DNA OF ROULETTE

THE SIMPLEST GRAND WINNING STRATEGY

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"Never become a Gambler who makes decisions on gut feel. Instead, become an intelligent Professional High Risk Taker who makes optimized rational decisions based on empirical evidence."

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Introduction

Albert Einstein is alleged to have said that the Roulette Table can be outperformed only by stealing money when the dealers are not looking. Nassim Nicholas Taleb in his latest book, "The Black Swan", argues that what people see as patterns associated with random events are mere illusions created in the mind. On the contrary, Edward Lorenz in 1960, in his Theory of Chaos, observed that occurrences of a repeated activity may appear to be random and unrelated, but eventually a pattern emerges in the short term. **SYSTEM COLONNE** is founded on an identified dominant pattern termed as **P1AM2A**[1]**,** which produces a reasonable return of .55 per every spin wagered for on a fixed investment of 15 chips under an average of 8 consecutive spins per session, by wagering for Dozens & Columns only. It is a very simple and a non-mathematical strategy, optimized using the criteria of Dominance in Game Theory from numerous perspectives.

The term "Winning" can be defined as earning a reasonable positive return in the long run, in regard to the initial investment, time spent for wagering and the risk factors associated with the System. In view of the practical constraints in real casino environments, a winning system shall possess the following characteristics:

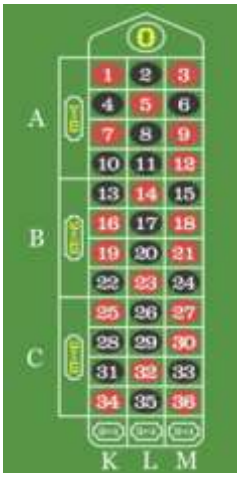
1. Provide consistent, positive results.
2. Not be based on luck in any way, shape or form.
3. Limit any losses that do occur.
4. Be easy to follow and fun to play

The European Roulette Wheel has 37 numbers including Zero[2] and there are three categories of Dozens and three categories of Columns. The individual numbers including the 0 are termed as "Inside" and all other wagering categories are termed as "Outside". There are specific table limits, in other words minimum and maximum wagering amounts pertaining to individual tables.

Four data sets comprising 30 data samples[3], containing 37 consecutive spins in each data sample, obtained by randomly entering ongoing sessions in a Real Casino on real-play mode and by randomly accessing a highly reliable Live Internet Casino on live-spin, auto-spin and computer-simulated modes respectively, were used in this research. The same original data samples used in the First Edition of this book are used in all subsequent editions. After a comprehensive optimization[4], SYSTEM COLONNE now yields a significant positive Return on Investment (ROI)[5] within an average of 8 spins per session, with live-spin mode in both Real and Internet Casinos. On the contrary, it is observed that the ROI is negative for the Auto-spin and Computer-simulated (RNG) modes in Internet Casinos, thus SYSTEM COLONNE cannot be used to play on those modes. However, it is not tested for the Auto-spin mode in the Real Casinos.

[1] If the sign is **P**lus, observe the sign just **1** record **A**bove and if the sign is **M**inus, observe the sign just **2** records **A**bove.
[2] SYSTEM COLONNE has not been tested for American Roulette which has a 0 and a 00.
[3] The same data samples were used in compiling all three editions of the book.
[4] Optimized from five different perspectives by (a) minimizing the fixed investment, (b) mitigating the risk with an entry value, (c) minimizing the waiting time to commence wagering with two types of entry points, (d) minimizing the number of spins wagered for and (e) maximizing the operational convenience.
[5] First Edition yielded 223,000 with a fixed investment of 13,000 within 37 consecutive spins per session (2 hours and 30 minutes), the Second Edition yielded 208,000 with a fixed investment of 11,000 and a backup reserve of 14,000 within 18 consecutive spins per session (1 hour and 15 minutes) involving a complex recovery process as well, the Third Edition yielded 101,000 with a fixed investment of 11,000 within 11 consecutive spins per session (45 minutes), the Fourth Edition yields 99,000 with a fixed investment of 11,000 within 8 consecutive spins per session (30 minutes) and the Fifth Edition yields 146,000 with a fixed investment of 15,000 within 8 spins per session (30 minutes), in 30 consecutive randomly accessed and recorded sessions, common to all five editions. The three latter editions do not require a backup reserve and a recovery process. The Sixth and Seventh (with Advance Inside Wagering) Editions used as the logic for the Computer Programme yield 136,000 with a fixed investment of 15,000 within 8 spins per session (30 minutes) and 180,000 with a fixed investment of 15,000 within 7 spins per session (25 minutes) respectively.

The analysis of data revealed that the average occurrence of Distinct Numbers within 37 consecutive spins mentioned above is 23[6] and it is highly consistent among individual data tables. Based on this observation, an offline research was conducted and an empirical observation was made that if numbers are drawn X times from a collection of X different numbers[7] with replacement, **Y = 0.6291X + 0.2402** distinct numbers will be present among the X numbers drawn. The Whole Number[8] pertaining to Y value shall be called COLONNE'S VALUE which is 24 for European Roulette, as X = 37. It is somewhat equivalent to a Centre of Gravity, even for any other kind of game[9].



