

RUIN THE CITY OF LAS VEGAS

A NON-MATHEMATICAL ROULETTE SYSTEM BASED
ON THREE OBSERVED PATTERNS

Don A. R. Colonne B.Sc., MBA, M.A.(Econ)

“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.”

First Edition (October 2010 - Withdrawn)

Second Edition (23 March 2011)

All rights reserved. No part of this book may be reproduced or utilised in any form or by any means, electronic or mechanical including photocopying, recording or by any information storage and retrieval system, without permission in writing from the author/publisher.

Permitted to download and print free of charge, for personal use and research requirements.

ISBN: 978-955-51116-2-1

Table of Content

<i>i. Introduction</i>	<i>4</i>
<i>ii. Coding Instructions</i>	<i>7</i>
<i>iii. Preconditions & Definitions</i>	<i>8</i>
<i>iv. Computation of Game Direction Indicator</i>	<i>10</i>
<i>v. Wagering Commencement</i>	<i>11</i>
<i>vi. Session Termination Rules</i>	<i>11</i>
<i>vii. Practical Wagering Methodology</i>	<i>11</i>
<i>viii. Guidelines Based on Empirical Observations</i>	<i>12</i>
<i>ix. Disclaimer</i>	<i>13</i>

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 RCLV** is founded on an identified dominant pattern termed as **P1AM2A**¹ and its Inverse **INV/P1AM2A**², which produce a reasonable return on a fixed investment of 15 chips, 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 Zero³ 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 samples⁴, 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 (RNG) 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 optimization⁵, **SYSTEM RCLV** now yields a significant positive Return on Investment (ROI), with a relative frequency of failure of one out of three sessions.

The analysis of data revealed that the average occurrence of Distinct Numbers within 37 consecutive spins mentioned above is 24⁶ 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

¹ If the sign is **Plus**, observe the sign just **1** record **Above** and if the sign is **Minus**, observe the sign just **2** records **Above**.

² The Inverse of what is directed by P1AM2A.

³ **SYSTEM RCLV** has not been tested for American Roulette which has a 0 and a 00.

⁴ The same data samples were used in compiling all editions of the book.

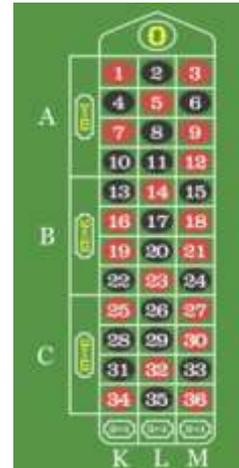
⁵ Optimized from five different perspectives by (a) minimizing the fixed investment, (b) mitigating the risk with an entry value, (c) minimizing the waiting time to commence wagering with two types of entry points, (d) minimizing the number of spins wagered for and (e) maximizing the operational convenience.

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 Rounded up to the nearest integer.

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 RCLV 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

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

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 RCLV has not been tested for such tables.

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

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.

Based on such observation, this new method of wagering termed as SYSTEM RCLV is discovered and it is much less complicated than the SYSTEM DNAR. The importance of SYSTEM RCLVE is that it can be used in a real casino without a computer using a parameter defined as the **Game Direction Indicator (GDI)** in the book "DNA Of Roulette: The Simplest Grand Winning Strategy" (9th Edition).

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 probability of occurrence of a particular number 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.

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 (-)¹¹.
9. Any Non-Zero outcome immediately following a Zero must be compared with the first Non-Zero outcome above Zero(s).

Table 5

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	+

¹¹ 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 Outcome¹² (NSO)**.
3. Use four (4) chips per spin to wager; two for the Dozens and two for the Columns.
4. 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.
5. Couple the Pivot Sign with the respective Dozen/Column ID of the last outcome.
6. If the Pivot Sign is (+), wager 2 chips for the same Dozen/Column ID of the last outcome.
7. If the Pivot Sign is (-), wager 1 chip each for the other two Dozen/Column IDs.

