This appraoch is based on the four crossreference numbers of the doz. and the col.

Numbers 1
     4
     7
    10

would be crossreference field one.

Numbers 2
     5
     8
    11

would be crossreference field two up to

numbers 29
    31
    33
    36

as field nine.

What I have seemed to notice is the fact that these CRFs very often repeat within four spins. And I hope this not just because of my selective perception. :-)

So my idea is to attack the CRFs with some kind of "revolving method".

I basically play the last CRF for four spins. If it does not hit within the four spin range, it leaves the bet selection until it has hit again.

<u>Examples</u>

This is the way I write it down when I'm testing on paper. You can actually place your chips on each of the numbers in the CRF (4 units) or just place them on the splits (2 units).

first spin   (no bet):   outcome: 36 = CRF 9

So CRF is the first one to bet on.

next spin   bet CRF 9   outcome   2 = CRF 2

CRF 9 lost. It gets one Mark in our list.   **total: CRF 9 played I**

next spin   bet CRF 9; 2   outcome   19 = CRF 4

CRF 9, CRF 2 lost and will be marked in the list   **total: CRF 9 played II**
                                                 CRF 2 "   I

next spin   bet CRF 9; 2; 4   outcome   24 = CRF 6

CRF 9; 2; 4 lost and will be marked   **total: CRF 9 played III**
                                                                  CRF 2   "   II
                                                                  CRF 4   "   I

next spin   bet CRF 9; 2; 4; 6   outcome   12 = CRF 3
CRF 9, 2, 4; lost and will be marked.   **total: ~~CRF 9 played IIII~~**
                                                                  CRF 2   "   III
                                                                  CRF 4   "   II
                                                                  CRF 6   "   I

Now as CRF 9 has not hit within four spins it leaves the bet selection. The remaining CRFs move one step up. The last CRF that was spun is added at the bottom of the list.

So for the next spin the selection would be: CRF 2; 4; 6; 3.

Our total then would be: **total CRF 2 played III**
                                                                  CRF 4   "   II
                                                                  CRF 6   "   I
                                                                  CRF 3

You would then continue playing as described above.

If you encounter a streak of losses you will not play more than four CRFs (16 or 8 units) per spin.

<u>The next example describes what to do after a win.</u>

Whenever a CRF wins ist stays in our bet selection but moves down to the bottom of our list while the others move one step up and are still being counted.as losses.

This example continous with the above example.

So let's say this is our total.   **total CRF 2 played III**
                                                                  CRF 4   "   II
                                                                  CRF 6   "   I
                                                                  CRF 3   "

next spin   bet CRF 2; 4; 6; 3   outcome 11 = CRF 2
We have a winner.

So CRF 2 goes to the end of the list. The others move up and are counted as losses.

Our total would now look like this:

total CRF 4	**played**	**III**	
CRF 6	**"**	**II**	
CRF 3	**"**	**I**	
CRF 2			

next spin   et CRF 4; 6; 3; 2   outcome 11 = CRF 2

As CRF 2 has hit again it stays at the bottom of the list. The other CRFs are counted as losses again.

Our total would now look like this:

~~**total CRF 4**~~	**"**	~~**IIII**~~	
CRF 6	**"**	**III**	
CRF 3	**"**	**II**	
CRF 2			

CRF 4 has not hit within 4 spins which means it leaves the bet selection. It can't be replaced by any other CRF because of the previous repeater in CRF 2.

Our total would now look like this:

total CRF 6	**played**	**III**	
CRF 3	**"**	**II**	
CRF 2			

For the next spin we would bet CRF 6, 3; 2

So as you can see you will not always have the maximum number of chips on the table. All just flatbetting - no progression.

If Zero appears you don't count at all simply repeat the last bet selection.

Well, that's about it. I hope I haven given a description that is halfway understandable. It's easy to play but a bit tricky to describe. . Hopefully it is not as tricky to code.

Of course criticism, ideas and improvements from are more than welcome. :-)

Thanks and cheers

Hans