

Martin J Silverthorne

Steiger's
TRACKER
Roulette



Silverthorne Publications, Inc.

Steiger's TRACKER *Roulette*

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Introduction

Tracker Roulette Blows Away Every Roulette Game Offered Today!

Secretive high roller Lex Steiger has developed the highest performing roulette strategy ever tested!

“Amazingly, a \$30 bankroll will net you \$194 an hour! And a \$150 bankroll will get you a phenomenal \$972 an hour!”

Because of Special Agreements I have made with Lex Steiger, I can share his Tracker Roulette Strategy with a few of my clients. This is your chance to gain the power of winning huge amounts off of tiny bankroll.

Best of all, it takes almost no money to set up this powerhouse winning system –

If you can risk \$7.50 you can set up your own Tracker Roulette Profit Machine!

After Testing this Strategy for 5,313 Games the Proof Is In!

Tracker Roulette wins so fast you can easily win \$1,000 an hour your first hour of play!

And, that’s starting with just \$30!

But, you don’t even have to risk \$30 to win huge amounts off any roulette game –

If You Can Even Risk \$7.50 You Have Enough to Win \$50,000 in Just 14 Hours!

In the next few pages I’ll show you how you can get started with just \$7.50 and win \$50,000 in the easiest and most pleasant way ever created!

What’s more you’ll be able to do this safely using what may be the ultimate money-making system of all time!

If You Need a Way to Make a Ton of Money Quickly and Safely From Home Then Tracker Roulette is the Perfect Solution for You!

I am going to reveal the same strategy that Lex Steiger has used to win a fortune off roulette games worldwide.

It doesn't matter if you are in the United States, the UK, Australia, Singapore or South Africa, you are going to win money blazingly fast with Tracker Roulette!

And, if you want the perfect home-based business this is it!

Our players are winning \$4,000 to \$5,000 a day every day using the Tracker Roulette System to beat the stuffing out of both online and land-based casinos!

In the next few pages I am going to show you how you can set up your own powerful "Perpetual Winning Machine" for less than \$8 and then turn this into rock-solid winnings of \$5,000 a day as long as you like!

Lex Steiger's Tracker Roulette is the System the Casino Bosses Fear the Most!

Lex Steiger has been terrorizing European roulette games with this secret system.

Now he has agreed to share it with a few of my best clients.

That's where you come in!

I have made Special Arrangements for you to have complete access to Steiger's secret personal system that beats roulette like no other.

The casino bosses absolutely hate this system because it steamrolls over every roulette game offered today!

Once you gain the extraordinary Win Power of Tracker Roulette, you can –

- Log on to any of our recommended online casinos, deposit \$30 be winning over \$900 an hour 38 minutes after you start!
- Get started with as little as \$7.50 and win \$50,000 in just 14 hours!
- Roll over every land-based and online version of roulette offered today!
- Easily set up an income of \$4,000 to \$5,000 a day without any employees, office expense, inventory, business plans or bank loans and do it on your own terms without anyone knowing what you are doing (including the IRS)!

It Started With a Phone Call From a Casino Shift Manager

I had just gotten ready for bed when the phone rang. Normally I would let it go to voice mail but on a whim I decided to answer it. Stan, the shift manager at the Bellagio, was on the phone and said it was urgent. He explained that a new player had been playing at the high stakes roulette table and was “cleaning them out.” He wanted me to observe his play and see if he was cheating.

Stan told me the player usually arrived about 5:00 in the afternoon and I timed my arrival the next day at 4:00 so that I could get some background before the player started playing again.

Right on time he showed up. I instantly recognized the angular body wearing a rumpled sports coat and the piercing blue eyes. It was my old acquaintance Lex Steiger.

I had met Lex over a year ago when I was visiting London. We had worked out a deal to do a limited release of his high-winning gambling system.

Now he was in the Bellagio playing roulette and giving the casino a case of apoplexy.

I walked over to where he was playing, bought in for a thousand and asked him how things were in London.

He gave one of his grimace-like smiles, told me things were just about normal and kept on playing.

Right away I noticed he wasn't playing his old system. This was something different. At first I just concentrated on trying to figure out how he was determining where to place his bets.

Whatever he was doing eluded me. I couldn't detect how he was picking where to bet. Just when I thought I was close to understanding it he would make a different move and do something I hadn't expected.

He was winning very fast so I decided to study the size of his bets since I couldn't figure out his rules for placing his bets.

I was just as confused here. He would make a couple of large bets, drop to a small one and then quickly increase the size of his bets.

After watching him play for over an hour I still had no idea what he was doing. I couldn't help but notice his winnings though. He had won over \$10,000 in the short time I had been watching him.

He stacked his chips and slid them over to the dealer. While the dealer was coloring him up he turned to me, gave me his crooked smile and said, "I bet you're pretty confused aren't you?"

I admitted I was. "Why don't you take a break with me," he said as he walked away from the table.

I told him I would join him in a moment. I walked over to Stan and told him,

"The good news is that this guy is not cheating you.

"The bad news is he is using some kind of system that is probably impossible to stop."

Stan frowned while he was digesting what I had said.

"Tell you what I'll do. I'll see if I can get him to play somewhere else for a while."

Stan relaxed a little. “Please do that.”

Lex Hits the Monte Carlo That Night!

Lex and I had tea at the Café Bellagio. Lex called it tea time and I called it a coffee break but it amounted to the same thing. He cheerfully told me how he was slaughtering roulette everywhere he played.

Lex started talking and explaining his system. I pulled out a pocket notebook I carry and started making notes like mad.

It took three cups of tea for him and two coffee refills for me to get through the system. By the time I had it down I was shaking my head in amazement.

“You want to see what I can really do? Let’s play some more roulette.”

“Good idea. However, let’s try playing at the Monte Carlo. I think you’ll like the games and you’ll get out of here before you wear out your welcome.”

“That casino chap you were talking to?”

“The same. He’ll be a lot happier if you play elsewhere for a while and you’ll actually get a better game.”

“You have transportation?”

“Right outside. Let’s go for a short ride.”

A Night at the Monte Carlo

Lex decided to give me a demonstration of the power of his Tracker System.

After exchanging his cash for chips he explained. “At first I am going to make flat bets. The size of the bets will not vary. My purpose is to first show you how effective the bet placement is.

For the next hour Lex made \$100 bets and never changed the size of his bets. However, he moved his bet around a lot. I looked at my notes and got where I could follow what he was doing.

He called his system Tracker Master Betting and after seeing how it worked the name made perfect sense.

He used what he called a simple formula to determine where to make each round of bets. When I had first watched him play at Bellagio I couldn't follow it. Now that he had revealed his formula, it made perfect sense. After fifteen minutes of watching him I started playing with \$25 chips keeping track of my own bets.

We quit after he had played about an hour and I had played for 45 minutes. He was up \$700 and I had won \$123.

He asked if I was ready to see how the complete system performed. I nodded and he started varying the size of his bets. I followed right along making bets one-fourth the size of his.

As we played, what had at first had almost seemed impossible to understand made perfect sense. He would change his betting strategy as he played to match current game conditions.

When we were winning smoothly we stuck with a system that won so quickly that it almost seemed unreal.

If we lost a couple of bets he would change the way he bet and quickly turn the game around.

And when we hit a winning streak he had a system of increasing his profits with each bet while protecting our winnings.

We didn't quit until almost midnight. I had stayed with \$25 base bets all night. Lex had increased the size of his starting bets as his winnings grew.

We compared notes after the games.

I felt pretty smug for my first time using his system. "I won \$3,129 which may be close to a new record for this level of betting. How did you do?"

Lex had just finished his count. “I did a bit better. Of course I increased my bet sizes as my winnings grew.”

“Just how much did you make?”

“I won \$26,459 tonight.”

My jaw almost dropped. I knew he had made a bundle. But since he had removed chips as he won, I had lost track of just how much he had really won. The amount was just stunning!

“Was this an exceptionally good night?”

He cocked his head and gave a crooked smile. “It was normal I would say. Just normal.”

Steiger’s System Blows Through an Online Casino!

I didn’t see Lex for a couple of days. The next morning I cancelled a lunch I had and decided to see how Steiger’s Tracker Roulette System would do online.

I decided to try a little experiment. I started out with just \$100. I decided to see just how much I could make in a day if I increased the size of my bets as my winnings grew.

I set up a betting ladder as a guide. I would start out making \$3 bets and every time I doubled my bankroll I would double the size of my bets. So, starting with \$100 I would continue to make \$3 bets until my bankroll grew to \$200. Then I would start making \$5 bets and continue in the same fashion.

This is actually a very tough test because with most systems if you stumble even one time you can lose it all.

I started out with one of my favorite casinos where I had funds on deposit. Ten minutes after I started I had doubled my money. I increased the size of my bets to \$5 and continued.

By lunchtime I was up to \$25 bets and my winnings hit \$9,783. I took a lunch break and called Lex to see if he wanted to come over for cocktails and dinner that night.

I resumed playing and continued to climb the bet ladder. I was playing in a casino that accepts higher bets so I kept on climbing the bet ladder.

By 3:23 I was tired and decided to call the experiment over. I had won \$21,789 using Lex's amazing new roulette system. His system won so fast that I still had trouble believing what I was seeing. But the truth was right before me. I set up a casino withdrawal of \$21,000 just as my wife, Diane, drove up. I told her we had a guest coming over and I went out to buy some steaks.

I Worked Out a Deal with Lex That Will Be Worth a Fortune to You!

I caught Lex at a good time. He was enjoying his visit in Las Vegas and even thinking about buying a place there. Diane was her usual charming self and by the time we were sitting out on the patio enjoying our after dinner drinks I decided to see if Lex was good for one more deal.

My previous offer of a Steiger System had gone well. We controlled who got the system, kept the number small and when Lex felt like we had released enough systems we called the offer off.

I proposed to Lex that we do the same thing with his Tracker secret system. We talked and looked at the stars as Lex hit one of his rare mellow moods.

After a few minutes of quiet he asked me, "What do you want to call my system?"

"I was thinking about the Tracker Roulette System. This makes perfect since that is exactly how it works –

"It uses a foolproof tracking system to track roulette patterns and then set up high profit bets!"

He leaned over, clinked his glass to mine and nodded. I knew we had a deal.

Quick Start Guide

If you are new to casino gambling and have never played roulette, you should read this entire book in the order in which it is presented.

If you are an old hand at casino gambling and already know how to play roulette, you can concentrate on just the chapters marked with an *.

*** You should read this chapter to understand how to use the strategy. If you don't know how to play roulette, see the appropriate bonus manuals.**

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Thinking Like a Winner

Could you accept winning \$100 to \$200 for an hour's worth of gambling in a casino?

I hope you said "yes."

Incredibly, most people would not be happy with this amount.

"It's just not enough."

"Not worth my time."

"It is so piddling."

"Not exciting enough."

Yet, if you asked these same people how much they expected to win before they began a gambling session, they might answer with -

"Oh, I really don't expect to win. I know the games are rigged."

"I hope I can get in two hours of play before I run out of money."

"I might win a jackpot tonight. That is what I really want."

I am going to introduce a different way of looking at gambling to these people. It may be a different way of looking at gambling for you, too.

You have to learn to accept any win, even a small win.

The sage gambler, Nick *The Greek* Dandalos once said -

"Remember the house doesn't beat a player. It merely gives him the opportunity to beat himself."

I am going to expand this concept with the statement that -

You can't learn how to win big, if you don't learn how to win small.

The premise behind *Tracker Roulette* is that you will use the strategy to develop a stream of fairly consistent small wins. Some persons would consider this the "grind method" of gambling, but before you dismiss it, I want you to think -

Isn't this typically how the house beats most players? It doesn't take their bankrolls all at once but methodically and relentlessly removes their cash, a bit here and a dash there, until the player finally realizes that he has been soundly beaten and his cash has been drained away.

We are going to use this same approach, but in our case, we will use it against the casinos.

Let me give you an example of fairly typical hourly winnings using *Tracker Roulette*.

In a land-based game 60 spins an average is typical in an American casino.

If you are playing at a faster table, which is most likely if you play in an online casino, then your average hourly win rate will increase because you are getting more bets in per hour of play.

Thus, if the table where you are playing has 350 spins (fairly typical for online roulette), you should average about five times the amounts listed below.

At the fairly typical 60 wheel spins per hour rate for land-based play, you will average winning -

- \$33 an hour using \$1 bets
- \$165 an hour if you are a \$5 bettor
- \$331 an hour when you make \$10 bets
- \$827 an hour as a \$25 bettor
- \$1m655 an hour when using \$50 as your base bet

- And, a whopping \$3,309 an hour when you wager using \$100-valued black chips!

Let's get back to my premise of accepting a small win.

If you are a \$1 bettor, you may very well have to settle for a \$33 win for an hour's play. But even these wins add up.

If you are willing to put in a few hours betting at this level and manage to save your winnings instead of blowing them, you can move up to \$2 betting. At this level, you have just given yourself a raise from about \$33 an hour to the \$66 an hour level. Now, you won't go out and buy a new yacht from your winnings at this level, but if you can somehow resist the urge to splurge a little longer, you will soon find yourself at a level where you can safely move up to making \$3 base bets.

Continue to grind the casino a little longer and you can move up to the \$5 betting level with winnings of \$165 an hour. Once again, you won't get rich at this level, but look what you have accomplished. By being willing to accept a paltry \$33 an hour win and keeping at this game for a while, you will have moved up considerably in the world.

Unfortunately, most people can't stand to play this way. They play in what I call the "all or nothing mode." This means that they would rather risk losing all of their money than having to resort to accepting a smaller win or, heaven forbid, a small loss.

Some years ago a friend of mine from San Francisco called me to share some great news in his life. Larry was a real estate wheeler-dealer and had just closed a deal that netted him close to \$500,000. This was back when a cool half a million was nothing to be sneezed at.

His first impulse was to call me and invite me to join him on a trip to Las Vegas to celebrate.

Being between wives at the time, I didn't have anything in particular tying me down and I agreed to meet him at his favorite spot, the Flamingo Hilton, firmly established in the middle portion of the Las Vegas Strip.

Larry and I got there at different times, with his flight arriving a couple of hours before mine. I arrived about 3:00 in the afternoon, and after checking in, I decided to take a break in the coffee shop before gambling.

I figured I would find Larry in the casino and, sure enough, all I had to do was look for the nosiest craps table to find Larry rolling the dice.

I walked up to the table and decided to watch. Larry was playing with black hundred-dollar chips and had every point number covered with bets. Larry didn't see me. Not wanting to disturb him in the middle of his roll, I asked another player how the shooter was doing.

From the chips Larry had spread out around the table I assumed that he must be having a pretty hot roll.

The other player calmly told me that Larry was a brand new shooter and hadn't made even one point yet.

I wondered at his heavy betting and watched him shoot. His point was an eight, a fairly easy number to make.

But Larry didn't make it. He rolled a four, then a five, hitting just two of his numbers before the dreaded seven came up and the dealer moved all of the losing chips over to the house side of the table.

I walked over to Larry and calmly suggested that maybe he ought to take it easy until the table heated up. I suggested that he make a minimum bet and that we wait and see how the next shooter did before risking any real money.

I placed a green quarter chip on the pass line, while Larry placed three black hundred dollar chips as his pass line bet.

He started hollering for a seven, an instant winner for a pass line wager on the shooter's come out roll, almost before the shooter picked out his pair of dice.

I think Larry must have startled the shooter. He blinked once, threw the dice down the table in a limp wristed motion that caused the dice to bounce all over the table before landing at the end.

"Snake-eyes, pay the don'ts," the stick man announced.

As the dealer removed our losing bets, I told Larry I didn't feel very good about this table. I suggested that we walk over to the coffee shop and visit a little bit before playing.

Larry didn't miss a beat in replacing his losing \$300 bet with a \$500 bet. I arched my eyebrow at this.

"I just feel lucky," he said.

I watched the shooter establish four as the point and roll three or four numbers before sevening out. Again, Larry dumped a bundle.

I patted him on the arm. "Why don't you join me in the coffee shop. I want to get your advice on a real estate deal I am looking at."

Normally the idea of a real estate deal would have quickly caught his interest. But not this occasion. Larry just shook his head as he made another round of bets.

I took a break at the coffee shop and about an hour later I revisited the craps table. By this time Larry was fairly quiet.

"How are the dice going?" I asked.

"Just awful. Here, Stan," he said motioning to the floorman, "I need another marker."

"How deep are you in?" I asked.

"I dunna, five maybe six at the point."

Larry hadn't been in the casino even half a day and he was already down over \$5,000.