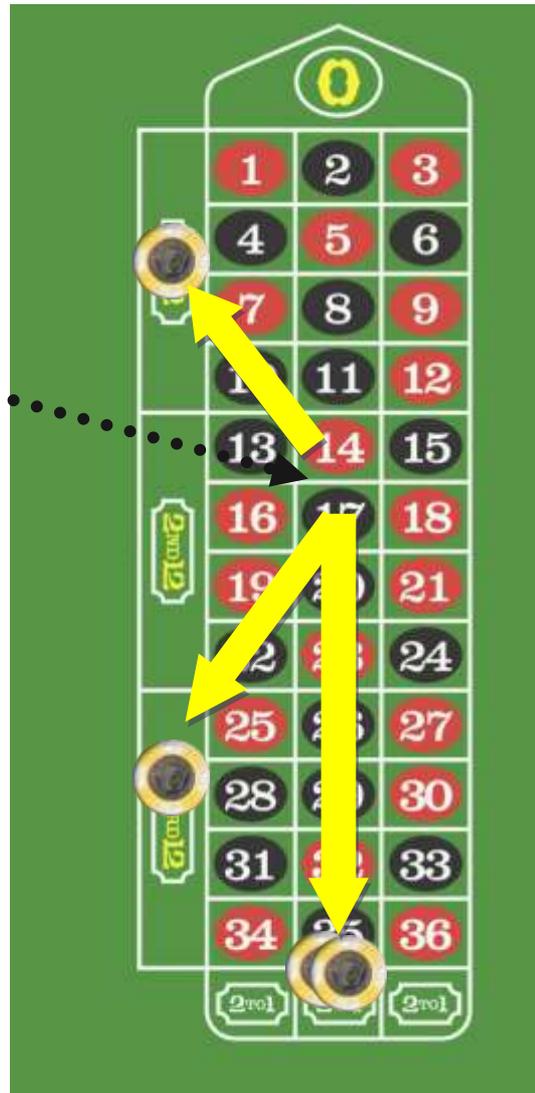
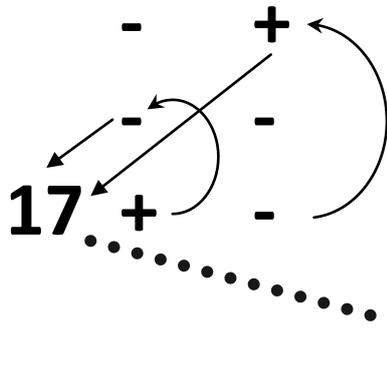
Table 6

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 x A, 1 x B	L	-	1 x K, 1 x M
6	1	A	-	2 x C	K	-	1 x K, 1 x M
7	16	B	-	1 x B, 1 x C	K	+	2 x K
8	25	C	-	1 x A, 1 x C	K	+	1 x L, 1 x M
9	0	C	-	1 x A, 1 x B	K	-	2 x K
10	0	C	-	1 x A, 1 x B	K	-	2 x K
11	19	B	-	1 x A, 1 x B	K	+	2 x K
12	22	B	+	1 x A, 1 x C	K	+	1 x L, 1 x M

¹² +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 Game Direction Indicator

Table 7: Strategy P1AM2A

Spin No.	OUTCOME	DOZ. ID	DOZ. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	COL. ID	COL. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	NET SPIN OUTCOME (NSO)	GDI VALUE
1	19								
2	8	A	-		L	-		0	
3	11	A	+		L	+		0	
4	36	C	-	1 x A, 1 x B	M	-	1 x K, 1 x L	0	
5	16	B	-	2 x B	K	-	2 x K	(+1+1) = +2	+2
6	19	B	+	1 x A, 1 x C	K	+	1 x L, 1 x M	(+4+4) = +8	+10
7	27	C	-	1 x A, 1 x B	M	-	1 x K, 1 x L	(+1+1) = +2	+12
8	22	B	-	2 x B	K	-	2 x K	(+1+1) = +2	+14
9	2	A	-	1 x B, 1 x C	L	-	1 x K, 1 x M	(-2-2) = -4	+10
10	9	A	+	1 x B, 1 x C	M	-	1 x K, 1 x L	(-2+1) = -1	+9
11	36	C	-	1 x A, 1 x B	M	+	1 x K, 1 x L	(+1-2) = -1	+8
12	6	A	-	2 x A	M	+	2 x M	(+1-2) = -1	+7

