

Martin J. Silverthorne

Triple Win Roulette



"A Powerful New Way to
Win \$4,000 a Day Playing
Roulette!"

Silverthorne Publications, Inc.

Triple Win Roulette

By Martin J. Silverthorne

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Address all inquiries to the publisher:

Silverthorne Publications, Inc.

848 N. Rainbow Blvd., Suite 601

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United States of America

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Introduction

This is the first release of the super system that is winning millions of dollars for the fortunate group of insiders using it!

If you can picture yourself instantly turning \$40 into a solid income of \$10,605 a week, then you are already on the track to becoming another Roulette Millionaire!

You are about to learn –

- How you can easily turn \$40 into a solid income of \$10,605 a week.
- How you can create a monthly income of \$45,601 a month with leaving home and “working” less than an hour a day!
- How you can take control of any roulette game and pull in wins faster and with a higher win rate than with any other roulette system!
- How you can use our proven Millionaire Plan to bring in just about any amount of money you want playing roulette a few hours a week!
- How the small group of insiders using this system is rapidly becoming Roulette Millionaires using the system that has never failed to produce record setting profits!

This new roulette-beating system offers benefits almost no other profit seeking venture can claim –

- It is very easy to learn and even easier to use (Our average player learned it in 16 minutes!)

- It doesn't require any skills or experience to use. All you have to do is follow the clear instructions I will send you.
- It takes almost no money to get started. For just \$40 you can set up the system that brings in a \$10,605 a week income! And, your new high-income source of profits will be extraordinarily reliable and totally consistent!
- This program is 100% complete, easy to use and comes with a Solid Money Back Plan that you can take to the bank!

I am Martin J. Silverthorne. I am a CPA, investor and successful winning gambler. And, I am probably the world's biggest critic of so-called money making systems. Most of them are based on untested claims that fall apart when you try to use them. And, this goes double for anyone who tries to win at gambling!

That's why I never take anyone's word that any system, strategy or method is profitable. I not only have to experience it for myself, but I also demand that it work for other people over a long-term period of rigorous testing and use. In other words, I require that the system meet real world tests and pass every one of them.

Most systems don't even make it to first base. A few make it to second base. Only a tiny handful ever makes it as far as third base. I can count on one hand the roulette systems that are good enough to hit home plate!

Triple-Win Roulette stands at the head of the line of the very best roulette systems of all time! It is so good it is like hitting a home run every time you are up to bat!

To give you an idea of how this system worked for real people just like you, I have listed their experiences working with me on testing and validating this system.

However, proving that this system is a strong winner was just the beginning for most of these players . . .

Many of these players have gone on to win millions of dollars using this strategy!

What's more, these players are routinely bringing in \$10,000 a week or larger incomes playing no more than five hours a week from their homes!

Let Me Tell You a Little More About Triple-Win Roulette!

- Triple Win Roulette is based on making a unique three-wager combination bet. You won't have to scatter chips all over the roulette layout to make this wager. You will place your chips in three spots that are determined by each spin.
- You won't have to track wheels, record decisions or time your entry to play and win. Just sit down at any game and set up the unique combo bet. You will be on your way to winning large amounts almost effortlessly!
- No judgment is required to win with this system. It uses a simple set of rules for setting up the unique Triple-Win Combo bet. You will be able to do this automatically without any hesitation or guesswork!
- When you make the Triple-Win Combo Bet, you will be favored to win on every spin of the wheel. This wager covers 78.38% of all possible outcomes and has strong built-in hedges against losses!

Just so we are clear here –

- Triple-Win Roulette has nothing to do with timing wheels or trying to guess where the ball will land.
- It is not based on trying to determine the dealer's signature (a repetitive pattern a few dealers develop which makes spin outcomes more predictable.)
- It is not based on any of the classical roulette systems, like the Martingale, Ascot, D'Alembert or Laubochere.

- It is not based on using a simple fixed betting progression.

Remarkably, you don't even need to know about previous spins to set up the system and start winning!

And, you'll never have to observe the wheel, write anything down or try to jump in at the right time.

With Triple-Win Roulette, you can sit down at any roulette table (or sign on to an online game) and start wagering from the first spin onward. You will know where to place the Triple-Win Combo bet following a simple, perfected set of High-Profit Betting Rules.

And, once you know these highly effective moves, you'll be able to soundly beat all land-based and online roulette games – again and again!

Triple Win Bets

The Triple Win Roulette System consists of making three bets for each spin of the roulette wheel. You will place bets on one color, one dozen and one column as a three-bet wager.

You will always wager in the following proportions:

Color	Dozen	Column
2 units	1 unit	1 unit

You will use specific betting rules for placing these wagers. However, one constant is that the proportions 2-1-1 will always be maintained.