I tried once again to pull him off, but he shrugged off my suggestion of a break.

I still didn't like his craps table and I suggested we walk across the street and check out the action at the Mirage. He just shook his head.

I moved over to a mostly empty roulette table and starting using the Power Roulette Strategy. I started with a \$500 buy in, kept my bets low and in about thirty minutes I cashed out, up \$235.

I walked over to the craps table once again. Larry's luck seemed to have changed. A small wizened little man, who looked like a pawnbroker from Brooklyn, was rolling the dice.

Larry had the table covered with chips, and for a change he was winning. As his chips piled up, he called for his markers and delighted in tearing them into small pieces and stuffing them in his trouser pocket.

When the shooter finally sevens out, I asked Larry how he had done and he told me he was still down about a grand. I tried to get him to walk over to the T.I and check out the action there.

"Not while I am still down, " he told me.

"You're not down by much, now," I explained. "What about taking a break?"

But he still wouldn't budge.

Two hours later I had walked over to Treasure Island, played another roulette session, picked up a nice \$700 win, taken another break and was now very refreshed.

Larry was still stuck at the same spot. By now his face had a visible pallor and I noticed that his chip racks were nearly empty.

"How bad?" I asked.

"Bad, very bad," was the answer.

I suggested a run downtown. He had had a wonderful run at dice at the old Las Vegas Club on his last trip to Vegas and if anyone needed a break, he did.

But he was still determined to make his comeback from the same spot.

I didn't see him again until almost 11:00 that night.

I spotted him in the casino bar looking pretty dejected. I had just completed a wonderful session at a red hot craps table, all the time wishing that Larry had joined me.

But nothing I said could have pulled him away. Even when he had won back most of his losses, he wouldn't take a break.

He ended up losing over thirty thousand dollars in that one marathon craps session. Needless to say, he was lousy company and not very interested in hearing about my good fortune.

There are several morals here that I want to share. The first lesson is that if you are losing, you probably should take a break.

Of course there is no guarantee that conditions will be any better after you take a break, but at least your mental attitude will improve. Having a sharp mind and a positive outlook are critical to being successful.

Second lesson. Be willing to accept a small loss, especially after working your way back from a big deficit.

There is no question in my mind that if Larry had quit when he was almost even, and had walked across the street with me, spent a few minutes watching the pirates overwhelm England's finest and then played a little more, he would now be a winner instead of a being firmly in the hole.

In a casino you can't force an opportunity. You have to be there when it happens. And you have to have a sensible system for taking advantage of that opportunity. Playing the way he did, Larry was already beaten before he even started playing.

There is another principle that Larry's experience illustrates. And that is that the best way to win at gambling is to use the "hit and run" approach.

Hit and run is simply what it sounds like. Let me tell you how I like to approach the roulette game when using ***Tracker Roulette***.

Before I even sit down at a table and change my cash into chips, I know exactly what I want to accomplish.

Before I wager a single chip, I can tell you the following -

- **How much I will convert from cash to chips (my buy in).**

- **The size of my first wager and all of the base wagers following.**
- **The maximum amount I am willing to bet.**
- **How much I expect to win.**
- **The maximum amount I will lose if the game does not go well.**
- **My expected hourly rate for this level of play.**
- **A complete game plan on how I plan to play.**
- **And, I can tell you about how long I might play.**

You are probably wondering how I can possibly know all of these variables before I even start to play.

You will learn that every one of these is determined by *Tracker Roulette*. However, underlying everything else is the principle that I will not play long at any game.

In other words, my approach is firmly grounded in the "hit and run" approach.

Another important aspect of my gambling is that I play according to my predetermined game plan.

Part of this plan is the hit and run approach.

Another aspect is playing for a targeted amount of winning.

Yet another is setting an absolute limit on the amount of any loss.

If this doesn't sound much like the way you have played before, or the way that most players go about gambling, it is because most people's play is nothing like this. Instead of a game plan, they pull out some random amount of cash and start playing.

Their bets may bounce all over the place, depending upon their mood.

If their original buy in is lost, they very well may pull out some more cash and continue playing.

If they manage to win, they probably won't quit until all or at least most of their winnings are lost.

Does my method sound like a little bit of work? It is. But it is well worth the reward of becoming a consistent winner.

One of my old friends was a real plunger when it came to playing craps. Mike loved the game, but unfortunately the way he played he was hardly ever a winner.

Mike was simply a wild man at craps. He would make every bet on the table, most of which are fairly lousy and give the house too much of an edge.

Yet his wife, who seldom played, was the epitome of the studied "hit and run gambler."

Beth would stand at the table for a few minutes and just watch. When she felt the time was right, she would place the six or the eight. Invariably her bet would win and she would take her winnings, ask the dealer to take her bet down and leave the table a winner.

She would repeat this routine several times during a gambling trip. Her husband found it especially irritating to be losing large amounts of money and have his wife calmly come up to the table, make one winning wager and then leave.

However, Beth had her game plan and she never wavered. While I don't expect you to limit your wagering to a single bet every hour or two, we can all learn from Beth's methodical, controlled approach to gambling.

About Roulette

Roulette — the name means "little wheel" — became the gambling game of choice in nineteenth century France. Although originally associated with Monte Carlo, it is now played in casinos all around the world.

Roulette is the queen of all gambling games. We thrill to the spin and a chance of winning a small fortune with each turn of the wheel. With a practiced flick of the wrist, the skilled croupier sets in motion the spinning wheel and clicking ivory ball. In a swirl of red and black our bet's fate is decided – sometimes we win and sometimes we lose – yet we still continue to bet on the alluring spinning wheel.

The great nineteenth century Russian novelist, Fyodor Dostoevski was an inveterate gambler. He begged and borrowed rubles from his acquaintances to gamble on roulette always hoping that the next spin would be his big win. It was almost as if this bearded genius were hypnotized by roulette and its accouterments – the colorful spinning wheel, the eccentric crowd of gamblers, and the celebrated directions of the croupier – *Faites vos jeux, messieurs!* and as the wheel begins to slow down, *Rien ne va plus!* Roulette has an attraction that can be most addictive!

Spinning games show up in many early civilizations. Ancient Greeks and Romans played gambling games by spinning shields and chariot wheels. Picture a group of burly, battle hardened gladiators, in an area especially cordoned off for these heroes of the arena, spinning a chariot wheel to determine who would be the next challenger in the ring.

These games of chance were not limited to the Mediterranean either. Early Eskimos enjoyed a primitive version of roulette. The direction of a hunting trip was sometimes determined by the direction of a spun arrow.

In these days, Eskimo customs permitted an exchange of wives, and more than once the fate of the little woman was determined by a spin of the wheel. One story which has become a part of gambling lore is that of a young Eskimo gambler who had such a hot hand that he won seventeen wives in one game. It is not reported whether he considered this extraordinarily good luck or bad.

The origins of the modern version of the game are somewhat obscure. One story has the seventeenth century French mathematician Blaise Pascal devising the game while he was in retreat in a monastery, working on numbers theory.

Others believe that an old Chinese game whose object was to arrange 37 statuettes of animals into a symbolic square of "666" was the forerunner of roulette.

Hoca was an early version of roulette played in the seventeenth and eighteenth centuries in Germany, Austria, Hungary and France. The French statesman Cardinal Mazarin proposed that *hoca* be used to replenish the depleted coffers of Louis XIV and envisioned hundreds of gaming tables spread about the kingdom. However, this scheme met with considerable government resistance, and after Mazarin's demise the game was prohibited with death as the penalty for any practitioners!

With almost magnetic appeal, different forms of roulette would spring forth to enchant and mesmerize European royalty. The Turkish ruler, Selim III, introduced the game to his realm after learning of it from captured French soldiers.

In the imperial Russian court of Catherine II, roulette tables were set up in luxurious rooms especially appointed for such diversions. Russian nobility was entertained and seduced by the elegance, and of course by the chance to win or lose fortunes, which they proceeded to do. By the time of Waterloo in 1815, legal casinos had spread to several German towns as well.

One of the favorite German gambling resorts was found in the town of Bad Homburg near Frankfurt. The casino was founded by a Frenchman, François Blanc, who also opened the Monte Carlo Casino in the principality of Monaco, a few miles from Nice.

An English journalist of the period, George Augustus Sala, reported on his experience in the Bad Homburg casino in 1866:

The gaming salons, if not conveniently crowded, had their full compliment of players. There were the same calculating old fogies, the same supercilious-looking young men, the same young girls and full-blown women, with a nervous quivering about the lips, and the same old sinners of both sexes whom one has known at these places the last ten or fifteen years, busily engaged at trente-et-quarante.

At the roulette table, too, one had no difficulty in recognizing the old familiar set. The handsome-looking young Russian noble who 'spots the board' with gold coins – the fat bejeweled-fingered Jew who seeks to emulate the Muscovite lord with silver florins – the Englishman and his wife, evidently residents, who play against each other, quite unconsciously, at opposite ends of the table – the youthful, yet 'used up' little French marquis, who dresses in the English fashion, and brings with

him his own private pocket rake, that he may hook in his golden winnings the more readily – the elegantly dressed, shriveled, hag-faced woman who plays for the run on colors – the nervous, care-worn young Englishman, who plays heavily against the see-saw, with other nervous fellow-countrymen staking their gold on the first, second, or last dozen numbers – professional gamblers, well and ill-dressed, with sharply defined Mephistophelean features, quick restless eyes, and villainously compressed lips, who, after trying all systems, generally get landed croupiers or swindlers in the end – seedy-looking Poles of the last emigration, who prudently place their florins on two, three or four numbers alone, and deep-calculating Germans, who make ventures with painful hesitation, and after long intervals of abstention, and, as a matter of course, almost invariably lose; prostitutes – French, German, English, Polish, Italian, and Jewish – of every nationality – most of them young – so young in fact that the world well may be called their mother, robed like princesses, and becoiffured, bejeweled, and begloved as only prostitutes ever seem to be, and who lay down their gold with charming indifference, though with a decided partiality for zero and the first four numbers.

These, with watchful old women and Germans of hang-dog look that beset every public gaming table, waiting for a chance to pounce upon the stakes of the more unsuspecting players, are some of the characters whom we recognized around the roulette table that night, when the play ran high and the players were more than usually eager." (George A. Sala, "Gambling Sketches," *London Society*, vol. 9 [1866] pp. 491-500).

An interesting sketch of the worldly gamblers found in Germany in the 1860s. I think many of them, or rather their progeny, still find their ways into casinos today. I am sure that you recognize one or two of them.

One reason to play roulette is that the game has a history that is known and respected by many of its devoted players. There's a bit of that Monte Carlo magic in every roulette wheel - even in the crudest sawdust joints. Dice players have no idea that they are playing a game with a history and most could care less if they knew the history of dice games. Often roulette aficionados ensconce themselves in the past. They can even tell you the names of the greatest roulette players in history and can describe the stories of their greatest scores and often, even bigger falls.

Here's a description of Monte Carlo about the year 1900 as taken from *The Sealed Book of Roulette*.

Monte Carlo may be described as the "multum in parvo" of the Riviera, since every amusement, entertainment and pleasure can be tasted and enjoyed until the appetite is satiated. There is nothing wanting.

The Casino proper is a cosmopolitan rendezvous for *toute le monde*, where from ten o'clock in the morning till midnight you will find, seated or standing, the groups of all nationalities playing seriously all manner of systems, and many armed with books and ledgers to check and counter-check their calculations with mathematical precision. Here gambling is carried on as a business, and the social side of life is a secondary consideration.

According to the author, the real world of Monte Carlo is found in the luxurious Sporting Club. He describes his experience here -

The gambling that takes place here, whether at Roulette or Baccarat, is noticeably in the real sporting spirit. There is joyousness in the air compared with the atmosphere of ordinary casinos, mainly because the club members can mostly afford to play and lose cheerfully. Coolness and courage may be seen exemplified among the players for high stakes, in contrast to the hectic flush caused by desperate anxiety which changes the countenance of the spasmodic gamblers in the public rooms across the way.

From midnight to dawn, all through the season, the Sporting Club of Monte Carlo becomes the ballroom of Europe. One can sit about in easy chairs and smoke and gossip with friends or stroll through the heterogeneous throng, listening to wit and admiring beauty, till one realises "the inspiration and mental tonic of gaiety." Truly here will be found gaiety *in excelsis*.

Today, roulette has spread to all parts of the globe. It can be found in locations from Castle Harbour in St. John, Antigua, to the Fairmont Hotel in Livingstone, Zambia.

Roulette is the third most popular casino table game in the United States, and worldwide it is by far the most popular casino table game. The latest information I have available shows that there are 170 roulette wheels in Las Vegas, 155 in Atlantic City, 300 in the United Kingdom, and over 1,500 in Europe.

In the United States, roulette has not enjoyed the popularity of craps and blackjack. The usual explanation is that the average house take of 5.26% in the American version of

roulette compares too unfavorably with the line bet odds of 1.4% in craps, and the chance of even gaining an advantage over the casino offered by blackjack.

I think the explanation for roulette lagging behind the other casino table games is a bit more subtle. Craps gained in popularity in World War II, when many GIs were exposed to the game. If you have been in U.S. casinos over the past ten years, you will have noticed that the interest in craps is waning as the World War II generation ages.

Blackjack has received tremendous publicity because of card counting escapades, starting with Edward O. Thorp's revelations in the 1960s that blackjack could be beaten by card counting.

In other words, the greater popularity of craps and blackjack in this country has been more a matter of exposure and publicity than the rational thought processes of gamblers seeking to avoid a casino table game with slightly higher odds than its competitors.

The average craps and blackjack players, with their poor playing, give the house a much greater advantage than the average roulette player, to say nothing of the legions of slots players.

There are three basic approaches to playing the game. The first and most common way of playing is to use no system at all. This is the way the typical person plays, scattering chips all over the layout, playing favorite numbers based on his birth date, lucky numbers or just plain randomly. While it is possible to win playing this way, any winnings would have to be attributed to luck.

A second approach is to apply a mechanical system to the game. There have been more systems devised for roulette than for any other casino table game as the roulette layout lends itself to almost endless combinations of wagering. Some of the roulette systems have exotic sounding names such as Martingale, Labouchere, d'Alembert and Ascot. Sizable winnings have been attributed to some of these mechanical approaches.

A third approach is to look for biased wheels. Since it is impossible to make a physically perfect roulette wheel, the biased-wheel player will seek to detect mechanical defects in the wheel by "clocking the wheel." To clock the wheel entails recording large numbers of roulette decisions, statistically analyzing the results, and then determining whether an advantage can be gained over the casino because of the defective wheel.

The objective of this book, however, is not to just present an overview of roulette but rather

to demonstrate a powerful and effective way of playing and beating the game on a consistent basis. The background information is presented so that you, the reader, will gain better insight and understanding of the game so that you may apply what you have learned to become a consistent winner in roulette.

Tracker Roulette is a winning strategy developed using the best aspects of the mechanical approaches and wheel clocking. With it, you will be able to win a high percentage of your roulette games in any casino in the world.

Casinos don't give money away. To beat them we must target a specific set of objectives and using the right tools, with the right game, beat the casinos at their own game. To this end, you will find ***Tracker Roulette*** most admirable.

How the Casino Views You

Any military commander will do whatever is necessary to find out everything he can about the enemy.

How large is his army? What tactics is he likely to use? What are his strengths and weaknesses? Where is he vulnerable?

The crux of all this is to formulate some type of strategy for winning in battle or at least neutralizing the enemy.

Hell, from the way casinos advertise now, you would think they are your friends. They offer all kinds of incentives to get you play.

Want a free room? We've got one.

How about great food? We have that too.

Want to mix in a little bit of the risqué? We can dish that out.

And just think, all of this is done just to entertain you. Right?

Wrong. The casino is the enemy or at least the enemy to your bankroll.

Everything the casino does is done for one reason, and that is to take as much money from you as possible, and hopefully leave you in a positive enough frame of mind that you will come back and repeat the experience again and again.

And guess what? It is working. Players line up to get seats at \$25 minimum blackjack tables. Players sometimes fight over slot machines. Players will literally beg casino bosses for comps like a dog begging for a bone.

In any military conflict, it is important to gain as much knowledge as possible about your adversary. What can he do to you? Is it possible to overcome him? What are the odds or probabilities of prevailing?

Some of the most successful military commanders would only engage the enemy when they figured that the odds of success were heavily stacked in their favor.

Since we are going to willingly march into the jaws of the enemy, it makes sense to understand how this opponent thinks.

Please don't get me wrong. In likening a casino to an opposing army, I am not suggesting that you behave in a boorish or belligerent manner when you are in a casino. Many of the individual employees in a casino are actually rooting for you to win and will do everything in their power to help you if you are pleasant and friendly.

