** 02-14-32-30-18-23-26-33-02-01

4 ** 19-02-14-32-30-18-23-26-33-02

5 ** 17-19-02-14-32-30-18-23-26-33

6 ** 11-17-19-02-14-32-30-18-23-26

7 ** 20-11-17-19-02-14-32-30-18-23

8 ** ns-20-11-17-19-02-14-32-30-18

9 ** ns-ns-20-11-17-19-ns-14-32-30

10 * 28-ns-ns-20-11-17-19-ns-ns-32

11 * 06-28-ns-ns-20-11-17-19-ns-ns

12 * 07-06-28-ns-ns-20-11-17-19-ns

13 * ns-07-06-28-ns-ns-20-11-17-19

14 * 18-ns-07-06-28-ns-ns-20-11-17

15 * ns-18-ns-07-06-28-ns-ns-20-11

16 * ns-ns-ns-ns-07-06-28-ns-ns-20

17 * 01-ns-ns-ns-ns-07-06-28-ns-ns

18 * ns-01-ns-ns-ns-ns-07-06-28-ns

19 * 15-ns-01-ns-ns-ns-ns-07-06-28

20 * 30-15-ns-01-ns-ns-ns-ns-07-06

21 * ns-ns-15-ns-01-ns-ns-ns-ns-07

22 * 25-ns-ns-15-ns-01-ns-ns-ns-ns

23 * ns-25-ns-ns-15-ns-01-ns-ns-ns

24 * 29-ns-25-ns-ns-15-ns-ns-ns-ns

25 * 04-29-ns-25-ns-ns-15-ns-ns-ns

26 * ns-04-29-ns-25-ns-ns-15-ns-ns

27 * ns-ns-04-29-ns-25-ns-ns-15-ns

28 * 33-ns-ns-04-29-ns-25-ns-ns-15

29 * 22-33-ns-ns-04-29-ns-25-ns-ns

30 * ns-22-33-ns-ns-04-29-ns-25-ns

31 * ns-ns-22-33-ns-ns-04-29-ns-25

32 * ns-ns-ns-22-33-ns-ns-04-29-ns

33 * ns-ns-ns-ns-22-ns-ns-ns-04-29

34 * ns-ns-ns-ns-ns-22-ns-ns-ns-04

35 * ns-ns-ns-ns-ns-ns-22-ns-ns-ns

36 * 24-ns-ns-ns-ns-ns-ns-22-ns-ns

37 * ns-24-ns-ns-ns-ns-ns-ns-22-ns

38 * ns-ns-24-ns-ns-ns-ns-ns-ns-22

You can print all the charts above and then cut them and tape them together to better understand the relationship of discarding, after the 39th spin, the number that hit 38 spins ago. You should always have a perfect 38 row and column triangle

INFORMATION EXTRACTION

Once you prime the computer with 38 spins you have reached "Kennedy's Perfect Column Triangle" of 38 spins (38 columns from "A" to "B"; 38 rows from "B" to "C" and 38 Columns from "C" to "A"). The perfect triangle will remain the same dimension after it is primed because after the 39th spin, you go back to your first spin (in this case R30) and discard from "A" to "C" all information. Your second spin (B33) is now "A" the first spin in the triangle and the 39th spin R32 becomes "B" the 38th spin. So the computer will always be receiving its information from a 38 spin triangle. (Of course, the "Kennedy's Perfect Column Triangle" of 37 spins is used for a single zero roulette wheel.)

NO-SHOWS

Now if you count down from the 38th spin, you will count 18 no-shows. But the computer does not know what numbers the "ns" represented until you have completed filling out a "Perfect Column Triangle" of 38 spins. You need a computer program that keeps track of each red and black number and how many times it hits or does not hit to produce the no-shows after the system is primed with 38 spins. (Remember the single zero is red, odd and low, and the double zero is black even and high.)

In 38 spins, red hit 13 times and black hit 25 times. The formula: the more a color hits, the less no-shows it will have.

Because red only hit 13 times, it produced 11 no-shows in 38 spins

Which are 0-03-05-09-12-16-21-23-27-34-36

Because black hit 25 times, it produced seven no-shows in 38 spins

Which are 00-08-10-13-26-31-35

A COMMON BACKGROUND FOR NO-SHOWS

What these 18 no-shows have in common is that they have each not hit in 38 spins and nobody knew to the 38th spin exactly how many there would be and what numbers they represented. After priming with 38 spins and finding the no-shows, when a number does not appear in 38 spins, it will be at position "C" and you and the computer will both know which number it is.

HOW SOON AFTER?

Now these 18 numbers received their no-show status by not hitting in 38 spins, but to understand how a roulette wheel works, so you can set parameters, a computer programmer needs to know how soon after 38 spins no-shows hit again. I just gave you the 18 no-shows above. You would need an accumulation of this information to set an accurate parameter.

Starting from an accumulation of 38 spins R23 hit four spins later; B26 hit five later; B31 hit 10 later; B00 hit 12 later; B35 hit 15 later; R05 hit 17 later; R21 hit 19 later; R09 hit 22 later; R27 hit 27 later; R03 hit 37 later. These eight numbers hit more that 38 spins later. R0 hit 41 spins later; R34 hit 47 later; R16 hit 51 later; B10 hit 52 later; R36 hit 61 later; R12 hit 72 later; B08 hit 84 later; B13 hit 184 spins later.

BUILT-IN MODIFIER

From previous charting, I do not believe that there is anyway you can separate or distinguish the spins that are going to hit in the next 38 spins from those like B13 that did not have a hit in 222 spins. However there is a built-in modifier when you play (like I do) the same color that last hit. Remember that you lose 50% of your bets when the color switches from black to red or from red to black; well, six of those ten no-shows appeared in a switch. Since you lose those switches anyway, you always gain by having a no-show number appear in a switch.

EXTRA HITS =NO-SHOWS

To set a correct parameter you needed to keep track of how many times a number hit and once it hit, how soon on an average it hits again. This information is in the charted 38 spins above.

Black 33 hit six spins later; then four; for a total of three times.

Black 02 hit seven spins later; then 15; then seven; then five for a total of five times.

Black 22 hit six spins later; for a total of two hits.

Black 04 hit eight spins later; for a total of two hits.

Black 06 hit five spins later; for a total of two hits.

Black 28 hit 21 spins later; for a total of two hits.

Black 20 hit 27 spins later; for a total of two hits.

Black 11 hit three spins later; for a total of two hits.

Black 17 hit 18 spins later; for a total of two hits.

Total black extra hits:13.

Red 30 hit 19 spins later; for a total of two hits

Red 32 hit five spins later; then eight; for a total of three hits.

Red 07 hit six spins later; for a total of two hits.

Red 14 hit 25 spins later; for a total of two hits.

Total red extra hits: five

Total red and black extra hits: 18; which always matches the 18 no-shows

KEEPING TRACK OF EXTRA HITS

Now by keeping track of how soon numbers hit again for extra hits, you can assign different weights according to how long ago it first hit. From the first 38 spins above if we add all the numbers that received extra hits within the first 19 spins, we would have these 12 hits: 6, 4, 7, 7, 5, 6, 8, 5, 3, 5, 8, 6, 15, 18, and 19. All the rest of them from spin 20 to spin 38 were hit : 21, 27, and 25 spins later. So 80% of extra hits were within 19 spins and 20% of extra hits were hit later than 19 spins.

Of course this is too small of a sample to rely on, so I took the next 500 spins and arrived at the following results: 197 hit again within 19 spins for 62.3% of the extra hits; and 119 hit (from 20 to 38 spins later) for 37.7% of the extra hits. The rest 184 did not hit in 38 spins so became no-shows.

Now I took spins 39 to 76 and found out how soon those numbers hit from the last time they hit. From one to nineteen there were 16 hits (64%) and from 20 to 38 there were nine hits (36%). The remainder were 13 no-shows with seven of those hitting on color switches

In a series you might find that 64% of the next hits will hit between one and 19 spins later is probably close to the assignment figure. However, do not take my example as the final authority in assigning more weight to a number for the first 19 spins than the last 19 spins. A computer programmer must run his own numbers to get the correct percentage; and with enough information might assign different weights to the first 12 numbers, the next 12 numbers and the last 13 numbers.

THE SETUP AND RESULT OF TEN SPINS

Below, XX is used as your paperclip. It is used to remind you which number hit last and to separate your clockwise and counter-clockwise positions.

(XX = R14, which is spin #38).

----------ns------ns----------ns-ns-ns-xx-ns-ns----------ns-ns-ns-ns

------01-27-25-12-19-18-21-16-23-14-0-09-30-07-32-05-34-03-36

---- ns-ns-ns------ns-ns ----------ns--xx---------ns

---- 13-00-10-29-08-31-06-33-04-35-14-02-28-26-11-20-17-22-15-24

Spin 39 hits R32. Charting down the column 13 spins, you see that R32 has hit before, so you still put a "ns" to inform you and the computer that number R32 is now represented in position "B." However, you only go down 38 spins, because you discard the last "ns" which eliminates R30 in position "A". If you count the no-shows in column 39, you will still have 18 no-shows the same as in column 38.

(XX = R32).

---------ns-ns-ns------ns-ns--------xx-ns-ns-ns-ns------ns------ns----

-----18-21-16-23-14-0-9-30-07-32-05-34-03-36-01-27-25-12-19

-----ns----------ns----------ns----------xx----------ns-ns-ns------ns

-----31-06-33-04-35-02-28-26-11-20-32-17-22-15-24-13- 00-10-29-08

Spin #40 hit R30, which has hit before, so you replace it with a no-show. Then because you discard another no-show at "C" which is B33 in Position "A" you still have 18 no-shows.

(XX = R30.)

-------ns----------ns-ns-ns-----ns-ns-xx ----------ns-ns-ns-ns-----ns ----

-------12-19-18-21-16-23-14-0-09-30-07-32-05-34-03-36-01-27-25-

----ns-ns----------ns---------ns-xx----------ns-ns-ns

29-08-31-06-33-04-35-02-28-26-30-11-20-17-22-15-24-13-00-10

Spin #41 hit R18, which has hit before, so you replace it with a no-show. Then because you discard another no-show at "C" which is B02 in position "A" you still have 18 no-shows.

(XX = R18)

----ns-ns-ns-ns------ns------ns-----xx-ns-ns-ns------ns-ns----------

----05-34-03-36-01-27-25-12-19-18-21-16-23-14-0-09-30-07-32

----------ns-ns-ns------ns-ns--xx----------ns----------ns--------

17-22-15-24-13-00-10-29-08-31-18-06-33-04-35-02-28-26-11-20

Spin #42 hit R23 a "ns" number. Now you only have 10 red no-shows. But B24 in position "B" and "C" which you discard, has not hit in 38 spins so B24 is added to the black no-shows which now has eight black no-shows. So you still have 18 no-shows.

(XX = R23)

--ns------ns-----ns----------ns-ns-xx------ns-ns-------------ns-ns-ns

--36-01-27-25-12-19-18-21-16-23-14-0-09-30-07-32-05-34-03

---ns-ns-ns-ns-----ns-ns--------------xx-ns----------ns--------------------

--24-13-00-10-29-08-31-06-33-04-23-35-02-28-26-11-20-17-22-15

Spin #43 hit B26 a "ns" number, so black now has seven black numbers, and because "C" is a no-show discarded number, which is B22 at "A" there is only 17 no-shows.

(XX = B26).

------ns-ns-------------ns-----------xx----------------------ns-ns-ns-ns

--29-08-31-06-33-04-35-02-28-26-11-20-17-22-15-24-13-00-10

-------ns---------ns-ns---------ns-ns-xx--------------ns-ns-ns-ns-----ns

--25-12-19-18-21-16-23-14-0-09-26-30-07-32-05-34-03-36-01-27

Spin #44 hit B33 a previous hit, so the no-shows remain the same.