The following table shows a number of different three-bet wagers which keep the 2-1-1 ratio.

Table 1. Possible Combinations of Triple Win Bets

Color	Dozen	Column
2 units	1 unit	1 unit
2	1	1
4	2	2
6	3	3
10	5	5
16	8	8
20	10	10
30	15	15
50	25	25
80	40	40
100	50	50
200	100	100

The payoffs for bets on colors, dozens and columns are as follows:

Red/Black - Pays even money 1:1

Column -12 numbers Pays 2:1

Dozen -12 numbers Pays 2:1

The possible outcomes of each spin with wagers made in the proportions 2-1-1 are shown below:

Table 2. Table of Wins and Losses With Triple Win Bets

Color	Dozen	Column	Net Win for Spin
2	1	1	
Possible Outcomes			
Win	Loss	Loss	-0-
Win	Win	Loss	+3
Win	Loss	Win	+3
Loss	Win	Win	+2
Win	Win	Win	+6
Loss	Win	Loss	-1
Loss	Loss	Win	-1
Loss	Loss	Loss	-4



On the next page there is a roulette layout for American wheels showing a number of bets and payoffs.

Let's say you want to bet on the color Red, on the 1st Dozen, covering numbers 1-12, and the second column covering the numbers 2, 5 8, 11, 14, 17, 20, 23, 26, 29, 32 and 35.

You can find these betting spots on the layout. The wager on Red will be on the large red diamond on the left side of the layout. The wager on the 1st Dozen will be on spot H and the Column wager will be on spot G.

American Double Zero Wheel Bets and Payoffs

American Roulette 0 - 00
(The European version has one 0 only)

		0	00		
1 TO 18	1ST 12	1	2	A	
EVEN		4	5	6	
		7	8	B	
		10	11	12	
	2ND 12	C	13	14	15
		16	17	18	
		19	20	D	21
		22	23	24	
	3RD 12	K	25	26	27
		28	29	30	
		F	31	32	33
		34	35	36	
ODD					
19 TO 36					
		2:1	G	J	2:1
Outside Bets					

Inside bets: (also called layout bets)

A - 1 number, Straight up 35:1

B - 2 numbers, Split 17:1

C - 3 numbers, 3 Line 11:1

D - 4 numbers, 4 Corner 8:1

E - 5 numbers, 1st Five 6:1 (double zero roulette table)

* **E** - 4 numbers, 1st Four 8:1 (single zero roulette table - not shown)

F - 6 numbers, 6 Line 5:1

Outside bets:

G - 12 numbers, Column 2:1

H - 12 numbers, Dozen 2:1

J - 24 numbers, Split Columns 1:2
(Allowed in UK casinos. Some casinos may not allow it.)

K - 24 numbers, Split Dozens 1:2
(Allowed in UK casinos. Some casinos may not allow it.)

Even/Odd - Pays even money 1:1

Red/Black - Pays even money 1:1

1-18/19-36 (also called Low/High) - Pays even money 1:1

Referring to Table 2, you can see that there are eight possible combinations for each spin ranging from a loss of all three bets (-4) to a win of all three bets (+6).

A win of all three wagers is called a ***Triple Win*** and gives this system its name.

The only bets used in Triple Win Roulette are wagers on a color, one dozen and one column. These wagers are always made in the following proportions:

Color	2-units
Dozen	1-unit
Column	1-unit

Determining Where to Place the Bets

The rule for placing the Triple Win bets is simple:

Always place the bet in the same positions as the previous spin.

Let's assume the outcome of the last spin was Black 13.

The color was Black.

The number is in the 2nd Dozen and 1st Column.

Your next wager will be on Black, 2nd Dozen, 1st Column.

Let's try another example.

The roulette ball lands on Red 36.

Following this outcome your next wager will be on Red, 3rd Dozen, 3rd Column.

Here's one more example.

Assume that you have a wager on Red, 2nd Dozen and 1st Column and a zero shows. You will lose all three bets. Your next wager will be the same as before. In other words, you will ignore a zero in terms of determining where to bet and wager in the same spots following a zero.

Incidentally, even though I am using the layout on the American Double-Zero wheel to show where the bets are placed, I recommend that you always play on a single-zero wheel. You can play on the single-zero American wheels or in European single-zero games.

Betting that the previous outcome will repeat is very effective. Roulette tends to be streaky and it is not unusual to have numbers, dozens and columns repeat.

Each wager will be placed in the same spots as the previous outcome. In other words, you will always bet that the last decision will repeat. If a zero shows you will continue to wager in the same spots ignoring the zero in terms of bet placement.

The Triple Win Betting Series

Triple Win Bets are always placed in the following proportions:

Color	Dozen	Column
2 units	1 unit	1 unit

A Betting Series is used for each level of betting. The Betting Series has different amounts of wagers on the three Triple Win Bets for different levels of betting.

