RUIN THE CITY OF
LAS VEGAS
A ROULETTE SYSTEM BASED ON TOPOLOGICAL INTERACTION OF THREE REGULATORY 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First Edition (October 2010 - Withdrawn)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)

Third Edition (10 April 2011)

Fourth Edition (15 April 2011)

Fifth Edition (18 April 2011)

Sixth Edition (18 May 2011)
The Ultimate Optimized Wagering Strategies

Table of Content

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 three identified patterns that emerge from time to time and continue over a reasonably long interval termed as **P1AM2A**[1] **(S1)**, **M1AP2A**[2] **(S2)** and **INV/P1AM2A**[3] **(S3),** which produce a reasonable return on a fixed investment of 15 chips, by wagering for Dozens & Columns only. The criterion for strategy optimization in this system is based on the visually observable topological behaviour of the three above strategies.

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, <u>positive</u> results.
2. <u>Not</u> 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[4] 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[5], 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 obtained from a Real Casino and an Internet Casino are used throughout to optimize the Return on Investment (ROI). After a comprehensive optimization[6], SYSTEM RCLV now yields a significant positive RO), with an acceptable relative frequency of failure.

The analysis of data revealed that the average occurrence of Distinct Numbers within 37 consecutive spins mentioned above is 24[7] 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[8] with replacement, **Y = 0.6291X + 0.2402** distinct numbers will be present among the X numbers drawn. The Whole Number[9] pertaining to Y value shall be called

---

[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] If the sign is **M**inus, observe the sign just **1** record **A**bove and if the sign is **P**lus, observe the sign just **2** records **A**bove.

[3] The **Inverse** of what is directed by **P1AM2A**.

[4] SYSTEM RCLV has not been tested for American Roulette which has a 0 and a 00.

[5] The same data samples were used in compiling all editions of the book.

[6] 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.

[7] Gamblers those who have observed this inexplicable phenomenon call it the "Law of the Third".

[8] 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.

[9] 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 game[10].
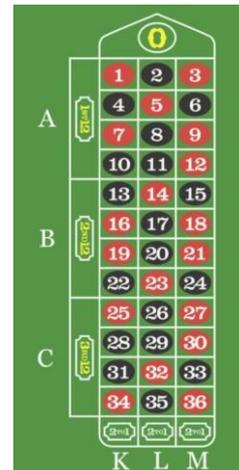
Further, it can be clearly observed that the statistical balances are perfectly maintained among all wagering categories (HIGH/LOW, RED/BLACK, ODD/EVEN, DOZENS, COLUMNS and NUMBERS) in the long run. This clearly implies that perfect randomness prevails in the long run from all perspectives and the person(s) 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)[11], 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

---

[10] 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.
[11] Some roulette tables do not have column asymmetries and SYSTEM RCLV has not been tested for such tables.

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 which is termed as Colonne's Value, as explained in the previous book written by the author "DNA Of Roulette: The Simplest Grand Winning Strategy" (9th Edition). This book, "Ruin The City Of Las Vegas: A Roulette System Based On Topological Interaction Of Three Regulatory Patterns" explains as to how three identified regulatory patterns topologically interact with each other and maintain the Colonne's value at 24 for a sample of 37 consecutive spins, while maintaining the perfect statistical equity among all wagering categories (Red/Black, High/Low, Odd/Even, Dozens/Columns & Numbers) in the long run.

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 (**-**)[12].
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	**+**

---

[12] 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[13] (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 <u>one record above</u> 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 <u>same</u> Dozen/Column ID of the last outcome.
7. If the Pivot Sign is (**-**), wager 1 chip each for the <u>other two</u> 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 × A, 1 × B	L	-	1 × K, 1 × M
6	1	A	-	2 x 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