Further, it can be clearly observed that the statistical balances are perfectly maintained among all wagering categories (HIGH/LOW, RED/BLACK, ODD/EVEN, DOZENS, COLUMNS and NUMBERS) in the long run. This clearly implies that perfect randomness prevails in the long run from all perspectives and the person(s) who spins the ball have no control over the outcomes. Most importantly, it must be observed that there are asymmetries associated with two out of three individual DOZENS (one has only low numbers and one has only high numbers) and two out of three individual COLUMNS (one has eight blacks and four reds and one has four blacks and eight reds)[10], on the roulette table layout. Also, it can be firmly established that the asymmetries associated with Dozens are more rigorous than the asymmetries associated with Columns. Similarly, there are asymmetries associated with the Roulette Wheel also (only reds and blacks are placed on the wheel in an alternative manner). Thus, an inference can be derived that the roulette table outcomes are externally regulated by forces of nature in order to maintain a nearly perfect overall statistical balance in the long run, especially among the DOZENS and COLUMNS, despite the asymmetries associated with them, while maintaining the Colonne's Value discussed above at 24. SYSTEM COLONNE ultimately is an optimization of such a visually observed regulatory pattern (P1AM2A), which appears to be regulating the Roulette Table.

Hereafter, DOZENS 1-12, 13-24 & 25-36 are referred to as A, B & C (DOZEN IDs) and the COLUMNS beginning with the numbers 1, 2 & 3 are referred to as K, L & M (COLUMN IDs). The mean values for a session comprising 37 consecutive spins pertaining to the outside categories for the four data sets comprising 30 data samples are as follows:

Table 1

COLONNE'S VALUE	DOZENS			COLUMNS			HIGH/LOW		RED/BLACK		ODD/EVEN	
N/37	A	B	C	K	L	M	H	L	R	B	O	E
22.97	11.33	12.43	12.17	11.43	11.90	12.60	18.13	17.80	17.90	18.03	19.27	16.67

[6] Gamblers those who have observed this inexplicable phenomenon call it the "Law of the Third".
[7] For Regression purposes, each X number was tested for 30 data samples (from X = 1 to X = 50) and the mean value of distinct numbers in the 30 data samples was assumed to be the Y value corresponding to X.
[8] Disregarding the decimals.
[9] The Colonne's Value for other kinds of games (e.g. Dice Games) can be derived by identifying the number of all equally probable likely outcomes and applying that number to the equation as X.
[10] Some roulette tables do not have column asymmetries and SYSTEM COLONNE has not been tested for such tables.

Table 2: Live Spin

COLONNE'S VALUE	DOZENS			COLUMNS			HIGH/LOW		RED/BLACK		ODD/EVEN	
N/37	A	B	C	K	L	M	H	L	R	B	O	E
23.73	12.13	11.93	11.93	12.43	10.70	12.87	18.00	18.00	17.83	18.17	17.27	18.73

Table 3: Auto Spin

COLONNE'S VALUE	DOZENS			COLUMNS			HIGH/LOW		RED/BLACK		ODD/EVEN	
N/37	A	B	C	K	L	M	H	L	R	B	O	E
24.00	11.80	12.07	12.23	11.77	11.67	12.67	18.53	17.57	18.20	17.90	18.53	17.57

Table 4: Computer Simulated

COLONNE'S VALUE	DOZENS			COLUMNS			HIGH/LOW		RED/BLACK		ODD/EVEN	
N/37	A	B	C	K	L	M	H	L	R	B	O	E
23.60	11.63	12.80	11.27	11.77	11.33	12.60	17.63	18.07	18.27	17.43	17.67	18.03

Table 5: Net Yield[11] on a Fixed Investment[12] of 15 Chips in 30 Sessions within 8 Spins per Session

CASINO TYPE	ENTRY CHECK	NET GAIN	FAILURE RATE OUT OF 30 SESSIONS	NUMBER OF ACTIVE SPINS AND NET RETURN PER SPIN	
Real Live	Y	+136	08	234	+0.58
Online Live	Y	+111	07	208	+0.53
Online Auto-spin	Y	-030	16	187	-0.16
Online Simulated	Y	+004	16	268	+0.01

Colonne's Value and the overall statistical balances are highly consistent, irrespective of the mode of spinning. Therefore, Colonne's Value can be assumed as a universal triviality, arising from the linear equation discussed above. Also, it can be observed that Strategy P1AM2A generates a reasonable net positive return on Live-spin mode of playing European Roulette, in both Real and Internet casinos.

IMPORTANT EMPIRICALLY VALIDATED OBSERVATIONS:

If Table 5 and Table 10 are carefully examined, there is a clear contrast between Live Spinning and Non-Live Spinning (Automated and Computer Generated Random Numbers) modes. It is quantifiable and clearly evident that the Rules of Nature governing and regulating human activities do not apply when the same process is either automated or simulated by computers. Thus, an inference can be derived that automated and simulated processes do not come within the Scope of Rules of Nature. The most salient significance of this Research is that it is likely to be the first ever quantified proof of such fact. Further, discovery of the mathematical equation underlying the Law of the Third clearly implies the predictability of occurrence of immediate future outcomes based on the past observations in repeated random events with replacement, which are perceived to be independent. In the case of European Roulette, the next outcome depends on the number of Distinct Numbers present within the past 24 outcomes. However, in view of the ultimate outcome of this research, it can now be clearly established that the next outcome depends not only on the past 24 outcomes but even on the past 3 – 5 outcomes.

[11] The actual yield shall be higher than what is stated below, as some sessions were abruptly terminated owing to lack of data in the original data samples.

[12] The outcome can be exponentially enhanced in the long run by using the further optimization strategy of increasing the scale of wagering per spin, as explained in Page 17.

