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First Edition (October 2010 - Withdrawn)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)
Enhanced MACRO and MICRO Strategies

Seventh Edition (30 June 2011)
Simplified Macro and Optimized Hybrid Wagering Strategies, excluding the MICRO Strategy
Finalized with the publicity given in London based Sri Lankan Newspaper "Newslanka" (WWW.NEWSLANKA.NET) on Thursday the 9th June 2011

Eighth Edition (09 July 2011)
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

Ninth Edition (30 July 2011)
Excludes HYBRID Strategy and includes MACRO, DIAGONAL and SBS (optimized with completely new logic using the Game Direction Indicator Value) Strategies

Tenth Edition (13 August 2011)
Finalized MACRO and SBS (optimized with completely new logic using the Game Direction Indicator Value and MACRO logic) Strategies

Eleventh Edition (07 October 2011)
Finalized GRAND Strategy

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 termed as **P1AM2A[1] (S1)**, **M1AP2A[2] (S2)** and **INV/P1AM2A[3] (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, <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].
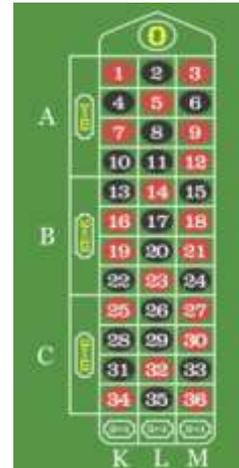
Further, it can be clearly observed that the statistical balances are perfectly maintained among all wagering categories (HIGH/LOW, RED/BLACK, ODD/EVEN, DOZENS, COLUMNS and NUMBERS) in the long run. This clearly implies that perfect randomness prevails in the long run from all perspectives and the person(s) 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

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[12]" 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

---

[12] The existence and behavior of these regulatory patterns can be clearly observed by uploading a CSV file containing large datasets on to the Test 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 (**-**)[13].
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	**+**

---

[13] In the real environment Dozen IDs and Column IDs need not be recorded as the sign can be directly observed using the recorded data and the table layout.

Preconditions & Definitions

1. Code Dozens (Ds) & Columns (Cs) after each spin and calculate the gain/loss separately.
2. The sum of gain/loss incurred on Ds and Cs, if strategy P1AM2A is used for wagering is defined as the **Net Spin Outcome[14] (NSO)**.
3. 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 × C	K	-	1 × K, 1 × M
7	16	B	-	1 × B, 1 × C	K	+	2 × K
8	25	C	-	1 × A, 1 × C	K	+	1 × L, 1 × M
9	0	C	-	1 × A, 1 × B	K	-	2 × K
10	0	C	-	1 × A, 1 × B	K	-	2 × K
11	19	B	-	1 × A, 1 × B	K	+	2 × K
12	22	B	+	1 × A, 1 × C	K	+	1 × L, 1 × M

---

[14] +8, +5 & +2 are the only possible Positive NSOs and -1 & -4 are the only possible Negative NSOs.

In order to reduce the complexity and the possibility of making mistakes, tabulate only the last outcome and the Dozen and Column Signs after every spin (without writing down the Dozen & Column IDs). By looking at the tabulated past records, observe the appropriate Pivot Signs for the next spin and couple them with the last outcome. Then, project the last outcome on to the table layout and place the chips as illustrated below.