---

[13] +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:
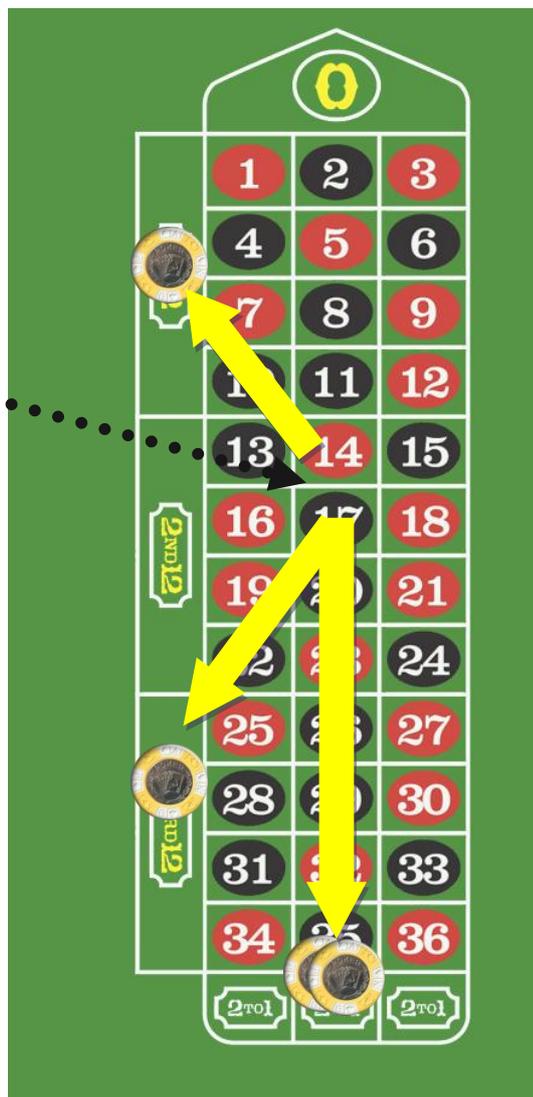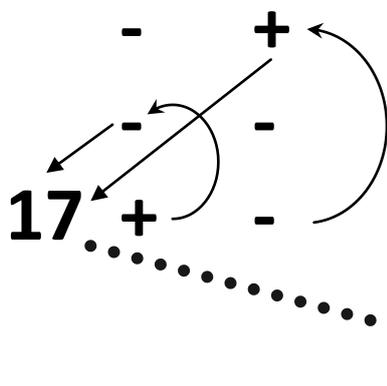
Computation of Game Direction Indicator

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 × B	M	-	1 × K, 1 × L	0	
5	16	B	-	2 × B	K	-	2 × K	(+1+1) = +2	+2
6	19	B	+	1 × A, 1 × C	K	+	1 × L, 1 × M	(+4+4) = +8	+10
7	27	C	-	1 x A, 1 × B	M	-	1 × K, 1 × L	(+1+1) = +2	+12
8	22	B	-	2 × B	K	-	2 × K	(+1+1) = +2	+14
9	2	A	-	1 × B, 1 × C	L	-	1 × K, 1 × M	(-2-2) = -4	+10
10	9	A	+	1 × B, 1 × C	M	-	1 × K, 1 × L	(-2+1) =-1	+9
11	36	C	-	1 × A, 1 × B	M	+	1 × K, 1 × L	(+1-2) = -1	+8
12	6	A	-	2 × A	M	+	2 × M	(+1-2) = -1	+7

Table 8: Strategy M1AP2A

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 × M	0	
5	16	B	-	1 × A, 1 × C	K	-	1 x L, 1 x M	(-2-2) = -4	-4
6	19	B	+	1 × A, 1 × C	K	+	1 × L, 1 × M	(-2-2) = -4	-8
7	27	C	-	2 × C	M	-	2 × M	(+1+1) = +2	-6
8	22	B	-	2 × C	K	-	2 × M	(-2-2) = -4	-10
9	2	A	-	1 × B, 1 × C	L	-	1 × K, 1 x M	(+1+1) = +2	-8
10	9	A	+	1 × B, 1 × C	M	-	1 x K, 1 x L	(-2+1) =-1	-9
11	36	C	-	2 × C	M	+	1 x K, 1 x L	(+1-2) = -1	-10
12	6	A	-	1 × B, 1 × C	M	+	1 x K, 1 x L	(-2-2) = -4	-14