Coding Instructions

1. Treat Dozens and Columns independently.
2. Maintain two separate columns to code the Dozens (left) and the Columns (right).
3. Start coding with a Non-Zero number.
4. Code a Zero as (-) on both the left and the right columns, irrespective of the previous outcome.
5. Compare the Spin Code (SC) of the current spin with the SC of the previous spin.
6. If the Dozen ID or the Column ID is common, code the last outcome as (**+**).
7. If the Dozen ID or the Column ID is different, code the last outcome as (**-**)[13].
8. Any Non-Zero outcome immediately following a Zero must be compared with the first Non-Zero outcome above Zero(s).

Table 6

Spin Ref	OUTCOME	DOZEN ID	DOZEN SIGN	COLUMN ID	COLUMN SIGN
1	17	B		L	
2	1	A	-	K	-
3	5	A	+	L	-
4	26	C	-	L	+
5	0		-		-
6	1	A	-	K	-
7	16	B	-	K	+
8	25	C	-	K	+
9	0		-		-
10	0		-		-
11	19	B	-	K	+
12	22	B	+	K	+

[13] In the real environment Dozen IDs and Column IDs need not be recorded as the sign can be directly observed using the recorded data and the table layout.

Preconditions & Definitions

1. Code Dozens (Ds) & Columns (Cs) after each spin and calculate the gain/loss separately.
2. The sum of gain/loss incurred on Ds and Cs is defined as the **Net Spin Outcome** (NSO).
3. The sum of NSOs of the last 5 consecutive spins[14] is defined as the **Entry Value** (EV).
4. Consider the first 3 coded spins from the top to start monitoring the NSO.
5. Use the next 5 such consecutive NSOs from bottom to top to start calculating the Entry Value (EV).
6. Scrutinize the latest 3 EVs to seek compliance with the **Mandatory Entry Conditions** (MECs) specified in Page 11, in order to commence wagering with 15 chips in hand.
7. Use four (4) chips per spin to wager; two for the Dozens and two for the Columns.
8. Commence wagering with Strategy P1AM2A as elaborated in *Table 7* below, when the **Mandatory Entry Conditions** (MECs) elaborated in Page 11 are fulfilled.
9. Whenever a Dozen or a Column Sign is (**+**) in the last outcome, observe the sign of the record just one record above which is defined as the PIVOT SIGN for Strategy P1AM2A.
10. If the Dozen or a Column Sign is **(-**) in the last outcome, the sign of the record two records above is observed as the PIVOT SIGN for Strategy P1AM2A.
11. Couple the Pivot Sign with the respective Dozen/Column ID of the last outcome.
12. If the Pivot Sign is (**+**), wager 2 chips for the same Dozen/Column ID of the last outcome.
13. If the Pivot Sign is (**-),** wager 1 chip each for the other two Dozen/Column IDs.

