

# RUIN THE CITY OF LAS VEGAS

A ROULETTE SYSTEM BASED ON TOPOLOGICAL  
INTERACTION OF THREE REGULATORY PATTERNS

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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.”*

First Edition (October 2010 - Withdrawn)

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Newly discovered RCLV (SBS: SPIN-BY-SPIN) Strategy (using the logic of MACRO Strategy) and HYBRID Strategy (using the logic of MACRO Strategy) with Diagonal Observations

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Excludes HYBRID Strategy and includes MACRO, DIAGONAL and SBS (optimized with completely new logic using the Game Direction Indicator Value) Strategies

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Finalized MACRO and SBS (optimized with completely new logic using the Game Direction Indicator Value and MACRO logic) Strategies

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# Introduction

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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 termed as **P1AM2A<sup>1</sup> (S1)**, **M1AP2A<sup>2</sup> (S2)** and **INV/P1AM2A<sup>3</sup> (S3)** which emerge from time to time and continue for a period, lengthy enough to be explored. Upon detection of emergence of such a pattern, a reasonable profit can be made on a nominal fixed investment (10-15 chips), by wagering only for Dozens & Columns. 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, positive results.
2. Not be based on luck in any way, shape or form.
3. Limit any losses that do occur.
4. Be easy to follow and fun to play

The European Roulette Wheel has 37 numbers including Zero<sup>4</sup> 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<sup>5</sup>, 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<sup>6</sup>, 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<sup>7</sup> 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<sup>8</sup> with replacement,  $Y = 0.6291X + 0.2402$  distinct numbers will be present among the X numbers drawn. The Whole Number<sup>9</sup> pertaining to Y value shall be called

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<sup>1</sup> 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.

<sup>2</sup> 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.

<sup>3</sup> The **Inverse** of what is directed by **P1AM2A**.

<sup>4</sup> SYSTEM RCLV has not been tested for American Roulette which has a 0 and a 00.

<sup>5</sup> The same data samples were used in compiling all editions of the book.

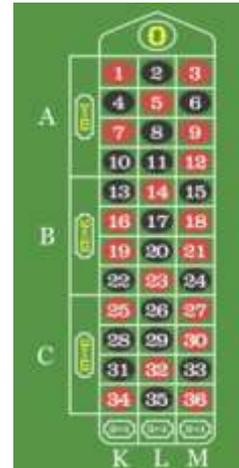
<sup>6</sup> Optimized from five different perspectives by (a) minimizing the fixed investment, (b) mitigating the risk with an entry value, (c) minimizing the waiting time to commence wagering with two types of entry points, (d) minimizing the number of spins wagered for and (e) maximizing the operational convenience.

<sup>7</sup> Gamblers those who have observed this inexplicable phenomenon call it the "Law of the Third".

<sup>8</sup> 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.

<sup>9</sup> 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<sup>10</sup>.



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)<sup>11</sup>, 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

<sup>10</sup> 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.

<sup>11</sup> 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" (9<sup>th</sup> 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" (9<sup>th</sup> Edition). This book, "Ruin The City Of Las Vegas: A Roulette System Based On Topological Interaction Of Three Regulatory Patterns<sup>12</sup>" 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.**

## Implications Arising from the Mathematical Equation Underlying the Law of The Third (Optional Reading)

The "**Law of the Third**" as observed and named by the Roulette Players is that approximately 1/3 of X (X = 37 for European Roulette and X = 38 for American Roulette) different numbers do not appear within X consecutive outcomes associated with a repeated random activity in quick succession, with replacement. After an extensive and a rigorous testing, the generic equation underlying this observation had been empirically established that if numbers are drawn X times from X different numbers with replacement, only  $Y = 0.6291X + 0.2402$  distinct numbers will be present among the X numbers drawn. Numbers ranging from 01 to 50 have been tested in the process of deriving the above generic equation. Each number had

<sup>12</sup> The existence and behavior of these regulatory patterns can be clearly observed by uploading a CSV file containing large datasets on to the Macro Link and examining the respective GD Columns.

been tested 30 times with replacement and the average of distinct numbers present over the 30 data samples corresponding to each number (ranging from 01 to 50) were used as inputs in a regression analysis to establish the above equation. The best-estimated rounded-up Y value is termed as **Colonne's Value**.

