

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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The Logic for the Computer Programme with Basic Wagering Methodology

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The Logic for the Computer Programme with Advance Wagering Methodology

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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 12 chips under 6 consecutive spins per session, by wagering for Dozens & Columns only. It is a simple 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 Zero² 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 samples³, 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 optimization⁴, **SYSTEM COLONNE** now yields a significant positive Return on Investment (ROI)⁵ within an average of 6 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.

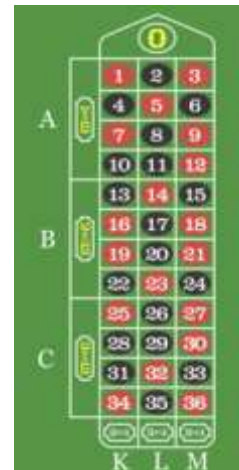
² **SYSTEM COLONNE** has not been tested for American Roulette which has a 0 and a 00.

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 100,000 with a fixed investment of 12,000 within 6 spins per session (20 minutes) respectively.

The analysis of data revealed that the average occurrence of Distinct Numbers within 37 consecutive spins mentioned above is 23⁶ 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 numbers⁷ with replacement, $Y = 0.6291X + 0.2402$ distinct numbers will be present among the X numbers drawn. The Whole Number⁸ 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 game⁹.



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 Yield¹¹ on a Fixed Investment¹² of 12 Chips in 30 Sessions within 6 Spins per Normal 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	+100	10	183 +0.55
Online Live	Y	+075	12	120 +0.58
Online Auto-spin	Y	-016	17	151 -0.11
Online Simulated	Y	+010	15	195 +0.05

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. Assume the Dozen ID and the Column ID of the previous record for Zero.
6. Compare the Spin Code (SC) of the current spin with the SC of the previous spin.
7. If the Dozen ID or the Column ID is common, code the last outcome as (+).
8. If the Dozen ID or the Column ID is different, code the last outcome as (-)¹³.
9. 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	C	-	L	-
6	1	A	-	K	-
7	16	B	-	K	+
8	25	C	-	K	+
9	0	C	-	K	-
10	0	C	-	K	-
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, if strategy P1AM2A is used for wagering is defined as the **Net Spin Outcome**¹⁴ (NSO).
3. The sum of NSOs of the last 5 consecutive spins 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 12 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. Couple the Pivot Sign with the respective Dozen/Column ID of the last outcome.
11. If the Pivot Sign is (+), wager 2 chips for the same Dozen/Column ID of the last outcome.
12. If the Pivot Sign is (-), wager 1 chip each for the other two Dozen/Column IDs.