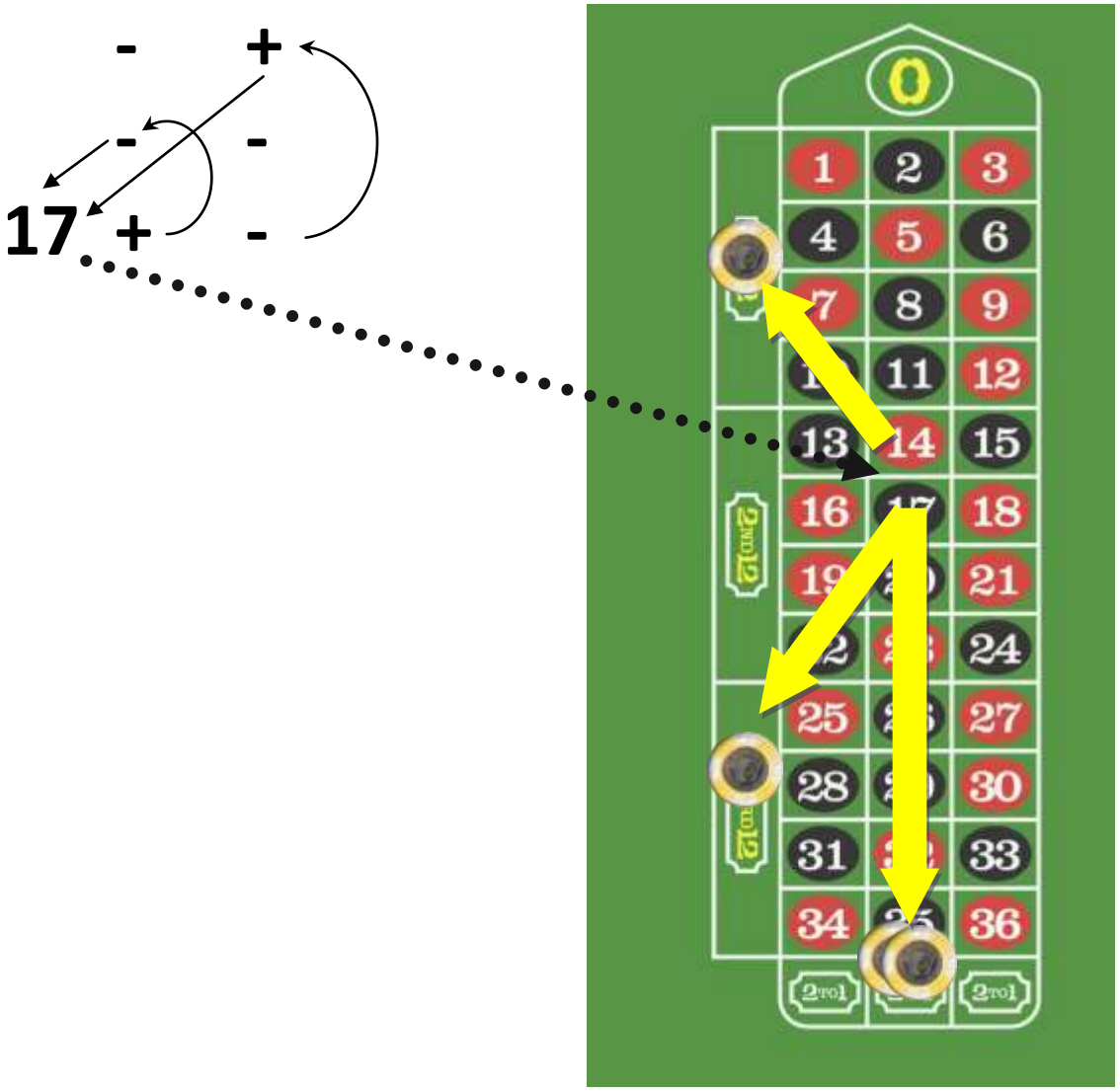
Table 7

Spin Ref	OUTCOME	DOZEN ID	DOZEN SIGN	WAGERED FOR	COLUMN ID	COLUMN SIGN	WAGERED FOR
1	17	B			L		
2	1	A	-		K	-	
3	5	A	+		L	-	
4	26	C	-		L	+	
5	0		-	1 × A, 1 × B		-	1 × K, 1 × M
6	1	A	-	2 x C	K	-	1 × K, 1 × M
7	16	B	-	1 × B, 1 x C	K	+	2 x K
8	25	C	-	1 × A, 1 × C	K	+	1 × L, 1 × M
9	0		-	1 × A, 1 × B		-	2 × K
10	0		-	1 × A, 1 × B		-	2 × K
11	19	B	-	1 × A, 1 × B	K	+	2 × K
12	22	B	+	1 × A, 1 × C	K	+	1 × L, 1 × M

[14] This value can be anything between +40 and -20.

In order to reduce the complexity and the possibility of making mistakes, tabulate only the last outcome and the Dozen and Column Signs after every spin (without writing down the Dozen & Column IDs). By looking at the tabulated past records, observe the appropriate Pivot Signs for the next spin and couple them with the last outcome. Then, project the last outcome on to the table layout and place the chips as illustrated below. Once this technique is mastered, the wagering decision for the next spin can be made within 15 seconds.

Illustration:



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Computation of Entry Value

Table 8

Spin No.	OUTCOME	DOZ. ID	DOZ. SIGN	WAGERED FOR	COL. ID	COL. SIGN	WAGERED FOR	NET SPIN SURPLUS	ENTRY VALUE
1	19								
2	8	A	-		L	-		0	
3	11	A	+		L	+		0	
4	36	C	-		M	-		0	
5	16	B	-	1 x A, 1 × B	K	-	1 × K, 1 × L	(+1+1) = +2	
6	19	B	+	2 × B	K	+	2 × K	(+4+4) = +8	
7	27	C	-	1 × A, 1 × C	M	-	1 × L, 1 × M	(+1+1) = +2	
8	22	B	-	1 x A, 1 × B	K	-	1 × K, 1 × L	(+1+1) = +2	
9	2	A	-	2 × B	L	-	2 × K	(-2-2) = -4	+10
10	9	A	+	1 × B, 1 × C	M	-	1 × K, 1 × M	(-2+1) =-1	+7
11	36	C	-	1 × B, 1 × C	M	+	1 × K, 1 × L	(+1-2) = -1	-2
12	6	A	-	1 × A, 1 × B	M	+	1 × K, 1 × L	(+1-2) = -1	-5
13	9	A	+	2 × A	M	+	2 × M	(+4+4) = +8	+1
14	12	A	+	1 × B, 1 × C	M	+	2 × M	(-2+4) = +2	+7

Table 9

Spin No.	OUTCOME	DOZ. ID	DOZ. SIGN	WAGERED FOR	COL. ID	COL. SIGN	WAGERED FOR	NET SPIN SURPLUS	ENTRY CHECK
1	32	C			L				
2	2	A	-		L	+		0	
3	1	A	+		K	-		0	
4	5	A	+		L	-		0	
5	26	C	-	2 × A	L	+	2 × L	(-2 +4) = +2	
6	0		-	2 × C		-	1 × K, 1 × M	(-2 -2) = -4	
7	31	C	+	2 x C	K	-	1 × K, 1 × M	(+4+1) = +5	
8	17	B	-	1 × A, 1 × B	L	-	2 × K	(+1-2) = -1	
9	26	C	-	1 × A, 1 × C	L	+	1 × K, 1 × M	(+1-2) = -1	+1
10	28	C	+	2 × C	K	-	1 × K, 1 X M	(+4+1) = +5	+4
11	25	C	+	1 × A, 1 × B	K	+	1 × L, 1 X M	(-2 -2) = -4	+4
12	19	B	-	2 × C	K	+	1 × L, 1 X M	(-2-2) = -4	-5
13	22	B	+	2 × B	K	+	2 × K	(+4+4) = +8	+4

It is of paramount importance that the **Entry Value (EV)** is computed after every spin and it is continued to be monitored even after commencement of wagering.