Playing at a table allowing \$1 to \$100 bets you could use the following betting series:

Table 3. Five Level Betting Series for \$1 Base Bets

Level	Color	Dozen	Column	Total
1	2	1	1	4
2	4	2	2	8
3	6	3	3	12
4	8	4	4	16
5	10	5	5	20

This is a five-level betting series using \$1 Base Bets. The Game Bankroll for this Betting Series is \$60. You will need to buy in for at least \$60 to use this betting series.

There are many different Betting Series, depending on the level of play. Thus, there are Betting Series for \$1, \$2, \$5, \$10, \$25, \$50, \$100 and even \$500 minimum wagers. There are also Five Level as well as Four Level Betting Series used for Triple Win Roulette.

The examples in this chapter will be based on the Five Level Betting Series for \$1 Bets as shown in Table 3. However, the same principles apply to all of the possible betting series which can be used with Triple Win Roulette.

With any Betting Series the following rules apply:

1. Start a game making Level 1 bets. Using the Five Level Betting Series for \$1 Base Bets, you will make a \$2 bet on a color and \$1 bets each on one dozen and one column

for a total of \$4 bet.

2. The outcome of each spin determines the Betting Level for the next spin, according to these rules:

a. If you win or break-even on the spin, you will stay at the same betting level. For example, if you break-even or win any amount on the spin, you will continue to make Level 1 wagers, i.e. 2-1-1 for the next roulette wager.

b. If you lose an amount equal to a column bet, in this example a 1-unit wager, stay at the same level for the next wager.

c. If you lose an amount greater than the amount of a column bet, in this case, a loss of two or more units, raise the next roulette wager one betting level. When you are making Level 1 bets you have the option of raising the bets one level with a loss equal to the column bet. This special rule applies to level 1 betting only. For example, if you lose an amount equal to a column bet when you are betting at level 2, you will not raise your betting level on the next spin. With betting levels greater than level 1 you should have a loss greater than the amount of your column bet to trigger raising your bets one betting level.

d. Any time you win an amount greater than the amount of a column bet for your current betting level you will drop one betting level on the next spin. For example, if you are betting Level 2 bets and win 2 or more (the value of a column bet is 2 at this level) you will drop to Level 1 bets for the next spin.

A Betting Series is used to determine the sizes of bets made for each wager. You will always begin a game with a Level 1 wager and increase or decrease the wagers made in each round of play according to the outcome of each spin. In general, you will keep the bets at the same level with a win or a slight loss. You will raise the bet level with a loss greater than the size of a column or dozen bet. You will lower the bet level following a win greater than the size of a column or dozen bet.

Playing to Win Coups

The goal of each game or short session of play is to win a coup. A ***coup*** is a predefined Win Goal for each level of play.

The table below shows Coup Levels for a number of different Betting Series with the Level 1 bets shown for each Betting Series

Table 4. Coup Levels for Different Betting Series

Level 1 Bets (Color-Dozen-Column)	Target Coup Level
2-1-1	\$9
4-2-2	\$18
6-3-3	\$27
8-4-4	\$36
10-5-5	\$45
14-7-7	\$56
20-10-10	\$90
26-13-13	\$117
30-15-15	\$135
40-20-20	\$180
50-25-25	\$225
70-35-35	\$315
100-50-50	\$450

With Triple Win Roulette, the object of your play is to win a coup. Each short session or coup-based game is directed towards winning a coup.

You will play in accordance with the rules of raising and lowering the level of bets in the Betting Series you are using until one of the following occurs:

1. Your winnings reach or exceed the Target Coup for the Betting Series you are using, or
2. You stop the coup attempt after reducing a loss because of a large win. For example, assume that you had a loss for the game of -15 and just won +18 for the spin. You may elect to call this game completed with a win of just +18. An alternative in this case is to drop back to Level 1 betting and continue playing. If the game is getting long, you may elect to stop the game even though you have not hit your Target Coup

In this book I will treat each Coup Attempt, whether successful or not, as a separate game. In reality you can continue playing after winning a coup or pulling back after winning a larger bet. The only time you must stop a game is if you don't have enough bankroll to make the next wager. In this case you will have lost all or a large portion of the Game Bankroll for that level of play.

The object of Triple Win Roulette is to win a Target Coup. Each level of play has its own predefined Target Coup. After winning a Coup you can continue playing by resetting your bets to Level 1 and in effect starting over.

You can also call a game over and stop playing after winning a Coup.

Whenever your losses are so large that you can't make the next set of wagers the game is over. You will never add more funds in a losing game. If your bankroll is depleted you will accept the loss and stop play.