We're not talking about individual hand-to-hand combat here. What we are up against is something a lot more insidious and in many ways more dangerous.

We are talking about an opponent with virtually unlimited resources.

We can't outspend the casino, as it has an almost never-ending bankroll compared to ours.

We can't play it into the ground. Las Vegas games go on for 24 hours a day, with shift changes every eight hours. We will never be able to play a casino into the ground with fresh personnel coming in every shift.

We don't have a mathematical edge in our favor like the casinos do with nearly every game.

So, what can we do? First, let's learn to think like a casino. Let's put ourselves in the shoes of a casino boss and see if we can gain some insights we can use to help us prevail over this well-heeled opponent who never sleeps.

If you asked most people with any knowledge of gambling what the biggest casino advantage is, they might say the house edge.

"Those games are rigged you know."

"The casino always has the edge."

"It's impossible to overcome the house edge."

"The vig will get you man."

With these thoughts in mind, it is easier to reconcile ourselves to losing. Why worry about losing if the casino has such an edge over us.

But, how powerful is this vaunted house edge really? It turns out in many cases that the edge is so slight, that there must be something else that the casino has in its arsenal that accounts for player losses.

Let's consider the craps game. Most casinos figure on keeping at least 20% of the money that the players exchange for chips at a craps table. This is the average number the bosses count on, net of all player wins and losses. In other words, even after enduring a very hot craps table, where the players are pulling off winnings by the thousands, the bosses still figure to keep about 20% of all the money exchanged or "dropped" at the table. Dropped money is the amount of cash collected in the table's drop box, located underneath the table. It is where your cash goes when it is inserted into a slot on top of the table and the dealer gives you chips in exchange for your cash.

The Casino Environment

On a recent trip to Las Vegas walking through The Venetian, checking out the numerous paintings on the ceilings replicating the artwork of Venice, I turned to my companion and said, "Dorothy we're not in Kansas anymore."

Later we did some more Strip sightseeing just to soak up wherever ambiance attracts millions to the Las Vegas Strip every year.

The scene didn't click for me. I hate mobs and I detest standing in lines to eat, play or even get a drink; yet, the Strip joints were full of persons milling about and sightseeing as well as gambling.

What did occur to me is that all of the fanfare and extravagance of The Las Vegas Strip was geared towards one ultimate result and that was to relieve its visitors of some, if not all, of their money.

Casinos have spared no expense to manufacture an attractive and appealing environment that is the ultimate in hospitality and glitter, wrapped around an illusion that you can get rich easily while living in a way that you wouldn't consider doing back home.

However attractive the atmosphere is, it must not interfere with the flow of dollars from visitors pockets to those of the casinos.

Consider for a moment just the sights and sounds you have around you in a typical casino.

From the moment you enter, you can see and hear bells, musical themes, and numerous other noises and special effects emitted by hundreds of slot machines. For many people this is a call they can't resist, much like Ulysses' men being lured to their dooms by the songs of the Sirens.

There is a general air of excitement in the casino that is designed to be contagious.

You will experience the proximity of other people involved in the gambling experience.

Most casinos manage to succeed in creating a semi-real environment designed to reduce our inhibitions and induce a desire to join the action and fun.

Of course, the way we join in is by converting some of our cash to chips or credits and becoming part of the action.

Steve Wynn, the former owner of the Mirage, Golden Nugget and Treasure Island, was once quoted as saying that the best way to make money in a casino is to own one.

I won't argue with that, except to remind you that our focus is a little different - We are going to relieve the casinos of some of their cash. And we are going to do this consistently while literally operating in the "jaws of the enemy."

The casinos are experts in creating psychological inducements to gamble and gamble with abandon. Even the carpets are carefully chosen to help us into this state of mind.

Few casinos have windows to the outside or clocks. Chips are used in lieu of cash. Attractive cocktail waitresses in exotic outfits serve us free drinks when we gamble.

Every aspect of the casino atmosphere is designed to suck us in, to remove as much cash as possible in the shortest possible time and then to gently remove us, still dazed, so that we can recall the tremendous entertainment value we received while we were being politely fleeced.

Player Impulsiveness

It is greed that destroys many players and the casinos know this. That's why the casinos use every ploy to induce the traits that will set you up to lose money to them.

Let's face it. The major attraction of casinos is the lure of winning money. We all like to daydream about winning large amounts of money, and the casinos do everything to encourage these feelings.

To feed these fantasies the casinos have to temporarily eliminate many of our normal inhibitions.

Thus, it is not unusual for casino visitors to undergo personality changes in the process of losing their money to the casinos.

We have all seen examples of road rage where drivers who are not usually very aggressive suddenly start to use their vehicles like weapons. Something about being in control of a vehicle and then being confronted by some other driver has induced a change in personality.

Something similar goes on with many casino visitors. Once they become caught up in the lure of gambling, many experience a personality change just as intense as some of the road rager out there.

The allure of the machines is especially strong for some players. Many players almost assume a trance-like state when playing the machines. They enter into a form of cocoon, where the distractions of the world around them fade into a blurred background during their surrealistic communion with the machines.

Players who escape the almost mystical experience of communing with the machines, may get caught up in the more social side of gambling offered by the table games.

Craps is a game whereby a group of strangers can bond together with a common goal in mind, and if the table cooperates, they can experience an intense feeling of comradeship from a hot craps table.

Roulette offers the slow, almost hypnotic experience of watching a beautifully constructed spinning wheel with the anticipation of each possible new win.

Baccarat has its own aura, and the king of table games, blackjack, offers the player the possible chance of using skill to overcome the house edge (at least in theory).

Players become trapped in the experience itself. This is why normally frugal people will reach for more bills after losing their original buy in and continue to pour money into the casino coffers regardless of any real hope of winning.

Many players feel that some other power might watch over them and this power will help them win. Call this luck, superstition or belief in the power of prayer, but it helps propel the player into the casino's maws.

In ancient times, many players felt that the gods would demonstrate their powers to bestow favors on players, and many modern players have much the same feelings.

Players believe that they are immune to the laws that govern everyone else. I think this a human trait, like the belief each of us has inside that somehow we will be the first person to become immortal and escape the trap death has waiting for us down the road.

We attach greater meaning to games and play all kinds of mind games on ourselves.

"If I just play a little longer, I know things will change."

"I want to play until the next shooter and see if I can recoup my loss."

"A hidden voice keeps telling me to play a little longer."

"I know I will win today because I am wearing my lucky socks."

These are just some of the games that people play. Of course, the casinos do everything they can to encourage players to continue this experience, even when losing.

Players are plied with free drinks and chips are used in place of cash. Many players now play for comps, or casino freebies, and will change their playing patterns in order to "earn" a free meal or a reduced room rate.

There is no question that player impulsiveness is a major contributor to the casinos' profits. But there are even more weapons at the casinos' disposal.

The Time Trap

Players lose track of time. Because of the casino environment and player impulsiveness they tend to overstay their welcomes (at least at the machines or gambling tables).

Put simply, most players don't know when to quit. Let me give you some times that you should take a break from playing, but most likely won't -

- **You should take a break after a big win.** Many players let greed take over and think "If I have won this amount, I can just as easily win twice as much." A better plan is to remove yourself from the casino after a big win so that you can contemplate the meaning of this win away from the casino's influences.
- **You should probably quit playing after losing about half of your buy in.** If you buy in for \$200 and are down to \$90, why not quit? I can assure you that the loss of half of your bankroll will affect your betting. After losing half of your bankroll you will either reduce the size of the bets you had originally intended to make or, and this is more likely, you will make larger wagers in an attempt to quickly recoup your losses. With either action, you will have modified your original game plan. Wouldn't it be better just to walk away, regroup and start over again at a different table?
- **You should definitely quit after losing your buy in.** If you buy in for \$300 and lose all or most of it, it is almost always a mistake to pull out more cash and continue playing. A better plan is to take a walk or visit the coffee shop and clear your head before any more play.
- **If you have been down and have just about recovered your loss, you should quit.** Gambling games tend to move in trends, and if you have just finished a winning streak, the table is just as likely to go the other way for a while.

There are some times that you are better off not playing at all. In my experience, playing when you have only a short amount of time is usually not a good idea.

If you have to catch a plane in a couple of hours, don't continue playing now. Your casino play is over (unless you want to change a twenty into quarters and plunk some coins in the slot machines at McCarran International Airport).

If you have a social engagement in fifteen minutes, don't start a game now.

I give you this advice because while playing too long can have detrimental affects on your ability to win, playing when you don't have enough time to properly follow your game plan can also be detrimental.

In general, you should try to avoid anything that will distract you from playing at your own pace and adhering to your game plan.

I have not talked much about what constitutes a game plan, but it includes such aspects as using the hit and run approach correctly, playing with target profits in mind, as well as setting and using firm stop losses.

The worst thing you can do is to play a game without these safeguards in place. Then you are playing on the casino's terms instead of your own.

I have found that I do better when I play alone, as opposed to playing with someone who may not have the same focus on winning that I do. However, you need not take this as gospel. I know some very solid players who actually play with partners. I think the answer to the question of playing alone or with a partner depends as much on your ability to find the right partner as it does in deciding whether to try the idea.

If you play with a partner who understands your system and actually assists you in applying it correctly, such as helping you keep track of your wagers, then your partner has really become your accomplice and may prove to be an invaluable asset.

On the other hand, if you find yourself in the position of entertaining others, or otherwise put in a position whereby you aren't able to play the game in accordance with your system, then you will probably agree with me that you are better off playing alone.

There is no question that the casino plays a steady game and is able to outlast nearly all players. The only sure way to defeat the casino is to modify the game so that you can play it on your own terms. You will play as a "hit and run" player instead of one who plays as if he is chained to a table or a machine.

You'll learn to play for targeted wins instead of playing on the "hope and a prayer" system.

You'll establish preset "stop losses" so that you will always know in advance when to quit.

However, you'll still have to contend with an opponent who has a virtually unlimited bankroll compared to yours.

Bankroll

Even if you are able to outwit the casino in some ways, you'll still be at one huge disadvantage. The casino has almost unlimited funds available for play. If you are able to win some from the casino, there is little danger that you will break the bank. However, the casino only has to break you one time in order to prevail in this contest.

You've probably heard the story of the man who broke the bank at Monte Carlo. Of course, he really didn't break the casino's bank.

In the nineteenth century, when the casino at Monte Carlo was run by François Blanc, a tradition was maintained of engaging in an elaborate ceremony if a player was able to win all of the chips assigned to a particular roulette table. Each table would customarily have 100,000 francs as its "bank," and if the players were able to clean out this bank, then the casino employees would engage in an elaborate ritual of draping a black sheet over the closed table. The table would usually remain closed for a while until the chips were replenished. The net effect of this pretense of breaking a bank was to stimulate other players to play even more vigorously in the hopes that they too could break a bank.

As you can see, the bank that was broken was only one table's allotment and in no sense was the entire casino's bank ever broken by players.

You are not likely to ever break a modern casino although you might have succeeded for a time period at Binion's Horseshoe Club in downtown Las Vegas. By 2003 the casino had fallen on hard times. It was actually closed for a time because of the actions of the Nevada Gaming Commission who forced the casino to close when it reached the point where it didn't have enough cash in its cage to redeem all of the casino chips issued. This was in violation of a gaming commission rule. If you had had a tremendous win at the Horseshoe Club at this time, it is possible that you might have broken the bank.

However, while breaking a bank is fun to think about, it is just not possible against today's well financed and regulated casinos. For all practical purposes, the casino has enough bankroll to always outwait you if your intention is to break its bank.

Fortunately, we don't have to break the casino's bank to win. We will be content to chip away at it.

However, the casino does employ a number of tactics to reduce your awareness of the amount of money you are really risking in a contest to win some of the casino's money.

First, the casino will require you to use checks or chips for all casino play. Even though they can be exchanged for cash at the casino cage, a black colored chip just doesn't have the same feel as a hundred dollar bill.

Playing with chips not only facilitates the mechanics of playing the various games but also serves to remove your perception of losing real money one step from the reality of what is happening. While you might grimace when a dealer sweeps away a losing wager consisting of five black hundred-dollar valued chips, or purple \$500 valued chips, you might feel the pain a lot more if he removed five one-hundred bills from your wallet. Yet, for all intent, both events are identical.

Casinos figured out the psychological advantages of using chips instead of cash a long time ago. But recently they have become true masters at giving you back some of your losses and actually making you want to lose more.

Think this sounds farfetched? If a bank offered to pay you 98¢ for every dollar you gave them, they would get few takers. Yet casinos are considered "generous" when they advertise slot machines with 98% paybacks. Here they are offering the same thing. Give me a dollar and I'll give you 98¢.

Players will line up to get this deal. But it gets better. What if the casinos told the players that if they took them up on this deal numerous times, they might give you a little more back. Sounds preposterous doesn't it? Now let me restate it the way the casinos play the game.

Join our slot club and we will give you a player's card.

Now, whenever you play a slot machine, don't forget to insert your card. As you play you'll accumulate credits, points or even cash back.

Just so the table players don't feel left out, they can play the same game at the tables. Just let the floor person know that you have a player's card, VIP card or whatever new name the casino where you are playing is calling this gimmick.

Here's how the deal works. If you lose enough, you'll get something back. Most casinos limit maximum comps back to no more than 40% of your losses. So, if you lose enough, the casino will give you a comp to the buffet. Lose even more, and maybe you can take a guest.

If you can manage to lose much larger amounts, the casino may give you a better room rate or even comp your room.

I remember a friend of mine bragging that he had stayed a weekend at The Mirage with everything comped. I asked him how he did and he casually mentioned the he lost over five grand.

Let's see if I got this right. He got two nights lodging, several meals, a couple of bottles of wine, which cost the casino two, maybe three hundred bucks on the upside. When I pointed this out he looked at me as if I had just called his favorite football team a bunch of pussies.

He was actually proud of his accomplishment. In fact, he told me, the casino had already invited him back for another comped weekend.

Well, I guess so. If you could find someone dumb enough to give you \$5,000 and you only had to give him something worth 10% or less of this amount, you'd take the deal too.

Yet, players can't wait to get comped. I have witnessed some really pitiful spectacles from people who want to play the comp game.

One night a perfectly nice man played craps next to me for about an hour in a casino in Reno. He asked the floorman if he could have a coffee shop comp.

The floorman politely informed him that he hadn't given the casino enough action.

"You have been making five dollar bets. In order to earn a coffee shop meal, you will need to play with \$25 chips for at least a couple of hours."

When the man stated that what he really wanted was two comps so that he could take a friend to lunch, the floorman actually sneered.

Would you go to a regular restaurant and beg for free food? Then why bother in a casino?

Once you start playing for comps, you are playing the casino's game. Let's see, I'll give you another dollar if you give me some back, okay?

Forget the comps if you are going to modify your game at all in order to get back a comp.

I never play for comps. In fact most of the time I prefer to play anonymously. My buy-in is usually large enough that the floorman, or boxman if the game is craps, will ask if I have a players card. I just politely shake my head.

When you play for comps you are playing a losers game where you may subconsciously run up your losses just so you can look smart and get a comp.

So, who's smart when you gain a comp? You, getting the comp, or the guy who's collecting at least a dollar of your money for every 40¢ kicked back. You do the math.

When I play, I don't play for comps or glory. Casino comps are just another trick to make you lose sight of what your real goal should be. *And that goal is to walk out with some of the casino's money securely tucked in your back pocket.*

The House Edge

If all else fails in persuading you to give the casino your money, they always have the house edge. Yet the house edge is probably the least of your worries when you play.

The house edge is the mathematical advantage the casino gains over the player who plays long term. Unless you are playing a game with outrageous odds, like Keno, the money wheel or some of the lower payoff slot machines, the house edge may have less to do with you losing than the other casino weapons and your own impulsiveness.

While the house edge acts as the casino's insurance policy for long term play, players lose in the short run at rates far exceeding any demand the house edge may cause.

Players betting the pass line or the don't pass wagers at craps give up about 1.4% to the casino on each wager. Assume that you buy in for \$100 and make one line bet on either the pass line or the don't pass for each new come out roll.

If you bet \$5 each time and made 30 bets in an hour, the house would extract an edge equal to \$2.10. This is calculated by multiplying the house edge times the amount bet. With \$5 wagers, we would have $0.14 \times \$5.00 \times 30 \text{ wagers} = \2.10 .

Yet, most craps players will manage to lose most if not all of a \$100 buy-in in much less than an hour. Quite frankly, they don't play like this, even though making just one wager at a time is a perfectly sound way to play craps.