Logical Wagering Methodology

Mandatory Entry Conditions (MEC) for Commencement of Wagering:

If the last three EVs are x, y & z[15] respectively and if the last three spin outcomes are non-zero numbers, commence wagering upon fulfilling one of the two following entry conditions:

MANDATORY ENTRY CONDITION (MEC) ONE

- z is less or equal to 10.
- z is greater or equal to y and y is greater or equal to x.
- Either z – y or z – x is greater or equal to +6.

In order to commence wagering, all three above conditions must be met in conjunction. Entry Value (EV) combinations such as -20, -17, -11 / -08, -05, -02 / -08, -02, +01 / -02, +01, +07 / +01, +01, +07 / -05, -02, +04 / +04, +04, +10 etc. are in compliance with the above MECs.

MANDATORY ENTRY CONDITION (MEC) TWO

- x, y & z are greater or equal to 4 and less or equal to 10 and z is greater than either x or y.

Entry Value (EV) combinations such as +07, +04, +07 / +04, +07, +10 / +04, +07, +07 etc.

Wagering Methodology:

- Commence an Active Session by wagering with Strategy P1AM2A upon fulfilling one of the MECs with 15 **Chips In Hand** (CIH) and using 4 chips per spin.
- Stack the gains in excess of 15 separately and keep a count of the **Stack Value** (SV).
- For every Active Session, monitor the **Critical Spin (CS)** at which the Net Spin Outcome of what is wagered for would make the SV greater or equal to 9, if it comes right[16].

Mandatory Strategy Switching Conditions (MSSC) for Risk Reduction and Recovery:

MANDATORY STRATEGY SWITCHING CONDITION (MSSC) ONE

If a Net Spin Outcome of -4 occurs with the very first spin upon commencement of wagering (resulted by a non-zero number outcome), wager for the **Inverse**; the **exact opposite** of what is indicated by **Strategy P1AM2A**, for the entire session until an exit point is reached.

MANDATORY STRATEGY SWITCHING CONDITION (MSSC) TWO

If the last three EVs are x, y & z[17] respectively and if the last three spin outcomes are non-zero numbers and if (a) the SV is less than 2 and (b) the **Net Spin Outcome** (NSO) associated with z is -4 and (c) either z – y or z – x is less or equal to -6, commence wagering for the **Inverse** from the next spin, until an exit point is reached.

[15] Top-down order, if spins are recorded one below the other in the process of computing the EV.
[16] If CIH = 15 and if SV = 5 and if what is wagered for is + for the Dozen and – for the Column; the Net Spin Outcome would be +5 if both come right and it will make SV = 10.
[17] Top-down order, if spins are recorded one below the other in the process of computing the EV.

Exit Rules

Terminate any Active Session, if any of the following conditions stated below are met.

- Occurrence of **Zero**[18]
- When the **SV** becomes **greater or equal to 9**
- After the **CS**, if **CIH+SV** is **greater than 15**
- When **CIH** becomes insufficient to wager (**less than 4**)
- If a **NSO** of **-4** is incurred **immediately after switching** over to the **Inverse P1AM2A** Strategy, at the very next spin.
- If a **NSO** of **-4** is incurred and a **MEC emerges simultaneously**, **after switching** over to the **Inverse P1AM2A** Strategy.

OBSERVATION BASED GUIDLINES TO QUIT

Continuous wagering is not recommended either at the same table in the real casino or playing online on the live-spin mode. Therefore, either change the table or stop for the day respectively, upon meeting one of the three following conditions.

- If a **loss of 12 or more** is incurred **from the highest net cumulative gain** recorded.
- After completing the **Currently Active Session**[19] (CAS), upon making a net cumulative gain of 24.
- If a net cumulative gain of 30 is reached, while on the **Idling Mode**[20].

Most importantly, SYSTEM COLONNE has not yielded reasonable returns on Auto-Spin and RNG (Computer Simulated) modes, thus refrain from playing on those modes.

[18] A **1/10** of a value of a chip may be placed to cover the "0", at the early stages of using SYSTEM COLONNE.
[19] Defined in Page 14 under Criterion One.
[20] Defined in Page 14 under Criterion Two.

Practical Data Recording Technique for Common Scenarios

			S1[21]	EV	CIH	SV
17						
21	+	-				
30	-	+				
18	-	+				
7	-	-	-4			
23	-	-	-1			
32	-	+	5			
30	+	-	-1			
3	-	+	-1	-2		
13	-	-	2	+4		
33	-	-	-1	+4	15	0
17	-	-	-1		14	0
18	+	-	-1		13	0
4	-	-	2		15	0
28	-	+	-1		14	0
33	+	-	5		15	4
11	-	-	2		15	6
31	-	-	-1		14	6
36	+	-	5	PROFIT = 10	15	10

			S1	EV	CIH	SV
21						
17	+	-				
32	-	+				
3	-	-				
29	-	-	-1			
15	-	-	-1			
4	-	-	2			
24	-	-	2			
30	-	+	-1	+1		
10	-	-	2	+4		
14	-	-	2	+7	15	0
17	+	+	2		15	2
25	-	-	2		15	4
13	-	+	-1		14	4
27	-	-	-1		13	4
8	-	-	2		15	4
28	-	-	-1	CRITICAL SPIIN[23]	14	4