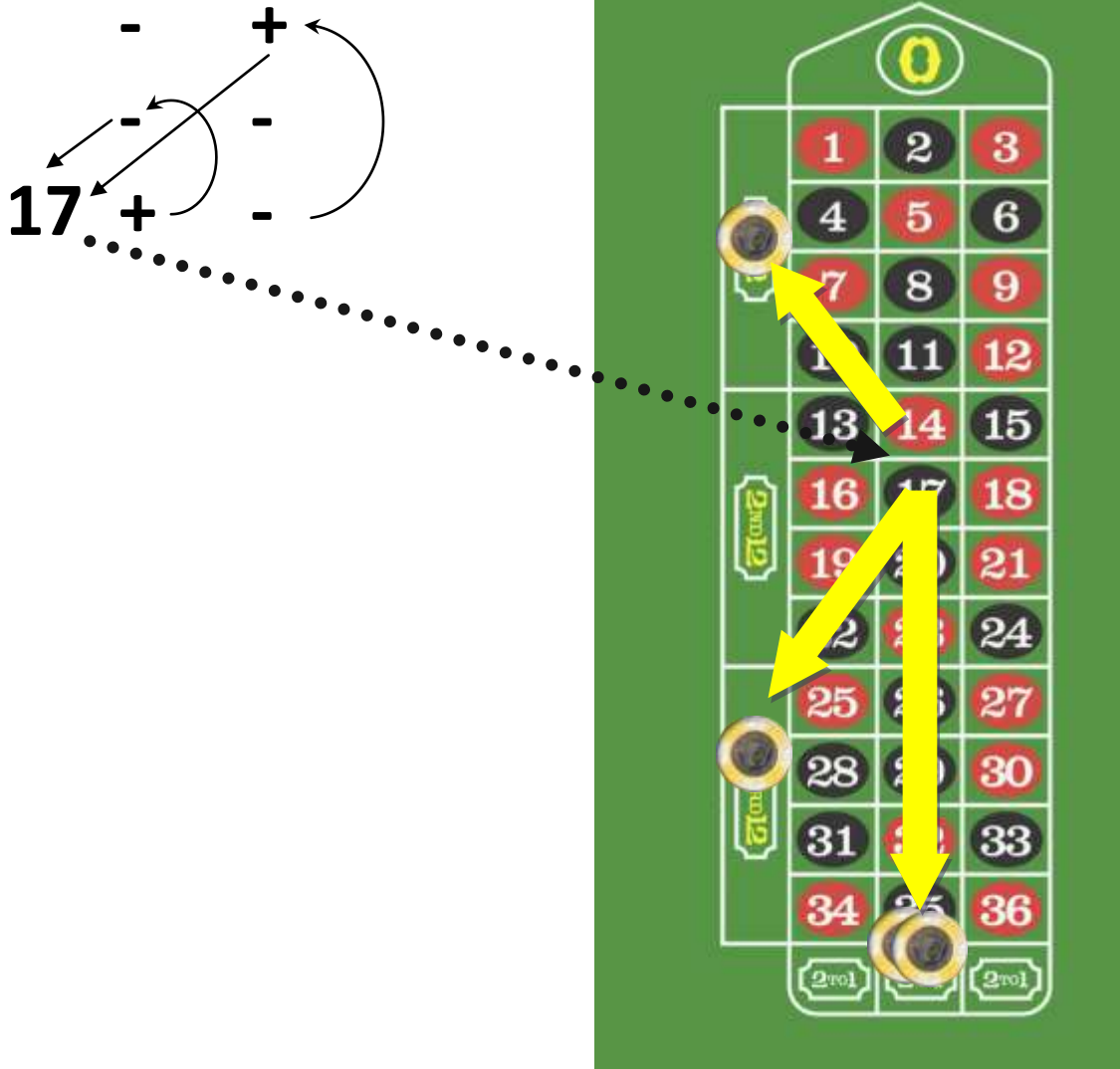
Table 7

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	C	-	1 × A, 1 × B	L	-	1 × K, 1 × M
6	1	A	-	2 × C	K	-	1 × K, 1 × M
7	16	B	-	1 × B, 1 × C	K	+	2 × K
8	25	C	-	1 × A, 1 × C	K	+	1 × L, 1 × M
9	0	C	-	1 × A, 1 × B	K	-	2 × K
10	0	C	-	1 × A, 1 × B	K	-	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 +8, +5 & +2 are the only possible Positive NSOs and -1 & -4 are the only possible Negative NSOs.

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.

Illustration:



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 x B	K	-	1 x K, 1 x L	(+1+1) = +2	
6	19	B	+	2 x B	K	+	2 x K	(+4+4) = +8	
7	27	C	-	1 x A, 1 x C	M	-	1 x L, 1 x M	(+1+1) = +2	
8	22	B	-	1 x A, 1 x B	K	-	1 x K, 1 x L	(+1+1) = +2	
9	2	A	-	2 x B	L	-	2 x K	(-2-2) = -4	+10
10	9	A	+	1 x B, 1 x C	M	-	1 x K, 1 x M	(-2+1) = -1	+7
11	36	C	-	1 x B, 1 x C	M	+	1 x K, 1 x L	(+1-2) = -1	-2
12	6	A	-	1 x A, 1 x B	M	+	1 x K, 1 x L	(+1-2) = -1	-5
13	9	A	+	2 x A	M	+	2 x M	(+4+4) = +8	+1
14	12	A	+	1 x B, 1 x C	M	+	2 x 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 x A	L	+	2 x L	(-2 +4) = +2	
6	0	C	-	2 x C	L	-	1 x K, 1 x M	(-2 -2) = -4	
7	31	C	+	2 x C	K	-	1 x K, 1 x M	(+4+1) = +5	
8	17	B	-	1 x A, 1 x B	L	-	2 x K	(+1-2) = -1	
9	26	C	-	1 x A, 1 x C	L	+	1 x K, 1 x M	(+1-2) = -1	+1
10	28	C	+	2 x C	K	-	1 x K, 1 x M	(+4+1) = +5	+4
11	25	C	+	1 x A, 1 x B	K	+	1 x L, 1 x M	(-2 -2) = -4	+4
12	19	B	-	2 x C	K	+	1 x L, 1 x M	(-2-2) = -4	-5
13	22	B	+	2 x B	K	+	2 x 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.