Instead they make numerous wagers, many with a much greater house advantage. They chase losses. They play on hunches. They make crazy bets because sometimes it is fun to play this way.

The result? They end up beating themselves. The house offers a very low percentage, beatable game that manages to grind up most players in just a few minutes.

I think you know the reasons why. You can now see how the casino views you. You are not much more than another sheep waiting to be fleeced. But you do have some advantages that can more than turn the tide in your favor. Let's learn about them.

The House Edge

GAME AND WAGER	HOUSE EDGE
CRAPS: Pass or Don't Pass with Single Odds	0.80%
Pass or Don't Pass with Double Odds	0.60%
MINI-BACCARAT: Banker	1.17%
Player	1.36%
EUROPEAN ROULETTE with En Prison Rule: Even Money Bets	1.35%
CRAPS: Pass or Don't Pass	1.41%
Place Bet on 6 or 8	1.52%
ATLANTIC CITY ROULETTE: Even Money Bets	2.63%
CRAPS: Place bet on 5 or 9	4.00%
Buy bet on 4 or 10	5.00%
Lay bets (Any Number)	5.00%
AMERICAN ROULETTE: All bets except Fiveline	
CRAPS: Place bet on 4 or 10	6.67%
AMERICAN ROULETTE: Fiveline bet	7.89%
CRAPS: Hardway 6 or 8	9.09%
Hardway 4 or 10	11.11%
Any Craps	11.11%
Any Seven (Big Red)	16.67%
MONEY WHEEL: All bets	11.00% and up
HORSE RACING: All bets	15.00% and up
KENO: All bets	22.00% and up

How You Can Gain an Edge

I don't know how many times I have been playing a casino game and had people sit down next to me and start playing without any knowledge of the game.

They'll ask the dealer the most ridiculous questions and actually wager real money, usually in the least competent ways imaginable.

When I first started playing craps many years ago, I encountered the game in downtown Vegas in one of the sawdust joints. This casino literally had craps tables half way out into the street.

Of course, there were lots of quarter craps tables in those days and \$20.00 worth of chips bought a lot of experience for a low investment.

I became fascinated with the game. The person I was with claimed to know something about the game and told me that betting on the Big 6 and Big 8 was a pretty solid bet.

Not knowing any better, I started making bets in the betting areas for the Big 6 and Big 8 and actually did pretty well my first time out.

Later, when I bought my first book explaining the craps bets, I learned that these are some of the worst bets in the game, giving the house a greater than 9% edge. If I had just placed these numbers, I could have had the same action with only a 1.52% house edge.

The book cost about five bucks at the time. Looking back, I realize I should have bought the book before I played. My friend, who seemed knowledgeable to me when I was a beginner, really didn't know beans about how to play the game correctly.

Fortunately, I was able to make a few bucks making lousy bets. But, you can bank on the proposition that if I had continued to make these wagers, I would have eventually given back all of my winnings to the house, plus more.

My point is, my investment in the paperback book explaining craps bets was a pretty good investment in that it at least pointed out the better wagers and showed me which bets to avoid.

Knowledge is power. And the casino is an expensive place to learn. Before playing in any casino, you need to decide which games you are going to try and then learn something about them before you risk a nickel. But you knew that didn't you? That's why you are reading this book.

You may have some idea of what a gambler looks like. Here is the picture that many people have.

He is a very sharp dresser. He wears custom tailored suits and \$800 shoes. He knows every casino game inside and out and uses keen instinct to pick his wagers. He drives an Aston Martin V12 Vanquish S, owns homes in Lake Tahoe, San Francisco, as well as London and Geneva, Switzerland. He usually shows up with a glamorous blonde (think Paris Hilton) hanging on his arm.

He is greeted by name as soon as he enters a casino. The casino personnel practically trip over themselves rolling out the red carpet for him. With his knowledge, money and demeanor, he must be truly feared by the casinos. *Right.* And as George Strait would sing to you, "I've got some ocean front property in Arizona."

If you are very rich or very foolish, then by all means draw this much attention to yourself. I once walked by a craps table that was roped off. There was only one player sitting on a high stool, high enough to reach the craps table. Dennis Rodman, the infamous NBA player, had the entire craps table to himself and was rolling the dice in the most bored manner I have ever seen. He probably dropped a bundle, just sitting there, rolling the bones and trying to look cool.

I have had the opportunity to play with numerous celebrities and I have yet to meet one who knew much about winning. Ever play with high rollers? They are usually the biggest losers at the table.

Before you decide to gear up your profile I want to remind you that casinos are businesses. They seldom fear most gamblers but if they do, they will quickly take countermeasures, including asking a player who wins too much to take his business elsewhere. In Nevada, casinos are considered private clubs and any patron can be asked to leave at any time.

A true professional recognizes that casinos don't particularly like consistent winners and he does everything he can to keep a low profile.

If Paris Hilton is coming to see you this weekend, don't plan on visiting the nearest casino and winning a bunch of money (besides with Paris you won't be thinking much about gambling, will you?)

True professionals dress to blend in. I don't mean that you have to dress like the average Las Vegas tourist with shorts, fanny pack and a shirt that clashes with your bright orange socks. It's okay to wear a decent shirt and a pair of pressed slacks. But you don't need to advertise to the world that you have money.

One thing I notice when I play in Vegas is the amount of jewelry that many men wear, especially ones who think of themselves as high rollers. Rolex watches, gold bracelets and heavy gold chains hanging down the front of their half exposed hairy chests seems to be the favorite costume of the loud mouth, in-your-face types of gamblers.

When I see one of these dudes swagger up to a gaming table, my reaction is probably just the opposite of the one they are trying to convey.

Once I spot the excessive jewelry, it spells out F-L-A-K-E in capital letters. Years ago I ran a low profile company that placed money with promising young companies. This was before "venture capital" had become part of Wall Street jargon. We usually referred to our financings as "deals," as in "I am trying to set up a deal with so and so."

I remember very well a man who came into my office wearing a gold watch and a lot of flashy jewelry. But that wasn't the best part of his act. He carried a nice leather briefcase with him and about ten minutes after we started talking, I heard a phone ring. He opened up his briefcase and answered his portable phone. Now, for you youngsters who grew up with cell phones, this was a long time before cell phones had been invented. This was a full sized telephone, with an elaborate battery pack, antenna and whatever else was needed to go portable back in those days.

When the phone rang, he answered it and I remember thinking that he had set this whole scenario up so that his accomplice would call him while he was in my office so that I could realize exactly *who* I was dealing with.

I did. And we didn't make a deal.

If you really want to make money off the casinos, I can't recommend enough that you play anonymously.

When I play, I tend to move around a lot. This is one of the benefits of playing in a venue like Las Vegas or Reno. If you wear out your welcome in one joint, there is another one right down the road.

One of the reasons I move around is that I don't want any one casino to peg me as a consistent winner. I also play anonymously. I don't use player cards and I don't play using casino credit. I'll share some of my exact techniques as we go through this book, but you have the idea at this point. If you want to win money, do it as inconspicuously as possible.

Timing

Casinos must offer their games to all comers. And in many jurisdictions they are open 24/7. They have no flexibility as to timing. You on the other hand can choose when to play or even *if* you want to play.

You don't have to play if you are tired. Or uncomfortable. Or don't like the atmosphere of the joint.

You can quit after a loss. When the casino starts to lose, it must continue playing, even if the players are cleaning up. You, on the other hand, can employ hit and run tactics. If you have a loss, you can stop playing.

On a brighter note, you can quit playing after a win. While casinos don't much care for winners, they know that if they can just keep the gambler playing long enough, the combined forces of player impulsiveness and the house edge will usually give the casino the chance to win everything back from the player.

To defeat this, all you have to do is leave after you have a nice win. Some years ago I was slumming it at the El Cortez in downtown Vegas. This place attracts a lot of really small players including a fair number of down-and-out types. While the dealers and other personnel are nice, they are used to grinding up and spitting out most players in short order.

The bosses aren't used to winners and as marginal as this place is, they probably can't afford to let too many players win and walk.

My friend and I had bought into a quarter craps table which allowed bets up to \$500. Most of the players were \$1 to \$2 players. Rick and I started out making \$5 wagers, but soon moved up to \$25 and larger bets.

Rick had a very nice roll which lasted ten to twelve minutes and we both moved up to making \$100 bets. At this point we had a floorman and a pitboss watching our action.

After Rick finally sevens out, I got the dice. As I picked them up, I experienced one of those moments when I just knew that I was going to roll some numbers. I bet \$300 on the pass line and backed it up with \$500 in odds once my point was established. I started making two \$300 come bets with full odds. After a couple of my come bets hit, I placed the six and eight for \$360 each. Thereafter each winning come bet was paying me between \$900 and \$1,300 and the place bets were paying off at \$420 a pop.

Rick started making \$200, then \$300 bets and taking full odds. Pretty soon we had our end of the table covered with black and green, and eventually purple \$500-valued chips. Every number I rolled was costing the house as much as \$2,500, counting the other wagers on the table.

The pitboss was soon joined by another boss who watched me intently.

The boxman engaged in the usual casino antics to interrupt and slow down my roll. New chips were brought in. The dice were examined every other roll. The dealers seemed to take longer to pay off the wagers.

It didn't matter. On this occasion I was in some kind of groove and I just kept rolling numbers. I lost track of time, but when the inevitable seven finally showed, both mine and Rick's racks were overflowing with black and purple chips.

As soon as my roll ended we placed our chips on the felt top and asked the dealer to color them up as we intended to leave.

The new boss introduced himself as the casino shift manager. He asked if we would like some drinks. We told him that we were tired and wanted to leave.

He then offered comp after comp. Did we need a room? Had we seen the show? (I didn't know they had one.) How about dinner for two in their restaurant?

This is probably one time I could have taken the comp without any harm being done, but I just politely thanked him.

As we were leaving he assumed an almost hurt look and gave us his business card with "Full RFB" written on the backs and his signature. RFB means we were entitled to a free room, food and beverages comp, courtesy of the El Cortez.

We looked around at a couple of street people staggering out the door and politely declined the invitation.

We walked out of there with over \$20,000 in winnings between us, after buying in for just \$300 each.

We left with our winnings intact. I can still see the boss's pained look as we walked with what he viewed as their money.

Timing. It's a great player edge.

Bet Variability

Casinos have to accept a range of wagers, limited only by the range of bet sizes accepted by the casino.

Most casinos are pretty careful about restricting the range of bets allowed. The reason is that if a casino allowed a large enough spread between the lowest and highest wagers, then a player could use the simple strategy of doubling his wager following every loss, and without a cap and with a large enough bankroll, the player would eventually win.

That's why all casinos place limits on both minimum and maximum amounts of wagers accepted in each game.

When Binion's Horseshoe Club was still run by the old mobster, Benny Binion, he would accept any wager a player wanted to make, so long as the player was willing to wager that amount as his first bet.

Some years ago, a player walked into Benny's joint in downtown Vegas with a suitcase filled with cash. He told the dealers he wanted to make one wager at the craps table.

Bosses were called in and the cash was counted. Per the house policy at that time, the player was allowed to make a \$777,000 wager.

He wagered on don't pass, betting that the shooter would not make his point. The shooter's point was a six, which is an easy number to make. The shooter rolled a couple of numbers, then rolled a seven, a win for his wager.

The player walked out with his original cash, plus \$777,000 in winnings. Now days, the feds would have a fit over this transaction as they require U.S. casinos to report any cash transactions over \$10,000. I guess the tax boys might have lost this one.

Benny was only too happy to accept this wager. Rumor has it that the same player came back a couple of months later and lost it all back.

Barely literate, Benny was an expert at reading people. "If you want to get rich, make little people feel big . . . good food cheap, good whiskey cheap and a good gamble. That's all there is to it, son," is how he summed up his casino philosophy.

Once when he was asked to compare his Horseshoe Club with the much glitzier Strip joints, Binion said, "We got a little joint and a big bankroll, and all them others got a big joint and no bankroll."

Most gambling experts recommend that you increase the size of your bets as you win. The most common approach to doing this is to parlay a winning bet, which means to leave both your original bet and your winnings up for a second possible win. With even money bets, this approach will win, on the average, just once every four attempts. When you try this approach, you are giving up a win you already have for the chance of getting two wins in a row. This is sort of like trading the proverbial bird in the hand for the one in the bush.

A more reliable way to make money is to increase the size of your bets after losing. The inveterate gambler, Arnold Rothschild once told F. Blanc, operator of the casino in Monte Carlo, "**Take off your maximum and I will play against you as long as you like.**"

Rothschild was undoubtedly alluding to the power a player has of eventually winning if he can double his wager following losses and continue doubling it until he has a win.

While I don't recommend using this exact procedure, there is no question of the power of increasing your wagers following losses, on a limited and controlled basis.

There is a place for increasing your wagers following wins. However, instead of increasing the size of an individual wager following a winning wager, the better procedure is to gradually increase the size of your buy-ins and base wagers as your winnings build.

I will show you exactly how to use this technique to make the casino bosses sweat bullets a few pages from now.

Create and Use a Winning Strategy

One time when I was playing in downtown Vegas at The Mint, a boss watching me play craps noticed that I was using some kind of system and commented to the boxman, "We love system players. We'll pay for the cabs to bring them in from the airport."

Of course he was just being a wise ass and giving me the business.

He wasn't smiling as broadly when I cashed out thirty minutes later a clear winner.

Casino bosses tend to think of system players as somewhat fanatical players who will pursue a system to the bitter end and eventually lose all of their money to the casino. Unfortunately, this fits the way some system players play, but not *Tracker Roulette* players.

Make no mistake about it. As a *Tracker Roulette* player you will be using a system. However, you will be employing a system with an enviable win record.

When you use it, you will find yourself easily winning 84% to 85% of the games you play.

What's more, if you apply the system the way I am going to show you, you will never give back much of your winnings to the casinos. As incredible as it may seem at this point, you will be using a strategy that is just about invincible. I hate to say that it is infallible, because nothing created by humans ever is, so let's just say that it is pretty darned reliable.

After you learn to use it you will agree that the ability to create and use a winning strategy is a very powerful player weapon in your efforts to overcome the casinos.

Adaptability

Casino dealers use the same strategy over and over. Why not, it has certainly provided enviable profits for most casinos. Yet, as a player you have considerably more liberty in how you play.

Let's consider the roulette game. A casino will book all wagers marked on the roulette table, subject only to the house maximum and minimum wagers. If you wager on red or on the first dozen, the casino must accept your wager.

You, on the other hand, have considerable latitude in how you wager. You can wager on red. Or black. Or skip wagering on the next spin.

You can increase the size of your wager. You can reduce it. You can lock up your winnings at any time and the casino must allow you to withdraw from the contest with your winnings intact.

You can limit your losses to small amounts, yet let your winnings escalate.

You can scout the tables for ideal playing situations.

If you are playing blackjack, you have considerable latitude over how you play each hand. The blackjack dealer, in contrast, has no latitude whatsoever and must play each hand in accordance with the house rules. If the house says stand on any seventeen, then the dealer must, even if you have an 18 and she knows she will lose by not taking another card.

You can watch for certain patterns of decisions and time your wagers accordingly.

You can wait for streaks and only wager during favorable streaks.

In short, you have a great deal of flexibility, while the house has very little. But, as we have seen, the house has a powerful ally. The player, with his own impulsiveness, is the greatest ally of the house. **Most players manage to defeat themselves, sort of like the gunman who shoots himself in the foot.**

As a *Tracker Roulette* player you will learn exactly how to exploit certain casino weaknesses inherent in the roulette game. And the casino has no choice but to continue to spin the wheel and give you the opportunity to win, even after you have won thousands from them!

Discipline

Everything has a price. To become a consistent winner you will have to learn a certain degree of discipline in your play.

Just having a game plan will put you ahead of 90% of the players. However, even having a well developed plan of attack may not be enough to win. The casino is a wily opponent that prevails over 95% of all gamblers and the task of beating it requires that you are in tip top mental condition when you play.

That's why I recommend -

1. If you are tired, frustrated or have too many things on your mind, don't play.

While you will be using a system with a number of firm guideposts, you will still need good judgment to apply them. One decision you will always have to make is the decision to continue playing or quit playing. I have found that I almost invariably make the wrong decision and overstay my welcome at a table if I am playing when I am tired or distracted.

Why? Hard to say. But psychologists believe that most gamblers are self-destructive. Before you protest that this doesn't apply to you, why not just accept my advice to avoid play when tired or distracted. I know that your play will improve.

2. If your anxiety level is too high, don't play. Don't play if you can't concentrate on the game. If you are next to an unruly player who is upsetting you, why not change tables?