(XX = B33)

-------ns-ns-ns-ns-----ns-ns------xx------ns------------------------------

--15-24-13-00-10-29-08-31-06-33-04-35-02-28-26-11-20-17-22-

--ns-ns-ns------ns------ns---------ns-xx--ns---------ns-ns-------------ns

--34-03-36-01-27-25-12-19-18-21-33-16-23-14-0-09-30-07-32-05-

Spin #45 hit B02 a previous hit, so the no-shows remain the same.

(XX = B02)

--ns-ns------ns-ns-------------ns-xx ------------------------------ns-ns

--00-10-29-08-31-06-33-04-35-02-28-26-11-20-17-22-15-24-13

-------ns-----ns----------ns-ns---------xx--ns-ns-------------ns-ns-ns-ns

--01-27-25-12-19-18-21-16-23-14-02-0-09-30-07-32-05-34-03-36

Spin #46 hit R01 a previous hit, so the no-shows remain the same.

(XX = R01)

--ns-ns-------------ns-ns-ns-ns-xx--ns-----ns----------ns-ns---------

--0-09-30-07-32-05-34-03-36-01-27-25-12-19-18-21-16-23-14

-----------------------------------ns-ns-xx-ns-ns------ns-ns-------------ns

--02-28-26-11-20-17-22-15-24-13-01-00-10-29-08-31-06-33-04-35-

Spin #47 hit R14 a previous hit, so the no-shows remain the same.

(XX = R14)

-------ns-----ns----------ns-ns-----xx-ns-ns------------ns-ns-ns-ns

--01-27-25-12-19-18-21-16-23-14-0-09-30-07-32-05-34-03-36

--ns-ns-ns------ns-ns--------------ns-xx----------------------------------ns

--13-00-10-29-08-31-06-33-04-35-14-02-28-26-11-20-17-22-15-24

Spin #48 hit B31 a "ns", so black now has only six no-show, and the total is

now 16 no-shows.

(XX = B31)

----------------ns-ns-ns-ns-----ns-xx--------------ns----------------------

--17-22-15-24-13-00-10-29-08-31-06-33-04-35-02-28-26-11-20

-------ns-ns-ns-ns-----ns------ns-----xx-------ns-ns--------ns-ns--------

--32-05-34-03-36-01-27-25-12-19-31-18-21-16-23-14-0-09-30-07

Spin 49 hit B11 a previous hit, but B22 in position "C" has not hit in 38 spins. It becomes a "ns" ; so we would now have 17 no-shows.

On spin 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, and 49 we will not play any no-show numbers or the last number hit; instead of just playing 4 numbers straight up each spin, we will play all the red or black numbers that have previous hit in the last 38 spins.

Spin 39: play 7 numbers: Red 01-25-19-18-30-07-32: win

Spin 40: play 7 numbers: Red 18-14-30-07-01-25-19: win

Spin 41: play 7 numbers: Red 19-18-14-07-32-01-25: win

Spin 42: play 7 numbers: Red 01-25-19-14-30-07-32: lose: hit NS number

Spin 43: play 8 numbers: Red 01-25-19-18-14-30-07-32:lose: hit black

Spin 44: play 11 numbers: Black 29-06-33-04-02-28-11-20-17-22-15: win

Spin 45: play 11 numbers: Black 15-29-06-04-02-28-26-11-20-17-22: Win

Spin 46: play 11 numbers: Black 29-06-33-04-28-26-11-20-17-22-15-: lose: hit red number

Spin 47: play 8 numbers: Red 30-07-32-25-19-18-23-14: win

Spin 48: play 8 numbers: Red 01-25-19-18-23-30-07-32: lose: hit black number.

Spin 49 play 12 numbers: Black: 17-22-15-29-06-33-04-02-28-26-11-20 win

In 11 spins you lost four spins and won seven spins. You played 7+7+7+7+8+11+11+11+8+8+12 units; which is 104 units played. Subtract seven units for seven hits from 104 units played and you have lost 97 units. Spin 39 wins 29 units; spin 40 wins 29 units; spin 41 wins 29 units; spin 42 lose; spin 43 lose; spin 44 wins 25 units; spin 45 wins 25 units; spins 46 lose; spin 47 wins 28 units; spin 48 lose; spin 49 wins 24 units. Win 29 units + 29 units + 29 units + 25 units + 25 units +28 units + 24 units for a total win of 189

units. Subtract 97 lost units from 189 win units for a profit of 92 units in 11 spins.

DO NOT PLAY TWO SPIN REPEATS

I want to emphasize to a computer programmer why you do not play the last number hit to repeat. That is the number under the paperclip (XX). There are no two-spin hits in this series until spin #82. Using one unit per spin you would be minus 46 units after 82 spins. Another repeat happened 42 spins later at spin #124. Now you are 52 units down. The next repeat happened nine spins later at spin #133. Now you are only down 23 units. The biggest fault for playing long term play is if you had quit after 80 spins, you would have had an investment of 80 units, which could have represented your winnings for the day. By not playing the last number that hit to repeat, you have no long time investment.

NO-SHOW PARAMETERS

Now the parameter for no shows after the computer is primed with 38 spins, is that any number that does not hit in 38 spins (in position "B") becomes a no-show. Now B24 became a no-show on the 47th spin and B22 on the 49th spin after they each had not appeared for 38 spins. Now the question is can the parameter be set after a number has not appeared for 34, 35, 36 or 37 spins? The advantage, of course, is that by creating no-show numbers before they reach 38 spin, you do not waste a unit playing those numbers for one, two, three, or four spins. What is the correct parameter? I do not know. That is why I suggest that you use 38 spins as your initial parameter, then run the same numbers with the other parameters.

MECHANICAL EXTRACTION

All the information needed to create a computer program to test my system is readily extracted from a "Kennedy's Perfect Column Triangle" for roulette. A simple input (one number at a time) to prime your computer and simple output to a register is strictly mechanical. After experimenting and setting your parameters, the computer program should be able to mechanically and continually pick from the last 38 spins all the black numbers if you are playing black or all the red if you are play red numbers that have hit in those 38 spins. You do not play any red or black no-shows. After 38 spins, every spin thereafter should be recalibrated so the computer screen only shows the seven or eight or nine or etc. numbers you should play next.

PART TWO
ROLETJACK'S POSITIONAL ROULETTE

CHAPTER NINE

SIMPLIFYING PREVIOUS VERSIONS

I am redoing the "Positional Roulette" chapters because I did not adequately and clearly illustrate that to play "Square Ro-Let" in a casino it needs a computer program that nobody has as yet produced. In Part One, I just showed how I would prime a computer with 38 spins and then play 10 more spins to get winning results. However "Roletjack's Positional Roulette" is in parts related, but remains a different and separate program that does not require a computer program to play in a casino. I also learned when I started giving lessons that many people were diverted by trying to handle more information than was needed to understand the true correlation inherit in roulette, but not needed to play my systems. So, I am going to

simplify this and other chapters to remove or label any extraneous material that might interfere with your understanding of how to play "positional roulette." Another problem that I encountered was the language problem, which I feel I might be able to moderate by making my instructions to play positional roulette more distinct and simpler.

WHY THE SAME COLOR?

On a double-zero wheel let us compare playing four units for 38 spins on the same color that hit with four units played: two on red and two on black numbers. Now in 38 spins the person playing "two and two" would outright lose two units 38 times, which is 76 units on the color that did not come up; that leaves them two chances in 38 spins on the color that hit; now they will lose two more units 36 out of 38 times which is 72 units more; now the two times they hit they only lose one unit each time. So what we have is the "two and two" player will lose four units 36 times and three units two times for a total loss of 150 units. To offset this you only win 34 units twice for a total of 68 units. Subtract 68 units from 150 units and you have a loss of 82 units in 38 spins, which is 54.6%. From this statistic you can see that playing more than one color at a time is a "No-No"; it's the major reason why players lose so much so quickly. Now the single color player will outright lose four units 19 times for 76 units and four units 15 times for 60 units and three units four times for 12 units for a total of 148 units. Now to offset this you win 32 units four times for a total of 128 units. When you subtract 128 units from 148 units lost, you lose 20 units, which is 13.2%. But because you do not play the last number hit, you are always trying to hit four numbers from 18 red or 18 black numbers instead of from 19 red or black numbers.

CONTRASTING

On a double-zero wheel, let us say that red came up twice. The "two and two" player would have had two chances out of 18 red numbers each time for a total of four chances. Playing the same color would give no chances to win the first hit but four chances to hit on the second time it hit the same color. Now suppose it hit red again for the third time, then the two-color player would have two more chances for a total of six chances, but the single-color player would have four more chances for a total of eight chances. And if red hit for the fourth time: eight chances for the two-color player and 12 chances for the single-color player. Playing four numbers straight up for 38 spins, the two-color player is always losing 50% of his or her bets outright on the other color that did not show up, but had two chances in 38 spins to hit the color that did come up. Playing four numbers straight up for 38 spins, the single color player will outright lose 50% of his or her bets, but also have four chances to hit the same color on the other 50%.

THE SAME, BUT DIFFERENT

(Extraneous) The difference is that on more than two hits of the same color you have an advantage playing the single color because it concentrates your four chances into 19 red or black numbers instead of 38 red and black numbers. Without factoring this into your equation, mathematicians will tell you if you play either way, you will lose 2.70% on a single-zero wheel and 5.26% on a double-zero wheel, which is only correct if you are playing just one number straight up. But if you are playing four numbers straight up for 37 or 38 spins then your mathematical odds say that you will lose 10.80% on the single-zero and 13.2% on the double-zero roulette wheel. See Chapter Three on playing more than one number.

PLAYERS WHO HAVE ALREADY LEARNED

(August 2002) All of those players who have emailed me that they are winning playing "Jack's Positional Roulette" and those who are winning and did not notify me, go to my web site and learn about "Kennedy's Even Money Bets." It shows that you can enhance your chances of winning by playing "Positional Roulette" correctly. Playing red and black numbers on single and double-zero roulette wheel, you learned to play using "Same As Last" spin. (This is still the best way to learn.) Now however, you will find that there are four ways to play each of the three categories. They are: "Same As Last" spin; "Different Than Last" spin; "Previous Than

Last-Same"; and "Previous Than Last-Different." Because of the placement of the numbers in each of the three categories (they are all different), the best way to play each category is different. And of course the placement of the single roulette wheel is different than the double-zero wheel, so, each of their three category placements is different.

DOING EMPIRICAL STUDIES

(Extraneous) The first people to look into gambling statistics used empirical charting to try to find the odds for or against a situation happening. Eventually they were able to make mathematical formulas that gave the percentages for or against an outcome in any game of chance. Those scientific formulas are with us today. When we want to know on average how often a number on a single or double-zero roulette wheel appears in 37 or 38 spins, you can consult and use a mathematical formula. The answer is well known: on a single-zero wheel it will average one time in 37 spins; on a double-zero wheel it will average one time in 38 spins. Based on mathematical formulas developed for analyzing the random distributions of numbers, most mathematicians came to the conclusion that each and every spin of a roulette wheel is random and independent and has no connection to past or future spins. Also because it is a "replacement" game the odds of the number hitting again remain the same after each spin, so you cannot give weight to that or any other number. Neither an amateur nor a professional mathematician is going to waste his or her time doing an empirical study when they already have the formula and know its outcome when using random generators to confirm that mathematical formula. Not being a mathematician, I did not have that limitation, so I chartsd an empirical study that can be duplicated by others to get the same scientific results that I came up with. (August 2002: study "Kennedy's Even Money Bets" for proof that you cannot use random number generators for any assessment of a roulette program.)

LOOKING BACKWARDS

(Extraneous) I cannot go back and retrieve the convoluted thinking I used to develop my "positional roulette" program, but I can say that all conclusions were entirely based on analyzing charted empirical evidence. Early in my empirical studies of roulette, I had produced my double-zero roulette card with the single-zero incorporated as red, low and odd and the double-zero as a black, high and even number. Using reasoning, I came to the conclusion that the roulette ball had or has no idea that the two particular slots (the two zeros) of a 38 slots roulette wheel should be treated differently. Empirical mathematical charting confirms this.