Table 8: INV/P1AM2A

Spin No.	OUTCOME	DOZ. ID	DOZ. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	COL. ID	COL. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	NET SPIN OUTCOME (NSO)	GDI VALUE
1	19								
2	8	A	-		L	-		0	
3	11	A	+		L	+		0	
4	36	C	-	2 x C	M	-	2 x M	0	
5	16	B	-	1 x A, 1 x C	K	-	1 x L, 1 x M	(-2-2) = -4	-4
6	19	B	+	2 x B	K	+	2 x K	(-2-2) = -4	-8
7	27	C	-	2 x C	M	-	2 x M	(-2-2) = -4	-12
8	22	B	-	1 x A, 1 x C	K	-	1 x L, 1 x M	(-2-2) = -4	-16
9	2	A	-	2 x A	L	-	2 x L	(+1+1) = +2	-14
10	9	A	+	2 x A	M	-	2 x M	(+4-2) = +2	-12
11	36	C	-	2 x C	M	+	2 x M	(-2+4) = +2	-10
12	6	A	-	1 x B, 1 x C	M	+	1 x K, 1 x L	(-2+4) = +2	-8

Wagering Commencement

- Start recording with a non-zero outcome.
- Code the next three spin outcomes as elaborated in Table 5.
- From the next record onwards, calculate the **Current** value of **GDI (CGDI)** using the **NSO** for the three strategies separately, as elaborated in Tables 7, 8 & 9 respectively.
- The **Priority Order (PO)** of the strategies is P1AM2A and INV/P1AM2A, respectively.
- Keep a track of the **Minimum** value of the **GDI (MGDI)**.
- If the **difference** between the **CGDI** and the **MGDI** becomes **greater or equal to 5** for either of the strategies **P1AM2A** or **INV/P1AM2A**, commence wagering continuously with **15 Chips In Hand (CIH)** using **4 chips per spin** with the strategy that emerged, until a **Session Termination Rule** stated below comes into effect.
- If wagering is commenced on INV/P1AM2A and whenever a NSO of -4 is incurred simultaneously with P1AM2A getting qualified for wagering commencement.
- If the player wishes to continue upon a Session coming to an end, do not use any of the past data and start a completely new session.

Session Termination Rules

- If the **Net Cumulative Gain¹³ (NCG)** is **greater or equal to 9**, exit the session upon incurring a **loss of 4 or more** from the highest NCG recorded.
- If the **NCG** is **less than 9**, exit the session upon incurring a **loss of 12 or more** from the highest NCG recorded.
- If a **loss of 8 chips** is incurred within **two consecutive spins**.

Practical Wagering Methodology

Method 1 for the Normal Table in the Real Casino

1. Start with 15 chips use 4 chips per spin from the CIH to wager for every spin, upon meeting the wagering commencement criteria stated above.
2. Stack the surplus chips in excess of 15 separately and keep a track of the **Stack Value (SV)**.
3. Exit the session if the CIH becomes insufficient to wager for the next spin (less than 4).
4. If the SV is greater or equal to 9, exit the game upon incurring a **Spin Loss (SL)** of -4.