SALIENT OBSERVATION:

The Maximum possible EV is +40 (8 X 5) and the Minimum possible EV is -20 (-4 X 5). The only valid positive EVs are +1, +4, +7, +10, +13, +16, +19, +22, +25, +28, +31, +34, +37 & +40 and except for the latter two, all the others are the numbers that are placed in a sequence on the Column K. Similarly, the only valid negative EVs are -2, -5, -8, -11, -14, -17 & -20, the modulus of all the other numbers are the first seven numbers that are placed in a sequence on the Column L.

Logical Wagering Methodology

If the last three EVs are x, y & z¹⁵ 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 ONE (MEC1)

- 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.

The three above conditions in conjunction is termed as **EC1**.

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 TWO (MEC2)

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

The two above conditions in conjunction is termed as **EC2**.

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

Wagering Methodology:

- Commence an Active Session by wagering with Strategy P1AM2A upon fulfilling one of the MECs with 12 **Chips In Hand** (CIH) and using 4 chips per spin.
- Stack the gains in excess of 12 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 right¹⁶.

MANDATORY STRATEGY SWITCHING CONDITION (MSSC)

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

STRATEGY INVERSION CONDITION (SIC)

The last three EVs are x, y & z¹⁷ respectively pertaining to three consecutive non-zero outcomes and the **Net Spin Outcome** (NSO) associated with z is **-4** and either $z - y$ or $z - x$ is **less or equal to -6**.

¹⁵ Top-down order, if spins are recorded one below the other in the process of computing the EV.

¹⁶ If CIH = 12 and if SV = 5 and if what is wagered for is + for the Dozen and – for the Column; the maximum possible net gain 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.

Session Exit Rules

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

- **EXR1:** Occurrence of **Zero**.
- **EXR2:** After the **CS**, if **CIH+SV** is **greater or equal to 12**.
- **EXR3:** When **CIH** becomes insufficient to wager (**less than 4**).
- **EXR4:** If a net spin loss of **-4** is incurred **immediately after switching** over to the **Inverse P1AM2A** Strategy, at the very next spin.
- **EXR5:** If a net spin loss of **-4** is incurred and a **MEC emerges simultaneously, after switching** over to the **Inverse P1AM2A** Strategy.
- **EXR6:** If **SIC** occurs, while wagering with the **P1AM2A** Strategy.

Wagering Termination Rule

If the condition stated below is experienced upon completion of a Currently Active Session¹⁸, either change the table if playing in the Real Casino or refrain from wagering for a few hours if playing on the live-spin mode in the Internet Casinos.

- **WTR1:** A **loss of 12 or more** is incurred **from the highest net cumulative gain** recorded.