WHAT IS A POSITION

If you examine a double-zero roulette wheel, you can observe that it has 38 numbered slots and each number in each slot remained in a fixed position. So we have 38 positions in a fixed pattern to work with. Assigning the double-zero as black and the single-zero as red you have 19 black and 19 red slots (positions) around the wheel. To learn to play "positional roulette" you will be playing red and black using "same as last" spin. When red comes up you will be using the 19 red positions and when black comes you will be using the 19 black positions. Now when you land on a red or black number, you do not play that position (it is neutral), so you only have 18 positions to start your count from. To make it easier to keep track of and extract the information when playing, by design I assigned nine positions clockwise and nine positions counter-clockwise for each color. My final refinement was to break down each of the red and black nine clockwise and nine counter-clockwise positions into high and low. Both clockwise and counter-clockwise, positions 1, 2, 3, 4 are low positions and positions 6, 7, 8, and 9 are high numbers; position 5 is sometime high and sometime low. Understand: these designations were not an arbitrary decision by me but were needed when playing in a casino to keep accurate track of past positions to allow the player to use this information to play the next spin.

EXTRACTED INFORMATION

(Extraneous) All of this analyzing and the information extracted were based on playing one unit for 38 spins. Analyzing a 38-spin positional chart, I immediately recognized that in 38

spins instead of having to pick from 38 numbers, I could reduce my pick to 18 positions. Both of the 18 positions combined will average one hit in 38 spins. When playing one unit straight up, your mathematical expectations are one hit in 38 spins whether you pick from all 38 numbers or from the two 18 red and 18 black positions.

EIGHTEEN POSITIONAL CHARTS

(Extraneous) To analyzing past series of play you create a chart that can be divided into an 18 position chart, which can be divided into nine clockwise (C) positions and nine counter-clockwise (CC) positions. Position #1 clockwise is different than position #1 counter-clockwise. The same goes for all the other positions. Because you only average to hit 50% of 38 spins you will average to hit 18 spins (nine red and black C and nine red and black CC) to chart. Each of the nine red and black clockwise positions and red and black counter-clockwise positions represent a possible hit. Now if clockwise position #3 had hit two times in 38 spins, it means that one of the other nine clockwise positions will not have a hit in those 38 spins. Clockwise position #3 would be hitting 100% above expectations; and if it hit a third time in 38 spins it would be hitting 200% over expectations; and then two of the nine clockwise positions will not have a hit in 38 spins. Now if you just played only one C or CC position randomly picked (without any informational input) for 38 spins, it could hit either C or CC zero times or one, two, three or more times. Although the nine C and nine CC positions all start theoretically with a chance to hit one time, usually about one third of the nine clockwise spins (3) will hit zero times; and one third (3) will hit one times and to make up for that one third (3) will hit more than one time in 38 spins. The same applies to the nine counter-clockwise spins. For the retrial of information needed to pick your four numbers each nine C and nine CC positions can be divide into high and low positions.

PLAYING "JACK'S POSITIONAL ROULETTE"

(Extraneous) Now if you play four units on four different numbers for 38 spins, you are playing the basic "Jack's Positional Roulette." However, instead of losing at a 5.26% rate if you just hit your expected four hits in 38 spins, when you play four units on four different numbers for 38 spins, you will be playing at a 13.2% losing rate. (If playing four units on four numbers for 37 spins on a single-zero roulette wheel, you will lose at a 10.8% rate.) You still will average 18 possible hits in 38 spins, but you only have to average to hit about a little less that a third of them (5.5 spins) to average a 19 % win. Now to average 19%, anybody who knows basic mathematics knows that you have to hit 50 % of the time more than 19% and 50% less than 19%. Now we were only dealing with the average 18 possible hits in 38 spins, but at times you can have 19, 20, 21, 22 or more possible hits in 38 spins. And to even that out you can have 17, 16, 15,14 or less possible hits in 38 spins. Now this is important: they are not equal, because if you lose four more spins than expected, it only represents a 16 units lost, but if you just hit one of the above average hits, it represents a win of 32 units. If you hit two of them it represents 64 units; three extra hits represent 96 units. The way my system of play is set up you can play a unit on four different positions for nine spins, and you can lose eight (32 units) spins and win one (32 units) spin and break even. In doing any computations on roulette, you should include this information to correctly examine my system.

SUBJECTIVE PLAY?

Now I redid my "Square Ro-Let" system so there was no subjective involvement. When playing black numbers, you play all the black numbers that have hit in the last 38 spins; and when playing red numbers you play all the red numbers that have hit in the last 38 spins. You do not play any red or black no-show numbers from the last 38 spins (See Chapter Eight). Remember you are playing the actual 38 roulette numbers, not the 18 positions.

JUDGMENT

Players who are trying to learn to play "Jack's Positional Roulette" and who after reading my book do not understand how I pick the four positions to play seem to come to the conclusion that it is entirely subjective (illusory, fancied, imaginary). If it were truly subjective, then I

would not be able to win or break even in a casino almost every time (I lost 50 units one time).

LEARNING JUDGMENT

In "Jack's Positional Roulette" it is a little more difficult to find an example to prove you are not using subjective judgment, because to truly know for yourself, you are going to have to learn to use your judgment when picking your four positional numbers to play. Just remember you are picking four positions and do not know which numbers they represent until you pick each position. The fact that I, and others who are playing my systems, are winning with them is still just anecdotal evidence against it being subjective. Of course, a good scientific investigator will not accept anecdotal stories as facts; and the same should go for the people learning to play my system. The major thing I found out when I was giving lessons, was that until you are ready to devote the hours required to practice at home to convince yourself that picking your four positional numbers is not entirely subjective, but based on previous knowledge you can only obtained from charting and practice, you should just use the basics of "Jack's Positional Roulette".

BASICS OF "JACK'S POSITIONAL ROULETTE"

If you are a loser you can cut your losses to a minimum by not playing the last number hit; playing the 38 or 37 numbers only straight up; not playing red and black (or odd and even or high and low) at the same time (remember you outright lose 50% of your bets that way); by not playing more than four numbers at a time; and playing either "Same as Last" or "Different than Last" spin or "Previous Then Last-Same" or "Previous Than Last-Different." according to which category you are playing. Using the basics you always must play your four units either clockwise (C) or counter-clockwise (CC); thus after every spin you will continually be playing four out of nine positions. Other than that you can forget about when to play C or CC positions or high or low positions or playing four positions adjacent to each other. So without reference to previous positional hits, you can without rime or reason just pick your four positions. You will find that the majority of time you will be a winner; and when you lose it will be cancelled by just one win.

CHAPTER TEN

EXAMINING THE DOUBLE ZERO WHEEL

(Extraneous) When playing the double zero (and single zero) roulette wheel, the knowledge needed to consistently win is and always has been accessible in a proper interpretation of the actual charted spins from a casino size roulette wheel. Since the roulette wheel's conception, some of the finest mathematicians have tried to produce a consistent winning system and have failed, mainly because of false assumptions.

INTEGRATED NUMBERS IN A DOUBLE ZERO ROULETTE WHEEL

To begin, treat both zeros the same as the other 36 numbers. The single zero (think of one red eye) is played and tracked as a red, odd, and low number and the double zero (think of two black eyes) is played and tracked as a black, even, and high number. Learning to play "Jack's Positional Roulette" requires you to place a unit on four different numbers straight up on each spin. But after every spin, the position of those four numbers you played will change, unless it hits the same number twice. This is because in playing "Jack's Positional Roulette" you are always counting and playing positions from the last number hit.

ADVOCATE

(Extraneous) Playing four numbers is not set in stone because you can play and win playing one, two, three, four, five or more numbers straight up and still use my system. Although you

are being taught to play the red and black numbers to learn my system, you also can use the categories odd and even and high and low numbers. (Attention: high and low numbers are not the same as high and low positions.) However, until you master the system using four numbers straight up using the red and black category, I suggest you refrain from all experimenting.

ADVANTAGE OF PLAYING THE SAME COLOR

In playing "Jack's Positional Roulette," the advantage of playing the same color that just hit will be emphasized over and over again. It is the optimal and correct play to exploit the natural probability of each color hitting 50% of the time, and most importantly, it catches every short and long run in each color. CAUTION: when learning to play "Jack's Positional Roulette," please, do not try to guess when the color will change from red to black or from black to red. (August 2002) This statement is still true for those who are trying to learn to play.

PLAYERS WHO HAVE ALREADY LEARNED

(August 2002) All of those players who have emailed me that they are winning playing "Jack's Positional Roulette" and those who are winning and did not notify me, go to my web site and learn about "Kennedy's Even Money Bets." It shows that you can enhance your chances of winning by playing "Positional Roulette" correctly. Playing red and black numbers on single and double-zero roulette wheel, you learned to play using "Same As Last" spin. (This is still the best way to learn.) Now however, you will find that there are four ways to play each of the three categories. They are: "Same As Last" spin; "Different Than Last" spin; "Previous Than Last-Same"; and "Previous Than Last-Different." Because of the placement of the numbers in each of the three categories (they are all different), the best way to play each category is different. And of course the placement of the single roulette wheel is different than the double-zero wheel, so each of their three category placements is different.

THE ESSENCE OF POSITIONAL ROULETTE

To correctly place your bets use the correct roulette card. To start you do not play the last number you hit, but you do use the color. You always place bets according to what color came up on the last spin; if a red number hit, bet a unit straight up on four different red numbers. On each spin bet four different red numbers until it changes to black. Then put four bets straight up on four different black numbers until red hits again. This is the essence of "Jack's Positional Roulette" when playing the red and black category. This is all the information you need to learn to blindly play it.

USING INFORMATION

However, if you want information to help pick your four numbers, you need to chart positions. First there are 38 positions (the 38 slots) on a double-zero roulette wheel. Those 38 positions only receive positional status when the previous spin land on one of the 38 numbers. After every spin the number it hits becomes a neutral position that has no positional number attached to it. You always start your position count both clockwise and counter-clockwise from your neutral position. When a red number hits, starting from neutral you have positions one to nine clockwise and positions one to nine counter-clockwise; you only count the 18 red positions. When a black number hits, starting from neutral you have positions one to nine clockwise and positions one to nine counter-clockwise; you only count the 18 black positions. Charting information obtained from breaking the nine red and black clockwise and nine red and black counter-clockwise positions into high and low positions can further enhance your ability to pick your four numbers.

CHARTING

(Extraneous) If you are charting your play, you will find that (on the average) in 38 spins, you lose outright 19 spins (50%) and have a chance to hit the other 19 spins (50%). Since you are playing four different numbers per spin, then in 38 spins probability gives you a hit every nine and a half (9.5) spins. On average, in 38 spins you will lose 19 spins at a cost of four units

each time, for a total of 76 units. On the other 19 spins you have a probability to hit one of your four numbers at a payoff of 32 to 1 (although you will be paid 35 to 1, just remember playing four numbers straight up has a true 32 to 1 payoff). It is very important to understand: we are not trying to pick four numbers out of 38 numbers, which give you a probability of a hit every nine and a half (9.5) spins. But four numbers out of 19 numbers, which gives you a probability of hitting every four and three quarter (4.75) spins. Betting this way does not change the house odds of 5.26% against you (13.2% if playing four units) So, in 50% of the spins you have four chances to pick one of 19 black numbers or one of 19 red numbers. Four numbers straight up times 19 spins gives you 76 chances to hit one of 19 red or black numbers that wins 32 to 1.

TWO SPIN REPEATS

(Extraneous) On a double-zero wheel, once a number hits, it has the same chance to immediately repeat itself as any other number, once every 38 spins (The word "repeat" used here means a number that hits twice within two spins.). And just like a number, two-spin repeats can come up one or two or three or four times in 38 spins or not repeat in over 200 or more spins. With an exception (later noted), in my system, when a number hits, you do not play it to repeat. The reason: it gives you the advantage of eliminating a situation that is not coming up on an average of 37 out of 38 spins; and that situation (a chance to repeat) is not a static or selected number, but a number that changes with every spin. SUGGESTION: you take your four units loss when it hits repeats, because I already account for that loss in my program and it just distracts you from learning "Jack's Positional Roulette" ("JPR").