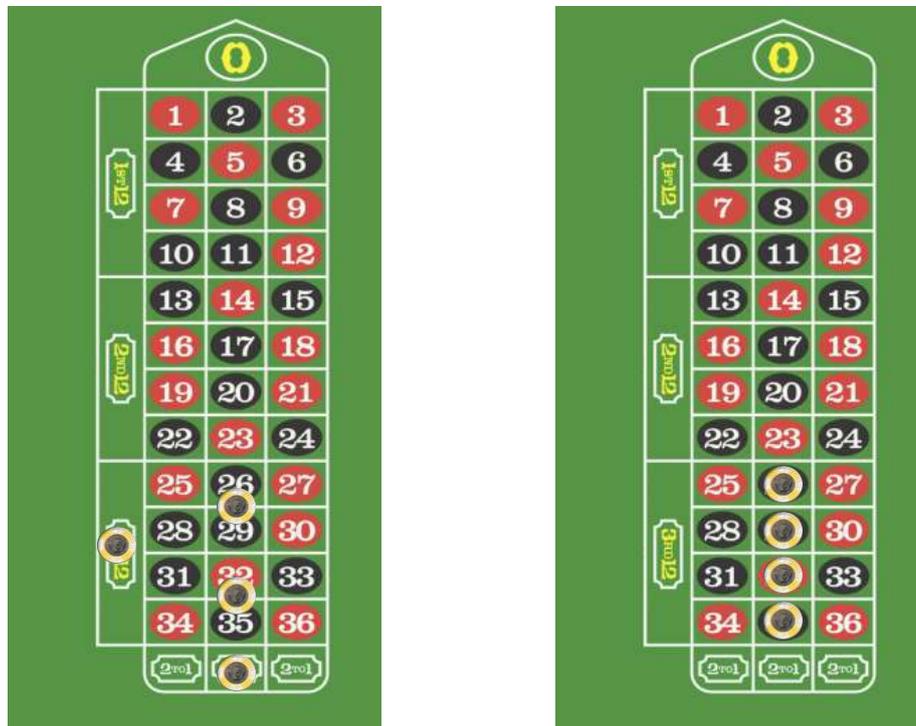
Method 2 for the Computer Table in the Real Casino

1. If a new deposit is being made to commence wagering, deposit an equivalent amount to the value of 15 chips and use 4 chips per spin.
2. Assume the **Opening Account Balance (OAB)** to be the **Current Peak Value (CPV)**.
3. Monitor the highest peak value beyond OAB as wagering continues.
4. If CPV is less than 24, exit upon incurring a loss greater or equal to 12 from the CPV.
5. If CPV is greater or equal to 24, exit upon incurring SL of -4.

Advance Wagering Criterion

¹³ NCG is equal to the value of the GDI corresponding to the last spin outcome with the strategy selected to commence wagering.

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. Also, it is possible to keep all four chips inside, a chip each covering the four numbers 26, 29, 32 & 35 (refer to the illustrations below). In using this methodology, it is best to use additional chips in excess of CIH.



Guidelines Based on Empirical Observations

- Do not make any wagering decisions based on either intuition or gut-feel. Strictly follow the guidance provided by the system.
- Casinos can mislead the players by either including wrong numbers or omitting numbers on the Panel displaying the immediate past spin outcomes. Therefore, it is strongly advised to personally observe the number outcomes to commence wagering, without relying on what is shown on the Display Panel.
- 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.
- SYSTEM RCLV is not tested on American Roulette with 0 and 00. In the event of testing American Roulette treat both 0 and 00 as 0 in entering the spin outcome.
- If the GD trends for all three strategies appear to be negative it is best to refrain from wagering.

Disclaimer

The user bears all the risks of either using SYSTEM RCLV 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 RCLV or using any concept from this book.

Voluntary Gratification

The author of this book sacrificed time, effort and resources for years to discover this most comprehensive grand winning strategy and 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. Also, if a user of SYSTEM RCLV 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 [CCEYLKX1496856501](#) with an e-mail notification to darcolonne@yahoo.com. Such financial assistance would help the author 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 conducted by the Imperial Institute of Higher Education.