

Observation based Decision Making in the RACETRACK

PRILIMINARY OBSERVATIONS TO BE MADE TO IDENTIFY THE ELIGIBLE STRATEGIES TO WAGER:

- **STEP1:** Starting with a non-zero outcome, key in **all credible** past spin outcomes available.
- **STEP2:** Observe only the six columns with **STARs** next to strategies D1/D2/D3 (Dozens) and C1/C2/C3 (Columns) separately.
- **STEP3:** Count the number of **STARs in the last three consecutive spin outcomes** under D1/D2/D3 and C1/C2/C3. If there are **at least two STARs** within the last three consecutive spin outcomes, a strategy becomes **eligible** to wager for.
- **STEP4:** Make note of all such eligible strategies under Dozens/Columns separately and **examine the Current Record (CR)**. Identify **the eligible strategies with STARs on the CR**. Such strategies further **qualify for OUTSIDE¹ wagering** with higher value chips under the respective Dozen/Column. **If not**, they **qualify only for INSIDE² wagering** with lower value chips.

REAL WAGERING WITH ELIGIBLE STRATEGIES (2 STARS IN THE 3 LAST CONSECURIVE SPINS):

If only one strategy has become eligible under Dozens/Columns:

- If there is a STAR on the CR, wager OUTSIDE for the respective Dozen/Column.
- If there is no STAR on the CR, wager INSIDE for the respective Dozen/Column.

If two strategies have simultaneously become eligible under Dozens/Columns:

- If at least one of them has a STAR on the CR and if the wagering directions are the same on the CR, wager OUTSIDE for the respective Dozen/Column.
- If neither of them has a STAR on the CR and if the wagering directions are the same on the CR and, wager INSIDE for the respective Dozen/Column.
- If the Wagering Directions on the CR are different (contradictory), refrain from wagering for the respective Dozen/Column.

If the system directs to simultaneously wager for both the Dozens and the Columns:

- Wager appropriately (OUTSIDE/INSIDE) for both the Dozens and the Columns.
- If both the Dozens and the Columns infer inside wagering, cover the areas common to both sides (intersections).

Most importantly, the system is now designed for continuous wagering. Thus, it is not possible to define exit rules. Therefore, it is left for the users to define their respective upper limits and lower limits to terminate a session. In the event of a loss, it is advisable to terminate a session after incurring a net loss of 10 – 15 chips.

¹ Wagering outside the table for Dozens and Columns with higher value chips.

² The player has the flexibility (a) to top up the numbers that are likely to repeat from the immediate past outcomes and (b) to cover the entire area directed for wagering (without covering only the common area as illustrated below), using smaller value chips.

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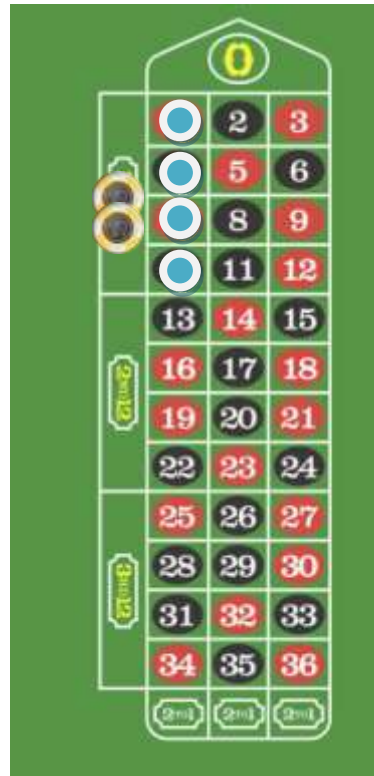
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Empirically Observed Guidelines

- 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 the Real Casinos (not a problem with the Internet Casinos).
- Place a chip of $1/10^{\text{th}}$ of the value of a normal chip to cover "0" to avoid capital erosion at the outset.
- There is an advantage of keying in all accurate past spin outcomes available on the Electronic Display Panel to be consciously aware of the overall trend in the current context.