Table 9: Strategy 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 × M	0	
5	16	B	-	1 × A, 1 × C	K	-	1 x L, 1 x M	(-2-2) = -4	-4
6	19	B	+	2 × B	K	+	2 × K	(-2-2) = -4	-8
7	27	C	-	2 × C	M	-	2 × M	(-2-2) = -4	-12
8	22	B	-	1 × A, 1 × C	K	-	1 x L, 1 x M	(-2-2) = -4	-16
9	2	A	-	2 × A	L	-	2 × L	(+1+1) = +2	-14
10	9	A	+	2 × A	M	-	2 × M	(+4-2) =+2	-12
11	36	C	-	2 × C	M	+	2 × 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

Computer Application Software Logic

SYSTEM LOGIC FOR TREND ANALYSIS:

- Starting with a non-zero number, record the last five numbers that have occurred and calculate the NSO and GDI values for the 5th record for the strategies P1AM2A, M1AP2A & INV/P1AM2A respectively as elaborated in Tables 7, 8 & 9.
- Keep 15 Chips in Hand (**CIH**) and use 4 chips per spin to wager.
- Code GDI values less than 0 (zero) as (-) and greater than 0 as (+).
- If Condition A: (+ - -) emerges, commence calculating the NCG with S1.
- If Condition B: (+ + -) emerges and the value of GDI1 >= GDI2, commence calculating the NCG with S1.
- If Condition B: (+ + -) emerges and the value of GDI1 < GDI2, commence calculating the NCG with S2.
- If Condition D: (- + -) emerges, commence calculating the NCG with S2.
- If Condition C: (- + +) emerges and the value of GDI2 >= GDI3, commence calculating the NCG with S2.
- If Condition C: (- + +) emerges and the value of GDI2 < GDI3, commence calculating the NCG with S3.
- If Condition D: (- - +) emerges, commence calculating the NCG with S3.
- If Condition E: (- - -) emerges **after commencement** of wagering, **retain** the **current strategy** as active and **hold wagering** until one of the **Conditions from A to D emerges**.

SYSTEM LOGIC FOR STRATEGY SWITCHING:

- If Condition C emerges while wagering with S1, switch on to S2 from the next spin.
- If Condition D emerges while wagering with S1, switch on to S3 from the next spin.
- If Condition D emerges while wagering with S2, switch on to S3 from the next spin.
- If Condition A emerges while wagering with S3, switch on to S1 from the next spin.
- If Condition B emerges while wagering with S3, switch on to S1 from the next spin.
- If Condition C emerges while wagering with S3, switch on to S2 from the next spin.

SYSTEM LOGIC FOR INTERIM DIRECTION SWITCHING:

- If S1 is active & if GDI1>0 & GDI2>0 & if GDI2–GDI1>8, direct to wager with S2, while keeping S1 active.
- If S2 is active & if GDI1>0 & GDI2>0 & if GDI1–GDI2>2, direct to wager with S1, while keeping S2 active.
- If S2 is active & if GDI2>0 & GDI3>0 & if GDI3–GDI2>8, direct to wager with S3, while keeping S2 active.

The System RCLV (Macro) Strategy

- Starting with a non-zero number, key in the last **six** spin outcomes to the System RCLV.
- If the **Strategy Number (SN)** under the column heading STGY indicated **on** the **5th** and the **6th** records are the **same**, commence **wager**ing as **directed by the system** until a COMPULSORY SESSION TERMINATION AND RESTART condition stated below is met.

DEMO-01: 33-17-19-1-6-25 indicates 2 on both the 5th record and the 6th records under the column heading STGY. Thus, commence wagering as directed by the system.

- **If** the SN on the 5th and the 6th records are **not the same**, **RESTART** the process by entering the last **five** outcomes and keying in the next spin.

DEMO-02: 8-21-10-17-30-30 indicates strategy values 1 on the 5th record and 3 on the 6th records respectively. Thus, RESTART the process by keying in 21-10-17-30-30.

DEMO-03: 32-29-9-33-10-19 indicates a blank value the 5th record 2 on the 6th record. Thus, RESTART the process by keying in 29-9-33-10-19.

