

The tactic below is the result of a very extensive statistical testing. 9243 5-times turned up numbers has been played on paper with pencil 13-times. (nearly 2'000'000 spins, taken from the yearly permanenzen of Baden-Baden, Baden bei Wien, Konstanz, Lindau, Bregenz, Monte Carlo, Travemünde ecc.) The overall result: 108692 chips has been placed and 163350 has been collected. The target to win at least 10% of the staked money pro party has been more than fulfilled. There are no comments necessary.

The applied tactic:

1. Collect the spin-results until you have a number turned up 5 times.
2. Cross out every previous number up to the first showing of this number.
3. Play this number "masse egale" (1 unit, no progression) 13 times, and continue to collect the spin results as above.
4. Should a second number turn up 5 times, play it 13 times too, cross out every # turned up previously until only 1 number remains with 4 uncrossed sign and continue "1" to "4" until you lose 300 units or win as described at "5"- "6". The Number-crossing makes it sure, you are always at an optimal "time-window" where the leading numbers will be only 2 to turn up five times. The average of 2 first fifer to be the "first sixer" is well over 75 % !
5. Should you win and the profit is +19, than stop.
 " " " " " profit +20, than play the winning Nr. once with 1 unit and stop.
 " " " " " profit +21, than play the winning Nr. once with 2 unit and stop.
6. If profit is more than +40 you play only with 20 chips @ 1 as long as you either win (and repeat the process) or lose the 20 units.
7. You should have 300 unit Bankroll.
8. Should you lose with the tactic 23 times in one row, (23 fives did not turn up in squence) then your Bankroll is off as you lost $23 \times 13 = 299$ chips.
9. Never play a "marathon" !!! If you want to play several sessions in one "sit in" do not forget to cross out every number until all 5-s and 4-s are off !!
10. Never play more than 2 Numbers. If a third No. turns up 5 times at the same session, ignore it. We are interested only for the first and 2-nd fives !!!!!!

During the testing the max. Minus-stand was - 275. The Bankroll of 300 has never been lost. The tactic takes some time, but never forget: you go to play roulette to win money and not time !

After several checking the results, the tactic has been played actual at the Casino Konstanz 14 days, day by day. One of the "High Roller Table" has been used with 20 Euros unit. After 14 days we won 965 pieces of 20 Euros. (E. 19300.00). After 14 days the action has been stopped, the Casino is over 100 Km. away, to drive evening by evening 200 Km. (after work) is very troublesome. We could use one of the swiss Casino nearby, but it is not advisable for swiss to play in Switzerland. Even, one of the pit Bosses could be a tax officer.

In case you try to use it on internet: never play american roulette, never play caribbean based Firm, (they are all criminal, not the RNG is rigged here but the program itself), never play alone on private table. I know only two establishment where it could be advisable to try: The Gaming Club and the Lasseters Casino. They are controlled by Government, and last but not least: they have 0.01 Roulette. With Euro 30.00 or equivalent one has a Bankroll of 3000 unit. Start to play with 0.01 unit and after winning 600 units double up the units e.g. 0.01 - 0.02- 0.05, 0.10, 0.20, 0.50 ecc. After winning 600 units, separate your original Bankroll, and play

only with the money of the casino.

Practical play:

Dens.List	A	A	B	C	A	B	C	A	B	C
0 xx0	18	27			15			23	33	
1 xx00	29	24			9			25	---	-26
2 xxx	1	25			14			28		
3 x0	3	36			27			18	28	
4 xxx0	9	7			31			22	"	
5 x000	21	21			9			3	"	
6 x00	10	7	21	-1	11	9		20	"	
7 xxxxxx0	22	20	"	7	-3	22	"	26	"	
8 00	19	29	"	"	-5	30	"	15	"	
9 xxxxx00	21	7	"	"	-7 +36	10	"	28	"	-33 +36
10 xxx0	4	***10	"	7	-10	***	5	"		
11 x0	13	9	-----		28	"		32	"	
12 xx	21	27			31	"		8	"	
13 x000	35	4			35	"		5	"	
14 0	4	19			33	"		19	"	
15 x00	0	10			36	"		25	"	
16 x000	26	16			32	"		29	"	
17 x00	30	5			21	"		36	"	
18 x00	23	27			0	"	-13	13	"	
19 xxx00	28	33			1	--		24	"	
20 xx000	25	28			19			16	"	
21 xxxxx0	7	28			24			5	"	
22 x00	2	33			24			18	"	-47
23 xx0	7	6			28			20	----	
24 x000	21	11			33			27		
25 xx00	1	30			13	33	-14	32		
26 xx0	27	35			7	"		16		
27 xxxx000	33	9			8	"		33		
28 xxx0000	12	12			6	"		27	33	
29 xx00	23	17			17	"		6	"	
30 xxxx0	30	26			4	"		34	"	
31 000	9	34			1	"		33	"	-51 +72
32 0000	15	20			7	"		*** 29	33	-53 ***
33 xx000000	19	9			13	"		-----		
34 x0	30	2			16	"				
35 xx0	2	0			31	"				
36 x0	7	33			20	"				

A: Permanenz

B: #-s to play

C: profit (+/-)

21 and 7 are the first and second 5-es. Cross out every number from permanenz and dens.table until you have only 1 number with 0000 and play the 2 numbers 13 times!! Four coups later the second fifer (7) won 36 units. Next coup: 2 units on 7 and 1 on 21. Coup lost, first party finished with + 26.

New party starts: *** Every former number has to be crossed out from permanenez and the same from the distribution table until only Numbers with 0, 00 and 000 remaining. Continue to write the new numbers to the permanenz and the 0s to the dens. table. At the 3rd permanenz column the new 1st fives turned up. Make 13 marks to play and cross the former uncrossed #s. Number 9 lost 13 times, no more bet. profit here -13. Write the next spins to the tables, 6 coups later the 33 turns up as the next 5er. Cross out as before and play it 13 times. 33 lost too 13 times, no more bet, profit now -26. Write the permanenz, after 2 spins the 28 as the next 5 is there. Cross as before and play it again 13 times. Seven spins later 28 wins. Lost up to now 33 units and won 36 units. 28 will be played 13 times again but for the first spin with 2 units. 28 lost 13 times, no more bet, total lost units are now -47. 5 coups later the 33 is there as new 5-er. Cross the former #-s as before and play the 33 13 times. Four coups later the 33 hits. Total used chips are now -51 and the total collected are +72. For the next spin 2 units on 33. No win, used chips stand -53. Total win +19. Party stopped.

I hope, the tactic is well enough illustrated. At the permanenz is the crossing the #-s not Practicable here, without #-s no reconstruction. You have to work it out on paper step by step, than I think everything will be clear. Please, apologise me because of ev. keying errors. To make the actual play is very easy, but put it here as a clean table (with "Microgarbage" systems alias Microsoft) is just hell.

The example is an actual play at the Swiss Casino. (Playtech.)

Ps: if you find the "crossout" method very troublesome, you can use the "easy way" writing. Just play the first and second # with 5 "00000" 13x and start a complete new party on a new sheet of paper. The winning average is the same but you have to wait more to get the "00000". And, after every 2 "00000" new sheet. I use the crossout just to shorten the "waiting-room activity".