If you are thinking about some nagging problem and your mind keeps drifting off, you should take a break until you are ready to concentrate on the task at hand.

You might wonder why a professional needs to be concerned with these kinds of distractions. I'll tell you why. You have already picked a tough opponent, in even going

up against the casino. You don't need to fight your own impulses or negative thoughts in addition to battling the casino environment.

There's another reason. I consider it critical to start every casino session with a win. With a win under your belt, your confidence level will increase and it will help put you in the mood to do battle with the casino.

Besides, it is no fun to start off a session with a loss. **Sometimes it's tough to win, but it is even tougher to get even, starting with a deficit.**

3. Don't play if playing conditions make you uncomfortable. I don't like to play in crowded conditions. If I can't find a table where I am comfortable, I won't play. Not too long ago I was playing roulette in a small casino in Las Vegas that caters to locals. I was seated at the table and a loud, obnoxious young male player stationed himself behind me and continuously reached over my right shoulder to make his wagers, usually brushing against me in the process. The dealer didn't say a word even though he was clearly bothering me and several other players. I thought about putting him in his place and then realized that my blood was starting to boil and that I was not enjoying playing any more. I was thinking about the man behind me instead of concentrating on playing my game.

Once I thought about it, I realized this was really a no win situation for me. Even if he left or moved to a different spot, I was already distracted and no longer focused on playing. I did what I hope you will do. I took a break and walked over to the coffee shop. There I recorded my winnings from the last game and relaxed for a few minutes with a cup of coffee and some people watching. By the time I walked back into the casino playing area I had pretty much forgotten about the incident and I felt refreshed and ready to resume play.

4. If you harbor negative thoughts about winning, don't play. If you are getting negative vibes from a table, don't play. There is a well known story of a blackjack pro attending a players' banquet on the day before a big tournament. One of the diners kept talking about how hard it was to win tournaments. The pro picked up his plate, utensils and glass and moved to another table. He moved because he didn't want to be around negative people.

5. Don't play if you feel that you can't correctly play your own game. I have really

developed a dislike for taking novice players with me to casinos. If they know my background they expect me to win. Invariably, I end up spending time coaching them or answering questions, and I don't end up playing my game. I have decided that it is really better for me not to play at all when I am forced to act as the entertainment director instead of being free to play my own game. For instance, I may very well change tables or take frequent breaks when I am playing the way I like to play. With others, I feel a little strange walking off and leaving them playing, or forcing them to take a break on my terms when they may not be ready. I really prefer to play alone, and I have learned from experience that playing as part of a group throws my game off. My best game plan is to not play at all under these circumstances.

6. If you can't quit in accordance with *Tracker Roulette Strategy* rules, then don't play. For many people it's almost impossible to quit winners. Can you imagine how hard it is to quit after losing? Yet, this rule is by far the most important one to master. If you can't walk away accepting a small loss, then you are not likely to become a consistent winner.

As we get into the nuts and bolts of the system, you will see that every component of it builds on controlling the size of losses and on achieving ***Profit Goal*** amounts. Both are easy enough to do, but you must have the discipline to walk away from a table -either with winnings in hand or accepting a small loss.

Watch Your Money

It takes time, money and a solid strategy to win at gambling. This chapter concentrates on the money side of gambling.

Surprisingly, if you learn to control the money aspects of gambling, everything else will fall into place.

Consider the time aspects of gambling. The casino relies heavily on persons not being concerned with how long they play. Let me rephrase this. **The casinos go out of their way to create an atmosphere where you not only lose all sense of time, but become so enchanted or bedazzled by the experience that you lose track of most other aspects of reality.**

Several years ago, my female companion of the time was quite a slot machine addict. I thought I knew something about the effects of slot machine addiction but she brought my education to new levels.

I met her in a casino which should have given me a clue. I was visiting some friends who live in Las Vegas and they took me to their favorite steak house at Texas Station. After we finished eating (it was delicious by the way), we decided to gamble.

Marie, the female part of the couple I was with, loves video poker and she went off by herself to play her favorite machine.

Her husband, Arnie, was a burned out gambler who decided to watch a basketball game on a big screen television.

The roulette table was full so I moved to the nearby craps table. I played for about thirty minutes, picked up almost \$400 in winnings and decided to take a break.

I met Arnie in a lounge and Marie joined us shortly, bringing along her friend, Tina. Like Marie, Tina liked the machines and that's when my relationship with Tina began.

During this time I was frequently in and out of Las Vegas, and I started calling Tina whenever I came to town.

She was quite a bit of fun, but it wasn't too long before I noticed that no matter where we went or what we did, the evening always ended with her playing slots.

While she had her favorite spots, it didn't really matter to Tina where she played. She would play slots any time, anywhere, for any occasion.

I hadn't thought too much about this until one night when we had gone to the Orleans. After a nice Italian dinner, I played roulette for a while and she wandered off to one corner of the casino where she liked the machines.

I was using *Tracker Roulette*, so that there was no question about how long I would play. I played long enough to win one game, took a quick break, resumed playing, won a second game and then I decided to look for Tina.

When I finally found her I walked up behind her, tapped her on the shoulder and said hi.

She mumbled something back and kept on playing.

I stepped into her view, smiled and asked her how she was doing.

Another mumble and she continued to play.

I decided to just plop down on a stool two machines over and watch.

Tina played another twenty minutes before she noticed me. She finally looked at me and said, "When did you get here? Why didn't you tell me."

I just smiled and said, "You looked so lovely playing that I just wanted to watch you for a while."

The truth was that she acted like she was in some kind of trance. I now have my own theory that many of the machine players actually enter some form of trance when playing.

This may be true with some table players as well. At any rate, many players play way longer than they should and may even, like Tina, become unaware of their surroundings.

Many years ago, one memorable evening at the Desert Inn, I started playing craps around midnight. I was up and down all night and before I realized it, the day shift was coming in to replace the dealers I had played with all night.

I counted my chips. I was up \$42. Pretty poor pay for seven or eight hours of hard work. I was fortunate that I was actually up. I had been playing with a loss limit, which I never hit.

However, I never made enough winnings to call it a game, so I just played all night, with my bankroll moving up and down in a tight band, never hitting either of the limits I had set.

The moral of this story? Add a little judgment to the rules I am going to give you. If your normal game takes thirty minutes and you have already played for an hour or so, it's probably time to take a break.

The normal result of all night playing sessions is that usually you will ring up some pretty sizable losses.

Your Bankroll

Your bankroll is not the amount of money you have with you. It is a specific amount of money, set up to be used strictly for gambling.

Since *Tracker Roulette* has a preset bankroll level for each level of play, you will know in advance exactly how large a bankroll you will need.

The size of your bankroll for *Tracker Roulette* is determined by the minimum size of wagers you will make.

The most common minimum wager for outside wagers at roulette is \$5 and this is the bankroll level you are most likely to use as your minimum starting point.

If you play in online casinos, you can find many casinos accepting \$1 minimum bets. If you want to get in some practice with the system without running much risk, you may want to play online, using \$1 bets.

You can just as easily play at \$10, \$15, \$25 or even \$50 minimum wagers. So long as a table allows the range of bets required for a particular level of play, the only limiting factor is the size of your bankroll.

A good starting point for determining your bankroll is to decide where you want to play, check out the minimum roulette wagers to see what they accept for outside bets, and then create a bankroll adequate for this level.

I am going to give you minimum levels of the bankroll you will need for each level of play. Please keep in mind that these amounts are the *minimum levels* you need for play. **I usually try to have at least two times the amount of bankroll needed.**

I do this because I don't like to feel any more pressure than I already feel after I have a loss.

A key ingredient of *Tracker Roulette* is to have adequate cash reserves so that you can come back after a loss and actually play at a higher level for a game or two. Once you see the complete strategy, you'll understand why.

In order to do this, you need to feel confident about your bankroll. If it is going to take most of your bankroll to move to this "back up" level, then you are probably undercapitalized.

There's another reason I like to play with more money than I really need. Whenever I do have a loss, I don't like to be down to just a few chips after losing. For me at least, there is a greater psychological sense of loss if I have lost most of the chips I am using for a single contest with the casino. Therefore, I buy in for larger amounts than I really need knowing that if I stick to the rules, I will never lose all of my chips.

Donald Trump said, in *The Art of the Deal*, "Protect the downside, and the upside will take care of itself."

This is one of the reasons I talk about losing so much. Anyone can be a good winner, but it takes some real courage to walk away with a loss. I am here to help supply some of that courage.

Building a Bankroll

There are as many ways to create a gambling bankroll as there are ways to make money.

You can -

- **Set aside a certain amount every week until you have enough money.**
- **Take some excess money out of a savings account.**
- **Set up a special bank account or saving account as your gambling fund.**
- **Engage in some special money making activities, such as a garage sale, and use the proceeds as your gambling fund.**

What I don't want you to do is -

- **Spend your Christmas fund on gambling.**
- **Cash in your kid's college fund and use it for gambling.**
- **Take the rent money and blow it in a casino while your are warming up.**
- **Go to an ATM and withdraw the money.**
- **Get a cash advance from your credit card.**
- **Steal money from your spouse.**

Your gambling bankroll should be money that is extra and specifically available strictly to be used for gambling. You're probably wondering why where the money comes from is any concern of mine.

Actually, it isn't. You can do what you damn well please anytime you want and there is not a thing I can do or want to do. I am just passing on some of the gems I have gleaned after years of beating my brains out going up against the casinos.

In my humble opinion, the amount of pressure you will face with the casinos as your antagonist is formidable. Nonetheless, there is no question they can be beaten and I am going to give you the tools to do that.

But, to paraphrase Nick the Greek - *the casinos don't need to beat you when you will beat yourself.*

That's what my little homilies are all about. I am trying to help you reduce the amount of pressure you will have when you are gambling.

If you are under money pressure, this will influence your gambling.

Not long after the casinos first opened in Tunica, Mississippi, I had a business trip to Memphis, Tennessee, just 45 minutes drive from Tunica. I decided to see what the new casinos looked like and I ended up staying a couple of night in Sam's Town, which at that time was one of the larger hotels.

I had a wonderful stay and ended up making quite a bit of money. As you are probably not surprised to hear by now, I spent a lot of time at the craps tables. There was one thing I noticed in these casinos, more than I normally see in Vegas or some of the other places I play.

There were many players who would give the dealers a single twenty dollar bill and get exactly four five-dollar chips in return, as the craps tables required five dollar minimum bets.

Now, even with zero knowledge of gambling, you can see that these folks were playing short-handed.

Most of these minimum buy-in players were undoubtedly poor, as Tunica, Mississippi, was in one of the poorest counties in the country prior to the casinos coming in.

These people had little cash and high hopes. Unfortunately, I didn't see a single one of these players last much more than five minutes at the tables.

If your timing was perfect and you were extraordinarily lucky, craps is the one game where you could conceivably turn \$20 into \$5,000. But it is not likely.

The way we will gamble is we will come to the table with the correct amount of money for a given level of play, play for a predetermined time period or target amount of winnings, and most likely walk away with winnings in hand.

Instead of starting with \$20 and winning \$5,000, we will more likely buy in for \$300 and, in less than thirty minutes, walk away with a \$50 to \$90 win in hand.

Games

Your bankroll will be large enough to allow you to play a certain number of games of roulette.

A game is just what it sounds like. It consists of the time you spend at one table until you hit one of your "triggers" telling you that the game is over.

These triggers are:

- a. Losing a betting series**
- b. Winning the predetermined number of betting series**
- c. Completing the bets shown on the *Tracker Roulette Automatic Playmaker***

Everything about playing a game is predetermined.

- The amount you will convert from cash to chips to play a game is predicated on your level of play.
- You will buy in for a higher amount if you are making \$10 minimum bets instead of \$5 minimum bets.
- Before you start a game, you will feel much like an army general who has mapped out a complete battle plan.
- You will know your objectives and the resources you will commit.
- You will know when it is time to "cut and run" because the battle has gone against you.
- You will have a plan on what to do after a victory or a loss.

The Betting Series

The core money control concept is the betting series used to plan your bets.

I am not going to go into the details of this now as it has its own chapter. I will tell you that every level of play has its own betting series.

If you are a \$5 bettor, you will use a certain predetermined series of bets for that level of play.

As a \$10 bettor, you will have your own series, geared for \$10 wagers.

A \$25 bettor has his own betting series.

And so on.

Here's how this fits together.

Your level of play determines the betting series.

The betting series you will use determines the amount of money you need for a game.

Your game buy-in determines your gambling bankroll.

In addition, use of the betting series itself determines when a game is over.

If you lose an entire betting series, you will quit playing and you will have a losing game.

Once you complete the number of wagers as shown on a ***Tracking Form*** you will use to guide your betting, you will have hit your ***Profit Goal*** and the game will be over.

I have done everything possible to make the decisions of when to quit a game as automatic as possible. This is designed to not only protect you from the casino, but to protect you from yourself.

Loss Limits

Because of the way that ***Tracker Roulette*** is set up, you will never have to use much judgment to know when it is time to quit.

You will never have an all night game because you don't hit either a loss limit or hit your ***Profit Goal***.

You will know when you have hit your loss limit because you will have lost the last wager in your betting series.

After a loss, you will take a break from play. Go for a walk or head to the coffee shop. Or quit gambling for the day.

The key thing is to remove yourself from the casino environment. It is usually not enough to just walk around the casino a few minutes and then resume play. You want to get totally away from the casino atmosphere.

As a minimum, just do something other than continuing to play.

You have probably gotten the idea by now that just about every aspect of ***Tracker Roulette*** is fairly mechanical. That's true as far as it goes, but it all depends on the actions of the human in charge. You!

I know that you have iron will power and that a loss won't bother you, but let me share with you some of my own foibles and weaknesses.

I can't stand to lose. There I said it. When I was a kid I never wanted to quit a game of Monopoly until I won. I hated to lose so much that I would literally invent new rules to come up with more money so that I could stay in the game. As you can well imagine, before long I had a hard time finding people who were willing to play with me.

My adversity to losing has stayed with me. As an adult, I realize that losing is as much a part of life as winning, but that hasn't made me a better loser.

So bear with me when I rant a little bit about losses. I hate them. And, there is no reason for you to like them either. Unfortunately, they come with the territory and my job is to give you the tools to help overcome the sting of the occasional loss.

Your ultimate safeguard against losing money in a casino is your Loss Limit. There is only one acceptable reaction when you hit it. You must quit playing.

I want you to make this an automatic reflex, like reaching out to catch a ball tossed to you. When you have a loss, you will quit playing. It's the major weapon we have to protect our downside.

Profit Goals

Most gambling writers advise you never to set a limit on your winnings. While this may be sage advice, I also recall the old adage for stock market speculators that "Trees don't grow to heaven."

If you are in a winning streak, it is hard to know when it is over.

Do you quit after losing one bet? What about losing two in a row? Why not just double your wager, recoup your losses and keep on playing?

Knowing when a winning streak is over is not something that comes automatically. I have some rules of thumb that I have developed over the years, but nothing that I would consider a reliable system.

The best way to know when to quit is to set a *Profit Goal* and quit when you hit it.

Tracker Roulette does just that. **However, instead of setting a minimum dollar win, *Tracker Roulette* does it by telling you when you have had enough wagers in a game.**

You won't have to count bets or check your watch. I have set up a simple tracking form you can use.

You'll know exactly when to quit when you use this form. It will keep you from getting into long games, where the house chips away at your winnings, and it will keep you from overstaying your welcome in any game.

Hit and Run Revisited

Every aspect of *Tracker Roulette* is based on the "hit and run" philosophy of gambling.

Once you integrate Loss Limits and *Profit Goals* into your play and in addition use our Tracking Form, your play will be geared automatically to the hit and run concept.

The 90% Rule

I have talked about *Profit Goals* and a number of other aspects of the *Tracker Roulette Strategy*.

I don't want you to get the idea that everything about winning is totally automatic. It isn't. And, sometimes if you try to follow the rules without variation, you may end up turning a win into a loss.

Which sort of defeats the purpose of the rules.

That's why I have developed *the 90% Rule*. Simply stated it means that *sometimes close enough is good enough*.

Let's say that you are a \$5 better. You've studied this book and noticed that you will win an average of about \$80 for a game played at this level.

Now, let's suppose you are struggling at a table. You have just gone up to the second highest wager in your betting series twice in a row. This is not one of your easier games. You check your chips and see that you are up \$72. So you decide to play one more betting series.

Now, I am going to ask you, why? Why not settle for a \$72 win. Or a \$60 win? Or even a \$50 win?