DEMO-04: 33-21-26-6-12-33 indicates blank values on both the 5th and the 6th records thus, RESTART the process by keying in 21-26-6-12-33.

- Keep repeating the process until the wagering commencement condition mentioned above is met.
- Upon a session termination, **RESTART** with the last **six** spin outcomes including the spin at point of exit.
- If 0 appears at the top of the list of last six numbers, keep proceeding without wagering until any other number between 1 and 36 appears on top of the list of last six numbers and then **RESTART**.

- If a **gain** of **8 or more** is incurred (NCG > +7), continue wagering until a **loss > 3** from the highest NCG recorded is incurred.

DEMO-05: 6-33-22-4-34-28 triggers a wagering commencement condition and 2-5-0-19-19-23-32-15-3-2-35-26-25-25 takes the NCG up to +13 and then the spin outcome 15 brings it down to +9. Thus, exit the session and RESTART with 2-35-26-25-25-15.

- If a **loss** of **8 or more** (NCG > -7) is incurred.

DEMO-06: 25-4-21-28-19-29 triggers a wagering condition and 23-29-14-10-3-35-6-29-31-34-23 takes the NCG value down to -8. Thus, exit the session and RESTART with 35-6-29-31-34-23.

The System RCLV (Micro) Strategy

This is a new discovery made on the 24th April 2011 after a rigorous comprehensive testing of a lengthy real data sample comprising 161 continuous spins obtained from a Casino in Colombo on the 18th December 2011 over a period of 8 hours, which was one of the toughest data samples used for analysis during this research that could not be outperformed by either System DNAR or System RCLV. The net result of this optimized strategy was a remarkable positive gain of +47. Then, it was subsequently applied to the 30 original data samples which were used throughout this research and it yielded a reasonable gain with a highly acceptable low relative frequency of failure. Without the RCLV Software, discovery of this wagering methodology was humanly impractical and impossible. Most importantly, using this methodology is more interesting and challenging as it involves an element of human decision making assisted and guided by the computer, which is somewhat equivalent to driving a car with manual transmission, in contrast with driving a car with automatic transmission. <u>Subsequent rigorous data testing has proven that the Micro Strategy is less risky and highly effective than the Macro Strategy, as frequent resetting enables usage of the most effective strategy in context, at any given time</u>.

WAGERING COMMENCEMENT (TO BE VISUALLY OBSERVED):

- Key in the last 6 spin outcomes starting with a non-zero number to the System RCLV.
- Note that 5th and 6th records would indicate two sets of three GDI1 (**A**), GDI2 (**B**) and GDI3 (**C**) values.
- Identify the **GDI** values **greater or equal to +1** and **less or equal to +7** on the 6th record.
- Check and see whether such values are greater than the value vertically above on the 5th record.
- If so, calculate the difference between GDI values on the 6th and the 5th records and determine the **Best Strategy** in **Context (BSC)** by using (a) highest difference and (b) priority order A > B > C, in sequence.
- **Compare** the **BSC** with the **System Directed Strategy (SDS)** by the System RCLV to wager for.
- **If BSC** and **SDS** are the **same**, wagering shall commence, exactly as directed by the computer system.
- If not the same, **RESTART** the process by entering the last **five** outcomes and keying in the next spin.
- Keep repeating the process until a wagering commencement condition appears on the 6th line.
- Upon a session termination, **RESTART** with the last **six** spin outcomes including the spin at point of exit.
- If 0 appears at the top of the list of last six numbers, keep proceeding without wagering until any other number between 1 and 36 appears on top of the list of last six numbers and then **RESTART**.

DEMO-07: 33-17-19-1-6-25 gives -1/+5/+2 for the 5th spin and +1/+1/-2 for the 6th spin, which qualifies Strategy A to commence wagering but the system has directed to commence wagering with Strategy B. Thus, refrain from commencement of wagering. RESTART the session by keying in 17-19-1-6-25 and the next spin outcome and keep repeating the process until a wagering commencement condition appears on the 6th line.