THE EXCEPTION

(Extraneous) I am not dogmatic about this when the situation is as follows: if you hit a number and there has been a previous two spin repeat within the last 15 spins, then you leave your bet on the number you hit, because this type of two-spin repeats will usually come in clusters of three or four at a time. (Now, when actually playing my system, when a two-spin repeat hits (probability: one time in 38 spins), you lose four units (not one unit) because you are playing four units on four different numbers straight up. But if you are using one of those four units to play for two-spin repeats, then you can have over a 100 units tied up if two-spin repeats do not show up for 150 or more spins. In my system there is so little you can gain or lose in trying to catch two-spin repeats that you can entirely ignore playing to hit them. When you hit a number just remove your unit from the number you hit. As for me, I just like to play to hit repeats because it's fun when you guess correctly; however I only play them after I had a hit; I then just leave it on the table for the next spin.

OBSERVED PATTERN

(Extraneous) From charting actual roulette spins, we know that a single number which comes up one time in 38 spins might not show up for four or five hundred or more times. Now a two-spin repeat also comes up one time in 38 spins; but it is very seldom that another double will not come up again within 150 spins. What are we to make of this? It is obvious that we are dealing with different patterns from the same identical probability of coming up one time in 38 spins. In mathematics when we have the answer, we can sometimes determine the obvious question. The answer is that after a two-spin repeat, about 66% of the time another one will come up within 38 spins; and 23% of the time it takes 76 spins; and 10% of the time it takes 77 or more spins. This means that when a two-spin repeat hits and you start playing a series for another one to hit for exactly 38 spins, you will win two series and lose one series. (Does this allow you to come up with a system of play to take advantage of this random sequence because you have replaced a negative with a positive outcome? It does not look very promising because charting from a single 10,000 source, I found it just barely overcame the casino's 5.26% advantage).

INTEGRATING TWO PATTERNS

(Extraneous) The question is why do two-spin repeats and single numbers that both have a

probability of coming up one time in 38 spins vary so much in their pattern of hitting and not hitting? The explanation: on an average, 14 numbers do not show up in 38 spins. That means that 14 numbers are showing up more than they should. The more times a number appears in 38 spins, then the more likely it will repeat in two spins. Another thing, in repeats in two spins, all 38 numbers have a probability of coming up; whereas when we are dealing with a particular number it might not show up in four or five hundred spins. By charting both of them, we can see that the two are entwined and affect the pattern that results in 66% of two-spin repeats occurring again within 38 spins, thus creating clusters of two-spin repeats.

WHY THE SAME COLOR

When, playing four units straight up on four numbers, every time you play the same color and it hits the other color, you lose. From either black to red or red to black, you lose outright each time. But every time it hits the same color twice, you have a chance to win 32 units. Every time it hits the same color three times, you have two chances to win 32 units; four times, three chances; five times, four chances to win 32 units; and on and on until it changes colors. The "Grand Pattern" shows that in 38 spins, you will lose 19 spins outright, but have 19 chances to hit a payoff of 32 to 1. You play the same color because it is the optimal and correct play to exploit the natural probability of each color hitting 50% of the time, and most importantly it catches every short and long run in each color.

TO RECAPITULATE

(Extraneous) Playing "Jack's Positional Roulette" we have a chance to win 50% of our bets, because 19 spins out of 38 have a chance to hit the same color more than once. On each of those 19 spins, we have four chances to hit 19 numbers (because we counted the single zero as red and the double zero as black, we have 19 red and 19 black numbers). Mechanically putting four units on four different numbers for 19 spins gives an average probability of hitting one of your four hits every 4.75 spins. At a 32 to 1 payoff the four hits give a true payoff of 128 units. We subtract a unit for each hit from our total 152 units lost in 38 spins. Then we get a total loss of 148 units and a win of 128 units for an average loss of 20 units in 38 spins; which gives a loss of 13.2%; which is the correct losing probability when betting four numbers straight up for 38 spins. (For simplicity, at this time, I am completely ignoring that because you are only picking from and playing 18 numbers instead of 19 numbers (you do not play the last number hit), that you actually have a chance of hitting from your 18 possible hits one of your four selections every 4.5 spins.)

AVERAGE WIN

(Extraneous) When playing four chips on four different numbers, to make this a winning system, we need at least five hits instead of four hits in 38 spins. Then at 32 to 1 payoff times five hits (32x5) gives us 160 units and subtract five from 152 gives us minus 147 units; which gives us a 13-unit win or about a 8.5% win. My estimate is that in the long run, I probably average about 5 1/2 hits per 38 spins; which is about a 19% advantage.

CHAPTER ELEVEN

EXAMINING SINGLE-ZERO ROULETTE

(Extraneous) I was in contact with roulette players who had read my book on the Internet and still did not understand, for various reasons, how to play my system. After some questions about single-zero play, I decided to answer them by examining some 1,739 spins (from a single-zero roulette wheel) that was sent to me by Sandor Kovacs, who lived in Holland and represented Telstar Research (telstar@daxi.nl). After examining them, my conclusion was that playing my system is the same for the single and double-zero roulette wheels. However, just remember you must use the single-zero card to play single-zero roulette wheels and the double-zero card to play double-zero roulette wheels.

SOME STATISTICS

(Extraneous) In the 1,739 spins that were sent me, there were 858 red hits and 836 black hits and 45 green single zero hits. Now 37 into 1,739 will produce 47, which is what each number should hit. The green single zero hit only 45 times, which is two less than expected. The double hit in two spins had 41 hits, which is six less than expected.

AVERAGE NO-SHOWS

(Extraneous) The numbers were sent to me broken into sections 990421, 990422, 990423, 990424 and 990425, so I broke them down to produce 42 different 37 spins for a total of 1,554 spins. The no-show numbers in Sec. 990421 were 117; in Sec. 990422 were 107; in Sec. 990423 were 121; in Sec. 990424 were 118 and in Sec. 990425 were 109; for a total of 572 no-shows. Put 42 into 572 and you get the average no-shows, which is about 13.6 for the single-zero wheel (There are about 14 no-shows in a double-zero roulette wheel.).

37 STATISTICAL NUMBERS

(Extraneous) If you divide 1,554 (spins) by 37 (single-zero numbers) you find out that each number should hit 42 times. So I charted them and found that red 7 hit only 26 times, which was 16 hits below average. Now black 35 hit 56 times which was 14 above average. Those two were the lowest and highest numbers in 37 numbers. There were 18 numbers that were lower and 18 numbers that were higher and only one that hit 42 times.

CHARTING POSITIONS

(Extraneous) After verifying that each number in the single-zero wheel was within the same range as the double-zero wheel, I proceeded to chart the nine clockwise and nine counter-clockwise positions for 1,718 hits. Like the double-zero wheel, you do not count or play the number you landed on.

C = CLOCKWISE direction; CC = COUNTER-CLOCKWISE direction;
OL = OUTRIGHT LOSSES AND DH = DOUBLE HITS
#990421 had 84 C hits and 97 CC hits and 169 OL and 5 DH.
#990422 had 71 C hits and 62 CC hits and 143 OL and 7 DH.
#990423 had 85 C hits and 101 CC hits and 187 OL and 10 DH.
#990424 had 91 C hits and 77 CC hits and 184 OL and 11 DH.
#990425 had 83 C hits and 80 CC hits and 163 OL and 8 DH.
Total clockwise hits: 414; total counter-clockwise hits: 417; total C and CC hits: 831
.
TOTAL OUTRIGHT LOSERS AND CHANCES TO HIT

(Extraneous) Total outright losers were: 846, which were 15 more than the total 831 chances to hit. Because over the long run they both have a mathematical 50% chance, then the 15 outright losses are only about seven away from being even, which is well within the natural variations that can be expected in 1,677 spins. However, we also have to add on to the outright losers, the 41 times it hit a double in two spins, which makes it 887 outright losers, because although it hit the same color twice, we do not usually play it. (A two-spin repeat, except under limited conditions, is a foolish bet; and also, it requires playing a longtime strategy.) So, the real numbers are 887 outright losers minus 831 chances to win, which then gives 56 more outright losers than chances to win, which is 51.6% outright losers and 48.3 chances to win. In both single and double-zero play I used the calculations of 48% chances to win and 52% outright losses.

AVERAGE POSITION HITS

(Extraneous) Let's examine each of the nine clockwise and nine counter-clockwise chances to hit positions to see how many hits each position averaged over the long run. Starting with the

414 clockwise positions: #1P had 42; #2P had 51; #3P had 54; #4P had 50; #5P had 48; #6P had 46; #7P had 30; #8P had 48; #9P had 45. And with the 417 counter-clockwise positions: #1P had 48; #2P had 51; #3P had 47; #4P had 44; #5P had 54; #6P had 41; #7P had 43; #8P had 45; #9P had 44. The average for both of them was 46 hits. Only clockwise #7 with 30 hits was off by sixteen hits, but if you chart about another 1,700 spins it most likely will be another position that is off or they will all be close like the counter-clockwise positions. (Important!!! We only charted the chances to hit, not the losing positions. Charting the 9C and 9CC losing positions will show that over a long period of time they each also will average the same number of hits.)

A 50% CHANCE TO HIT

(Extraneous) When flipping a coin it has a 50% chance to be a head or a tail. Let's say you start flipping and heads come up twice; the next spin it still has a 50% chance to come up either heads or tails. After every flip it always has the same 50% chance to be either heads or tails. Now heads hit two times in a row, which means it came up 100% more than it should. Let 's say it hit heads for a third time; that is 200% more than it should. We are measuring only three flips to get these high percentages in short-short runs. If we had three extra heads in 10 flips it would be eight heads and two tails for a 30% above average. Now three extra heads in 100 flips would be 53 heads to 47 tails for a 3% above average. Now three extra heads in 1,000 flips would be 503 heads and 497 for a 0.03% above average. The object of this information is to inform you that the above clockwise and counter-clockwise positions, the no-show numbers and the individual numbers were charted like 1,000 flips of a coin; they only give the long-term outcome. When you are playing "Jack's Positional Roulette" in a casino, you are always playing short-short; which means whatever combination is hitting at the moment, you will (hopefully) be picking your four numbers from it.

LONG TERM

(Extraneous) All roulette statistical data is based on long-term averages, which has been mathematically documented. I do not dispute the long-term mathematics that when charting a single-zero wheel all numbers will come up an average of one time in 37 spins. And they even have a formula telling what percentage each number should vary in long term charting of say 370 or 3,700 spins which I am sure is correct. But nowhere have you seen anything in any roulette book or math book giving you a hint about the mathematics of positional play, because neither roulette players nor mathematicians had an idea that there was such a thing let alone a winning system of play. Now from the above statistics, you know that the nine clockwise and nine counterclockwise positions will over the long run even out so that each position has about the same number of hits. But in short-short play, they can vary 100% or 200% or more in a short time. Thus, 37 or 38 spins are a short-short time period.

BILLIONS TO ONE

(Extraneous) Of course, it is in the billions to one against each 37 numbers coming up once in 37 spins; also it is billions to one for each 18 red and 18 black positions, which we treat as a single 18 positional unit, to come up in 37 spins. But position #1 and the other 17 positions for red or black will over the long run come up one time in 37 spins.

