

Cycle Roulette

The World's Best Roulette System

By Mike Goodman

In my forty years around gambling, this is the only roulette system I've seen almost infallible. There will be times that you will lose a session, however, you will have a very good chance to beat the roulette game if you don't deviate from my instructions and practice at home until you're a pro. This system is designed around playing one of the dozens. It doesn't matter what dozen you pick, as long as you stick to one the entire game and do not deviate.

Precise placement of your money on the lines is very important. Where you place your chips will determine how many numbers you bet and your payoff. If you place your chips straight up, or directly on a number, you'll receive 35 chips if it hits. When you place chips on the line between two numbers (called a "split"), you are betting on either number to hit. If one of the numbers hits, it pays 17 to 1. When you place chips on a corner touching four numbers that is called a "corner bet." Then you are betting on one of the four numbers to hit, which pays 8 to 1. Those are the only three types of bet you have to know in this system: straight up, corner, and split. Disregard any other bet or line on the roulette layout. (See diagram)

You will only be playing one of the three 12-number "dozens" (1-12, 13-24, 25-36). You don't bet on the 12 numbers at all times but you must stick with the same dozen numbers that you choose. You also must sit directly in front of the dozen you are playing so you will have easy access to placing chips on these numbers.

Playing this system can get pretty hectic. Let's use the first 12 numbers (1-12) as an example. The best way for the ordinary player to learn this system is to practice on a piece of cardboard with two-inch squares numbered 1 to 12. Then draw lines like you see in the diagram so that you will learn to make your bets swiftly and accurately, a very important requirement of this system.

This is a system where you progress when you lose. There's a very odd reason for this, because in this system you must be a loser before you can finish a good winner. This progression system is not like others where you continue to bet more as you lose. In this system you bet until you reach a maximum, then you start over again. The system is run on cycles and operates on two important factors: the number of cycles that have passed, and the time to bet your maximum chips.

The first step when you sit down at a roulette table is to buy enough chips to cover your early bets and when you go into cycles. You must buy two kinds of chips. The maximum chip you buy must be five (5) times the amount or value of the minimum chip. Again, you are buying two different sets of chips. For example, say you want to play with 10-cent chips. Buy 100 chips and place them in five (5) stacks of 20 chips each. That comes to \$10. Then buy 80 chips worth 50 cents each, which would be \$40. Players can increase the minimum and maximum value of their chips, depending on their bankroll—and guts. A higher betting player could buy 20-cent chips, then his maximum chip would be a \$1 chip. An even higher betting player could buy \$1 chips as his minimum, which would come to \$100, and eighty \$5 chips for \$400.00.

Regardless of the value, your first bet would be 4 minimum-value chips on the corners (see Diagram A). Look at the diagrams and note that there are only four corners in the dozen. If you win, you would still bet 4 minimum-value chips and you would stay at 4 chips until you lose a bet. If you lose, your next bet would be 8 chips on the splits (Diagram B). Note that there are only 8 splits in a dozen. If a number hits, immediately go back to Diagram A and start all over again with 4 chips on the corners. If you lose the bet, your next bet (Diagram C) would be 20 minimum-value chips. You are now betting 14 chips on the first two lines. On the first horizontal line you are betting a split, corner, split, corner, split, corner, split. Do exactly the same on the line below. Now you place one minimum-value chip straight up on 1, 3, 10 and 12. Then place one chip between 6 and 9—that's a split—and the other chip between 4 and 7, that's also a split. You are now betting 20 chips. If a number hits, go back to your original bet of 4 minimum-value chips on a corner. If none of the numbers hit from 1 to 12, your next bet would be 40 minimum-value chips (2 chips as in Diagram D). Instead of betting one chip on each, now you are betting 2 chips in each position. If a number hits, take off all your chips and revert back to Diagram A. You are starting over again. If a number does not hit when you are betting 40 chips, your next bet is 60 minimum-value chips (3 chips in each position as in Diagram E). If a number hits, revert to Diagram A and start over again.

If a number does not hit, you are in the FIRST CYCLE. At the start of your play you must lose five consecutive minimum bets to enter the first cycle. To keep track of the cycles, do not use a pencil and paper. Take 5 minimum-value chips and place them directly in front of you but in back of your playing chips.

At this stage you have lost five consecutive bets: four in the corners, eight in the splits, and 20, 40 and 60 chips placed in each position. Take one chip off the 5 and put it on your left. That shows that you are now in a cycle. (As you learn the system, you'll find yourself squeezing to lose at the start.) Now you have lost five consecutive minimum bets. You start all over again by betting 4 minimum value chips on the corners and play the same way. If it misses, bet 8 chips on the splits. But now that you are in a cycle, if at any time a number hits on your minimum amount bets (corners, splits, or 20, 40 and 60 chips), you must immediately bet 20 maximum-value chips as in Diagram C. Use the same positions: split, corner, split, corner, split, corner, split, straight up on the four outside numbers, and the two middle splits. Now if any number hits, you are out of a cycle. That means you have won a cycle.

That is the idea of this system: Get into the maximum betting amount of the chips so that you can hit the big ones. Now that you are out of a cycle start all over again—as if you were just sitting down at the table to play. If the 20 maximum-value chips did not hit, you would have to bet 40 maximum-value chips, 2 chips on each of the 20 positions. If that bet still does not hit, you would have to bet 60 maximum-value chips, 3 chips on the 20 positions. If that bet does not hit a number, you enter your second cycle.