When 30 data samples comprising 37 consecutive spins in each sample taken from European Roulette tables in real and internet casinos using all three modes of spinning such as live, auto and computer-simulated were analyzed, majority of the data samples had 24 distinct numbers and the average number of distinct numbers per data sample was also found to be 24. If X is equated either to 37 or to 38 in the above equation, the rounded up whole number pertaining to Y value becomes 24.

The most significant practical implication of this equation is that it enables predictability of occurrence of immediate future outcomes based on the past observations in repeated random events with replacement, which are perceived to be independent. For example, in European Roulette, if the last 24 numbers are observed and if it contains 20 distinct numbers, such numbers should repeat approximately 9 times within the next 13 consecutive events and only 4 out of 13 remaining non-occurred numbers are likely to occur within the same 13 consecutive events.

With the discovery of the mathematical equation of the Law of the Third, the conventional wisdom in regard to randomness with replacement pertaining to equally probable likely outcomes perceived to be independent holds only until the activity is repeated Y times with replacement in quick succession. The moment the availability of past records becomes greater or equal to the Colonne's Value (Y), the probability of the next number to occur becomes dependent on the number of distinct numbers present (assumed to be N) within the Y number of past records. As elaborated in the chapter above where  $X = 37$ ,  $Y = 24$  and  $N = 20$ , only 4 ( $= Y - N$ ) out of 17 ( $= X - N$ ) numbers which are not among the 20 (N) distinct numbers are likely to occur within the next 13 ( $= X - Y$ ) consecutive events.

Therefore, within the next  $X - Y$  forthcoming consecutive events to be repeated in quick succession, the probability of occurrence of a number which does not belong to the N distinct numbers within the past Y consecutive spins is  $(Y - N) / (X - N)$ . Under the old assumption of the events being independent, such probability would have been  $13/37$  ( $(X - Y) / X$ ) instead of  $4/17$ . Similarly, any number included in the 20 (N) distinct numbers found within the last 24 ( $= Y$ ) past outcomes have to repeat 9 ( $(X - Y) - (Y - N)$ ) times, within the next 13 ( $X - Y$ ) consecutive events, in order to maintain the Colonne's Value for 37 consecutive spins. Thus, the probability of a number among the N distinct numbers within the Y past outcomes occurring within the next  $X - Y$  forthcoming consecutive events is  $9/20$  ( $(X - 2Y + N) / N$ ), in contrast to the  $13/37$  probability under the old assumption.

**This implies that after reaching the availability of Y past outcomes, the probability of occurrence of a number which is not included in N distinct numbers at the next event is  $(Y - N) / ((X - N) * (X - Y))$  and the probability of occurrence of a number which is among the N distinct numbers at the next event is  $(X - 2Y + N) / ((N * (X - Y)))$ , against the conventional wisdom of  $1/X$ . Also, such probabilities could vary from event to event as the N value can change from event to event.**

Also, the precision accuracy of the Gradient ( $m = 0.6291$ ) and the Interception ( $c = 0.2402$ ) is not significant in regard to making decisions based on the Law of the Third, as only positive integers are used as Y value for such purposes in reality and the variation could only be either +1 or -1, in integer terms. As the X value becomes higher, the impact arising from the variation becomes further insignificant to make decisions. Also, there always can be marginal deviations and exceptions that could occur in regard to the probabilities defined above.

From a practical perspective, the concept of Arc Elasticity of Demand in Micro Economics can be emulated in the new Paradigm of randomness with replacement as an **Arc Probability** coming into effect pertaining to the  $(X - Y)$  forthcoming events, provided that a minimum of Y past records are available. Also, the equation underlying the Law of the Third being generic, it can be emulated into many other areas such as dice games and lotteries.

# 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 (-)<sup>13</sup>.
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	+

<sup>13</sup> 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<sup>14</sup> (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.