PLAYING NO-SHOW NUMBERS

Like the double-zero roulette wheel, the single-zero wheel will always have 1/3 of its numbers as no-shows. However, never is it actually 50% black no-shows and 50% red no-shows. If you are having a run of black numbers it might have about five no-shows and red, (which is getting less hits) might have about eight no-shows. Analyzing further, those 13.6 no-shows are not only red and black, but also are comprised of high and low and odd and even. The same thing holds true: if high numbers are hitting, only about five might be high and about eight might be low; and if odd numbers are hitting, it might have about five odd no-shows and about eight even no-shows. This means you usually will be playing a limited number of no-show numbers; because in a casino there is no way except using a computer (which is against the law) to

access, keep track of and play the dominant red or black, odd or even or high or low no-show numbers. When playing "Jack's Positional Roulette," I though you could entirely ignore the no-show information but a player found a way to use it.

(AUGUST 2002)

A player who was playing and winning with my "positional roulette" said he had his wife chart and keep track of the no-show numbers and he then used the information to not play them. He claimed that although they were winning, that they did much better when they eliminated the no-show numbers. Look at the chart in Chapter Six. Just keeping track of the red and black numbers that hit in the last 37 spins and retrieving the no-show numbers is not that hard for one person to do.

EMPHASIZING

What I want to emphasize is that you are always playing my positional roulette in short-short play where, like the four flips of a coin, 100, 200 and 300% plus and minus are common occurrences. Because of this, the long-term outcome for each number has no validity in assessing short-short play.

NO DISCERNIBLE DIFFERENCES

(Extraneous) From the charting above I did not see anything in the single-zero numbers that was different than when charting double-zero numbers. The average 13.6 no-show numbers in 1,554 spins is a small surprise, but good news for playing single-zero wheels if it holds up. The more no-show numbers there are, the more lopsided the short-short play will be.

A BASIC ATTEMPT TO EXPLAIN WHY YOU WIN

(Extraneous) What are we doing when we are playing single-zero Positional Roulette? Suppose your last hit was red 9. On your single zero roulette card place a paperclip on red 9. Now play counter-clockwise positions 1, 2, 3, and 4, which are red 14, 1, 16, and 5. When you incorporate the black numbers between them and on each end, you have B31, R14, B20, R1, B33, R16, B24, R5, and B10, which is a string of nine numbers, which is about 1/4 of the roulette wheel. You are always playing 1/4 of the wheel to repeat the same color in the four positions you picked. Yes, there are only four red numbers compared to five black numbers in that position sector you picked, but it does not matter because if it hits any black number you have an outright loser, which is already incorporated into your 52% losing spins. Now during play (unless you have somebody keeping track of them for you) you do not know how many of those four red numbers are no-shows; it can be one, two, three, or even four, but if it hits the same color again in that section of the wheel that you are playing, all four numbers are covered.

RANDOM NUMBER GENERATORS AND BIAS ROULETTE WHEELS

(Extraneous) You cannot use random number generators to play, practice or test my system!!! Random number generators cannot assign a position on a roulette wheel; human players can. Roulette numbers are mechanically restricted by the arbitrary placement of the numbers on a 37 or 38-slot wheel. Many books have now been written about how to find and exploit a biased roulette wheel. They seem to agree that the bias is caused by a physical defect in the roulette wheel. I also believe that it is a defect in the wheel. Now the question is how can random numbers generate a physical bias in a roulette wheel? The answer is it cannot because the numbers are being mechanically picked by the positions they occupy on the wheel. Random number generators cannot mimic a physical defect over a long period of time. And because you cannot reconcile a physical biased wheel with random numbers, then random numbers also cannot be affecting a perfect wheel without biased numbers. Once again: you cannot use random number generators to play, practice, or test my system. Random number generators do not, nor can they give a clue to what positions to pick. However, I choose my positions based on knowledge I gained by charting thousands of spins. I do not pick the numbers

randomly; I play from experience gained by understanding the limits of the roulette wheel.

SECTIONAL PLAY

Warning!!! You are not playing what is called sectional play, where you pick a section and play the red and black numbers in that section over and over again. The section of the wheel you play in "Jack's Positional Roulette" is usually different every time except if you hit the same number twice.
.
PICKING YOUR COLOR

(Extraneous) By now you should understand why you pick the same color to play: playing the same color is the optimal and correct play to exploit the natural probability of each color hitting 50% of the time, and most importantly, it catches every short and long run in each color; and you have an advantage playing the single color because it concentrates your 74 chances into 18.5 spins instead of 37 spins or 76 chances into 19 spins instead of 38 spins. You only have to hit 5.5 times to win by about 20%; which is just under 1/3 of your average 18.5 chances or 19 chances on a double zero wheel.

LIMITING YOUR CHOICE

There is no deep thinking involved in picking your color to play; no decisions to make; no long-term planning. A very simple first step: play the color that just hit. Playing four units on four different numbers straight up also does not require deep thinking, long-time planning, or a fluctuating choice of how many numbers to cover each time.

WHY YOU DO NOT PLAY THE LAST NUMBER YOU HIT

(Extraneous) On a single-zero wheel you are playing 36 of 37 spins as if it was a wheel that had 36 numbers instead of 37 numbers; and the payoff remains the same (35 to 1). So instead of playing at a 2.70 disadvantage you would be playing even with the casinos 36 out of 37 spins.
On a double-zero roulette wheel you are playing 37 of 38 spins as if it was a wheel that had 37 numbers instead of 38 numbers; and the payoff remains the same (35 to 1). It would be like playing a single-zero roulette wheel at a 2.70 disadvantage for 37 of 38 spins.

LEARNING JACK'S POSITIONAL PLAY

Now to learn positional play, you must continually use one or two paper-clips and your square roulette card to quickly count and chart from your old position to your new position; then pick your C or CC numbers starting from the new position. You need to continually use your square roulette card to find your positions.

PLAYING THE SINGLE ZERO

On single-zero wheels, this is how I handle the zero: when you are counting black numbers you count the black zero going clockwise and counter-clockwise and when you are counting red numbers you count the red zero going clockwise and counter-clockwise. However when you actually land on the zero (since it is a composite color) you can play it C or CC as either a red or black number. You make your determination by whether there is an observed pattern that you can apply to your pick.

USING YOUR POSITIONAL NUMBERS

(Extraneous) Now you have to develop from a scoreboard or a database, when to play mostly clockwise or counter-clockwise and when to switch from one pattern to the other doing play. When I was informed that on the single-zero roulette wheel that the dealer stopped the wheel after each play, and spun the wheel clockwise and the ball counter-clockwise one time and the next time spun the wheel counter-clockwise and the ball clockwise, I didn't think it would

matter. Charting the 1,739 spins from a single-zero wheel and observing the patterns that developed, I realized that these were still the same mechanically produced patterns observed in a double-zero wheel. The spinning of the wheel one way and the ball the other way are mechanical acts that determine which area the ball will fall into and what pattern it will exhibit. Spinning the ball and wheel just the opposite does not seem to produce a different mechanical pattern than just spinning it one way most of the time. Remember random numbers cannot have any influence on where the ball lands, but repetitive mechanical actions will produce a pattern.

(3-12-01) MECHANICAL ROULETTE WHEELS

Since writing this, I have been given single-zero roulette spins from a mechanical roulette wheel where the ball is spun mechanically always in one direction by the use of compressed air and the slots the other way. Because of the repetitive mechanical spins one way, and even though they can vary the amount of the compressed air used to spin the ball and the slots, there is a definite pattern that can be observed, charted and played.)

CAN YOU GAIN AN EDGE?

(Extraneous) Because it is not that hard to keep track of both the winning and losing positions when playing in a casino, if you keep track will you have more hits than I do? I believe it would depend on what knowledge you have gained by practicing. (3-12-01) Since writing this, I have given lessons to some people and from those lessons I learned that if I kept track of the positions that were hitting, that I would improve on my ability to win.)

PRACTICE PLAYING A SINGLE-ZERO PATTERN

This is important: All spins used to practice with have to be recorded in the same time frame without a break in their production. If you take a short or long break from the wheel, and come back and start playing, it is a new series that cannot be attached to your previous charted numbers. When you are charting a wheel without playing and everybody leaves for a while, then when it starts up again you start a new series. You do not attach it to the end of your previous charted numbers.

UNDERSTANDING SIMPLICITY

Analyzing my email, I came to the belief that many of you do not understand "Jack's Positional Roulette" because of it simplicity. And because it is so uncomplicated, that is the reason that it has not been found before. It could only be found by charting thousands of actual roulette spins like I did. The only way you can learn it is by having someone read actual roulette numbers to you one at a time or by using the tactic of hiding the numbers and revealing them to yourself one at a time. There is no shortcut to learning it. Some of you will not practice, and you will not learn to play correctly. Or you will try to fit parts of my system into other systems and condemn me when they do not win. Or using random number generators, just condemn the system outright as mathematically impossible to overcome the house odds.

A PERSONAL NOTE

For the people who will never fully learn my system, I can truly say that I am sorry for you. Playing four numbers straight up, you will never have the thrill of having six, seven or eight numbers hit within 37 or 38 spins and know that it is not luck but the system that you are playing. Few people realize how much of an advantage 20% is when gambling. In order to maintain a 20% above average over a long period, you need to have those six, seven and eight runs. After learning and then playing my system, I believe it is almost impossible to have less than two hits in 37 or 38 spins.

CHAPTER TWELVE

ABOUT MY INTERNET LESSONS

(Extraneous) In the last couple of years, many people read my book on my web site and still were not sure how to play my system. I could see by the questions asked in my email that many were hopelessly confused. Because of my bad health and other vital demands on my time, I had limited time to answer the many questions, so I decided to give lessons. As the results of those lessons, which I no longer give, I have changed some chapters to reflect what I learned by feedback from those who were trying to learn to play my system.

FEEDBACK

(Extraneous) The lessons were mainly for the purpose of showing how to pick four numbers. From feedback I learned why some of you didn¹t understand, and thought that I might give you the insight necessary to pick your numbers. My goal was to give you confidence to play like I do.

HOW I PLAY

The essence of "Positional Play" can be examined by how I play. In my lessons when I boasted that I could play as fast as they can spin the roulette wheel, it is because I can. I do however mentally keep track of the C or CC positions for a few spins back. As soon as the ball drops and the number is called out, I take my paper-clip off the previous number and count C or CC to the new hit and put it on the new number. I now know the color that I am going to play and also the information whether it fell C or CC and whether it hit a high or low position by counting from the last hit. Because I have the experience, I use this information to decide the next four positions to play without charting it. When learning, it takes a few seconds more to chart and then use this charted information to choose to play or change your C or CC and chose to either play a high or low position after each spin, but once you learn, you still have time to play every spin.

SOME EXPLANATION ABOUT 50%

(Extraneous) If you play at the same time, both red and black numbers straight up, you automatically loose 50% of your bets on the other color that did not hit. However, what happens if after every hit, you arbitrarily pick what single color to play? Say that every time it came up red or black twice, you played the opposite color. Would you increase your percentage over 50%? The answer is no! If you wait three, four, five, six etc. before playing the opposite color, millions of charted spins will show that you have a 50% chance of it changing color. Even if you pick your change-over randomly, it still will just give you a 50% chance.

DEALER'S SIGNATURE

(Extraneous) Now, I want to call your attention to a possible the way a "Dealer's Signature" can develop. The most conscious and logical way to develop a dealer's signature is to pick the ball out of its last slot, then wait till it came around again and spin it from that slot. If you spin enough roulette balls, even unconsciously, you could develop a rhythm that would show up as a "dealer's signature." If practicing, the dealer's goal would be to see how close he or she could hit on each side of the last hit. It would show up with much more than the average hits for low C and CC positions. Now you would have problems if a dealer tried to hit a particular section every time because the position of "that section" is changing with every spin, so you would have to be continually changing how hard you spin the ball and how fast the wheel is spinning. But if a dealer picks some low positions on each side of the previous hit, then he or she could improve the chances of it hitting in that section. Also dealers could develop a signature that hits the opposite side of the wheel from where it hit and produce a large number of high positions. To prove this was a dealer's signature or even if there were such a thing as a

dealer's signature, would require you to chart several sessions of any dealer you suspect might have a signature. However, just keeping track of high and low positions allow you to see and play a dealer's signature if it is showing up.