Examples of Play

I am going to show you several different games played with the objective of reaching or exceeding a Target Coup. For each of these example games I will use the Betting Series shown in Table 3, which is set up for \$1 Base Bets. Wherever I refer to the Betting Series, I will identify it by the size of the bets made on colors–dozens–columns in the first betting level. Using this naming approach, the Betting Series shown in Table 3 is called the 2-1-1 Betting Series.

Game 1 Using 2-1-1 Betting Series. Target Coup = \$9

Spin No	Bet Level	Bets	Total Bet	Amount Won or Lost	Running Total for Game
1	1	2-1-1	4	-4	-4
2	2	4-2-2	8	-0-	-4
3	2	4-2-2	8	+6	+2
4	1	2-1-1	4	-0-	+2
5	1	2-1-1	4	-1	+1
6	2	4-2-2	8	+6	+7
7	1	2-1-1	4	+3	+10

Let's review these bets spin by spin.

1. We start the game with no knowledge of previous spins. This is the usual situation when you start a session online. We set up bets as follows: Red –2, 1st Dozen –1, 2nd Column –1. I always use this starting set up if I don't know the outcome of the previous spin. If I do know the outcome of the last spin I will bet that it repeats. I make the wager and lose –4 on the spin.

2. With a loss of –4, I increase my bets one level and wager as follows: Color – 4, Dozen – 2, Column –2, betting that the outcome of the last spin will repeat. I break even on the spin.

3. Following a breakeven spin I stay at the same betting level. I make an 8-unit bet spread between a color, a dozen and a column in the proportion 4-2-2. We win +6 on the spin.
4. Following the +6 win we drop one level and make a 4-unit bet in proportion 2-1-1. We break even on the spin.
5. We stay at the same level and make a 4-unit bet on one color, one dozen and one column. We lose -1 on the spin.
6. Following the loss of -1 we decide to raise our bets one level. With a just a one-unit loss on the last spin we could elect to stay at the same betting level. However, for losses at level one we allow the option of increasing the betting level one level and we decide to do it. We make an 8-unit bet (4-2-2) and win +6. This brings our Running Total for this game up to +7. With a Coup Target of +9 we are looking to reach our target in the next spin or two.
7. Following the win we drop back to level one and make a 4-unit bet (2-1-1). We win +3, bringing our Running Total to +10. Having exceeded our Target Coup we call the game over.

After winning a coup you have several choices. You can take a break and stop play for a while. Or, you can elect to continue playing. If you decide to continue playing, you will want to lock up your winnings so that you won't lose them. If I am playing in a land-based game I will usually skip betting on one spin and then start a new coup attempt setting up a level one bet (2-1-1) betting that the previous color-dozen-column combo will repeat.

If I am playing online I like to exit the game but not log out. After exiting the game, I will set up the game again and set up a new coup attempt starting with a level one bet (2-1-1).

Let's review another game.

Game 2 Using 2-1-1 Betting Series. Target Coup = \$9

Spin No	Bet Level	Bets	Total Bet	Amount Won or Lost	Running Total for Game
1	1	2-1-1	4	-0-	-0-
2	1	2-1-1	4	+3	+3
3	1	2-1-1	4	+3	+6
4	1	2-1-1	4	-1	+5
5	2	4-2-2	8	-2	+3
6	2	4-2-2	8	-3	-0-
7	3	6-3-3	12	-0-	-3
8	3	6-3-3	12	+18	+15

Here is a review of Game 2.

1. We set up our first bet, starting with the standard 2-1-1 level 1 set up. We break even on the spin.
2. We stay at the same betting level and place wagers on the color, dozen and column which just showed (combo 2-1-1). We win +3.
3. Following the win we make another level 1 bet of 4 using the 2-1-1 pattern. We win +3.
4. Following the win we stay at level 1 and make another 2-1-1 wager, betting the combination on the last spin will repeat. We lose -1 on the spin.
5. We decide to raise our bet one level following the -1 loss. Raising after a one unit loss is an option available for level 1 bets. We raise our bet to 8 using the 4-2-2 bet combo. We lose -2 on the spin.
6. Following the loss of -2 we stay at level 2 and wager 8 (4-2-2) again. We lose -3 on

the spin.

7. With a loss of –3 on the spin we move our bet up to level 3 and wager 12 (6-3-3) on the same spots as showed on the previous spin. We breakeven on the spin.

8. We bet 12 (6-3-3) again and hit a Triple Win for +18. This brings our running total to +15 and we have won a coup.

Let's take a look at another game.

Game 3 Using 2-1-1 Betting Series. Target Coup = \$9

Spin No	Bet Level	Bets	Total Bet	Amount Won or Lost	Running Total for Game
1	1	2-1-1	4	+3	+3
2	1	2-1-1	4	-4	-1
3	1	2-1-1	4	+6	+5
4	1	2-1-1	4	-4	+1
5	2	4-2-2	8	-4	-3
6	3	6-3-3	12	-0-	-3
7	3	6-3-3	12	+9	+6
8	2	4-2-2	8	+4	+10

Here is a review of Game 3.