Past Data Observations Based Guidelines

- In order to avoid erosion of capital investment at the inception, Zero may be hedged with a smaller chip of the value of 1/10 of the value of a Chip.
- Advance Criterion One and Advance Criterion Two¹⁹ are built into the logic of the computer program.
- Advance Criterion Three²⁰ is not incorporated into the logic of the computer program but a visual guidance will be provided by the computer, if the player wants to wager inside for individual numbers, for which both the return on investment and the relative frequency of failure are higher.
- One possible methodology of wagering inside is illustrated²¹ under Advance Criterion Three, using the same four chips per spin.
- If not, additional funds need to be allocated for wagering inside with smaller chips (ideally a **1/10** of a value of a chip that is used for wagering on Dozens and Columns), whenever inside wagering becomes possible as guided by the computer (only in + +, + - & - + situations indicating either 4 or 8 adjacent numbers), in addition to Normal wagering on Dozens and Columns.
- Among such eligible numbers (guided by the computer), the numbers that have already occurred within the past 24 spins (COLONNE'S VALUE) can repeat, as per the Law of the Third. Therefore, it is possible to further strengthen such numbers with additional chips.
- In line with the same argument, it is possible to wager only for the eligible individual numbers that have already occurred within the past 24 spins with additional smaller value chips that the possible losses associated with inside wagering would be minimized and the gains would be higher in the long run.
- Most importantly, SYSTEM COLONNE has not yielded reasonable returns on Auto-Spin and RNG (Computer Simulated) modes, thus refrain from playing on those modes²².

¹⁸ As explained in Page 14 under Criterion One.

¹⁹ As explained in Page 14.

²⁰ As elaborated in Page 14.

²¹ The first two illustrations in Page 15.

²² Refer to Table 5 and Table 10.

Demonstration of Practical Data Recording

	S1 ²³	EV	CIH	SV
17				
21	+	-		
30	-	+		
18	-	+		
7	-	-	-4	
23	-	-	-1	
32	-	+	5	
30	+	-	-1	
3	-	+	-1	-2
13	-	-	2	+4
33	-	-	-1	+4 12 0
17	-	-	-1	11 0
18	+	-	-1	10 0
4	-	-	2	12 0
28	-	+	-1	11 0
33	+	-	5	12 4
11	-	-	2	12 6
31	-	-	-1	11 6
36	+	-	5	PROFIT = 10 12 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 12 0
17	+	+	2	12 2
25	-	-	2	12 4
13	-	+	-1	11 4
27	-	-	-1	10 4
8	-	-	2	12 4
28	-	-	-1	CRITICAL SPIN ²⁵ 11 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 12 0
28	-	+	-1	11 0
34	+	+	2	12 1
14	-	-	-1	11 1
13	+	-	-4	07 1
32	-	-	-1	06 1
31	+	-	-1	05 1
21	-	-	2	07 1
11	-	-	2	09 1
33	-	-	-1	08 1
26	+	-	-1	07 1
17	-	+	-1	06 1
8	-	+	-1	05 1
9	+	-	2	07 1
1	+	-	-4	LOSS = 8 03 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 12 0
34	+	-	-4 ²⁴	08 0
19	-	+	2	NSO INVERSE 10 0
15	+	-	2	NSO INVERSE 12 0
22	+	-	2	NSO INVERSE 12 2
8	-	-	2	NSO INVERSE 12 4
32	-	+	5	PROFIT = 9 12 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 12 0
36	-	-	-1	7 11 0
12	-	+	-4	LOSS = 5 07 0

	S1	EV	CIH	SV
16	+	-	5	10 12 0
1	-	+	-4	4 08 0
19	-	-	-1	4 07 0
16	+	+	2	7 09 0
33	-	-	2	4 05 0
12	-	+	-1	-2 07 0
0	-	-	-4	LOSSIT = 0 03 0

²³ Strategy P1AM2A.

²⁴ Use the Inverse of Strategy P1AM2A after this spin, until an exit point is reached.

²⁵ 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.

Advance Optional Wagering Criteria (Incorporated into the Computer Programme)

Wagering will always commence with the Strategy P1AM2A and it may continue with the same strategy on the **Normal Mode** until an exit point is reached. However, if the MSSC emerges subsequently, the session will get converted to the **Inverse Mode** and continue on the same mode until an exit point is reached. Immediately following an exit point from a session on either mode, the **Idle Mode** comes into effect from the very next spin and continue on the same mode until one of the two MECs emerge. In the event of manually calculating the EV for wagering in the Real Casino, identify the last MEC on record and keep a track of the CIH and the SV, as if wagering commenced after that point. Then commence wagering for the remaining part of the session if the SV is greater or equal 2 and the CIH is greater or equal to 12. This condition is irrelevant, in regard to the computer program.