CHAPTER THIRTEEN

HOW TO LEARN TO PLAY JACK POSITIONAL ROULETTE

At the beginning of the next chapter there are 75 spins from a single-zero roulette wheel (series "A") that I used when giving lessons on how to play my system. Since we are going to use these numbers to teach you how to play, just download Chapter Fourteen without examining the contents. Then have someone prepare the 75 spins (in series "A") so you have access to the series of numbers one at a time or have somebody read them to you one at a time. Each time you are given the last number that hit, you decide what four numbers you are going to play next, then have somebody read you the next number so you can make a determination of the next four numbers you are going to play.

TRYING TO EXPLAIN HOW TO SWITCH

The mental gyrations my mind goes through that tells me when to switch my clockwise or counter-clockwise direction and whether to play high or low position cannot be explained in a simple formula. Each try just led to an example with an explanation of an explanation that led to further questions. I finally gave up because to play and chart correctly with a roulette card and a paper-clip gives you all the information needed to pick your four numbers, but the interpretation of that information requires a confidence that you can only achieve with experience.

GATHERING SPINS TO PRACTICE WITH

You cannot teach experience! For that reason, to get that experience to play "Jack's Positional Roulette" you can (if you do not have your own source) download a series of spins from a casino in Germany. In the archives of the Spielbank-Hamburg Casino, you will find from August 1998, a daily posting of all the numbers that hit on their main single-zero roulette wheel that day. Download and select enough material for about 40 series of 75 spins. Every once in a while you will notice a dotted line separating the numbers. I am informed that this represents a change of dealers, which you can ignore because you do not have a dealers name to attach to those changes of dealers. When you are ready to download go to: www.spielbank-hamburg.de/pemanenzen/archiv.php3

USING ACTUAL CASINO SPINS FROM A BOOK

Although I used the "Roulette System Tester" by Erick St. Germain to develop my system for a double-zero roulette wheel, it (because of the way the spins were recorded and displayed) has inherent limitations that are not obvious to someone who has not studied them. If you do use them it is no big deal because it is only practice; you should still win with them; it is just that you might mathematically average less than 20%.

OLD STRATEGY

Now the strategy I used to win with did not have to take into account short-term directional changes because sometimes I would play a single direction for 20 or 30 or more spins. If I were playing a dominant direction, I would hit above the average of 50%. And if I switched over to the other direction and it became dominant, the same results: more than the average 50% of directional hits. And if neither C nor CC were dominant, then either direction would give you your average 50% of directional hits. Integrated into my strategy, I also occasionally played series numbers which were difficult to explain how and why and when I picked them to play. Series numbers: (red 0, 1, 3, 5, 7, and 9) (black 2, 4, 6, 8, and 10) (red 12, 14, 16, and

18) (black 11, 13, 15, and 17) (red 19, 21, 23, and 25) (black 00, 20, 22, 24, 26, and 28)(red 30, 32, 34, and 36) (black 29, 31, 33, and 35). Because of the placement of the series numbers on a double-zero roulette wheel, you some times can have hits of two three or more hits in the same series. You can only learn to play them with experience.

C AND CC POSITIONAL TRENDS

With the caveat above (there is no simple formula) I will inform you that there are ways that the clockwise and counter-clockwise directions can be used as clues as to which of the trends it is following. If either clockwise or counter-clockwise direction is dominant, you should play mostly the dominant direction (say about 40% to 60%). The other way is (and will be most of the time) that neither clockwise nor counter-clockwise direction is dominant. So you will play around 50% for each direction. To learn to discern the trends, you must practice. The more you practice the better you become in spotting the trend in the series you are playing. The earlier you recognize which trend the wheel is in, the earlier you will know when it leaves that trend.

RANDOM PATTERNS IN C AND CC POSITIONS

(#1) After hitting C or CC one time it changes back to it original C or CC direction.
(#2) After hitting C or CC two times it changes back to its original C or CC direction.
(#3) After hitting C or CC three times it changes back to its original C or CC direction.
(#4) After hitting C or CC four, five, six, and occasionally more, it changes back to its original C or CC direction.
Pattern #1 can occur when either C or CC is dominant, but I would play (most of the time) that it would repeat the same C or CC direction; still you cannot totally ignore one-spin directional changes. However, pattern #2 will occur more than any other pattern, because all the other C or CC hits of three, four, five and six or more must hit two times before they can go higher. There usually will be more two-spin directional changes than any other changes. Because the 75 spins (series "A") we are playing changed color 38 times, it means that 38 times you would lose no matter which C or CC direction or positions you were playing, but you have the knowledge from those spins, that increases your pattern knowledge. When there occurs a red, black, red, black, red etc. for several spins, just remember that it has already been taken into account as part of your 52% outright losers, so just use it as an aid in picking your direction and high and low positions. The majority of times (about 85%) after you hit either C or CC three times in a row, you should give a thought to switching over to the opposite of what you were playing. Warning! Do not neglect the 15% that hit more than three times. Combined in 75 spins there are usually just a couple of four or five hits and maybe one of six or more, but do not be too complacent as some sets of 75 spins can be dominated by directional runs of four five and six or more C or CC positions. Once again, this coaching can only be considered as a very, very loose guide as you can only learn by experience.

PICKING THE FOUR HIGH AND LOW POSITIONS

Choice number one (to be used when playing series "A" spins) is: always starting your count from the last number hit, you will play either clockwise or counter-clockwise positions 1, 2, 3, and 4, (low positions) and positions 5, 6, 7, and 8 (high positions); you ignore position #9 both clockwise and counter-clockwise.

OR

Choice number two (to be used when playing series "B" spins) is starting your count from the last number hit, you will play either clockwise or counter-clockwise positions 2, 3, 4, and 5, (low positions) and positions 6, 7, 8, and 9 (high positions). You ignore positions #1 both clockwise and counter-clockwise.

EXCLUSION OF ONE OR NINE

From the perspective of both clockwise and counter-clockwise (if you hit the same color),

position #1 is always two slots away from your last hit and position #9 is always 18 slots away. The exclusion of either position #1 or #9 is that from charting evidence, they very seldom seem to be hitting at the same time. You should adjust your play according to which one is hitting.

HIGH OR LOW

Once you decide which C or CC direction you are going to play, you must make another decision, which is whether to play high or low positions. Only by the experience you receive in practicing can you truly learn to beat the roulette wheel. Sometimes in 75 spins when either a high or low position is dominant, you can play all 75 spins with just the high or just the low positions and still hit more than the mathematical eight hits the odds say you should have.

THE PROBLEMS ENCOUNTERED

Even when there is no dominant high or low position, you are more likely to have runs of two and three low or high positions. And when high or low positions become dominant, the less dominant can still abruptly change directions and have runs of two, three, four, five or six or more hits in a row. When you have single high to low or low to high positions, they seem to occur mostly when you have a change of direction. Mainly you are going to have runs of two and three spins of either high or low positions. But it is not unusual in some 75 series to have more than one run of four, five or six low or high positions in a row. Once again, I must stress this coaching can only be considered as a very, very loose guide as you can only learn by experience.

INFORMATION ON THE 75 SPINS

There were 36 possible hits and 39 outright losers in the 75 series "A" spins you are going to play, which comes to 48% possible hits and 52% outright losers. This is the mathematical average where you should average a 20% win. Now if you only have a series with 32 (42.6%) possible hits and 43 (57.3%) outright losers in 75 spins, you will most likely just break even for the series. However, if you have a series with 40 (53.3%) possible hits and only 35 (45.6%) outright losers like in series "B", you should average more than a 20% win.

FORMER LESSONS

Your mathematical expectation playing four numbers straight up for 75 spins in series "A" is eight hits. I gave lessons to about 45 pupils, and only one person, using the 75 spins you are about to play, hit only nine times and one hit only 10 times; the rest hit 11, 12, 13, 14, 15, 16 and two even hit 17 numbers. The average was about 12 hits. The person that only had nine hits improved in the next series of 75 spins by hitting 16 times.

HOW DID I DO?

I charted and played the 75 spins in series "A" by having someone read them to me. I hit 14 numbers. Now, 74 units times 4 equals 296 units loss. And 14 units (you do not lose one of the four unit you played) from 296 units give you a loss of 282 units. Incorporated into those 282 lost units are 3X14 = 42 units you lost when you had the 14 hits. You only lost three units instead of four units when you had a hit. And 14 hits time the true payoff of 32 units won, equal 448 actual units won. Take the 282 units lost from 448 units actually won, and I won 166 units in 75 spins. That is a 56% win, which is above average.

USELESS SPECULATION

Now I am not going to tell you which fourteen numbers I hit. You cannot learn by knowing that at a particular time, I picked fourteen numbers from the possible 36 chances in 75 spins in series "A." You should assess the fact that if I had the chance to play those 75 spins again for the first time, it is practically impossible that I would have picked and played the same numbers again. Even 1,000, 10,000, or 100,000 players would probably not produce two

players with an identical series of hits and misses in 75 spins. Like me there would be many who had 14 hits, but from the 36 possible hits, no two players would have hit the same identical 14 hits that I had.

PROBABILITIES

Playing correctly, in this lesson you can expect to hit about one third of your 36 possible hits, which is about 12 hits. Now like the 42 persons who received lessons from me there will be a few that only hit eight or nine or ten times in the 75 spins in series "A." If you hit nine times in 75 spins, you will win one unit; if you hit 10 times, you will win 34 units. Of course if you only hit the expected mathematical odds of eight times, you will lose 32 units (10.8%). To achieve more balance than you get practicing with 37 or 38 spins, I now recommend that you always use and chart 75 or 76 spins when you practice.

ADVISE

Even if you only hit eight, nine or ten times do not give up immediately on learning to play and win at roulette. Download about four series of 75 spins. If you practice with those four series, and still do not average 10 or 11 hits per series, then I suggest you refrain from playing large units in a casino. I once held the opinion that I should be able to teach anyone and everyone how to use my system of play. Answering my email soon rid me of that view.

ALWAYS RANDOM

Because they are always random, if you examine thousands of clockwise (C) and counter-clockwise (CC) spins, you will find that when to change directions from one to the other is impossible to determine with a set of absolute playing rules. You always have a 50% chance of being right or wrong. However with experience and practice with spotting trends early, some people have a better chance of improving on their 50% chance of picking the correct direction to play and their 50% chance of picking the correct high or low positions to play.

HAVING TIME TO PICK YOUR NUMBERS

Picking and entering the numbers that you are going to play takes quite a while when learning, but understand: when playing in a casino all you need is to enter into the correct C or CC column how many positions intervened between your last hit and the new hit. If they have an electric scoreboard, you do not even need to write down the previous numbers that hit. Also, in a casino you do not need to write your numbers down that you are going to play, you just play them by putting your chips on them. But at home you need to keep accurate records of the numbers that hit, the direction (C or CC), the position (one to nine) and the numbers high or low position you are going to play and whether you had a hit. So when practicing as you play each number take as much time as you want. The same goes for picking whether to play a high or low position for the next spin. After you learn, with practice you should be able to record, pick, and then play your four numbers in a casino without missing a spin.

NOTICE: to get some experience and the feel of playing my system, it is permissible to use some other series of 75 spins beside series "A" and "B" to practice with before you play the 75 spins in series "A" or "B" from the next chapter. In fact I highly recommend that you practice with several hundred spins before you play them.

CLICK HERE FOR 76-SPIN PRINTABLE TALLY SHEET

WHAT YOU NEED TO PLAY

To play you should have the 75 spins in series "A" ready to play one at a time, a practice chart and a single-zero roulette playing card that you downloaded or had made up and one or two paper clips. Playing my system, a paper clip is a vital element used as an aid to keeping track of and counting both direction and position. Now you do not have to have a Square Ro-Let roulette card, as I have seen round roulette cards that will do fine if they allow you to use a

paper clip on them.