1. We place our first wager, starting with a level 1, 4 wager (2-1-1). Without knowing the outcome of the previous spin we bet as follows: Red-2, 1st Dozen-1, 2nd Column-1. We win +3 on the spin.
2. We make a level 1 bet again placing 4 as a 2-1-1 combo bet on the same spots as showed in the previous spin. We lose –4 on the spin.
3. Following the –4 loss we decide to stay with a level 1 bet of 8 (2-1-1). We win +6.
4. Staying at level 1 we make a 4 wager (2-1-1) and lose –4.

5. We increase our bet to level 2, betting 8 (4-2-2) for the next spin. We lose -4.
6. We move our bets to level 3, betting 12 (6-3-3) for this spin. We break even on the spin.
7. We keep our bet at level 3, betting 12 (6-3-3) again. This time we win +9.
8. Following the win we reduce our bet one level. We make a level 2 bet of 8 (4-2-2) and win +4. This brings our total winnings up to +10 signaling another coup win. (Note: We could have dropped to Level 1 for this wager because of the size of the previous win (+9).

Let's take a look at a really tough game. In Game 4 we struggled most of the game and finally hit a Triple Win to end up winning the coup.

Game 4 Using 2-1-1 Betting Series. Target Coup = \$9

Spin No	Bet Level	Bets	Total Bet	Amount Won or Lost	Running Total for Game
1	1	4	2-1-1	-1	-1
2	1	4	2-1-1	+3	+2
3	1	4	2-1-1	-4	-2
4	2	8	4-2-1	-8	-10
5	3	12	6-3-3	+9	-1
6	3	12	6-3-3	-0-	-1
7	3	12	6-3-3	+9	+8
8	1	4	2-1-1	-4	+4
9	2	8	4-2-2	-3	+1
10	3	12	6-3-3	+9	+10

Here is a review of Game 4.

1. We start with a level 1 bet of 4 without knowing the outcome of the previous spin. We wager on Red-2, 1st Dozen-1, 2nd Column-1. We lose -1.
2. We decide to stay at level 1. We make another level 1 bet of 4 (2-1-1) and win +3.

3. We make a level 1 bet of 4 (2-1-1) and lose -4.
4. Following the loss of -4 we make a level 2 bet of 8 (4-2-2) and lose -8.
5. We move up to level 3, making a 12 bet (6-3-3). We win +9. Our running total for this game is now -1.
6. We decide to repeat a level 3 bet. Normally, following the large win on spin 5 we would drop back to a level 1 bet. We decide to take a calculated risk to wager again at level 3. We break even on the spin.
7. We opt for another round at a level 3 bet of 12 (6-3-3). We win +9 on the spin.
8. Following the large win, we drop back to level 1, betting 4 (2-1-1). We lose -4 on the spin.
9. We move back up to level 2 and wager 8 (4-2-2). We lose -3 on the spin.
10. We move back to level 3, making a 12 wager (6-3-3). We win +9, bringing our total win up to +10. We have won another coup!

We always start a game with a level 1 bet. We move up and down the different betting levels according to a set of rules. The theory is that if you break-even you stay at the same betting level; if you lose over a certain amount, you will move up one betting level; and if you win over a certain amount, you will drop a betting level.

Each of the games illustrates how we move up and down the betting levels as we play. Triple Wins are especially valuable. When a Triple Win shows, it is large enough to hit our Target Coup.

Triple Wins occur when we win all three of the combo bets, i.e., we win on the color, dozen and column bets.

In Game 2 we had a Triple Win on spin 8. In Game 3 we had a Triple Win on spin 3.

Testing the Triple Win Roulette System

The Triple Win Roulette System has been extensively tested in both computer-simulated tests and against real casinos.

I believe that playing against live casino games is more significant than simulated play and we tested Triple Win Roulette against real casinos.

For real world play I had the help of several associates who agreed to try the system in different casinos and document the results of their play.

All of our play was against single-zero wheels in both American and European versions. We played in both land-based and online games. Our testers played with base bets ranging from \$1 to \$25.

We kept careful records of every game. For testing purposes each coup was considered the same as a game. Most players continued playing after winning a coup because the coups occurred very quickly (one coup for every seven spins, on the average).

To make the results of playing at different levels comparable, we adjusted all play to the equivalent of using the Betting Series shown in Table 3 (like the examples in this book).

For your reference, this Betting Series is shown below:

Table 3. Five Level Betting Series for \$1 Base Bets

Level	Color	Dozen	Column	Total
1	2	1	1	4
2	4	2	2	8
3	6	3	3	12
4	8	4	4	16
5	10	5	5	20

This is a five-level betting series used with \$1 Base Bets. The Game Bankroll for this Betting Series is \$60. You will need to buy-in for at least \$60 to use this betting series.