			S1	EV	CIH	SV
36						
1	-	-				
13	-	+				
31	-	+				
2	-	-	-1			
24	-	-	-1			
9	-	+	5			
21	-	+	-1			
32	-	-	-1	+1		
32	+	+	2	+4		
7	-	-	2	+7	15	0
28	-	+	-1		14	0
34	+	+	2		15	1
14	-	-	-1		14	1
13	+	-	-4		10	1
32	-	-	-1		9	1
31	+	-	-1		8	1
21	-	-	2		10	1
11	-	-	2		12	1
33	-	-	-1		11	1
26	+	-	-1		10	1
17	-	+	-1		9	1
8	-	+	-1		8	1
18	-	-	-4		4	1
13	+	-	-4	LOSS = 14	0	1

			S1	EV	CIH	SV
17						
21	+	-				
30	-	+				
18	-	+				
7	-	-	-4			
23	-	-	-1			
32	-	+	5			
30	+	-	-1			
3	-	+	-1	-2		
13	-	-	2	+4		
33	-	-	-1	+4	15	0
34	+	-	-4[22]		11	0
19	-	+	2	NSO INVERSE	13	0
15	+	-	2	NSO INVERSE	15	0
22	+	-	2	NSO INVERSE	15	2
8	-	-	2	NSO INVERSE	15	4
32	-	+	5	PROFIT = 9	15	9

			S1	EV	CIH	SV
4						
16	-	+				
23	+	-				
4	-	-				
32	-	-	-1			
34	+	-	5			
15	-	-	2			
14	+	-	-1			
22	+	-	-1	4		
18	+	-	5	10		
16	+	-	5	10	15	0
36	-	-	-1	7	14	0
12	-	+	-4	4	10	0[24]
10	+	-	-4	LOSS = 9	6	0[25]

16	+	-	5	10	15	0
19	+	+	2	10	15	2
31	-	+	-4	7	11	2
14	-	-	-4	4	7	2[26]
14	+	+	8		15	2
12	-	-	2		15	4
0	-	-	-4	PROFIT = 0	11	4

[21] Strategy P1AM2A.

[22] Use the Inverse of Strategy P1AM2A after this spin, until an exit point is reached.

[23] What is wagered for using the Strategy P1AM2A is – for the Dozens and + for the Columns, for this particular spin. If the signs of the actual outcome matched both the signs wagered for respectively, the net spin surplus would have been +5 and the SV would have become 9.

[24] MSSC is met and SV is less than 2, thus switch to the Inverse P1AM2A.

[25] Last Exit Rule is met, that a NSO of -4 occurred immediately following a MSS to Inverse P1AM2A Strategy.

[26] MSSC is not met as SV is not less than 2, thus continue with P1AM2A.

Advance Wagering Criteria (Incorporated into the Computer Programme)

CRITERION ONE

A session which commences when one of the two MECs is termed as a **Normal Session** and wagering will initially commence using the Strategy P1AM2A and it may continue with the same strategy until an exit point is reached. However, if one of the two MSSCs emerges subsequently, the Normal Session will get converted to an **Inverted Normal Session** and it will remain on that inverted mode until an exit point is reached. If a MEC has already emerged while recording the past data in search of an entry point to commence wagering, keep a track of the CIH and the SV, as if wagering commenced after that point. Such a session is termed as a **Hypothetically Activated Session** (HAS) that could either be a Normal Session or an Inverted Normal Session, at the last spin outcome that has occurred. In the event of presence of multiple entry points within the past spins being tabulated and processed, the CIH and the SV of the HAS to be tracked from the MEC that has occurred last. If there is a HAS in progress at the last spin outcome and if the SV is greater or equal 2 and the CIH is greater or equal to 15, commence wagering for the remaining part of the session. This underlined criteria is termed as **Advance Wagering Commencement Condition** (AWCC) Then the HAS from there onwards is assumed to be the **Currently Active Session** (CAS)[27] and it can be continued until an exit point is reached. This enables commencement of wagering, without waiting for a MEC to emerge. Similarly, if a new HAS gets activated half way through a CAS and if the condition underlined above prevails at the time the CAS reaches an exit point, wagering can be continued by transforming the new HAS into a CAS.

CRITERION TWO

Wager only for the next spin using the **Inverse P1AM2A** Strategy, if the **MSSC-Two[28] occurs** while **waiting** either **for a MEC[29]** to emerge or for a **HAS to get activated**, which is termed as an **Idling Interval**.

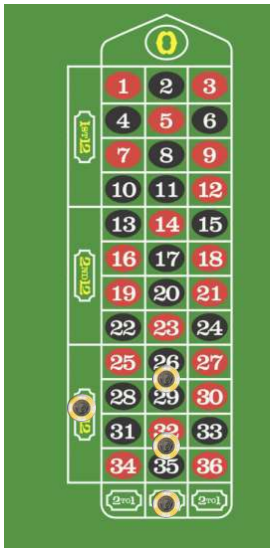
CRITERION THREE

Whenever a + + is indicated to be wagered for the next spin, wagering could be done by placing one chip each on the respective Dozen and the Column and placing the other two chips inside to cover the four numbers common to the Dozen and the Column, by splitting a chip to cover two adjacent numbers. For example, if it indicates to wager a + + for Dozen C and Column L, instead of placing two chips each for C & L, place just one chip each for C & L and place the other two chips inside, for one to cover the two numbers 26 & 29 and for the other to cover the numbers 32 & 35 (refer to the illustration below).

Similarly, when either a + - or a - + is indicated, wagering could be done by placing four chips to cover the eight numbers common to the Dozen(s) and the Column(s) by splitting a chip to cover two adjacent numbers. For example, if it indicates to wager a + - for Dozen B and Columns K & M, place a chip each to cover the number combinations 13 & 16, 19 & 22, 15 & 18 and 21 & 24 (refer to the illustration below).