To keep track of the cycles, take another chip off the original stack of five and put it on top of the one that you already have on your left from the first cycle. Then start all over again as if you just sat down at the table, and bet your minimum-value chips on the four corners. If a number hits with any minimum bet, you are now betting your maximum chips. If a maximum number hits, you would take a chip from your left and put it back on your stack of five, meaning you are down only one cycle; then start all over again with 4 minimum-value chips on the corners. If that number hits, go into your maximum-value chips immediately because you are still one cycle down. You would bet a minimum of 20 maximum chips on the 20 positions. You must know that when you have to bet your maximum chips as in Diagram C—not 4 chips in the corners or 8 chips on the splits. Only when you are in a cycle do you bet your maximum chips.

You could be three or four cycles down and hit your maximum bet every time. Just reduce the cycles until you have no cycles left except for the 5 “remainder” chips in front of you. That means that you are back where you started. You will be a good winner as this pattern goes on and you start over again. That is the idea of playing this system.

This system may sound complicated, but actually once you practice and know what you are doing you'll realize that there aren't that many bets to make. It's simply a matter of keeping track of the cycles and knowing when you must immediately go into betting 20 maximum chips.

Funny as it seems, you can't win any money unless you are loser, unless you are in the second or third cycle or so. You have to be down a few cycles to win any money playing this system. The idea is that you can go up and down on cycles; but by the time you get back even after clearing all of the cycles off, you should be a pretty good winner. Of course, during all of this you are still picking up the "in-between hits." You may hit 20, 40 or 60 minimum-bet chips as in Diagram C, which helps you accumulate money.

The diagram will show you how to place your bets. You will have A, B, C, D and E. They are self-explanatory. It may sound complicated but practice for half and hour or so on your cardboard layout and you will see that it is very simple.

Again, this is one of the finest roulette systems I've ever seen. Below is a example session that walks you through the process. The example uses the 3rd dozen to show you that you can use any dozen as long as you stick with the same one.

Unless you are on a roll, I recommend use strict money management and keep your sessions and losses at a minimum in order for your winning sessions to out way the bad ones.

Sample Session – Played on American Roulette Wheel (Double 00)

Example Session: Using 3rd Dozen (25-36)

Rolls	Result	Min/Max	Bet Units	Won/ Loss	Balance Units	Diagram	Cycle	Comments
1	36	Min	4	5	5	A		
2	32	Min	4	14	19	A		
3	14	Min	4	-4	15	A		
4	23	Min	8	-8	7	B		
5	4	Min	20	-20	-13	C		

6	19	Min	40	-40	-53	D	Cycle 1
7	22	Min	60	-60	-113	E	
8	36	Min	4	8	-105	A	
9	30	Max	20	170	65	C	Cycle 0 20 Max Chips
10	9	Min	4	-4	61	A	
11	4	Min	8	-8	53	B	
12	4	Min	20	-20	33	C	
13	35	Min	40	68	101	D	
14	9	Min	4	-4	97	A	
15	25	Min	8	5	102	B	
16	24	Min	4	-4	98	A	
17	18	Min	8	-8	90	B	
18	29	Min	20	52	142	C	
19	28	Min	4	5	147	A	
20	3	Min	4	-4	143	A	
21	10	Min	8	-8	135	B	
22	25	Min	20	43	178	C	
23	14	Min	4	-4	174	A	
24	4	Min	8	-8	166	B	
25	34	Min	20	43	209	C	
26	9	Min	4	-4	205	A	
27	12	Min	8	-8	197	B	
28	35	Min	20	34	231	C	
29	19	Min	4	-4	227	A	
30	1	Min	8	-8	219	B	
31	9	Min	20	-20	199	C	
32	3	Min	40	-40	159	D	
33	25	Min	60	129	288	E	
34	8	Min	4	-4	284	A	
35	7	Min	8	-8	276	B	
36	16	Min	20	-20	256	C	
37	34	Min	40	86	342	D	
38	4	Min	4	-4	338	A	
39	0	Min	8	-8	330	B	
40	19	Min	20	-20	310	C	
41	23	Min	40	-40	270	D	
42	36	Min	60	129	399	E	
43	9	Min	4	-4	395	A	
44	00	Min	8	-8	387	B	

45	3	Min	20	-20	367	C	
46	13	Min	40	-40	327	D	
47	17	Min	60	-60	267	E	Cycle 1
48	6	Min	4	-4	263	A	
49	10	Min	8	-8	255	B	
50	27	Min	20	43	298	C	
51	10	Max	20	-100	198	C	20 Max Chips
52	36	Max	40	340	538	D	Cycle 0 40 Max Chips
53	20	Min	4	-4	534	A	
54	0	Min	8	-8	526	B	
55	31	Min	20	34	560	C	
56	0	Min	4	-4	556	A	
57	0	Min	8	-8	548	B	
58	8	Min	20	-20	528	C	
59	27	Min	40	86	614	D	
60	3	Min	4	-4	610	A	
61	24	Min	8	-8	602	B	
62	22	Min	20	-20	582	C	
63	28	Min	40	86	668	D	
64	27	Min	4	5	673	A	
65	36	Min	4	5	678	A	
66	32	Min	4	14	692	A	
67	2	Min	4	-4	688	A	
68	9	Min	8	-8	680	B	
69	4	Min	20	-20	660	C	
70	11	Min	40	-40	620	D	
71	12	Min	60	-60	560	E	Cycle 1
72	29	Min	4	14	574	A	
73	36	Max	20	215	789	C	Cycle 0 20 Max Chips
74	26	Min	4	14	803	A	
75	26	Min	4	14	817	A	
817					Ending Balance		

As noted in above example: within 75 spins, 817 units profit. That is 650 Units per hour. Of course, you could have a bad session. Start with enough units to cover one cycle. If you lose, then stop for money management. If you succeed, then proceed until you feel comfortable to stop.

Practice, practice and more practice until you learn how to balance money management with this type of system. Test yourself to see how many sessions you win versus how many you lose with money management. You will be surprise as to how much you can will.

DIAGRAM