Notice that \$50 is not even close to 90% of \$80. So even my 90% rule has a fudge factor.

The point is that if you are struggling and then manage to get ahead, go ahead and quit. I can remember a number of times where I ended up prolonging a game and even turning a win into a loss by playing longer than I should have.

Sometimes, you have to listen to the inner voice we all have that may be telling you, "This is a lot harder than it should be," or "I don't feel good about playing here."

It's always better to quit with a win than wait until it turns into a loss. After you have played a few games you'll develop a sense for how an average game feels and how hard a game can be at times.

Just remember that even our Profit Goal amounts are just there to serve as a guideline and that sometimes close enough is good enough.

Roulette: Rules of Play

My favorite three table games are craps, roulette and mini-baccarat. Roulette is the most popular of these games and can be found in casinos around the world. It is a game of chance, but by using the procedures I am going to teach you, it can be turned into a game of skill for brief periods.

Figure 1 shows a roulette wheel. The dealer spins it in one direction, then spins a ball in the opposite direction within a groove in the wheel. There are baffles which cause the ball to bounce randomly before finally coming to rest and landing in a slot representing the winning number.

Roulette is easy to play and a wide variety of wagers can be made. The American version is fairly fast with the dealer spinning the wheel from 80 to 110 times per hour.

The French version of the game is more leisurely with only 30 or 40 spins per hour.

American roulette has eighteen red numbers, eighteen black numbers and two green (zero and double zero). European roulette has the same number of red and black numbers, but only one green number - zero.

Figure 2 shows the roulette layout for the American version of the game. All bets, in the form of chips are placed on this layout.

Figure 1.
American Double-Zero Roulette Wheel

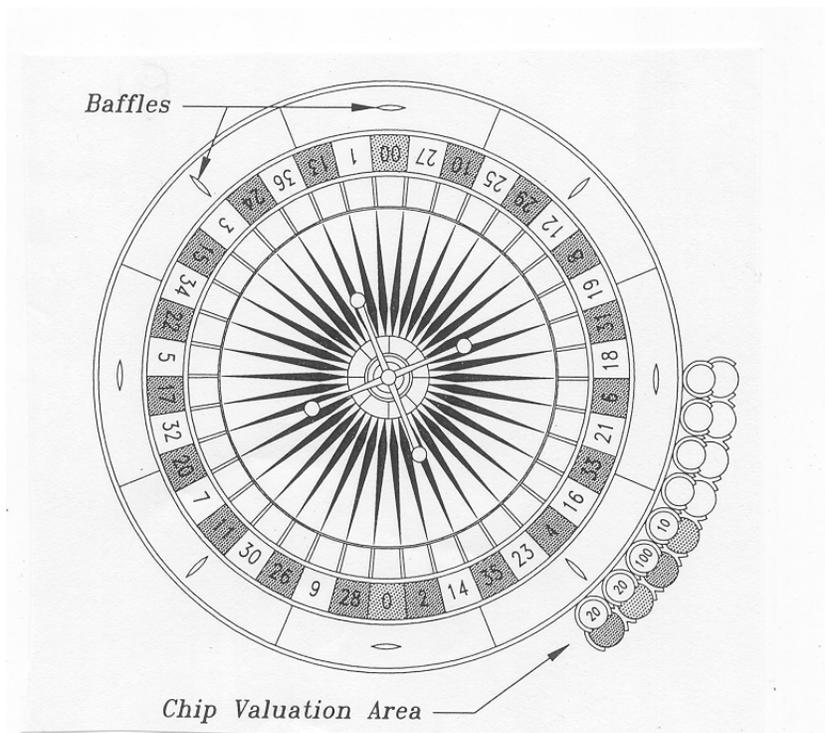
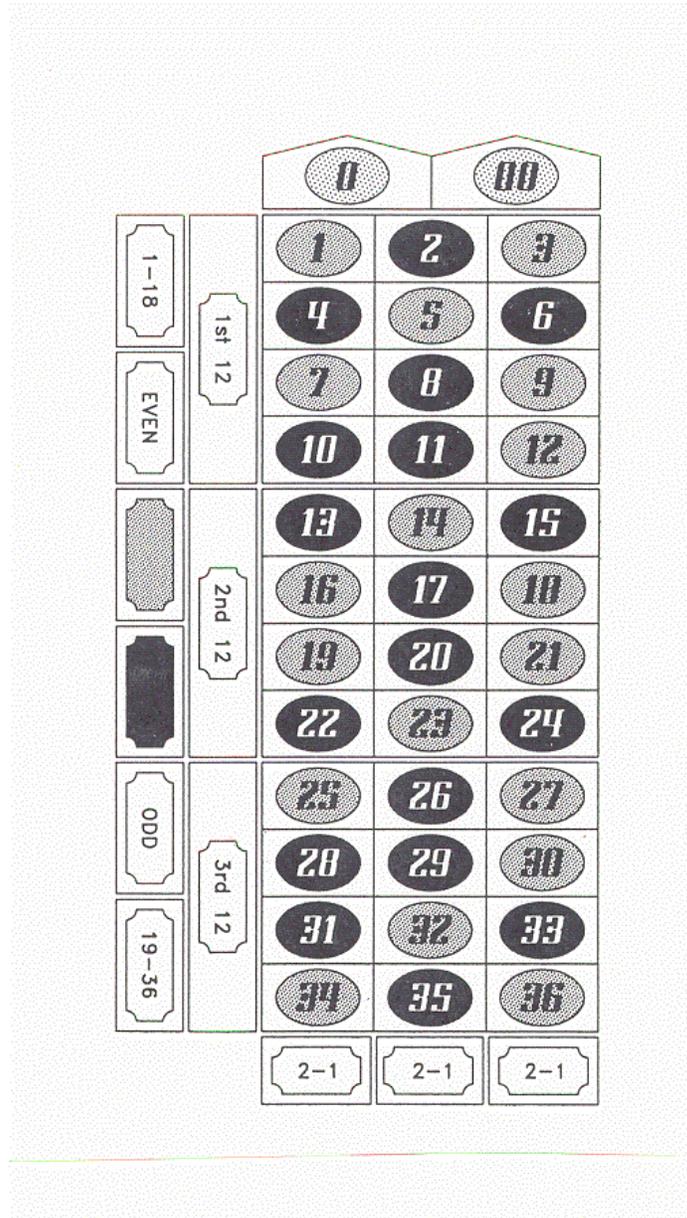


Figure 2.
The American Roulette Layout

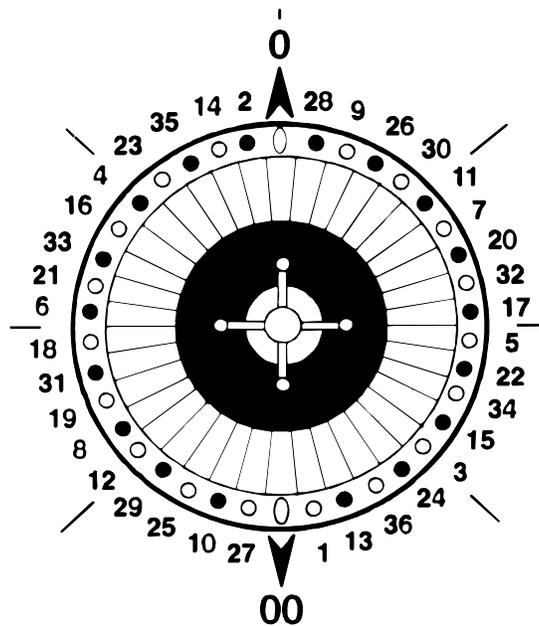


The bets are basically the same in the French and American versions of the game, with the principal difference being that the American wheel has both a zero and a double-zero on it.

The French wheel has numbers 1 to 36 plus a zero. It is the zero that accounts for the house edge of 2.70%. This percentage is cut in half on the even-money wagers in European casinos, where these bets are placed *en prison* when a zero shows up. They

remain on the table "in prison" until the next spin. For even-money wagers that win, the bets are returned; for those that lose, the casino takes the wager. A second option is also offered, that of *le partage* (sharing). With this option, when a zero comes up, a player with an even-money bet keeps half his wager and gives up half. Another name for this option is *surrender*. In Britain no choice is allowed, only *le partage* is allowed.

Figure 3.
The American Roulette Wheel



With the *en prison* and *le partage* rules in force, the house edge is reduced to about 1.38% for even-money wagers.

The American wheel, with the addition of the double-zero, offers the same payoffs on wagers, but the extra zero increases the house edge to 5.26%. When a zero or double-zero occurs, all wagers lose, including all even-money bets.

The game is played with a wheel containing 37 numbers in the European version (1-36 plus zero) and 38 numbers in the United States version (1-36 plus zero and double-zero). The numbers are printed on spaces marked on a wheel and separated by metal dividers called frets. The numbers do not run consecutively and there are different layouts for the French and American wheels.

Figure 4.
The European (French) Roulette Wheel

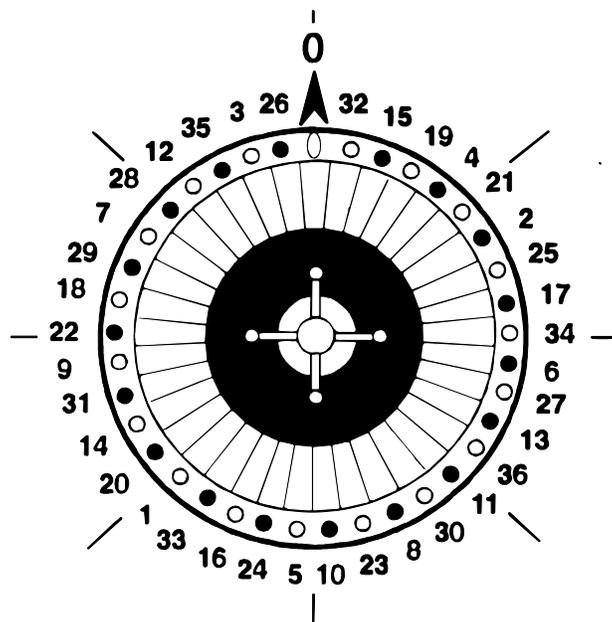
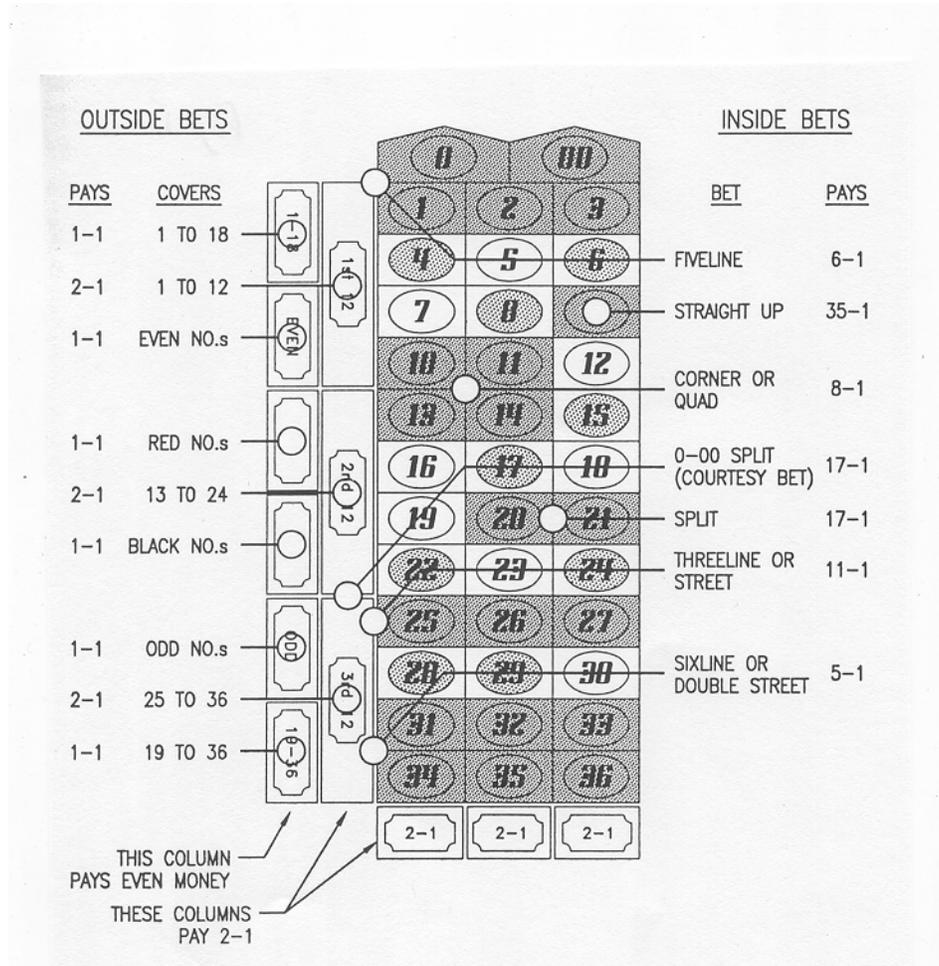


Figure 5.
Table Layout and Wagers - Double-Zero Wheel



Wagers are made by placing chips in various positions on the table. The American tables are much smaller than the French ones, and the players can usually reach the portion of the layout on which they wish to wager and therefore place their own wagers. In the French version, the table is much larger, and the croupiers use a rake to place and pay wagers.

In either game, the croupier or dealer will assist a player wishing to make a wager.

The casino allows you to bet all of the numbers, including the 0 and 00. If you bet any of the numbers "straight up" and your number comes up on the next spin of the wheel, you will be paid 35 to 1 (you will have your original wager, plus chips equal to 35 times your

wager). You can also bet different combinations of wagers, including two, three, four, five and six number bets, as well as dozens, columns, red or black, odd or even and high or low.

The players make their wagers by placing chips on the spaces of the layout in any manner allowed by the rules. The dealer starts the wheel spinning, then flips the ball on the bowl's back so that it travels in the opposite direction of the spinning wheel. Players may continue to place bets while the ball and wheel are still in motion until the dealer announces "no more bets." In the French version, the dealer will state "*rien ne va plus*", meaning the same thing. Bets placed on the layout after this announcement are not valid and will be returned to the player.

When the ball comes to rest, it marks the winning number, the winning color and any other combination bet made. The dealer announces the winning number.

After the wheel has produced a winning number, the dealer will place a dolly on the corresponding number on the layout, and began clearing the table of losing bets before paying off the winning bets.

In the American version of the game, the chips are cleared by hand. In the European version with its larger table, the croupier (dealer) uses a stick to gather up the losing wagers.

From the moment when the dealer signals *No More Bets* to when he removes the dolly from the winning number, you cannot place any bets or remove your winnings. You are required to wait until the payoff process is complete, which is when the dealer removes the dolly. Only after the dolly has been removed can you pick up a winning wager.

On the first spin, the dealer has no fixed point from which to spin the wheel or ball. Thereafter, he will spin both from the position of the winning pocket of the preceding spin.

The area on the layout with the 38 single numbers (36 red and black numbers, plus the green colored 0 and 00) is where *inside bets* are made.

The areas in the two adjacent sections are where *outside bets* are placed. The table minimum applies to each of these areas separately, which means that at a \$5 table (a table requiring a minimum of a \$5 bet), you can't bet \$3 on red and \$2 inside. You must pick one or the other and wager at least \$5 each.

Figure 3 shows the different payoffs possible from inside and outside bets for American roulette. The house edge for all wagers is 5.26%, with one exception. The *five-line* wager, which is an inside bet covering the 0, 00 and the numbers 1, 2 and 3, gives the house a 7.89% edge.

The object of the game is to cover any single number or combinations of numbers that become a winner. In wagering you can wager anywhere from one number or all 38 numbers, the casinos really don't care.

Incidentally, the most popular single number is 17, which is the number in the center of the layout and the one that James Bond preferred.

Inside Bets

The Straight Up Bet (*French - En Plein*)

You can bet as many single inside numbers as you wish. If you want to, you can wager on all 38 (37 on the European wheel). You place your wager directly on the number you wish to bet. If your number hits, you will be paid off at 35 to 1. The house edge on this wager: Double-zero wheel = 5.26%, Single-zero wheel = 2.70%.

Split Bet (*French - A Cheval*)

This bet covers two numbers at once. To make it, place your wager on the line separating two numbers. If either of these numbers shows, you will be paid off at 17 to 1. A split can also be made between 0 and 00 on the American wheel by placing a wager between them. However, if you are too far away to make this wager, most casinos will allow you to make this wager by placing your chips on the line separating the Second and Third Dozen boxes. The house edge on this wager: Double-zero wheel = 5.26%, Single-zero wheel = 2.70%.