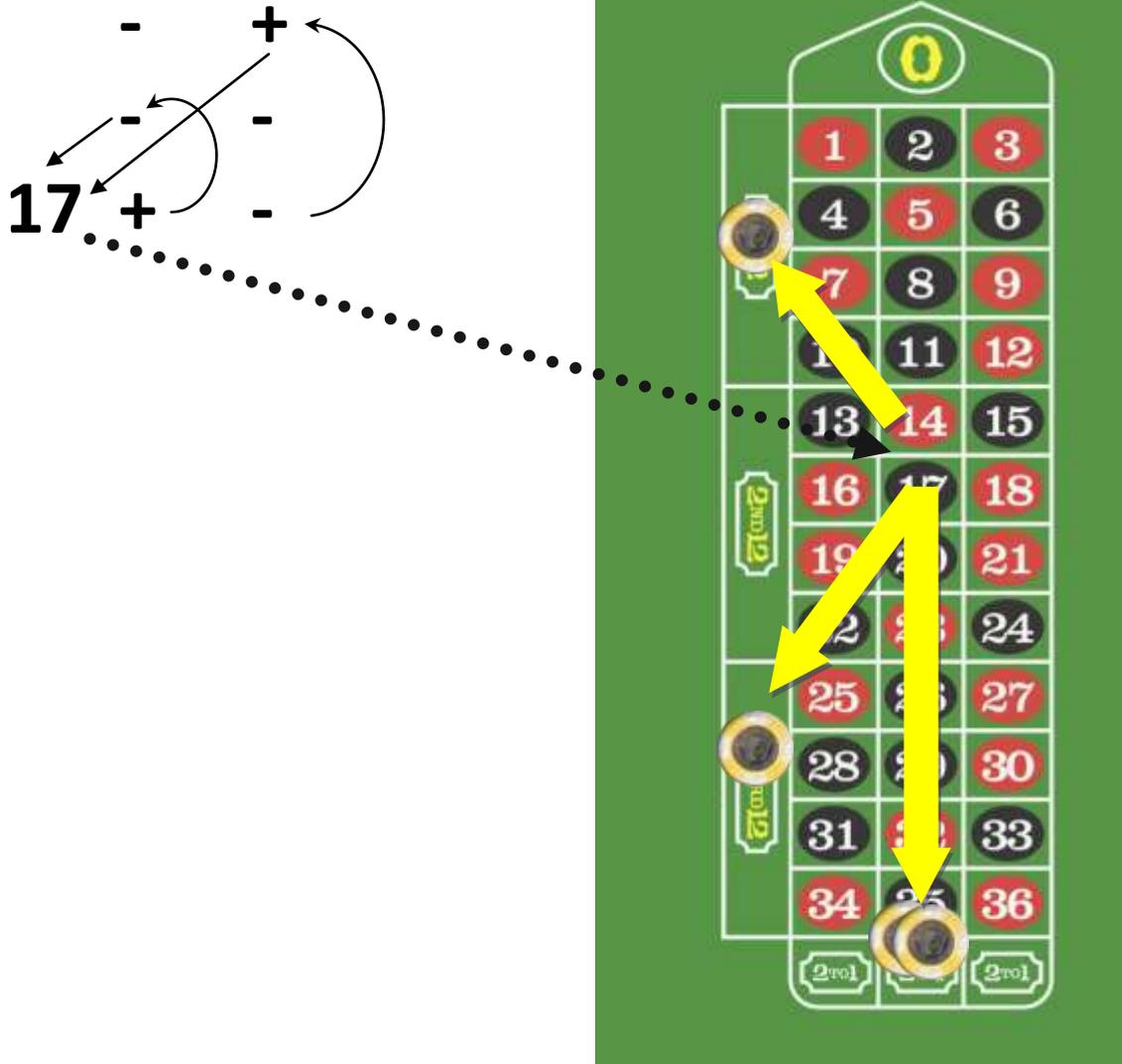
Table 6

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 × 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

<sup>14</sup> +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: 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 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	+	1 x A, 1 x C	K	+	1 x L, 1 x M	(-2-2) = -4	-8
7	27	C	-	2 x C	M	-	2 x M	(+1+1) = +2	-6
8	22	B	-	2 x C	K	-	2 x M	(-2-2) = -4	-10
9	2	A	-	1 x B, 1 x C	L	-	1 x K, 1 x M	(+1+1) = +2	-8
10	9	A	+	1 x B, 1 x C	M	-	1 x K, 1 x L	(-2+1) = -1	-9
11	36	C	-	2 x C	M	+	1 x K, 1 x L	(+1-2) = -1	-10
12	6	A	-	1 x B, 1 x 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 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

# Computer Application Software Logic for MACRO Strategy

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Given below is the logic used in the **MACRO / DISCRETIONARY (MD)** Link.