Illustration:
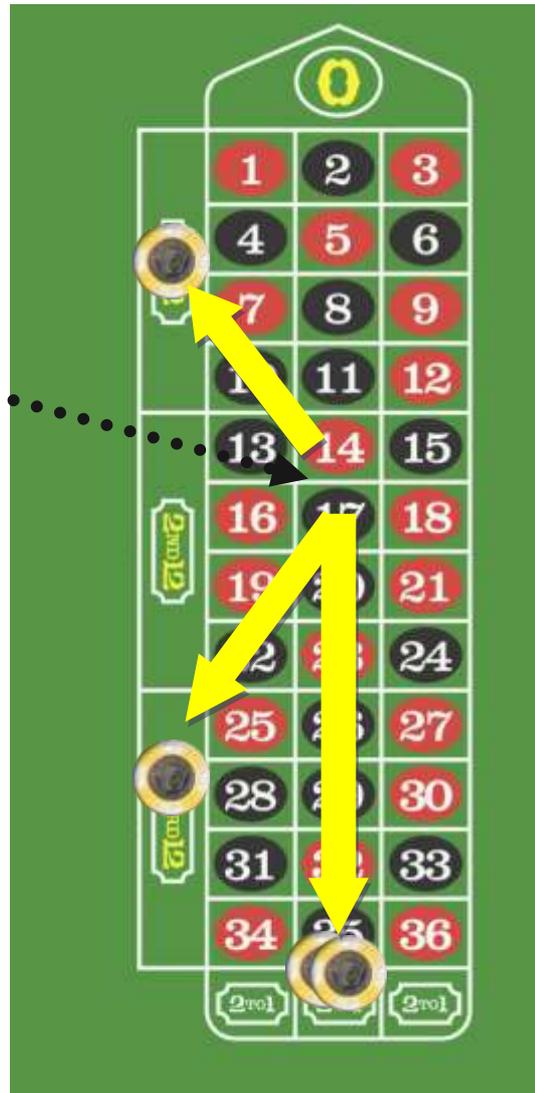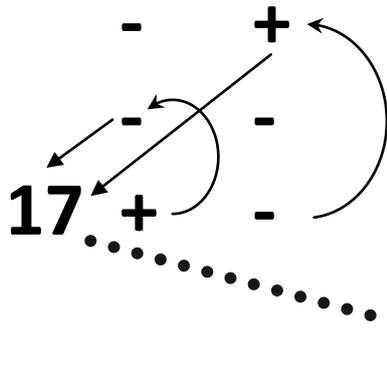
Computation of Game Direction Indicator

Table 7: Strategy P1AM2A

	OUT COME	DOZ. ID	DOZ. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	NET SPIN GAIN	CUM. GAIN	COL. ID	COL. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	NET SPIN GAIN	CUM. GAIN
1	19										
2	8	A	-				L	-			
3	11	A	+				L	+			
4	36	C	-	1 × A, 1 × B			M	-	1 × K, 1 × L		
5	16	B	-	2 × B	+1	+1	K	-	2 × K	+1	+1
6	19	B	+	1 × A, 1 × C	+4	+5	K	+	1 × L, 1 × M	+4	+5
7	27	C	-	1 × A, 1 × B	+1	+6	M	-	1 × K, 1 × L	+1	+6
8	22	B	-	2 × B	+1	+7	K	-	2 × K	+1	+7
9	2	A	-	1 × B, 1 × C	-2	+5	L	-	1 × K, 1 × M	-2	+5
10	9	A	+	1 × B, 1 × C	-2	+3	M	-	1 × K, 1 × L	+1	+6
11	36	C	-	1 × A, 1 × B	+1	+4	M	+	1 × K, 1 × L	-2	+4
12	6	A	-	2 × A	+1	+5	M	+	2 × M	-2	+2

Table 8: Strategy M1AP2A

	OUT COME	DOZ. ID	DOZ. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	NET SPIN GAIN	CUM. GAIN	COL. ID	COL. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	NET SPIN GAIN	CUM. GAIN
1	19										
2	8	A	-				L	-			
3	11	A	+				L	+			
4	36	C	-	2 x C			M	-	2 × M		
5	16	B	-	1 × A, 1 × C	-2	-2	K	-	1 x L, 1 x M	-2	-2
6	19	B	+	1 × A, 1 × C	-2	-4	K	+	1 x L, 1 x M	-2	-4
7	27	C	-	2 × C	+1	-3	M	-	2 × M	+1	-3
8	22	B	-	2 × C	-2	-5	K	-	2 × M	-2	-5
9	2	A	-	1 × B, 1 × C	-2	-7	L	-	1 × K, 1 × M	-2	-7
10	9	A	+	1 × B, 1 × C	-2	-9	M	-	1 x K, 1 x L	+1	-6
11	36	C	-	2 × C	+1	-8	M	+	1 x K, 1 x L	-2	-8
12	6	A	-	1 × B, 1 × C	-2	10	M	+	1 x K, 1 x L	-2	-10