However, if a - - is indicated, never wager for numbers Inside and wager only for the corresponding Dozens and Columns as usual. If the above methodology is to be practiced, it shall be applied to a full session. Most importantly, strictly adhere to the normal Exit Rules, unless a net loss of 12 or more is incurred prior to the session coming to an end.

[27] Could either be a Normal Session or an Inverted Normal Session.
[28] Mandatory Strategy Switching Condition Two specified in Page 14.
[29] One of the two Mandatory Entry Conditions specified in Page 14.



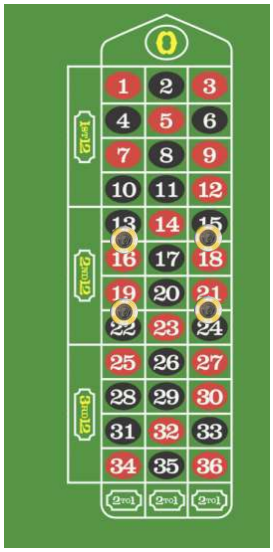
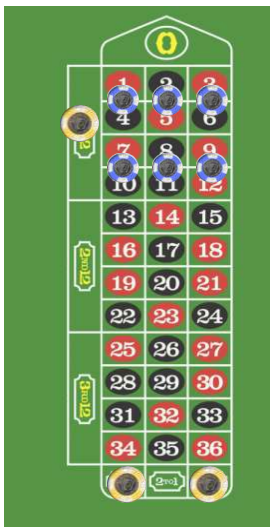


Table 10: Optimized Net Yield on a Fixed Investment of 15 Chips in 30 Sessions within 7 Spins per Session[30]

CASINO TYPE	ENTRY CHECK	NET GAIN	FAILURE RATE OUT OF 30 SESSIONS	NUMBER OF ACTIVE SPINS AND NET RETURN PER SPIN	
Real Live	Y	+180	11	192	+0.94
Online Live	Y	+218	12	162	+1.31
Online Auto-spin	Y	+008	16	162	+0.06
Online Simulated	Y	+007	19	212	+0.03

In view of the possibility of a table running out of players, it is best to make the chip value to be an amount that can be divided by 6, as it enables a chip to be subdivided into 6 smaller chips, if necessary. Six such subdivided chips can be used to wager for a Dozen or a Column inside, using 1 such chip per pair of adjacent numbers as elaborated below (keep the chip on the line separation between two adjacent numbers in a manner that all 12 numbers are covered with the 6 chips), in order to prevent the closure of a table.

Suppose that the next wagering requirement is to wager 2 normal chips for the Dozen A and 1 normal chip each for the Column K and the Column M, place 3 normal chips outside and place the 6 subdivided chips inside, as demonstrated below.



[30] Compare and contrast with Table 5

Common Winning Patterns

Table 11

OUTCOME	DOZEN SIGN	COL. SIGN
36	-	+
8	-	-
19	-	-
31	-	+
21	-	-
8	-	-
17	-	+
31	-	-
18	-	-
6	-	+
17	-	-
36	-	-
31	+	-
30	+	-
25	+	-
21	-	-
27	-	+
33	+	+
24	-	+
9	-	+
6	+	+

Guidelines and Warnings

1. Start wagering with a minimum possible chip amount in accordance with table limits.
2. Keep increasing the scale of investment capital using accumulated surpluses generated, at appropriate times (as elaborated in Page 17).
3. Ensure 100% accuracy of the 11 numbers observed for EV validation.
4. Choose to play on crowded tables, as there is ample time available between two spins to tabulate the results, code the last spin outcome, record the net spin outcome, calculate the EV, make the next wagering decision, place the chips on the table for the next spin and not to be noticed by the management.
5. Have an initial start up capital of around 5 times the investment, as there is a possibility of failing in few sessions upfront.
6. The Internet connection must be highly reliable to play with Internet Casinos.
7. MOST IMPORTANTLY, PLEASE NOTE THAT **THERE IS NO MARGIN FOR ERROR**. Therefore practice SYSTEM COLONNE using Online Casinos on free-play mode before playing with real money either in Real Casinos or in Internet Casinos.
8. Some casinos close the tables when there are no players for inside wagering, thus adopt the wagering methodology stated in the Page 16 in such situations.
9. Use the **Data Recording Cards**[31] made available by the Casino to record the spins, code the spins, tabulate the net spin outcome of every spin, calculate the EVs and monitor CIH & SV after commencement of wagering.