## 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 5<sup>th</sup> 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  $GDI1 \geq GDI2$ , 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  $GDI2 \geq GDI3$ , 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

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## COMPUTER SYSTEM LOGIC FOR WAGERING COMMENCEMENT WITH MACRO STRATEGY:

- **NCG** value on the 11<sup>th</sup> and 12<sup>th</sup> record are greater than the **minimum NCG** value recorded on the 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup> & 10<sup>th</sup> records.

**DEMO-01:** 19-36-14-26-24-32-3-5-6-21-13-34 gives values -1, -2, -3, -7, -2, -3 from the 7<sup>th</sup> record to the 12<sup>th</sup> record respectively. Both -2 and -3 are greater than -7, thus a wagering commencement condition is triggered.

## WAGERING COMMENCEMENT METHODOLOGY:

Starting with a non-zero number, key the last **twelve** spin outcomes into the **MACRO Link**.

- If the 12<sup>th</sup> record indicates the term HYBRID, commence wagering as directed by the system, subject to the exit rule specified below.

**DEMO-02:** 29-33-34-24-32-35-20-34-12-6-10-31 triggers the above condition to commence wagering with STGY3.

- If the 12<sup>th</sup> record indicates RST11, click the RST11 Button and keep repeating the process until the 12<sup>th</sup> record indicates HYBRID.

**DEMO-03:** 9-33-25-4-11-8-19-15-6-21-3-0 will indicate RST11 on the 12<sup>th</sup> record. Click the RST11 Button until HYBRID appears on the 12<sup>th</sup> record. If the next spin outcome is 21, it will give RST11 again. Click the RST11 Button, key the next spin outcome 8 in and the HYBRID will appear on the 12<sup>th</sup> record to commence wagering with STGY1.

## COMPULSORY SESSION TERMINATION AND RESTART RULES<sup>15</sup>:

- If a **gain of 10 or more** is incurred on the NCG value on the 12<sup>th</sup> record, continue wagering until a **loss > 3** from the highest NCG recorded is incurred.

**DEMO-04:** 29-33-34-24-32-35-20-34-12-6-10-31 will enable wagering under STGY3 with NCG value +11. Calculate the Upper Limit (UL). In this particular session the UL is +11+10=+21. The subsequent spin outcomes 13-24-20-25 will take the NCG value up to +22. If the next two spin outcomes are 11-5 the NCG will go up to a peak value of +23 and with the next spin outcome 28, the NCG will drop down to +19, by incurring a loss of 4 (which is a loss > 3) from the highest NCG recorded beyond the UL. Thus, terminate the session by clicking RST12 Button.

- If a **loss of 10 or more** is incurred from the NCG value on the 12<sup>th</sup> record.

**DEMO-05:** 8-9-24-11-15-33-12-8-8-23-23-19 will enable wagering under STGY2 with NCG value +6. Calculate the Lower Limit (LL). In this particular session the LL +6-10= -4. The subsequent spin outcomes 0-11-8-7-9 will take the NCG value down to -5, which is below the LL. Thus, exit the session immediately by clicking RST12 Button.

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<sup>15</sup> These rules are not incorporated into the logic of the Software Program in order to enable uploading of large data samples for the purpose of visualizing the existence and the behavior of the three regulatory patterns over a lengthy period of time.

## OPTIONAL AND DISCRETIONARY SESSION TERMINATION RULE BASED ON CRITICAL SPIN:

- 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-06:** 29-33-34-24-32-35-20-34-12-6-10-31 will enable wagering under STGY3 with NCG value +11. Calculate the Upper Limit (UL). In this particular session the UL is  $+11+10=+21$ . The subsequent spin outcomes 13-24-20 will take the NCG value up to +20 while indicating ACKM to wager for the next spin. If ACKM comes right, it yields a net spin gain of +2 that would take the NCG beyond +21 up to +22. Thus, the spin outcome 20 qualifies as the CS. Therefore, exit the session immediately after the next spin irrespective of its outcome and a new wagering session may be commenced by clicking the RST12 Button.