Table 9: Strategy INV/P1AM2A

	OUT COME	DOZ. ID	DOZ. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	NET SPIN GAIN	CUM. GAIN	COL. ID	COL. SIGN	DIRECTION TO WAGER FOR THE NEXT SPIN	NET SPIN GAIN	CUM. GAIN
1	19										
2	8	A	-				L	-			
3	11	A	+				L	+			
4	36	C	-	2 x C			M	-	2 × M		
5	16	B	-	1 × A, 1 × C	-2	-2	K	-	1 x L, 1 x M	-2	-2
6	19	B	+	2 × B	-2	-4	K	+	2 × K	-2	-4
7	27	C	-	2 × C	-2	-6	M	-	2 × M	-2	-6
8	22	B	-	1 × A, 1 × C	-2	-8	K	-	1 x L, 1 x M	-2	-8
9	2	A	-	2 × A	+1	-7	L	-	2 × L	+1	-7
10	9	A	+	2 × A	+4	-3	M	-	2 × M	-2	-9
11	36	C	-	2 × C	-2	-5	M	+	2 × M	+4	-5
12	6	A	-	1 X B, 1 × C	-2	-7	M	+	1 x K, 1 x L	+4	-1

Computer Application Software Logic for the GRAND Strategy

SYSTEM LOGIC FOR TREND ANALYSIS:

- Starting with a non-zero outcome, key in the past 4 spin outcomes.
- Monitor the Net Spin Outcome values with strategies P1AM2A(S1), M1AP2A(S2) and INV/P1AM2A(S3) for the Dozens(D) & Columns(C) <u>independently</u> (methodology is elaborated in the three tables above).
- Monitor the Cumulative Gain (CG) for the six respective categories, spin after spin.
- Whenever the CG reaches +5 or more, commence wagering with two chips for the respective Dozen and the Column using the respective strategy.
- Use the priority order S1 > S3 > S2 if two categories get simultaneously qualified to wager under the Dozens / Columns.
- Compare the CG values corresponding to the three strategies for the Dozens / Columns separately after every spin and whenever the CG of a remaining strategy becomes greater than the CG value of the currently active strategy, switch to the strategy corresponding to the higher CG value.
- Withhold wagering immediately upon the CG falling below +5 with the currently active strategy until the CG of one of the three strategies reaches +5.

SESSION TERMINATION RULES:

- If the overall loss is 7 chips or more, make a compulsory exit.
- If the overall gain is 20 or more, exit upon incurring a loss of 4 from the peak value reached thereafter.
- If the overall gain is less than 20, exit after the 41st spin (42nd spin for American Roulette).

PLACEMENT OF CHIPS FOR OUTSIDE WAGERING:

ABKM

BCKL

BBKM

BCLL

AAKK

CCMM

Empirically Observed Guidelines

- Strictly follow the guidance provided by the system and do not use either gut-feel or intuition.
- 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, "0" ("0" and "00" in the event of American Roulette) with a smaller value Chip of 1/10 of the value of a normal Chip.

Conclusion

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, whether the particular number is present among such distinct numbers or not. Also, the regulatory patterns are driven by the last 4 spin outcomes. 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

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 wants to gratify the author, Don A.R. Colonne, a voluntary contribution out of the winnings could be remitted to his bank account[15] 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 value system into them, in line with his self-defined Life Mission "Acquiring, Creating and Sharing Knowledge". 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.

---

[15] 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.