The Street Bet or Three Number Bet (*French: Transversale*)

This is a wager on any of three numbers hitting. Make this wager by placing your chips on the outside border of the three numbers you wish to bet on. If you win you are paid off at 11 to 1. The house edge: Double zero wheel = 5.26%, Single-zero wheel - 2.70%.

The Corner, Square or Four Number Bet (*French: Carre*)

This wager covers four numbers at once. However, this wager can only be made on four numbers whose corners intersect to form a square. Make your wager by placing your chips on the intersection of the four number boxes. If you win, you will be paid 8 to 1. The house edge: Double zero wheel = 5.26%, Single-zero wheel - 2.70%.

The Five Number or Fiveline Bet

This bet can only be made on the American Wheel with its 0 and 00. It is a single bet that one of the five numbers 0, 00, 1, 2 or 3 will show on the next spin. You make this bet by placing your chips where the line between the 0 and 00 and the 1 meets the border of the layout. This bet pays off 6 to 1. The house edge: Double zero wheel = 7.89%

The Line Bet or Six Number Bet or Sixline Bet (*French: Sixain*)

This bet covers six numbers at once and is made by placing your wager on the outside borders of the line separating two sets of numbers. This bet pays off 5 to 1. The house edge: Double zero wheel = 5.26%, Single-zero wheel - 2.70%.

Outside Bets

The Column Bet (*French: Colonne*)

This is a wager that one of the numbers in that column of numbers will hit on the next spin. You place your chips on the bottom on that column in the area that says 2-1. This wager pays off at 2 to 1. The 0 and 00 are not considered parts of any column. The house edge: Double zero wheel = 5.26%, Single-zero wheel - 2.70%.

The Dozens Bet (*French: Douzaine*)

This wager is on one of a dozen consecutive numbers hitting. The numbers covered are: 1 to 12, 13 to 24 and 25 to 36. You will make this wager by placing your chips in a box labeled 1st 12, 2nd 12 or 3rd 12. If any one of the numbers in your group hits, you win the wager, which pays 2 to 1. The house edge: Double zero wheel = 5.26%, Single-zero wheel - 2.70%.

The Odd and Even Bets (*French: Impair et Pair*)

This wager is made by placing your chips in one of the boxes labeled Odd or Even. There are 18 odd numbers and 18 even numbers of either the American Double-zero or European Single-zero wheels. The bet pays off at even money. The house edge: Double zero wheel = 5.26%, Single-zero wheel - 2.70%.

High or Low Bets (*French: Passe et Manque*)

You can make this wager by placing your chips on either box marked 1 to 18 or 19 to 36. It is a wager as to whether the next number will be a high (19 to 36) or a low (1 to 18) number. There are 18 high numbers and 18 low numbers on either version of the roulette

wheel. The bet pays off at even money. The house edge: Double zero wheel = 5.26%, Single-zero wheel - 2.70%.

Red or Black Bet (*French: Rouge et Noir*)

The Red or Black wager is the most popular of the even money wagers and has the same odds as the Odd and Even Bets and the High and Low Wagers. Make this wager by placing your wager in the box colored either red or black. The house edge: Double zero wheel = 5.26%, Single-zero wheel - 2.70%.

Summary of Roulette Bets

Type of Bet	Payout
American term	
<i>French term</i>	
Straight or single number	
<i>En plein</i>	35 to 1
Split or two numbers	
<i>A cheval</i>	17 to 1
Street or three numbers	
<i>Transversale pleine</i>	11 to 1
Square or Four numbers	
<i>En carre</i>	8 to 1
Line or Six numbers	
<i>Sixaine or transversale simple</i>	5 to 1
Dozen (1st, 2nd, 3rd)	
<i>Douzaine (premiere, moyenne, derniere)</i>	2 to 1
Adjacent dozens (only on French wheel)	
<i>Douzainea cheval</i>	1 to 2
Column	
<i>Colonne</i>	2 to 1
Adjacent columns (only on French wheel)	
<i>Colonnea cheval</i>	1 to 2
Red or black	
<i>Rouge or noire</i>	1 to 1
Odd or even	
<i>Impair or pair</i>	1 to 1
High (19-36) or Low (1-18) <i>Passe or</i>	
<i>Manque</i>	1 to 1

In the American version of the game, each player is issued a different colored chip, so that no two players play with the same color chips. Typical colors used are: white, yellow, blue, brown, red, green and purple. These chips themselves have no value as a player determines the value of the chips when he buys in. For instance, one player's chips may represent \$.25 each, while another player's chips may be worth \$1.00 each. The dealer "marks" the value of each color chip with a button.

A player using the colored roulette chips should never leave the table with the colored chips, as they may not be cashed in or used in any other casino game. When you are ready to leave the table, ask the dealer for color and he will change the roulette chips for regular casino chips.

In the French game, chips represent fixed amounts, such as five francs, twenty five francs and so on. You need to watch your own wagers like a hawk as *there is no difference in color to differentiate your wager from anyone else's*. Consequently, there are many more disputes in the French game, and more than once another player has tried to grab my winnings. I have found that it pays to stand firm in these matters and that if the dispute can be resolved in no other way, the house will pay both players.

Because of the size of the French table, you will require the croupier's assistance in playing many of your wagers. An experienced croupier will remember your wager (especially if you tip after winning a large payoff) and can be your ally when these disputes arise.

Please bear in mind that the bets shown in this chapter are not part of this book's recommended strategy. This is strictly an accounting of the rules and procedures of the roulette game, as well as some of the bets that can be made.

If you have never played roulette, you should really take some time and watch other players in the game. If you never have done this, you're sure to find this entertaining and interesting.

Gambling Systems

Ed has had a bad day. In fact, he has had a terrible week. Giving the matter further thought, he decides that most of his life has not been too hot. When he plays roulette, he decides to bet on black which reflects his mood.

Cathy, was born on 6-21-60. Her favorite numbers come from this date, so she bets on 6, 2, 21, and 0. Sometimes her system works and sometimes it doesn't, but at least she knows where to place her bets.

Marvin knows something about probability. He likes to wait until one of the even money wagers - red/black, odd/even or high/low comes in three times in a row. Then he starts betting against that trend continuing. For example, if red comes up three times, he will swing into action and start betting on black.

Alan is a CPA and has just discovered a remarkable way of betting that wins most of the time. He simply doubles his bet after any loss and continues to double his wagers until he wins. I'll have more to say on this system shortly.

Everyone uses some kind of system, even if it is a hunch system or just guessing what to wager. I prefer the more thought-out systems for a couple of reasons. First, most guessing systems are very erratic performers and I like greater consistency.

Secondly, my goal is that of reliability. I want to use a method that is predictable enough that I can gain some measure of control over my gambling wins and losses.

Betting systems invariably fall into one of the three broad categories of wagering. You can bet the same amount after each decision, known as flat betting; raise your wager after a win, called a positive betting progression; or increase the size of your bet following a loss, known as a negative progressions.

Nearly every betting system incorporates elements of one of these three methods of determining how much to wager.

Roulette probably has more betting systems available than any other table game. The reasons that there are so many roulette systems are because of the variety of wagers possible in the game and because roulette is the oldest of the modern gambling games played.

Many of the classical betting systems were developed for roulette in the eighteenth or nineteenth centuries, by either inveterate gamblers or persons with a background in mathematics. Most of these systems can be used in other casino games such as craps, baccarat and blackjack. Although none of these systems in its pure form is a winning system, it is worthwhile to study these systems, as these betting strategies are the grandparents of every modern betting system.

Martingale

Martingale is one of the oldest betting systems using a negative progression. The origin of the name is in dispute. Many gambling writers believe it is a bastardization of the name "Martindale" and that it was named after Henry Martindale, an English casino owner in the 1700s who is reputed to urge losing punters to "double 'em up" with their wagers.

If you are looking for a system that wins a majority of the time, you need look no further than Martingale. If you use it, the odds are in your favor that on a given night you will be a winner.

This system is very simple. You will use a betting series where each bet in the series is twice as large as the preceding one, as with 1, 2, 4, 8, 16, 32. So long as you win a bet, you will continue to bet at the lowest level, e.g. wager 1. If you lose a bet, you will move up to the next wager, doubling the amount of the previous wager. Use of the system ensures that whenever your wager eventually wins, you will win the amount of the original wager, in this instance 1.

Here's a demonstration of how this system would work in a coin flipping contest. You are betting that the next coin toss will be heads. You have a 50-50 chance of winning any given bet. Should you lose a bet, or two bets, or three bets, just keep doubling your wager until you win one bet. Here's the beauty of this strategy. You only have to win one bet to be a winner! Here's how you could use the Martingale System in the coin-tossing contest:

<u>Amount of Bet</u>	<u>Decision</u>	<u>Win</u>	<u>Loss</u>	<u>Total</u>
\$1	Tails		\$1	-\$1
\$2	Tails		\$2	-\$3
\$4	Tails		\$4	-\$7
\$8	Tails		\$8	-\$15
\$16	HEADS	\$16		+\$1

The above sequence of four tails in a row had a one in 16 chance of occurring. The odds of you winning here are 15:1 in your favor! This seems like a pretty safe bet, doesn't it? You'd only hit a losing streak of four straight losses once in every 16 times you played. That's the best part about using the Martingale System.

A coin toss is a "fair" game where neither the casino nor the house has an edge. Here are the odds against various runs of a given bet (heads or tails) coming up in a fair (50-50) game:

<u>Consecutive Hits</u>	<u>Probability</u>	<u>Odds Against (or For)</u>
1	1 in 2	1 to 1
2	1 in 4	3 to 1
3	1 in 8	7 to 1
4	1 in 16	15 to 1
5	1 in 32	31 to 1
6	1 in 64	63 to 1
7	1 in 128	127 to 1
8	1 in 256	255 to 1
9	1 in 512	511 to 1
10	1 in 1,024	1,023 to 1

However, with roulette there are no true "even-money" bets. There are several bets that pay even-money, but the true odds are not 50-50 as in the coin toss. Let's take a look at "even-money" bets on both zero and double zero wheels.

On a double-zero wheel an "even-money" bet wins 18 times but loses 20 times. On a single-zero wheel this wager wins 18 times but loses 19 times. Thus your odds of winning on a double-zero wheel are not 1 to 2 as with a coin toss, but 1 to 2.11. Since the house pays off a dollar for a win rather than \$1.11, it keeps 11 cents for itself as the house edge or casino "vig." This gives the casino a 5.26% edge over "even-money" bets in the long-run.

On a single-zero wheel, the odds are 2.0556 (rounded up to 2.056) which works out to be a 2.70 percent house edge for long-term play.

The following table shows the odds against consecutive hits of even-money bets on each type of roulette wheel.

Double Zero Wheel

Single Zero Wheel

<u>Consecutive Hits</u>	<u>Double Zero Wheel</u>		<u>Single Zero Wheel</u>	
	<u>Probability</u>	<u>Odds</u> to 1	<u>Probability</u>	<u>Odds</u> to 1
1				
2	1 in 4.45	3.45 to 1	1 in 4.22	3.22 to 1
3	1 in 9.39	8.39 to 1	1 in 8.68	7.68 to 1
4	1 in 19.82	18.82 to 1	1 in 17.83	16.83 to 1
5	1 in 41.82	40.82 to 1	1 in 36.65	35.65 to 1
6	1 in 88.24	87.24 to 1	1 in 75.31	74.31 to 1
7	1 in 186.20	185.20 to 1	1 in 154.77	153.77 to 1
8	1 in 392.88	391.88 to 1	1 in 318.05	317.05 to 1
9	1 in 828.98	827.98 to 1	1 in 653.59	652.59 to 1
10	1 in 1,749.14	1,748.14 to 1	1 in 1,343.13	1,342.13 to 1

The Martingale system would be just about unbeatable if you could continue to double your wagers until you finally won a bet. Modern casinos are very aware of Martingale, and they know that the easiest way to thwart the system is to narrow the spread between maximum and minimum bets allowed. In other words, the minimum wager must be high enough and the maximum wager low enough that no more than eight or nine doublings can occur. If you find a table with a low minimum, such as \$1 and a high maximum, such as \$3,000, you may wish to try using a Martingale system against the table.

You could use the following series of wagers: 1 2 4 8 16 32 64 128 256 512 1,024 2,048. With 12 bets in the series, you would be an odds-on favorite to win any weekend gambling contest involving even-money wagers. However, you might want to consider one thing. If you try this, sooner or later you will lose bet number 11, for \$1,024. You will now have lost \$2,047 and will be called on to bet \$2,048 in order to win the grand sum of \$1. Are you willing to risk it? If you win, you will be up exactly one buck for your efforts. However, if you lose your last wager of \$2,048, you will have lost \$4,095 in the gaming contest. While the risk of loss is low, it will happen at some time if you continue to wager this way, and there is no guarantee that it won't happen during your first casino excursion using this system.

Not long ago a Martingale System is being sold online called *The Amazing Odds System*. The author advertises winning odds of 98% while "risking no more than \$63."

Let me save you the expense of buying his book for \$40 and show you what he is offering.

The author advocates using a six stage Martingale betting series, consisting of the following wagers: 1 2 4 8 16 32. The total of these wagers is \$63. Hence he advertises that you won't have to risk more than \$63.

What about the 98% win rate? This sounds pretty good, doesn't it? If we assume a coin tossing contest, where we have an equal chance of tossing either heads or tails, then we know the odds of either heads or tails showing in a given toss is 1 in 2 or 1/2. The odds of losing a wager is also 1 in 2 or 1/2. Let's compute the odds of losing six coin tosses in a row. We have $1/2 \times 1/2 \times 1/2 \times 1/2 \times 1/2 \times 1/2 = 1/64$. Another way of expressing this is to state that we will win 63 out of every 64 attempts. As a decimal, we compute $63/64 = .9844$ or rounded 98%. Our loss rate is $1/64$ or 0.0157.

While this sounds good the way it is promoted, the reality is that in a game like roulette which often has at least 64 spins an hour, on the average, you would lose all of your wagers about once an hour.

The real test of the efficiency of this system is whether you can either improve the win rate by your bet selection, or change the amounts wagered in such a way as to improve the results.

Unfortunately, this author only presents the six-step Martingale, with no real advice on how to select bets or change the amounts wagered to improve the performance of the system. Even with its advertising "98% win rate," it is still a losing system as the amount of each loss will exceed the average amount won between losses.

The Mini-Martingale

Martingale in its purest form is too risky for the amount of reward offered. Nearly every gambling expert likes to cite Martingale as an example of a losing system and then jump into a gloating mode and proclaim that all betting systems are losers.

However, a Martingale system can be used with very good results if it is used on a spot basis. Assume that you are wagering on an even-money game and that you have lost the last four consecutive wagers. Usually, a three-stage Martingale against this trend continuing for three more decisions will be quite profitable and the reward will be reasonable as compared to the amount risked.

A five-stage Martingale progression can be used when it is used against a betting pattern which is less likely to occur than would normally be expected. For example, if you don't begin wagering until one of the even money bets has repeated the same decision three times

in a row and then wager against the continuation of that trend, you should do very well. As a practical matter, however, you will spend most of your time just observing, which is not a very satisfying way of playing.

The Grand Martingale

One criticism of Martingale is that too much is risked as compared to the potential return. For example, in the first Martingale series shown, you would have had to wager \$256 in order to win a net \$1. With Grand Martingale, additional chips are added to each increased wager, so that when a win finally occurs, the amount won will be greater than just the amount of the first wager. A typical Grand Martingale series is: 1 3 7 15 31 63 127 255 511.

Anti-Martingale

This is the last of the Martingales. Here you use the same series of wagers but reverse your procedures and increase the size of your wager following a win instead of a loss.

This system has the virtue of allowing you win a lot of money from a small starting wager. For instance, if your starting wager is \$5 and you are able to use an Anti-Martingale series of 5 10 20 40 80 120 240, you will win \$515, starting with just a \$5 wager.

Martingale in all forms risks a lot to win a little. When the losses come, they will wipe out hours of profits. Another twist to using a Martingale series is to play Martingale in reverse called an "Anti-Martingale" betting series. With this system, winning wagers will be pressed (doubled). Whenever you encounter a long winning streak this system can produce phenomenal profits. Assume we use the following Anti-Martingale series: 5 10 20 40 80. With five consecutive wins, we will \$155, while our total risk is only the amount of our first wager, \$5. The high-risk reward ratio is a major reason raising your wagers after wins is recommended by many gaming experts. However, as we saw two chapters back, this type of system wins very infrequently, and the many small losses overwhelm most gains, so that over 90% of all games will end with a loss.

