

“It’s all in the Dot’s.....”

That’s what MOP said to me when he introduced me to his Bet Selection concept.

I remember him telling me on Skype get a piece of paper and follow what I explain to you, I would be lying if I did not say I was totally confused, I sort of grasped what he was saying but not fully, so I told him the best way forward was if we just broke it down into stages, I would code the spreadsheet one stage at a time and by doing so learn and fully understand his method as we go along.

That way of learning MOP’s method worked for me, lets see if we can make the learning process an easy and painless process.

At the start of this I said “It’s all in the Dot’s.” and so it is, when MOP first explained this to me we it was with 6 Events as the development went on it expanded to 9 Events, “What’s an Event?” I hear you say, your about to find out.

Lets start of with some spins to start us off, and for the purpose of this example we will be using Red & Black.

- Spin 1: 5 (R)
- Spin 2: 3 (R)
- Spin 3: 20 (B)
- Spin 4: 4 (B)
- Spin 5: 23 (R)
- Spin 6: 6 (B)
- Spin 7: 21 (R)
- Spin 8: 1 (R)
- Spin 9: 31 (B)

Because we are using 9 Events we collect the first 9 spins, for clarification Spin 1 is the furthest back and Spin 9 the most recent.

The first 9 spins will be the foundation of our 9 events, also each event has R & C associated with it, R = Run & C = Change(or Same/Opposite)

As a side not one of the cool things about this is R & C, could instead be W & L, Win & Loss, with that you could use it to track your favourite bet selection, I created a sheet using this idea using TBL (Time Before Last), once you fully understand this idea you will see how you can use it for a multitude of different ways.

Anyway lets get back on track.

Spin 10: 11 (B)

Were using 9 events so and based on our paper example so we write out our 9 events like this.

1	2	3	4	5	6	7	8	9
R C	R C	R C	R C	R C	R C	R C	R C	R C

we are going to use the last spin 10, to update the 9 events, by comparing spin 10, to the previous 9

spins from 9 back to 1, I will be using x's instead of dots for ease of display, and on the spreadsheets the dots will be a simple count for the runs or changes.

- Spin 1: 5 (R)
- Spin 2: 3 (R)
- Spin 3: 20 (B)
- Spin 4: 4 (B)
- Spin 5: 23 (R)
- Spin 6: 6 (B)
- Spin 7: 21 (R)
- Spin 8: 1 (R)
- Spin 9: 31 (B)

Spin 10: 11 (B)

1	2	3	4	5	6	7	8	9	
R C	R C	R C	R C	R C	R C	R C	R C	R C	
x	x	x	x	x	x	x	x	x	(Red)

After spin 10, the above is what we have for our Run & Changes for the 9 events, this is how I got there.

What we are doing is comparing the last spin outcome, spin 10, to the previous 9 spins, from 9 to 1.

- Event 1, compare spin 10(B), to spin 9(B), it's a Run, B & B put an x under R for Event 1.
- Event 2, compare spin 10(B), to spin 8(R), it's a Change, B & R, put an x under C for Event 2.
- Event 3, compare spin 10(B), to spin 7(R), it's a Change, B & R, put an x under C for Event 3.
- Event 4, compare spin 10(B), to spin 6(B), it's a Run, B & B, put an x under R for Event 4.
- Event 5, compare spin 10(B), to spin 5(R), it's a Change, B & R, put an x under C for Event 5.
- Event 6, compare spin 10(B), to spin 4(B), it's a Run, B & B, put an x under R for Event 6.
- Event 7, compare spin 10(B), to spin 3(B), it's a Run, B & B, put an x under R for Event 7.
- Event 8, compare spin 10(B), to spin 2(R), it's a Change, B & R, put an x under C for event 8.
- Event 9, compare spin 10(B), to spin 1(R), it's a Change, B & R, put an x under C for event 9.

Next outcome for spin 11, is 33(B)

1	2	3	4	5	6	7	8	9	
R C	R C	R C	R C	R C	R C	R C	R C	R C	
x	x	x	x	x	x	x	x	x	(Red)
x	x	x	x	x	x	x	x	x	(Red)

Next outcome for spin 12, is 28(B)

1	2	3	4	5	6	7	8	9	
R C	R C	R C	R C	R C	R C	R C	R C	R C	
x	x	x	x	x	x	x	x	x	(Red)
x	x	x	x	x	x	x	x	x	(Red)
x	x	x	x	x	x	x	x	x	(Black)

Recap each spin you update the Runs & Changes for each event, comparing the last spin to the previous 9 spins. But what's those Reds and Blacks I put in Brackets and the end of each row?

We looked at lots of different ways of using the dots, I wont go into all of them now, because I just want to concentrate on the way we use them now.

After each event has been updated, it will either point to Red or Black, lets look at the first row of X's we first look at each event to see if the Run or Change has the most dots(x's)

Event 1, Run has the most x's, look at spin 10 it was Black, so event 1 represents Black.
Event 2, Change has the most x's, look at spin 9 it was Black, so event 2 represents Red.
Event 3, Change has the most x's, look at spin 8 it was Red, so event 3 represents Black.
Event 4, Run has the most x's, look at spin 7 it was Red, so event 4 represents Red.
Event 5, Change has the most x's, look at spin 6, it was Black, so even 5 represents Red.
Event 6, Run has the most x's, look at spin 5, it was Red, so event 6 represents Red.
Event 7, Run has the most x's, look at spin 4, it was Black, so event 7 represents Black.
Event 8, Change has the most x's, look at spin 3, it was Black, so event 8 represents Red.
Event 9, Change has the most x's look at spin 2, it was Red, so event 9 represents Black.

So at the end of spin 10 we have 4 events representing Black & 5 events representing Red.

If you just took the we subtract the maximum from the minimum which leaves us 1 with Red, this is all we used to do, but we also do is assign the difference for each event to the colour it represents, so lets amuse we are at spin 20 for the session Event 1 is represented by Black, Runs have 9 & Changes has 2, take away 2 from 9 = 7, so Black is assigned a value of 7, for event 1, we then total up all the assigned values for the 9 events, grouping all the Reds together and all the Black, in this example spin 20, Black had 28 points & Red had 7 points, giving us a difference of 21, giving Black the colour we will bet on in the next round.

One more thing, sometimes we could have a tie, where the Runs & Changes are equal, in such a case no colour will be represented for that event.

There is a lot of information here, and I hope you can now understand why MOP could only track this method with only 6 events at the Casino, but he told me he could do it in about 1 minute!!

I have attached various sheets with different permutations of how we use the basic event information.

For now for those interested just get your heads around tracking the events then we can take it from there.

I understand the mechanics of this method but MOP will have to answer any questions as to how and why he came up with the idea.

I'm sure there will be lots of questions, I have tried as best I could to make it simple to understand, but ask and I will help any way I can.

Thanks

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