DEMO-08: 33-21-26-6-12-33 gives +2/-4/+2 for the 5th spin and +1/-5/+4 for the 6th spin, which qualifies Strategy C to commence wagering but the system has not directed any strategy to commence wagering.

SESSION TERMINATION RULES:

- If the value on the 6th column of the identified wagering category is between +1 and +4, exit upon either incurring a **gain** of **8 or more** or a **loss** of **4 or more**.

DEMO-09: 22-21-32-36-18-34 gives -1/-4/+2 for the 5th spin and +1/-5/-2 for the 6th spin. Thus, commence wagering with Strategy A for the numbers 30-15 and exit with a +10 (>8). After reaching the exit point, RESTART the session with 32-36-18-34-30-15.

DEMO-10: 20-12-16-20-13-24 gives -1/-1/+2 for the 5th spin and +4/-2/-2 for the 6th spin. Thus, commence wagering with Strategy A for the numbers 18-1-28-16 and exit with a -7 (<-4). After reaching the exit point, RESTART the next session with 13-24-18-1-28-16.

- If the value on the 6th column of the identified wagering category is between +5 and +7, exit upon either incurring a **gain** of **5 or more** or a **loss** of **4 or more**.

DEMO-11: 33-26-21-6-12-33 gives +2/-4/+2 for the 5th spin and +7/-5/-2 for the 6th spin. Thus, commence wagering with Strategy A for the numbers 2-3-34-7-26-18-33 and exit with a +5 (=5). After reaching the exit point, RESTART the next session with 3-34-7-26-18-33.

DEMO-12: 6-33-22-4-34-9 gives -1/+5/+2 for the 5th spin and -2/+7/+1 for the 6th spin. Thus, commence wagering with Strategy B for the numbers 31-28 and exit with a -5 (<-4). After reaching the exit point, RESTART the next session 22-4-34-9-31-28.

ASSIGNMENT OF PRIORITY AMONG WAGERING STRATEGIES:

- If more than one out of A, B, C simultaneously gets qualified to wager for, commence wagering with the dominant strategy in context. The dominance can be determined by selecting the strategy pertaining to the higher value of the difference between the 6th and 5th spins.

DEMO-13: 5-22-34-28-33-30 gives vertical values (-4, +4) under GDI1 & (-1, +1) which qualifies A & B for wagering. In such a situation commence wagering with dominant strategy A if the system has directed to wager with A. Refrain from wagering here as the strategy directed by the system is C.

- If all qualifying strategies are of equal status in view of the criteria just above, then use the highest value on the 6th line to assign the priority.

DEMO-14: 21-28-36-35-1-7 gives vertical values (-1, +1) under GDI1, (+2, +4) under GDI2 & (-1, +1) under GDI3, under which A, B, C all qualify for wagering. Thus, commence wagering with B, which is the strategy directed by the system.

- If there are qualifying strategies still with equal status use the priority order of A > B > C in sequence.

DEMO-15: 30-26-5-4-8-15 gives vertical values (-1, -5) under GDI1, (+2, +4) under GDI2 & (+2, +4) under GDI3, under which the priority between B & C cannot be determined using the two just above criterion. Thus, we commence wagering with B, as it has priority over C and the system has directed strategy B.

OPTIONAL STRATEGY SWITCHING CONDITION:

- Upon commencement of wagering after using the priority order A > B > C, monitor the progress of both categories. If the strategy with lesser priority is strengthening, in other words the GDI value of the higher priority category falls below that of the lesser priority category, immediately switch on to the lesser priority category and continue until the respective exit point is reached.

DEMO-16: 19-0-32-7-28-21 gives vertical values (-1, +1) on both A & B thus, commence wagering with A. Then the subsequent spin outcomes 13-34-2-15-20-3-1-28-30-26 takes it up to the transit point (0 +3) that B gains strength over A. Observe that strategy A has lost 1. Thereafter, wagering must continue with B until a gain of 8 + 1 = 9 (1 lost with A needs to be recovered) or incurring a loss of 4 − 1 = 3 (1 is already lost) along the strategy B. Subsequent spin outcomes 5-4-8-15-34-11 would yield the earlier and 5-23 would yield the latter.