# System RCLV SBS (Spin-By-Spin) Strategy

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## COMPUTER SYSTEM LOGIC FOR THE SBS STRATEGY:

- Observe the minimum and maximum values between the 5<sup>th</sup> and 12<sup>th</sup> records on GD1, GD2 and GD3 columns. If the respective GD value on the 12<sup>th</sup> record is **6 or more than the minimum value** observed and **4 or less than the maximum value** observed, the strategy is considered to be active (**ACTV**).

**DEMO-07:** 19-36-14-26-24-32-3-5-6-21-13-34 gives (-3, +4, +1), (+1, +7, +7) & (-9, 0, -2) as the minimum & maximum values between 5<sup>th</sup> and 12<sup>th</sup> records and the value on the 12<sup>th</sup> record respectively under the three GD columns. STGY1 is not ACTV as the difference between +1 & -3 is less than 6. STGY2 is active as the difference between +7 and +1 is greater or equal to 6 & the difference between +7 and +7 is less or equal to 4. Also, STGY3 is active as the difference between -2 and -9 is greater or equal to 6 & the difference between 0 and -2 is less or equal to 4. Here, STGY2 & STGY3 become ACTV simultaneously.

- If more than one strategy becomes active simultaneously, examine the NSO values on the 12<sup>th</sup> and 11<sup>th</sup> records for the strategies identified as ACTV. If there is an ACTV strategy with positive net spin outcomes on the 12<sup>th</sup> and the 11<sup>th</sup> records (a trend has already emerged), wager for that strategy as directed by the system.

**DEMO-08:** 1-11-5-12-28-10-22-34-18-12-18-14 gives (-3, +6, +1), (-10, -1, -2) & (-6, +3, +1) as the minimum & maximum values between 5<sup>th</sup> and 12<sup>th</sup> records and the value on the 12<sup>th</sup> record respectively under the GD columns. STGY1 is not ACTV as the difference between +1 & -3 is less than 6. STGY2 is active as the difference between -2 and -10 is greater or equal to 6 & the difference between -1 and -2 is less or equal to 4. Also, STGY3 is active as the difference between +1 and -6 is greater or equal to 6 & the difference between +3 and +1 is less or equal to 4. Here, STGY2 and STGY3 have become ACTV simultaneously. Also, under the NSO columns, STGY3 carries two positive values +5 & +2 on the 12<sup>th</sup> and the 11<sup>th</sup> records respectively. Thus wager for BBKM for the next spin, as directed by STGY3.

- If more than one strategy still qualifies as ACTV after testing for the condition just above, select the strategy with the largest gap between the GD value on the 12<sup>th</sup> record and the minimum value between the 5<sup>th</sup> and 12<sup>th</sup> records on respective GD columns.

**DEMO-09:** 18-34-26-23-29-1-22-7-8-5-19-21 gives (-5, +1, +1), (-4, +10, +10) & (0, +9, +4) as the minimum & maximum values between 5<sup>th</sup> and 12<sup>th</sup> records and the value on the 12<sup>th</sup> record respectively under the three GD columns. STGY1 is ACTV as the difference between +1 & -5 is greater or equal to 6 and the difference between +1 & +1 is less or equal to 4. STGY2 is active as the difference between +10 and -4 is greater or equal to 6 & the difference between +10 and +10 is less or equal to 4. Here, STGY1 & STGY2 become ACTV simultaneously and neither of them have two positive values under NSO on the 12<sup>th</sup> and 11<sup>th</sup> records. Therefore, as the difference between +10 & -4 is larger than the difference between +1 & -5, wager for BBKL as directed by the system under STGY2.

- If more than one strategy becomes active simultaneously and the wagering strategy still cannot be determined with two above conditions, use the priority order STGY1 > STGY2 > STGY3.