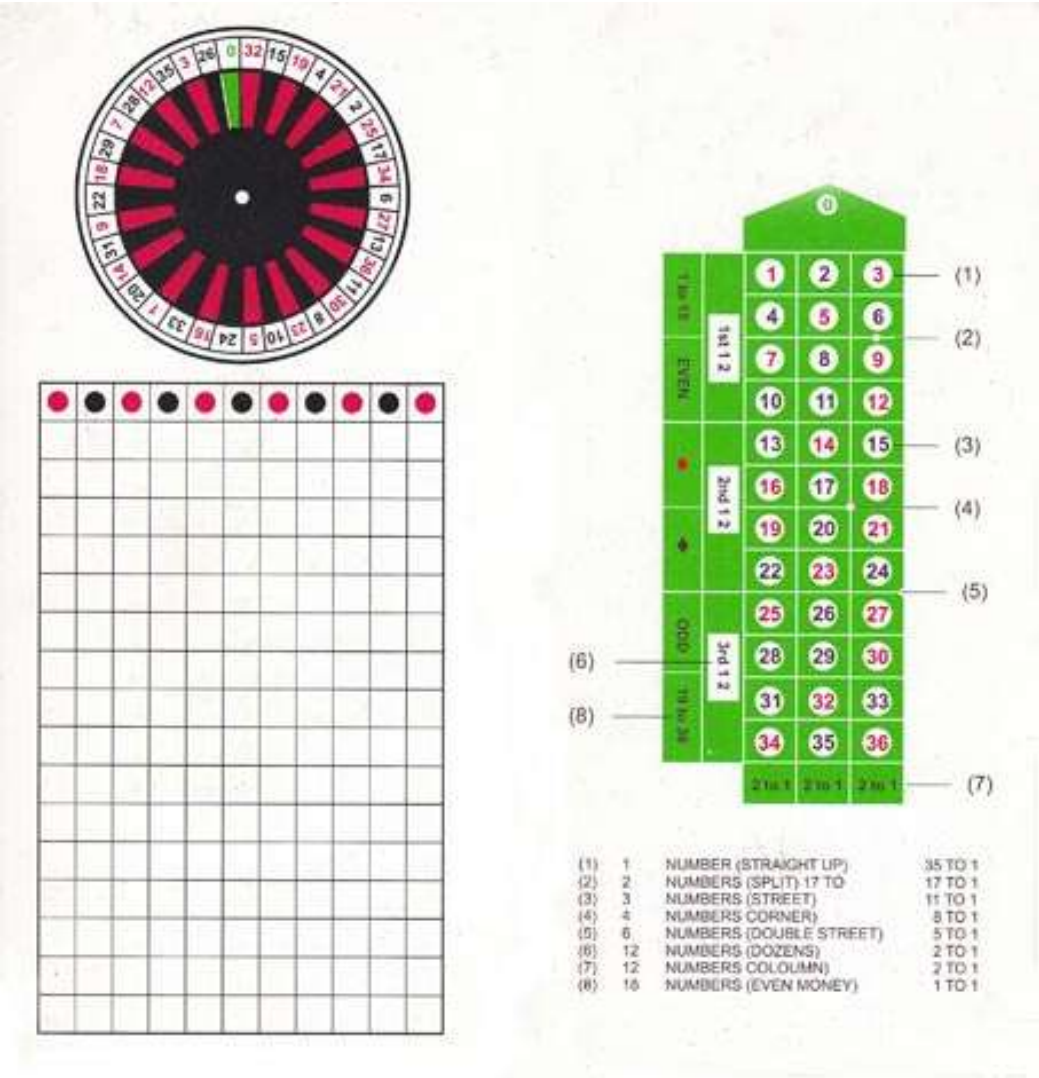
[31] Go to the end of Page 17.

Enhancement of Scale of Wagering

Whenever the net cumulative profit earned by playing SYSTEM COLONNE equates or exceeds a multiple of 75 (5 times the start-up investment of 15) such as 75, 150, 225, 300, 375 etc.[32] after a session, add 15 chips to the previous start up capital for the next session and start wagering 4 more chips per spin from the next session. Similarly, reduce the start up capital when losses occur, if net cumulative profit comes below the relevant barrier.

Disclaimer

The user bears all the risks of either using SYSTEM COLONNE or any concept from this book, in entirety. The author of this book, Don A. R. Colonne, is neither responsible nor liable for any loss or damage incurred by a user for either having used SYSTEM COLONNE or using any concept from this book.



[32] Use 4 chips up to 75, 8 chips up to 150, 12 chips up to 225, 16 chips up to 300, 20 chips up to 375 etc. per spin, subject to table upper limit per spin for wagering (read the Footnote 13).

Providing User Feedback

The author of this book sacrificed time, effort and resources for years to discover this simplest grand winning strategy. Ultimately, he decided to share such invaluable knowledge with the whole world absolutely free of charge with a magnanimous generosity, for the benefit of thousands of victims of gambling and to facilitate further research by the others based on this new discovery. Therefore, oblige the author with a feedback on usage of SYSTEM COLONNE by sending an e-mail to dnaofroulette@yahoo.com. Also, if a user of SYSTEM COLONNE wants to gratify the author, Don A.R. Colonne, for having shared such invaluable new knowledge, a voluntary contribution out of the winnings could be remitted to his bank account by way of a telegraphic transfer using the SWIFT Code CCEYLKLX1496856501 with an e-mail notification. Such financial assistance would help him continue with his ongoing initiative in educating the general public and the school children in Sri Lanka at his personal expense, especially the underprivileged rural communities, towards educating them, elevating their life expectations and inculcating a socially responsible new value system into them, in line with his self-defined Life Mission "Acquiring, Creating and Sharing Knowledge".

At last, when you make sufficient gains, visit Sri Lanka for a memorable holiday, the most beautiful country in the world which is known as the "Paradise on Earth".

Don A.R. Colonne is currently indulged in authoring the book titled "**Above Rationality: Strategy and Decision Optimization Under Conditions of Uncertainty**", which would be ready for publishing by June 2011 (international publishing rights are yet to be granted). This book addresses decision making form five disciplines; Contemporary Management Thought, Organizational Behaviour, Military Intelligence, New Institutional Economics and a Professional Hunter's Experience. The content of this book, enriched by the tacit knowledge and experience of the Sri Lankan Armed Forces, is offered on numerous postgraduate courses in Sri Lanka as an Elective Module, including the prestigious MBA Program of the University of Wales.