We played a total of 4,268 games in casinos, carefully documenting the results of each game. For the purposes of this test we considered winning a coup, that is, winning enough to hit or exceed the Target Coup to be the equivalent of winning a game. Thus, we use the terms coup and game interchangeably.

We stopped a game under the following conditions:

- a. We won a coup.
- b. Our losses became large enough that we could not make the next bet in the Betting Series.
- c. We reduced the amount of loss from a larger loss to a small loss or a small win after winning a large amount.

A summary of the 4,268 live casino games played follows:

Table 5. Results of Testing Triple Win Roulette System

Total Games (Attempted Coups)	4288
Coups Won	4019
Coups Lost: (Loss > ½ of Total Betting Series) 2 x 134	269
Win Percent	94.73%
Total Spins (217 x 134	29,078
Net Won	\$21,708
Average Winnings per coup	\$0.7465
Average Winning per coup (all games)	\$5.063
Total Won excluding losing games	\$40,200
Number of Winning Coups	4019
Average Winnings per winning coup	\$10.002
Average Loss per losing coup (coups larger than ½ of Total Betting Series)	\$40.33
Average Rounds per Coup Attempted: 29078 Spins/4288 coups =	6.78 spins

Out of 4,288 games played, we had winning coups for 4,019 games. Included as winning coups were games with small wins or small losses that we stopped early after winning large bets turning a potentially losing game into a small win or loss.

We had 269 losing games where we lost most of our bankroll and choose not to continue the game.

The win rate works out to 94.73% or 95% rounded. This means that you will win 19 out of every 20 games.

Perhaps the most significant aspect of using Triple Win Roulette is the speed of the wins.

It took an average of just 6.78 spins to win each coup. This is a very fast win rate since each winning coup contributes enough winnings to be considered on par with winning a game.

In land-based games, played at 50 spins per hour, you would complete an average of 7.37 coups for every hour played, winning a coup every 8.14 minutes on the average.

In faster online roulette games, played at 250 spins per hour, you would win 36.87 coups per hour, winning a coup on the average of every 1.63 minutes!

Using a Shortened Betting Series

So far, in all of our examples, we have used the five level betting series for Triple Win Roulette as shown below:

Table 6. Five Level Betting Series for \$1 Base Bets

Level	Color	Dozen	Column	Total
1	2	1	1	4
2	4	2	2	8
3	6	3	3	12
4	8	4	4	16
5	10	5	5	20

For this level of play we recommend a Game Bankroll of \$60 and a Total Bankroll five times this size at \$300.

As we tested this system using five levels of play, we discovered that it was also quite profitable to play using just four levels. Table 7 below shows the bets used for four levels of bets.

Table 7. Four Level Betting Series for \$1 Base Bets

Level	Color	Dozen	Column	Total
1	2	1	1	4
2	4	2	2	8
3	6	3	3	12
4	8	4	4	16

The principle advantage in using Four Level Play is the reduction in bankroll required.

You can use the Four Level Betting Series for \$1 Base Bets with a Game Bankroll of \$40, a 50% reduction in the \$60 bankroll needed for Five Level play.

With the reduction of the Game Bankroll to \$40, the Total Bankroll is reduced to just \$200.

We reviewed the 4,288 games (coups) played and analyzed these games to see how well we would have done if we had only used Four Levels of Betting Series.

We replayed all of the games used in the original testing using the Four Level Series for \$1 Base Bets. The results are shown below:

Table 8. Results of Testing Four Level Betting System

Total Games (Attempted Coups)	4288
Coups Won	3484
Coups Lost: (Loss > ½ of Total Betting Series) 6 x 134	804
Win Percent	81.13%
Total Spins (198 x 134	26,532
Net Won	\$15,008
Average Winnings per coup	\$0.5657
Average Winning per coup (all games)	\$3.50
Total Won excluding losing games	\$37,118
Number of Winning Coups	3484
Average Winnings per winning coup	\$10.65
Average Loss per losing coup (coups larger than ½ of Total Betting Series)	\$27.50
Average Rounds per Coup Attempted: 26532 Spins/4288 coups =	6.19 spins

Let's compare the results of using the Five Level Betting Series for \$1 Base Bets and the Four Level Betting Series for \$1 Base Bets. Table 8 compares the results of five-level and four-level play for \$1 Base Bets.