INSTRUCTIONS

To start: the first number (red three) from the 75 spins in series "A" is put on your practice chart in the red column and then on your single-zero roulette card, put a paper clip on the red three. You now know that you are going to play four red numbers straight up, but you will not now or ever play the number under the paper clip. To find out which four numbers they are, first you must decide whether to play clockwise (C) from the paper clip or counter-clockwise (CC) from the paper clip. Once you decide directions, you must choose to play either a high or low position. If it is low, then you count either C or CC from the paper clip (red three) and play the numbers under the first four positions. If it is high, then you count either C or CC from the paper clip (red three) to position five, then play that number and the numbers under position six, seven and eight. If after the spin it hits another red number, then you count the red slots from the paper clip (red three) to your new hit and enter the count in the correct C or CC column. Then you move your paper clip to the new number. If it hits a black number, then you count the black slots to the new hit and enter the count as either "H" high or "L" low in the correct C or CC column and place your paper clip on the new hit. Keep playing the rest of the 75 spins.

CHAPTER FOURTEEN

PICKING THE FOUR HIGH AND LOW POSITIONS

Choice number one (to be used when playing series "A" spins) is: always starting your count from the last number hit, you will play either clockwise or counter-clockwise positions 1, 2, 3 and 4 (low positions) and positions 5, 6,7 and 8 (high positions); you ignore position#9 both clockwise and counter-clockwise.

SERIES "A" SPINS

75 spins from series "A" are: R3 -R1 -B4 -B15 -B26 -B24 -B35 -B24 -R23 -R23 -R14 -R5 -B4 B13 -R7 -B15 -R18 -B2 -R23 -R7 -B33 -B10 -R1 -R32 -B20 -R18 -B31 -R1 -R21 -B29 -B28 -B35 -R32 -B26 -B24 -R18 -R16 -R5 -R16 -R0 -B26 -R18 -B2 -R36 -R3 -R27 -B4 -B17 -B4 -R18 -R30 -B29 -R16 -R3 -B15 -B29 -R36 -R0 -B17 -B20 -B17 -B6 -B22 -B33 -R25 -B6 -R1 -B29 -B10 -R18 -B22 -R23 -R7 -B33 -B31 -

INFORMATION ON THE 75 SPINS IN SERIES "A"

There were 36 possible hits and 39 outright losers in the 75 spins that you just played. There were 36 red numbers and 39 black numbers (average). There were 14 no-shows in the first 37 spins and 14 no-shows in the next 37 spins (average). There were six numbers that did not show up at all in the 75 spins (average). There were 34 clockwise and 39 counter-clockwise hits and two high hits in position 10 that can be counted as either C or CC (average).

CHARTED INFORMATION FROM THE 75 SPINS

A: If you only played positions 1, 2, 3, and 4 clockwise for the 75 spins, you would have had eight ACTUAL hits.
B: If you only played positions 1, 2, 3, and 4 counter-clockwise for the 75 spins, you would have had eight ACTUAL hits.
C: If you only played positions 6, 7, 8, and 9 clockwise for the 75 spins, you would have had 10 ACTUAL hits.
D: If you only played positions 6, 7, 8, and 9 counter-clockwise for the 75 spins, you would have had 9 ACTUAL hits.

You should understand that A, B, C, and D are actual hits and that over the long run you cannot win just playing each of them alone. To play successfully you must play A and B together, which in this case gives you 16 possible hits. Or play C and D together, which in this case gives you 19 possible hits.

PLAYING ONE DIRECTION ONLY

E: If you only played positions 1, 2, 3, 4, and 6, 7, 8, and 9 clockwise only for 75 spins, you would have had 18 possible hits.
F: If you only played positions 1, 2, 3, 4, and 6, 7, 8, and 9 counter-clockwise only for 75 spins, you would have had 17 possible hits.
ACTUAL HITS
G: If you only played positions 1 and 2 both clockwise and counter-clockwise for 75 spins, you would have had 11 ACTUAL hits.
H: If you only played positions 7 and 8 both clockwise and counter-clockwise for 75 spins, you would have had 15 ACTUAL hits.
Of course if you played both C and CC and both high and low positions like you were instructed, you would have had 36 possible chances to hit eight or more times in 75 spins.

75 Correctly Charted Numbers: [H or L] outright losers [L] = repeats
Spins RED _ Black __ C ____ CC ____ PLAY
#1 ___ R3 _____ (CC5 to 8 - R14, 1, 16, 5)
#2 ___ R1 _____ [6]
#3 _____ B4 _____ [H] __ [H] ___ (CC1 to 4: B15, 0, 26, 35)
#4 _____ B15 _____ [1] _____ (CC 1 to 4: B0, 26, 35, 28)
#5 _____ B26 _____ [2] _____ (CC 5 to 8: B31, 20, 33, 24)
#6 _____ B24 _____ [8] _____ (C 5 to 8: B29, 28, 35, 26)
#7 _____ B35 ___ [7] _____ (CC 5 to 8: B20, 33, 24, 10)
#8 _____ B24 _____ [7]
#9 ___R23 _____ [L]
#10 __R23 _____ [L] _____ (C1 to 4: R5, 16, 1, 14)
#11 __R14 _____ [4] _____ (CC1 to 4: R1, 16, 5, 23)
#12 __R5 _____ [3]
#13 _____ B4 _____ [H] _____ (CC1 to 4: B2, 17, 6, 13)
#14 _____ B13 ___ [4]
#15 __ R7 _____ [H] ___ [H]
#16 _____ B15 ___ [H]
#17 __ R18 _____ [H]
#18 _____ B2 _____ [H]
#19 __ R23 _____ [H] _____ (C5 to 8: R9, 18, 7, 12)
#20 __ R7 _____ [7]
#21 _____ B33 _____ [H] _____ (CC1 to 4: B24, 10, 8, 11)
#22 _____ B10 _____ [2]
#23 __ R1 _____ [L] _____ (C5 to 8: R12, 3, 0, 32)
#24 __ R32 _____ [8]
#25 _____ B20 _____ [H]
#26 __ R18 _____ [L]
#27 _____ B31 _____ [L]
#28 __ R1 _____ [L] _____(CC6 to 9: R27, 34, 25, 21)
#29 __ R21 _____ [9]
#30 _____ B29 _____ [H] _____ (C1 to 4: B28, 35, 26, 0)
#31 _____ B28 ___ [1] _____ (C1 to 4: B35, 26, 0, 15)
#32 _____ B35 ___ [1]
#33 __ R32 _____ [L]
#34 _____ B26 _____ [L] _____ (CC5 to 8: B31,20, 33, 24)
#35 _____ B24 _____ [8]
#36 __ R18 _____ [L] _____ (CC1 to 4: R9, 14, 1, 16)
#37 __ R16 _____ [3] _____ (CC1 to 4: R5, 23, 30, 36)
#38 __ R5 _____ [1] _____ (C1 to 4: R16, 1, 14, 9)

#39 __ R16 _____ [1] _____ (C5 to 8: R7, 12, 3, 0)
#40 __ R0 _____ [8]
#41 _____ B26 _____ [L]
#42 __ R18 _____ [L]
#43 _____ B2 _____ [H]
#44 __ R36 _____ [H] _____ (CC5 to 8: R19, 32, 0, 3)
#45 __ R3 _____ [8] __ (C5 to 8: R25, 34, 27, 36)
#46 __ R27 _____ [7]
#47 _____ B4 _____ [L] __ (C1 to 4: B2, 17, 6, 13)
#48 _____ B17 ___ [2] _____ (CC1 to 4:B2, 4, 15, 0)
#49 _____ B4 _____ [2]
#50 __ R18 _____ [H] __ (CC5 to 8: R5, 23, 30, 36)
#51 __ R30 _____ [7]
#52 _____ B29 ___ [H]
#53 __ R16 _____ [H] __ (C5 to 8: R7, 12, 3, 0)
#54 __ R3 _____ [7]
#55 _____ B15 ___ [L] _____ (CC5 to 8: B29, 22, 31, 20)
#56 _____ B29 _____ [5]
#57 __ R36 _____ [H] ___ (CC5 to 8: R19, 32, 0, 3)
#58 __ R0 _____ [7]
#59 _____ B17 ___ [H]_____ (C5 to 8: B10, 24, 33, 20)
#60 _____ B20 ___ [8] _____ (CC5 to 8: B11, 13, 6, 17)
#61 _____ B17 _____ [8] __ (C1 to 4: B6, 13, 11, 8)
#62 _____ B6 _____ [1] _____ (C6 to 9: B33, 20, 31, 22)
#63 _____ B22 ___ [9] _____ (CC1 to 4: B31, 20, 33, 24)
#64 _____ B33 _____ [3]
#65 __ R25 _____ [H]
#66 _____ B6 _____ [L]
#67 __R1 _____ [H]
#68 _____ B29 ___ [L] _____ (CC5 to 8: B24, 10, 8, 11)
#69 _____ B10 _____ [6]
#70 __ R18 _____ [H]
#71 _____ B22 _____ [L]
#72 __ R23 _____ [H] __ (C5 to 8: R9, 18, 7, 12)
#73 __ R7 _____ [7]
#74 _____ B33 _____ [H] __ (C1 to 4: 20, 31, 22, 29)
#75 _____ B31 ___ [2]

75 spins from series "B" are: R7 -B20 -B4 -B10 -B20 -B22 -B15 -B13 -R27 -R16 -R30 -R27 -R14 -R7 -B10 -B17 -R34 -B10 -R27 -B13 -B20 -R25 -B6 -B0 -R34 -R30 -R14 -R30 -B28 -B24 -B11 -B11 -R9 -B35 -R12 -R19 -B4 -B15 -R19 -R9 -R18 -B4 -B4 -R19 -R30 -R1 -R23 -R3 -R36 -B13 -B22 -R23 -R27 -B4 -R23 -R16 -B13 -B22 -B13 -B13 -R5 -R9 -B31 -R9 -R21 -B15 -R18 -B29 -R1 -R27 -R3 -R7 -R7 -R18 -R14
Play series "B" positions 2, 3, 4, and 5 as low and 6, 7, 8, and 9 as high and use C and CC opening strategy to start playing.

CHAPTER FIFTEEN

ELECTRONIC - AUTOMATIC ROULETTE WHEELS

Recent inquiries in 2001 have asked me if my system would win playing an automatic, single - zero roulette wheel. From Argentina I was sent 17, 225 spins arranged in 90 groups of various numbers of spins, which I will send as an attachment to anyone who needs them. Ask for "Gabriel" automatic roulette spins.

Electronic - automatic roulette wheels have no croupier to spin the ball and roulette wheel in different directions, nor to collect your losses or payoff when you win. The ball is only

catapulted counter - clockwise every spin and the wheel is only rotated clockwise every spin by compressed air. Each person has a keyboard in front of them where they can make all the bets that they can make at a regular roulette wheel. Each keyboard has a screen that shows your credits and debits and allows you to decide the amount of the unit you wish to play. The roulette wheel is at the center of the table and has frets which makes the ball bounce around like any other roulette wheel. It automatically spins about 35 to 40 spins an hour. When the ball drops into a slot, it waits till the wheel stops. Then the wheel upends and the ball drops under the wheel and come to the position for the next catapulting. Catapulting is always from the same place. The computer that controls the wheel might have 10 different speeds and about 10 different powers of catapulting. I am sure that there are different configurations on electronic roulette wheels than described above, but as long as it automatically spins the ball and pays 35 to 1 then you should have no problems practicing with Gabriel's single - zero roulette spins.