OPTIONAL AND DISCRETIONARY SESSION TERMINATION RULE:

- In every winning session, a **Critical Spin (CS)** can be identified. CS is the next spin yet to take place that triggers a session exit condition by either equating or going beyond the upper limit applicable to the session to conclude the session with a profit, if the actual outcome is in strict conformity with the Dozens and the Columns what the system has directed to wager for the next spin. If not in conformity, player may refrain from wagering while continuing to monitor the progress of the session, until an exit condition is reached. This strategy will ensure that the player ends up with a net gain with that session.

DEMO-17: 22-21-32-36-18-34 triggers a wagering commencement condition with Strategy A. If the next number is 30, it facilitates a gain of +5 and the system directs to wager for ABMM for the next spin. If whatever the next spin outcome is going to be in conformity with ABMM, it also facilitates a gain of +5 and an exit point would be triggered as the cumulative net gain of +10 is in excess of the upper limit of +8 applicable to the session. Thus, the spin following the spin outcome 30 qualifies as the Critical Spin. So, refrain from wagering thereafter, but continue to monitor the session until an exit point is reached.

OPTIONAL TABLE EXIT RULE:

- If a net loss of capital of 15 or more is incurred, it is best to refrain from wagering at the same table for a few hours.

Alternate Wagering Criteria

INSIDE WAGERING CRITERION (IWC):

Whenever a + + is being directed 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 the system 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, as shown in the first two illustrations below.

Similarly, if a + - or a - + is being directed to be wagered for the next spin, inside wagering is possible for the common area with four chips. For example, if the system indicates a - + for Dozens A & C and Column M, instead of placing one chip each for A & C and two chips for M, a chip each can be placed to cover the number sets 3&6, 9&12, 27&30 and 33&36. In using this methodology, place the chips as demonstrated in the third illustration below. It is best to use additional chips in excess of CIH.

If spin outcomes are continued to be monitored, <u>trends</u> such as <u>recoveries from troughs</u> and <u>declines from peaks</u> are clearly observable using the numerical values associated with GDIs. In other words, the dominant strategy in a given context can be easily identified, after recording a reasonable number of spin outcomes. **Thus, System RCLV can be used as an excellent guideline by players who prefer only inside wagering.**

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.
- However, a discretionary exit can be made upon incurring reasonable gains or marginal losses, prior to the system makes an exit decision.
- Casinos can mislead the players by either including wrong numbers or omitting numbers on the Panel displaying the immediate past spin outcomes. Sometimes it happens due to technical shortcomings. 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, especially when a net loss is being incurred and the session is on a losing trend, while playing.
- 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.
- Key in all the past spin numbers available on display to make a subjective assessment of the emerging trends and stronger strategies in context, in order to enhance the confidence in regard to the strategy being indicated by the system to wager for. If there is a contradiction, wagering commencement may be withheld.
- Also, in using the Micro Strategy, if the trend appears to be strong and continuing after incurring a net gain of 8 or more, wagering may be continued until either two successive spin losses amounting to over 4 (the maximum possible loss is 5 to 8 and still there is no loss of capital) or three successive spin losses are incurred (the maximum possible loss is 3 to 6 and still there is no loss of capital).
- The dominant Strategy P1AM2A appears to be strong in contexts where the colours Black and Red appear in scattered alternating patterns at a glance in the immediate past 10 – 15 spin outcomes. On the contrary, in contexts where sprees of one colour continuing, Strategy P1AM2A appears to be weak and Strategies M1AP2A and INV/P1AM2A appear to be strong.
- Micro Strategy is a more cautious and a less risky approach than the Macro Strategy. Therefore, it is best that a player initially begins with the Micro Strategy.

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[14] by way of a telegraphic transfer using the SWIFT Code CCEYLKLX1496856501 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 December 2011 (international publishing rights are yet to be granted). This book addresses decision making form 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.

---

[14] Any Sri Lankan who wishes to do the same could make remittances in Sri Lankan Rupees into either the Account No. 1500457801 with Commercial Bank or 0009-5000-0732 with Sampath Bank.