**DEMO-10:** 30-33-23-27-3-19-27-33-2-8-12-4 gives (+2, +10, +10), (-4, +8, +4) & (-11, -1, -5) as the minimum & maximum values between 5<sup>th</sup> and 12<sup>th</sup> records and the value on the 12<sup>th</sup> record respectively under the three GD columns. Thus, all three strategies have simultaneously become ACTV. Also, neither of them have two positive NSO values on the 12<sup>th</sup> and 11<sup>th</sup> records. Further, the difference between the GD value on the 12<sup>th</sup> record and the minimum values on the respective GD columns are +8, +8 and +6 thus STGY3 gets disqualified and only STGY1 and STGY2 qualify as ACTV. Among STGY1 & STGY2, the priority is assigned to STGY1. Thus, wager for AAKK as directed by the system under STGY1.

- If none of the strategies become ACTV and if the MACRO logic indicates HYBRID on the 12<sup>th</sup> record, wager for the strategy directed by MACRO logic. If not, refrain from wagering for the next spin.

**DEMO-11:** 25-7-29-11-27-12-27-20-17-26-8-25 gives (-1, +5, +1), (-1, +18, +13) & (-4, +3, +1) as the minimum & maximum values between 5<sup>th</sup> and 12<sup>th</sup> records and the value on the 12<sup>th</sup> record respectively under the three GD columns. Thus, none of the three strategies qualify as ACTV. However, on the 12<sup>th</sup> record, the MACRO strategy indicates HYBRID with STGY2. Thus, wager for ABKK.

**DEMO-12:** 8-34-7-34-9-11-18-28-3-31-13-28 does not trigger any of the above wagering commencement conditions, thus refrain from wagering for the next spin.

#### WAGERING COMMENCEMENT METHODOLOGY WITH THE SBS LINK:

- Use **4 normal chips** as directed by the system for outside wagering only.
- Place a **smaller value<sup>16</sup> chip to cover 0** (00 also for American Roulette) in order to **avoid capital erosion**.
- **Write down all spin outcomes offline<sup>17</sup>** and **click the RST11 button** after every spin.

#### SESSION TERMINATION RULES:

- If a **gain of 9 or more** or more is incurred (in a **winning streak**, the session may be **continued** until a **loss of 4** takes place **from the highest gain** recorded).
- If a net **loss of 9 or more** is incurred.
- Leave a **gap** of either **one hour or 15 spins** between two sessions, upon a session ends as elaborated above.

#### PLACEMENT OF CHIPS FOR OUTSIDE WAGERING WITH BOTH MACRO AND SBS STRATEGIES:

### ABKM



### BCKL



<sup>16</sup> if a zero occurs, the payback should be in excess of the value of 4 chips used for outside wagering.

<sup>17</sup> In order to reenter data, if an error is made either by entering a wrong number or by clicking RST11 twice.

# BBKM



# BCLL



# AAKK



# CCMM



# Guidelines Based on Empirical Observations

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- Strictly follow the guidance provided by the system and do not use either gut-feel or intuition.
- In the Real Casino, the players can get misled by either inclusion of wrong numbers or omission of numbers on the Electronic Display Panel (EDP) owing to technical faults. Thus, it is strongly advised to observe the number outcomes to commence wagering, without relying on what is shown on the EDPs.
- In order to avoid erosion of capital investment at the inception, Zero may be hedged with a smaller chip 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.
- It is mandatory to cover 0 and 00 both with a smaller value chip each, form American Roulette.
- 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.
- It is advisable not play more than two sessions at the same table using the MACRO Link, within a given three-hour interval.

## Conclusion

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In conclusion, it is clearly evident and visually observable that patterns do exist and the next spin outcome depends on the last five spin outcomes that have occurred. Also, it is most evident that the probability of occurrence of a particular number as the next spin outcome varies from spin to spin, depending on the number of distinct numbers present within the last 24 spin outcomes and whether the particular number is present among such distinct numbers or not. In other words, the **Old Hypothesis of Independent Events needs to be** replaced with the **New Hypothesis of Dependent Events based on Past Outcomes.**

# Disclaimer

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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

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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<sup>18</sup> by way of a telegraphic transfer using the SWIFT Code [CCEYLKX1496856501](#) with an e-mail notification to [darcolonne@yahoo.com](mailto: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 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.

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<sup>18</sup> 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.