What intrigued me was that the ball was always spun counter - clockwise and the slots always clockwise. There was one group that only had 75 spins (group 11). Using "Jack's Positional Roulette" I played this series of 75 numbers by having someone read them to me one at a time: 28 - 6 - 20 - 13 - 2 - 00 - 34 - 14 - 13 - 28 - 27 - 7 - 33 - (00 - 00) - 6 - 24 - 31 - 9 - 11 - 17 - 30 - 21 - 32 - 34 - 11 - 4 - 3 - 10 - 24 - 35 - 24 - 22 - 19 - 26 - 26 - 29 - 13 - 14 - 13 - 9 - 23 - 7 - (16 - 16) - 28 - 33 - 29 - 1 - 18 - 32 - 2 - 20 - 11 - 35 - 8 - 34 - 15 - 18 - 12 - 32 - 28 - 23 - 32 - 25 - 34 - 32 - 00 - 16 - 23 - 19 - 35 - 25 - 10 - 6 -

Results of playing a unit on four separate numbers each spin: Instead of hitting the average expectation of eight hits, I had 17 hits playing recorded spins from an automatic roulette wheel. Four units times 75 spins, equals 300 units. Subtract 17 units from 300 units, and I lost 283 units in 75 spins. The true payoff: 32 units times 17 hits equal 544 units. Subtract 283 units lost from 544 units (the actual true payoff) and I had won 261 units in 75 spins, which is 92%. After playing three more series of 75 numbers and only winning about 20 % on them, I reviewed the results and detected some anomalies in the charts that were not on a regulation zero and double zero roulette wheel. Reviewing my play, I could see that I should have played both clockwise and counter - clockwise and both high and low numbers, then I believe that I could do better than 20% in the long run.

In group 35, which held 112 spins, I played the first 75 spins.

In the first 37 spins CC had 24 positional hits and C had 11 positional hits and each had a 10 positional hit. In the first 37 spins CC had 13 possible hit and C had five possible hits.

In the second 37 spins, CC had 11 positional hits and C had 23 positional hits and there were three double hits. In the second 37 spins CC had 10 possible hits and C had 12 possible hits.

Overall CC had 23 possible hits and C had 17 possible hits for a total of 40 possible hits in 75 spins. Playing my old way of just playing low positional numbers will give you your 20%, but many times you will just break even playing this way. That is why you should learn to play both high and low clockwise numbers and high and low counter - clockwise numbers at the same time. Because I became sick, I was not able to investigate further, but I am sure you can win playing my system on an automatic roulette wheel.

REVISION OF WEB SITE

Do to my ill health, this will be my last revision of my roulette web site. The fact is that I might not be physically able to play "Jack's Positional Roulette" at a gambling casino again. What I learned giving lesson is contained in my latest revision. Because of my health problems, I will no longer be giving lessons.

TWO YEARS

It has been a little over two years since I put up my roulette system on the Internet. Let's start with the fact that in those two years I have only had about 7,500 hits. The reason: It is very difficult to find my web site. I originally thought my web site would spread to roulette players

like a "chain - letter." I miscalculated how roulette players would react to finding a system that would win. If they have a winning system they do not tell other roulette players about it; they do not get on to gambling sites and tell them there is a winning system out there; they are very secretive about wining. Of that 7,500 hits many are duplicate hits. It probably represents only about 1,000 actual roulette players that know about my system.

HOW MANY?

How many tried to learn my system and succeeded is unknown to me. Only about three hundred have contacted me and congratulated me on giving away my roulette system free; and of those I only gave lessons to about one hundred roulette players. As of today, June 2, 2001, I have only had 24 roulette players tell me that they were playing in a casino and winning. They were small amounts; one person had won 700 units one weekend and increased it to 1,500 units the next weekend. Another had won about 2,000 units over a week of play. The most was about 3,500 units a person won over two weekends; the least amount won was 900 units over a two - week vacation. All had something in common: they were all playing single - zero roulette wheels and they all claimed that they were going to try to program a computer to play my system. The main thing is I have never heard from any of them again. I estimate that there is about another 50 roulette players out there that are winning but never contacted me and maybe another 50 roulette players who have learned to win on paper, but do not have access to a casino. The reason? I believe it is in the nature of roulette players to be secretive. Even when they buy a system that does not win, they do not get on the Internet and denounce the system. When they find and win with my system, they do not want any other roulette player to know about it.

MISJUDGING

I not only misjudged roulette players but the reaction of casinos to people winning with my system. The casino's reaction to my system is the same as their reaction to all system players. They cannot distinguish between my system or any other roulette system. They been told and believe that the mathematical odds of 5.26% for a double - zero wheel and 2.70 for a single - zero wheel cannot be overcome by any system of play. This is so ingrained in the gambling world, that even when you win with my system the casinos will put it down as pure luck. They consider all system players as "suckers." When they see any player sit down with pencil and paper to keep track of the numbers that are hitting, they think, "will these stupid people ever learn?" And because of this attitude, you who are winning will be allowed to play as long as you do not call attention to yourself. When you win and cash in, tell a lie; tell the dealer and pit boss, "if I win a couple of more times I will be even when using this system." If all winners keep up this charade, it will be several more years before the casino realize that there is a system that can beat them. Someone with a large bankroll will eventually learn to play my system and then teach it to a group he or she organizes. They will make some large sums of money from the casino before it dawns on the casinos that there is a winning system out there. They will have no problem, they will just bar people that are playing my system.

NOT UNDERSTANDING HOW TO PLAY

Meanwhile, there are going to still be players who will email me saying, "I still do not understand how you pick your number?" I use to think that I could teach everyone to play my system, now I know better. I am going to make up a form letter, saying, "Sorry, but all the information for playing my systems is on my web site. The only way you can learn is by practicing. If you do not understand how to play it, then you should try to learn some other system of play. Just remember it is not your fault, it is my fault in not being able to make it clear enough for everyone to understand it. As for my new web site, there will be more roulette players who understand and learn to play it than understood the old web site. They will understand the only way to correctly play it is by practicing, practicing and practicing."

CLEARING UP HOW MUCH YOU WIN

I am still getting email disputing my claim that you lose extra units when playing more than

one number straight up. Even if people do not learn to play my system, it is important for roulette players to understand Chapter Three. To know that the more straight up numbers they play, the smaller the actual payoff is. They should know the cost of each extra number they play straight up. This is an attempt to clarify the subject so that anyone with any mathematical skill should understand it.

Let's try this: you have four roulette gamblers come into a casino and play a double zero roulette wheel:
Gambler number one has a bankroll of one unit and he plays it straight up on a number and it hits. He is paid 35 to 1 and has 36 units now, so he has increased his bankroll (think assets) by 35 units. But the true payoff is 37 to one, so he loses two units for a 5.26% loss because he is not paid the correct odds.

The second gambler has a bankroll of two units, which he plays straight up on two numbers, and hits one of them. He is paid 35 to 1 and now also has 36 units, so he has increased his bankroll (think assets) by 34 units. The cost of the 35 to 1 payoff is one extra unit. But the true payoff is 37 to 1, so he also loses two units for a 5.26% loss because he is not paid the correct odds.

The third gambler has a bankroll of three units, which he plays straight up on three different numbers, and hits one of them He is paid 35 to 1, and now also has 36 units, so he has increased his bankroll (think assets) by 33 units. The cost of the 35 to 1 payoff is two extra units. He also loses two units for a 5.26 % loss because he is not paid the correct odds.

The fourth gambler has a bankroll of four units, which he plays straight up on four different numbers, and hits one of them He is paid 35 to 1, and now also has 36 units, so he has increased his bankroll (think assets) by 32 units. The cost of the 35 to 1 payoff is three extra units. He also loses 2 units for a 5.26 % loss because he is not paid the correct odds.

In a business you have to deduct your cost before you know what your profit is. And in roulette you have to deduct how much it cost you for your 35 to 1 payoff. The cost for playing four numbers straight up is three units each time you hit, so your true payoff is 32 to 1. Playing five numbers straight up the cost is four units and a true payoff of 31 to 1. Playing 10 numbers straight up, the cost is nine units for a true payoff 26 to 1.

Now let's use as an example of playing four units straight up on four separate numbers for 38 spins. Your expectation is you will average four hit in 38 spins. Now 4 X 38 = 152 units played in 38 spins. Now you subtract from that the four hits you had because you did not lose those four units. So, four units from 152 units, gives you a total of 148 units lost in 38 spins. Now you cannot say you won 35 units on each hit; you have to deduct the cost of three units each time you hit because your increase in your bankroll (think assets) is only 32 units.
So when I multiply 4 X 32 units = 128 units, I have deducted my cost and give my actual winnings. So when I subtract my actual winning amount (128 units) from my actual losing (148 units), I find that I lost 20 units. Now eight units were lost because the house does not pay the correct odds. The other extra 12 units were lost because I was playing four numbers straight up. I am playing at a 13.2% disadvantage.

QUESTIONS WITH A NO ANSWER

Have you ever read a book that is trying to explain roulette that told you the amount you lose is according to how many numbers you play straight up? Have you ever read a book explaining all the odds against you when playing various games in a casino that mentioned that when playing roulette you can lose more than 5.26% or 2.70%? Have you ever bought or borrowed or read about a roulette system that grantees you will win with their system, make a casual reference that you can lose at a faster rate than 5.26% for a double - zero wheel or 2.70% for a single - zero wheel?

WINNING ROULETTE SYSTEMS

It seems that previous roulette systems were predicated on the assumption that all they had to overcome to have a winning system was to overcome the casino's odds of 5.26% or 2.70%. With the information I have given, you now know the truth. Did the gambling casinos ever have this information to divulge? There is no way that they could have kept this information within the gambling industry if they were aware of this built - in feature when playing roulette. They never had an inkling that roulette players could lose at more than a 5.26% or 1.70% rate. Mathematicians have also completely blinded themselves by using the old formula that you lose at a rate of 5.26% if you play a single number for 38 spins and hit your one expected hit in 38 spins. They expanded this rate to include all roulette play. They did not point out that the conditions used to formulate the math only applied to the condition of playing one number straight up for 38 spins. The conditions change when you play more than one number straight up for 38 spins, so their old formula did not fit all the other conditions of play.

MATHEMATICIAN BLINDNESS

This mathematical blindness is what kept them from ever developing a system to beat the roulette wheel. Their belief was that each spin of the roulette wheel is independent and had no bearing on future or past spins. But they did not realize that their belief was just that: a human - held belief only. As a grade - school - mathematician, I ignored that belief.

Except for correcting any mistake found by you out there, this is it. I will insert an update on my web site to inform you of anything that happens in the future. So, for now I wish you success in learning to play and win with my systems.
Jack Wise Kennedy as Roletjack

A TRUE TEST OF ROULETTE PROGRAMS

Updated September 2002

To truly test a system of play, you must accumulate a database of at least 15,200 spins for single-zero and 15,600 spins for double-zero roulette wheels. Ideally, the data-base should be from many different roulette wheels and collected from about 200 people who can send in to a central data-base, actual play spins of 76 spins from a single-zero wheel and about 200 who can send 78 spins from a double-zero roulette wheel. Each person can send in more than one collection. Sent in spins longer than 76 and 78 spins will be shortened. Not acceptable are spins obtained from testing a roulette wheel to see if it is fixed for or against the casino or interrupted sequences where nobody is playing for several minutes or from any published book or any downloaded casino spins that do not show when the roulette wheel is idle or any random number generated spin.

ACCUMULATING A DATABASE FOR TESTING

With the help and cooperation of those who read this I will try to accumulate from actual roulette spins from single and double-zero roulette wheels a database for each that can be used to test roulette systems. It can also find the true percentage of win or loss playing SAL and DTL spins, and the percentage for or against playing streets, columns, splits, squares or dozens.

For those who wish to send in actual spins that meet the requirements above, please send them to jwk@sq-ro-let.com in an email. But send them in the main part of the email. Do not send them in an attachment. Put the casino and the date it was recorded and your name and if the spins are from a single or double roulette wheel. If you have any friends who play roulette have them send in some actual recorded spins that meet the requirements above. If you want to provide me with a hard copy of your submission, send it to Jack W. Kennedy at P.O. Box 2505, Grass Valley, California 95945.

Written between 1984 and 1988 and published in 1990 is my book "The Bridger" by Jack Wise Kennedy. Like my roulette systems it also is absolutely free to download. Check it out and tell me what you think of it. If you like it tell at least two other persons about it. Thank you in advance. Jack Wise Kennedy as the "Bridger."