

Victor One: A Two Number Bias System

Procedure: Collect 24 spins. Make a special note on the repeaters. You are interested in the highest repeater number. After you collect and sort out the top repeater, play its two wheel order neighbors for 18 spins, flat betting.

Note: If another number from the 24 collect spins becomes the top repeater, you switch from the old repeater to the new repeater's two neighbors. End or retrack after a hit or after betting for 18 spins. (Live wheel only)

Suggested bankroll: 72 units (depending on comfort level for betting per number)

Test #1: Dublinbet November 19, 2009: 12:26pm USA Central Standard Time

Collect 24 spins: #14, #4, #26, #18, #24, #31, #33, #0, #14, #22, #3, #28, #14, #18, #13, #10, #9, #19, #24, #10, #36, #30, #13, #11

Repeaters: #14(x3): #10(x2): #24(x2): #13(x2): #18(x2): #4(x2)

#14 is the highest repeater so we play neighbors #20 and #31 for 18 spins.

Starting at Spin 25

1. #27 (x)
2. #4 (x)
3. #31 (win)---End Session. Profit=34 units