**Table 9. Comparison of Testing of Four Level
and Five Level Betting Systems for \$1 Base Bets**

	Four-Level Betting	Five-Level Betting
Total Games (Attempted Coups)	4288	4288
Coups Won	3484	4019
Coups Lost: (Loss > ½ of Total Betting Series) 6 x 134	804	269
Win Percent	81.13%	94.73%
Total Spins (198 x 134	26,532	29,078
Net Won	\$15,008	\$21,708
Average Winnings per coup	\$0.5657	\$0.7465
Average Winning per coup (all games)	\$3.50	\$5.063
Total Won excluding losing games	\$37,118	\$40,200
Number of Winning Coups	3484	4019
Average Winnings per winning coup	\$10.65	\$10.002
Average Loss per losing coup (coups larger than ½ of Total Betting Series)	\$27.50	\$40.33
Average Rounds per Coup Attempted:	6.19 spins	6.78 spins

Superficially comparing the results of play using Four-Level and Five Level Betting Series, we would pick Five Level Betting as the better system.

Five Level Betting wins almost 95% of the coup attempts, while Four Level Betting wins about 81% of the coup attempts.

Five Level Betting wins an average of \$0.74 per spin while Four Level Betting only averages winning \$0.57 per spin.

It looks like Five Level Betting is the clear winner.

However, let's make one more comparison which I call the "Bang for the Buck" comparison.

Let's compare the return on our money for each hour of play.

With the Five Level Betting System our Game Bankroll is \$60. We win an average of \$0.74 per spin.

With the Four Level Betting System our Game Bankroll is reduced to \$40. Here we win an average of \$0.57 per spin.

Let's compute our rate of return per hour on the money risked and see how the systems compare.

Table 10. Return on Money Risked for Four and Five Level Betting Systems

Four Level Betting System		
Return Components	Winnings per Hour in Land-based Games (50 spins per hour)	Winnings per Hour in Online Games (250 spins per hour)
Average Won per Spin \$0.5657	\$28.29	\$141.43
Game Bankroll = \$40		
Hourly Return on Game Bankroll	70.72%	353.58%
Five Level Betting System		
Average Won per Spin \$0.7465	\$37.33	\$186.63
Game Bankroll = \$60		
Hourly Return on Game Bankroll	62.22%	311.05%

Compare the returns for land-based play.

With Four Level Betting we can win an average of \$28.29 an hour using a \$40 Game Bankroll. If we divide our hourly winnings by the amount of money at risk, we have:

$$\$28.29/\$40.00 = 70.72\%$$

This tells us that for every dollar we risk using this betting system we will earn an average return of about 71% per hour on our money risked.

With Five Level Betting we can win an average of \$37.33 an hour in a land-based game. To win this amount we need to use a \$60 Game Bankroll.

Computing the hourly return on the money at risk, we have:

$$\$37.33/\$60.00 = 62.22\%$$

So, for land-based play we have a return of 71% an hour for Four Level Play compared with a return of 62% an hour for Five Level Play.

We see the same advantage of Four Level Play over Five Level Play in the online games.

Here we have a return on money risked of 354% an hour for Four Level Play as compared to 311% an hour for Five Level Play.

In the Bang for the Buck test Four Level Play wins hands down.

Even though Five Level Betting has the advantage in its win rate, winning 95% to Four Level Play's 81%, the return on the amount risked tells the rest of the story,

You will win more per hour on the money at risk using the Four Level Betting System.

Winning With Triple Win Roulette

Winning with the Triple Win Roulette System is easy and fun. However, in order to win consistently you should follow the rules and tips in this chapter.

1. Always play on Single-zero wheels. Online you should play the European version of roulette with its single-zero. In the US you can play the American version of roulette so long as it has a single-zero. There are single zero wheels available throughout the US. Don't accept less for your roulette play.

2. For Triple Win Roulette you will always place three bets for each spin in the following proportions:

Color (Red or Black)	2 units
Dozen (1 st , 2 nd or 3 rd Dozen)	1 unit
Column (1 st , 2 nd or 3 rd Column)	1 unit

3. Bets will be placed on the same spots as shown on the previous spin. To start betting, when there are no previous spins available, you should bet on Red, the 1st Dozen and the 2nd Column. Whenever a zero shows, you will ignore it in terms of picking where to bet. For example, if you had a wager on Black, 2nd Dozen, 1st Column, and a zero showed, your next wager would be on the same spots. However, since you would have lost on the zero, you would raise your bets to the next betting level.

4. Each level of play has its own win goal called a Target Coup. You will always play to win an amount equal or greater than the Target Coup for that level of play. For example, when you play using the \$1 Betting Series (as used in the examples in this book) you will always be looking to win \$9 or greater. Each win of a Target Coup is referred to as hitting a Coup or completing a Game.

5. To play Triple Win Roulette, you will use a Betting Series matched to your level of play and your bankroll level. Below are shown Betting Series for \$1, \$5, \$10 and \$25 Base Bets. For each level of play, we show a Five Level Betting Series. To convert it to

a Four Level Betting Series just eliminate the Level 5 bets. The Target Wins for each Betting Series are the same for Four and Five Level Play.