CRITERION ONE (AC1)

If **SV** is **greater or equal to 9** at the point of exit from a session on the **Normal Mode**, set the **CIH** to **5 chips** and **continue** wagering with **P1AM2A Strategy** while remaining on the **Idle Mode**, until either (a) one of the two Mandatory Entry Conditions **MEC1** or **MEC2** emerges or (b) one of the Exit Rules **EXR1** or **EXR3** or **EXR6** or (c) **SIC** comes into effect.

CRITERION TWO (AC2)

Similarly, if **SV** is **greater or equal to 9** at the point of exit from a session on the **Inverse Mode**, wager **only** for the **next spin** using **4 chips**, with the **Inverse P1AM2A Strategy** while remaining on the **Idle Mode**.

CRITERION THREE (AC3)

If the last three EVs are x, y & z respectively pertaining to three consecutive non-zero outcomes and if the system is on **Idle Mode** and if **AC1** is **not active**, **wager only for the next spin** using the **P1AM2A Strategy**, if either **z – y** or **z – x** is **greater or equal to +6**.

CRITERION FOUR (AC4)

Wager only for the next spin using the **Inverse P1AM2A Strategy**, if a **SIC** occurs on the **Idle Mode**.

CRITERION FIVE (AC5)

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.

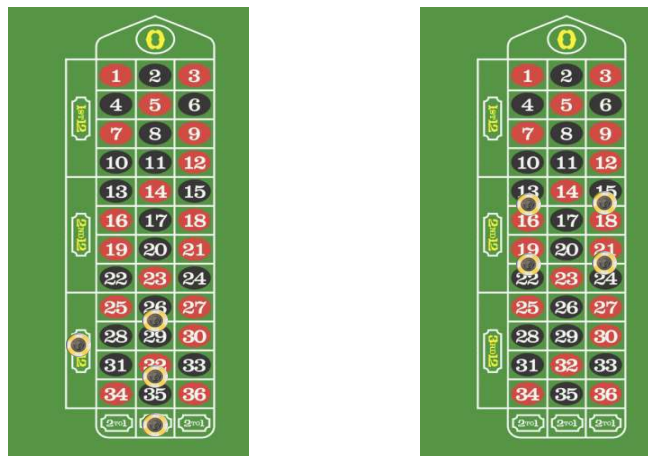


Table 10: Optimized Net Yield on a Fixed Investment of 12 Chips in 30 Sessions within 6 Spins per Advance Session²⁶

CASINO TYPE	ENTRY CHECK	NET GAIN	FAILURE RATE OUT OF 30 SESSIONS	NUMBER OF ACTIVE SPINS AND NET RETURN PER SPIN
Real Live	Y	+125	11	157 +0.80
Online Live	Y	+222	14	120 +1.85
Online Auto-spin	Y	+024	17	147 +0.16
Online Simulated	Y	-010	19	193 -0.05

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.



²⁶ 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	+	+

General Guidelines and Warnings

- Start wagering with a minimum possible chip amount in accordance with table limits.
- Keep increasing the scale of investment capital using accumulated surpluses generated, at appropriate times (as elaborated in Page 17).
- Ensure 100% accuracy of the 11 numbers observed for EV validation.
- 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.
- Have an initial start up capital of around 5 times the investment, as there is a possibility of failing in few sessions upfront.
- The Internet connection must be highly reliable to play with Internet Casinos.
- 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.
- 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.
- Use the **Data Recording Cards**²⁷ 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.

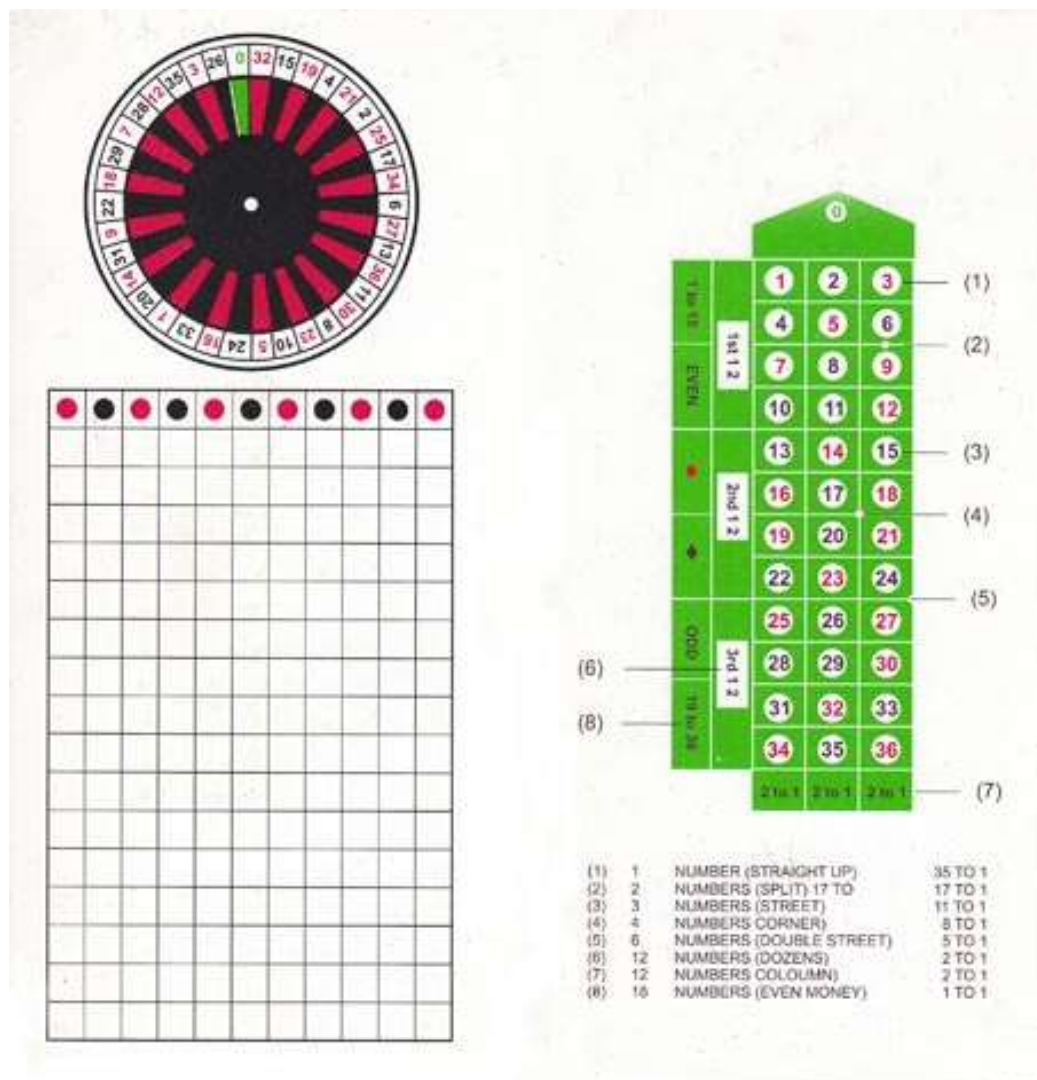
²⁷ Go to the end of Page 17.

Enhancement of Scale of Wagering

Whenever the net cumulative profit earned by playing SYSTEM COLONNE equals or exceeds a multiple of 60 (5 times the start-up investment of 12) such as 60, 120, 180, 240, 300 etc.²⁸ after a session, add 12 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.



²⁸ Use 4 chips up to 60, 8 chips up to 120, 12 chips up to 180, 16 chips up to 240, 20 chips up to 300 etc. per spin, subject to table upper limit per spin for wagering (read the Footnote 12).

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 from six perspectives; Contemporary Management Thought, Organizational Behaviour, Military Intelligence, New Institutional Economics, a Professional Hunter’s Experience and Randomness. 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.