Five Level Betting Series for \$1 Base Bets

Level	Color	Dozen	Column	Total
1	2	1	1	4
2	4	2	2	8
3	6	3	3	12
4	8	4	4	16
5	10	5	5	20

Five Level: Game Bankroll = \$60; Total Bankroll = \$300

Four Level: Game Bankroll = \$40; Total Bankroll = \$200

Target Win = \$9

Five Level Betting Series for \$5 Base Bets

Level	Color	Dozen	Column	Total
1	10	5	5	20
2	20	10	10	40
3	30	15	15	60
4	40	20	20	80
5	50	25	25	100

Five Level: Game Bankroll = \$300; Total Bankroll = \$1500

Four Level: Game Bankroll = \$200; Total Bankroll = \$1000

Target Win = \$45

Five Level Betting Series for \$10 Base Bets

Level	Color	Dozen	Column	Total
1	20	10	10	40
2	40	20	20	80
3	60	30	30	120
4	80	40	40	160
5	100	50	50	200

Five Level: Game Bankroll = \$600; Total Bankroll = \$3000

Four Level: Game Bankroll = \$400; Total Bankroll = \$2000

Target Win = \$90

Five Level Betting Series for \$25 Base Bets

Level	Color	Dozen	Column	Total
1	50	25	25	100
2	100	50	50	200
3	150	75	75	300
4	200	100	100	400
5	250	125	125	600

Five Level: Game Bankroll = \$1600; Total Bankroll = \$8000

Four Level: Game Bankroll = \$1000; Total Bankroll = \$5000

Target Win = \$225

6. Betting Rules. Pick your Betting Series before you start play. For example, you may decide to use the Five Level Betting Series for \$1 Base Bets. The examples below are for the \$1 Base Bet Five Level Betting Series.

A. Start a game making Level 1 bets. Using the Five Level Betting Series for \$1 Base Bets, you will make a \$2 bet on a color and \$1 bets each on one dozen and one column for a total of \$4 bet.

B. The outcome of each spin determines the Betting Level for the next spin, according to these rules:

1. If you win or break-even on the spin, you will stay at the same betting level. For example, if you break-even or win any amount on the spin, you will continue to make Level 1 wagers, i.e. 2-1-1 for the next roulette wager.
 2. If you lose an amount equal to a column bet, in this example a 1-unit wager, stay at the same level for the next wager.
 3. If you lose an amount greater than the amount of a column bet, in this case, a loss of two or more units, raise the next roulette wager one betting level. When you are making Level 1 bets, you have the option of raising the bets one level with a loss equal to the column bet. This special rule applies to level 1 betting only. For example, if you lose an amount equal to a column bet when you are betting at level 2, you will not raise your betting level on the next spin. With betting levels greater than level 1, you should have a loss greater than the amount of your column bet to trigger raising your bets one betting level.
 4. Anytime you win an amount greater than the amount of a column bet for your current betting level, you will drop one betting level on the next spin. For example, if you are betting Level 2 bets and win 2 or more (the value of a column bet is 2 at this level) you will drop to Level 1 bets for the next spin.
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7. Always make sure that you have the correct bankroll for your level of play. Each level of play has its own bankroll requirements. The Game Bankroll is the amount you need to convert from cash to chips to play one game. The Total Bankroll is the total amount of gambling funds you need to play at each level of play. For example, to use the Five Level Betting Series for \$1 Base Bets, you will need a Game Bankroll of \$60 and a total bankroll of \$300.

8. Always keep good records. You should always keep records of your wins and losses. You should have a record of each game played as well as a summary of all games played. You should keep track of the Betting Series used, the Game Bankroll, where you played, when you played, and the amount of each win or loss.
9. Always practice before you risk real money. The best place to practice is in free play mode in one of our recommended online casinos.
10. Stop a game when you have hit or exceeded the Target Coup for that level of play. If you wish to keep playing, skip a spin or two and start the Betting Series over with Level 1 bets.
11. To increase you win rate you can increase the size of your play as your winnings grow. If you play online you may wish to jump from \$1 Base Betting to \$2, then \$3, \$5 and so on. In land-based games you will probably start with \$5 Base Betting and move up from there. Before moving up a betting level always make sure that you have the bankroll needed for that level of play.
12. If you have bad vibes about a casino, change casinos. This is especially applicable after you have lost several games. If you play online you should always be willing to change casinos if you run into a string of losses.
13. Never play above your comfort level. You don't have to increase your level of play just because you have enough bankroll to support higher play. If making larger bets makes you uncomfortable, then don't do it. Probably the best way to increase the size of your play is very gradually and only after you have more than the minimum bankroll needed for the next level of play.