The problem with this system is that you are going to lose nearly all of the time. With even money bets, you would win the above series about once every 128 attempts. Meanwhile, your losses would continue to grow while you attempt time after time to repeat a win seven consecutive times.

Unless you have some way of guessing correctly several times in a row, you will not do very well with this system.

Labouchere

This system was first "discovered" by Henry Labouchere, an English gambler who traveled the world playing it until he died in 1912. His discovery was actually created in the eighteenth century by a French mathematician, named the Marquis de Cordonet.

With Labouchere, also known as the Cancellation System, the player sets up a series of numbers which will add up to the profit he will make if he wins this betting series. If he picks 1 2 3 as his series, his expected profit for winning this series is $1 + 2 + 3 = 6$. Like the variations of Martingale, this series is used with even-money bets.

To start the series, a player will wager the sum of the two outside numbers, in this case 4 ($1 + 3 = 4$). If he wins this wager, he will cancel the two outside numbers by scratching them out, and wager the sum of the next two outside numbers. In this simple series, only the single number of 2 is left, so the player would wager 2. If he also wins this wager, he will have won the series, having won 4 on the first round and 2 for the second wager, for a total of 6, the total of all bets in the series.

Any time the player loses a wager, he will add the amount lost to the series and continue to wager the sum of the two outside wagers. Let's assume the player lost the first bet of 4. He would add this wager to the series, which would now become: 1 2 3 4. His next wager would be for 5, the sum of the two outside wagers. We will assume that this bet wins. Having won the bet, our player cancels the outside numbers of 1 and 4 leaving the series as: 2 3. He next wagers the sum of these two numbers, betting 5. If this wager wins, the series is completed. If he loses this wager, the losing bet of 5 will be added to the series and he will continue the series.

The principal appeal of this system is that it appears to be a two-for-one proposition in that each win cancels two numbers while a loss only adds one number to the series. However, this isn't the case, as the player is not paid two to one on winning bets.

In testing this system, I have had bets escalate to wagers of hundreds of dollars all too frequently. This is probably the most insidious of the old time roulette systems. It is said to have been responsible for more suicides on the French Riviera than any other system. Part of the problem with this system is that the small stream of steady wins tends to lull the player into believing that the system can't lose. Unfortunately, a long enough losing streak will occur that the wagers called for will either be larger than the player's bankroll or will exceed the house limits and not be allowed. In either case, the series will be over with the end result that the player suffers a substantial loss.

This system can also be played in reverse, known as Reverse Labouchere. With Reverse Labby, as many punters call it, the amount of each win is added to the series, and the two outside numbers are canceled whenever a loss occurs. Each wager is still the sum of the two outside numbers. This system produces many small losses in exchange for an occasional win over 1,000 times the amount at risk.

Use of this approach is recounted in Norman Leigh's fascinating account of his successful effort to beat the casino in Monte Carlo by playing Labouchere in reverse (*Thirteen Against the Bank*, William Morrow & Co., 1976). Norman Leigh theorized that the reason so many players lose with Labouchere is that they run into the house limits or lose their playing capital and are unable to recoup losses. Since the bank has almost unlimited capital in comparison to the players, the bank can out wait most player assaults, knowing that either the house betting limit or the player's own limited financial resources will bring about the player's demise.

In using the reverse betting strategy, Leigh reasoned that this approach would most closely resemble the bank's approach to most other players. *He would wait out the small losses until a large win occurred.* Leigh spent months recruiting and training a team to play against the casino. His trials in pulling off this coup make for fascinating reading. I believe that one of the reasons he was eventually able to beat the casino in Monte Carlo was that his starting wagers were fairly low and the house maximums large in comparison. Consequently, he was able to keep his losses fairly low while his team played on, waiting for the monster win.

It is doubtful that this system could be used successfully now as the spread between minimum and maximum wagers are not large enough in most casinos. The losses realized while waiting for the large win would be enormous, with the house limits on maximum wagers limiting the systems' ability to ultimately recoup the losses.

d'Alembert

This system was invented by a French mathematician, based on the assumption of *equilibrium* in gaming contests. Jean Le Rond d'Alembert reasoned that since winning and losing bets must eventually equal one another, a system of adding one chip after each losing bet and subtracting a chip after a winning bet would ultimately result in a win as winning wagers would always be greater than losing ones.

It is not unusual to win only ten of the first thirty wagers in an even-money betting contest. With d'Alembert's system, the player will wager higher and higher amounts until he eventually runs into our old nemesis, the house limit.

The d'Alembert betting system can be fairly successful if it is modified to include no more than nine or ten bets in a series of wagers, so that potential losses are limited. An additional modification to improve the system is to space the bets so that the win of two consecutive wagers will offset prior losses. A series which accomplishes this is 1 2 3 4 7 11 18. With this series, a player would drop back to the lowest bet after winning two consecutive wagers, such as 7 and 4. This system can be fairly successful if used by two partners betting the opposite in roulette, craps or baccarat.

The betting system incorporated for even-money wagers in the Maximum Advantage Roulette Strategy by Martin Silverthorne uses a highly modified type of d'Alembert.

As you will see, in a modified form, coupled with a special bet selection strategy, the system can become a very stable and predictable performer.

Contra-d'Alembert

Like Reverse Labouchere, the idea behind Contra-d'Alembert is to reduce the amount risked while allowing profitable runs to rise to great heights. With this strategy, we will increase our wager one level after a win and reduce it one level following a loss.

The only positive aspect to the strategy is that when you hit a prolonged losing streak, the size of your wagers is quickly reduced. In this respect this system can help protect your bankroll.

However, the upside of using any system requiring increasing your wager following wins is limited. Trends of long, uninterrupted winning streaks are fairly rare in gaming and a system relying on piling up win after consecutive win is not going to win very often.

Here's an example. Your first bet is for one unit. You win and move up to betting two units. With another win, you wager three units and have a loss. You have won two out of three bets and have absolutely nothing to show for it. All of your profit evaporated with that single loss.

If you could always pick your spots, this system would have merit. Of course, if pigs could fly . . . well, you get the idea. It is just about impossible to know in advance when a three-wager consecutive win might occur so that you could jump in with a Contra-d'Alembert. Like so many systems, this one sounds good on paper, but is difficult to squeeze profits out of in real world gaming.

Ascot

This is another of the old time roulette systems that can be adapted to any game offering even-money bets. With Ascot, winning wagers are increased one unit at a time in a predetermined series of wagers while losing bets are lowered one step using the same betting series. An Ascot betting series can be from seven to eleven numbers. A typical series is: 2 3 5 8 13 20 30. The player's first wager would be a middle number such as 8. If this wager wins, the next wager would be 13. If this wager also won, the succeeding wager would be for 20, and so on, with each win followed by an increase of one level in the betting series. The series would end with the win of the last bet in the series. For a win, that would be a win of 30. A losing series would be terminated with the loss of the lowest bet of 2.

The greatest problem with Ascot is that alternating wins and losses at the higher levels of wagers will destroy the profit potential of the series. This can be a serious flaw in any system calling for a large reduction in the amount wagered following a loss.

The Fibonacci System

Fibonacci was a mathematician who discovered a series of numbers where the sum of each two numbers in the series equals the number which follows. A Fibonacci series with thirteen levels of bets would look like: 1 1 2 3 5 8 13 21 34 55 89 144 233 for a total risked of \$609.

This is a very low risk system for use with even-money bets at craps, roulette and baccarat. To use it, you will increase your bet one level following a loss. After any win, you drop your next wager one level. If you win two bets in a row, or win two out of three bets, you drop back to the first bet in the series.

This system was sold many years ago for \$100 a copy with instructions to use it betting Don't Pass in craps. This is a good system for partners to use betting opposites. With roulette, for instance, one partner could bet red while the other wagered black. With craps, one would wager on pass line and the other on Don't Pass. With baccarat, one partner would bet banker and the other on player hands.

Incidentally, there are a number of derivations of the Fibonacci series of numbers, including ratios of the numbers, which are regularly used in trading stocks and commodity future contracts. This is indeed a versatile and powerful sequence of numbers.

The Parlay

A parlay or *paroli* is a positive progression method. In its simplest form, it consists of leaving a winning bet plus the winnings up for a second win. If you are betting \$10 on an even-money bet and win \$10, you parlay the wager by leaving \$20 up for the next decision. If this bet wins, you will have won \$30 while only risking \$10.

Probably the most attractive aspect of a successful parlay is that it wins three times as much as the amount risked. However, the probability of winning two bets in a row on even-money wagers is less than one in four. For this reason, one of the better ways to use a parlay is to combine it with a series of bets where the amount wagered is increased following a loss. For example the following parlay progression could be used: 2 2 3 4 6 8 12 16. To use this series, you would normally start with the first wager in the series. If this bet won, you would parlay it and next wager \$4. If either the original wager or the parlay lost you would move up one level in the betting series. Any time a parlay bet is won, you will start the betting series over. If the series is lost, you may either start the series over or leave the table.

Setting up parlay progressions like the one above can be the basis for some of the best performing betting progressions in gambling. To use such a series in blackjack, which requires additional money in order to handle pair splitting and doublings, requires adjustments to the series. One way to handle this is to modify basic strategy to reduce the number of splitting and doubling plays. However, this is not a wise way to play blackjack as these moves represent one of the player's strongest winning options. A better way to handle the program of developing a winning parlay progression for blackjack is to modify the progression so that it allows for splitting and doubling opportunities.

Oscar's Grind

If you want to use a system with very little risk of loss, here's the one you want.

Oscar has a target of winning one unit at the end of any successful betting series. That's it. One unit. Here are the rules:

1. Increase your bet by one unit after every win, provided that winning the wager won't result in a series gain larger than one unit.
2. Never change the size of your bet following a loss.

Assume that your betting unit is \$5 and you are betting don't pass. You find yourself fighting a hot streak and you have lost six bets in a row for a cumulative loss of \$30. You continue to bet \$5 since you never change the size of your wager following losses. You bet \$5 again and win. Now, with one win and six losses, you are down a net \$25. Following the win, you raise your bet one unit and wager \$10. This wager also wins. You have reduced your net loss to \$15. You raise your next wager one more unit to \$15 and win. You are now even. Your final wager will revert to \$5. Why? Because of the rule limiting the size of a wager to one which will not result in a gain larger than one unit.

Your last bet of \$5 wins. You now have a net win of \$5, having lost six bets and won four.

Even this system can take you to high levels on occasion. If you find yourself in a situation where you have occasional wins followed by multiple losses, the size of your wagers will continue to grow. If this occurs, you will be forced to stop the series at some point and accept a loss rather than risking larger and larger amounts of money.

The systems we have discussed in this chapter have dealt primarily with how much we bet. In the next chapter we will cover options as to *where we place our bets*.

Patterns and Trends

While it is true that the roulette wheel has no memory, can't think or feel, and has no sense of time or space, table results often produce patterns that appear to be consistent or predictable.

With even-money bets such as red or black or odd for roulette and the banker and player bets for baccarat, innumerable patterns routinely appear. Can we make any money trying to use these patterns for predictive purposes or are we just deluding ourselves?

Patterns and Probabilities

Many gambling systems are based on observing the outcome of casino wagers and then either betting with the trend or betting for the trend to end.

Let's assume that you and I are sitting at a roulette table and we observe that the wheel has landed on a red number for the last three spins. If we are of the school of thought that this signals that another red number is due, we will probably bet for red to repeat.

However, we may believe that any event occurring in a casino game is of limited duration and decide to wager that a black number shows, ending the streak of red numbers.

Neither of these systems has any statistical validity, as the occurrences of red or black numbers on a roulette wheel are what statisticians call *independent events*.

In general, two or more events are said to be independent of each other if the occurrence of one in no way affects the probability of the occurrence of any of the others.

To give another illustration, let's determine the probability of drawing two kings in succession from a deck of 52 ordinary playing cards, without the first card being replaced before the second is drawn. Since there are four kings, the probability of getting a king on the first draw is $4/52$. Given that the first card drawn is a king, the probability of getting a king on the second draw is $3/51$, reflecting that we only have three kings left out of 51 cards. In this case, the probability of drawing the second king is *dependent* on the outcome of the first draw. We could calculate the probability of getting two kings in a row as $4/52 \times 3/51 = 1/221$.

If we had replaced the first card before the second was drawn, the probability of getting a king on the second draw would have been $4/52$ (the same as getting a king on the first

draw). We could then compute the probability of getting two kings in a row under these circumstances as $4/52 \times 4/52 = 1/169$.

Since the probability of getting a king on the second draw is now $4/52$ regardless of what happened on the first draw, these draws are *independent*. Generally speaking, *two or more events are independent if the occurrence of one in no way affects the probability of the occurrence of any of the others*.

If two events are independent, the probability that they will both occur is the product of their respective probabilities. With a balanced coin, the probability of getting heads is $1/2$ and the probability of getting two heads in two flips is $1/2 \times 1/2 = 1/4$. The probability of getting four heads in a row is $1/2 \times 1/2 \times 1/2 \times 1/2 = 1/16$.

Returning to our example of three red numbers in a row, if we assume that the probability of spinning a red or black number is $1/2$, then the probability of the next spin being another red is $1/2$. Likewise, the probability of the next spin being a black number is also $1/2$. Because the result of each spin is independent of each other spin, we find that the previous spins have no affect on the outcome of the next spin.

If we examine this problem from a difference angle, and ask what the probability is of getting four red numbers in a row, we find that it is $1/16$, the same probability of flipping four heads in a row with a coin. If we ask what the probability is of spinning at least one black number in four spins, we find that probability is $15/16$.

With the casino games of craps, roulette and baccarat, we are dealing with independent events, where the outcome of a previous decision does not affect the following decision. With blackjack, we are dealing with dependent events, for as we saw when drawing kings out of a deck, if we don't replace the drawn cards after each draw, the probability of the next draw will change.

This is the reason that blackjack is considered a game of skill while the other casino games are considered games of chance. With skill, we can alter our strategy as the probabilities change in a blackjack deal, while with the games of chance, we should probably keep the same strategy throughout a game. (Technically, baccarat is also a game of skill as the probabilities change as cards are dealt, but because of the mechanics used for playing the game, it can, for all practical purposes, be treated as a game of chance, which we have done).

Trends in Gaming

Many gamblers believe that looking for trends in a game is the surest way to succeed. Another way of looking at a trend is to consider it another form of pattern that conforms to a certain level of expectations.

Many different systems have been devised to use patterns to predict future results. The assumptions with looking for "predictive patterns" is that past results have some bearing on future events. As we have seen in our general discussion of roulette, the outcome of each spin is an independent event, which means that there is really no predictive power to looking at what has already occurred.

I could show you systems I have used successfully which seem to refute this statement, but let's assume for the moment that there really is no way you can look at previous spins and gain any predictive insights that might help you chose a bet. What can you do?

I have found that the easiest way to select a wager is to use a technique that creates possible outcomes that simulate randomness.

Now you can't take a computer with you to a casino so that you can use a random number generating program to determine your bets. Fortunately, you don't have to do this. I have developed a rock-solid way to simulate random betting that is just about as effective as any random number generating program and that you can easily use at roulette.

Bets to Use at Roulette

Most system players like to wager on even money bets at the table games. At craps, one might wager on pass or don't pass. At mini-baccarat, the choices are player or banker. Roulette offers more options with its even money wagers of high and low, odd and even and the colors of red and black.

When roulette players think of the Outside Bets, these are usually the bets that come to mind. *Tracker Roulette* is a strategy for wagering on even-money bets in roulette. I prefer to wager on the colors, red and black.

Tracker Roulette is, at its heart, a perfected way of betting and winning on the even money wagers at roulette.

Selecting Your Wagers

Our focus now is picking where to make a wager. Most gamblers would try to use some kind of trend following or even an anti-trend following system to decide where to make each wager.

One method to select the next wager is to keep track of which dozens wagers have been hitting and to bet that the dominant section will continue to hit.

Another equally valid way to select where to place your bets is to wager on the sections that have not hit in a while.

With the dominant method your hypothesis is that what has been hitting will continue to hit.

With the second method, you are wagering that a sector that hasn't hit must be overdue to hit and therefore you are betting on it.

Yet, there is no guarantee that the inanimate roulette wheel, which has no memory and offers up independent trials, will cooperate. Fortunately, there is an easier way to pick your bets that is automatic and very easy to use. In a couple of chapters we will cover the ***Tracker Automatic Bettor***, which automatically determines where to place every wager as the game progresses.

Betting Progressions

Nearly every gambler uses some kind of system even if his system merely consists of guessing what to do next. In July 1891, Charles Wells, an Englishman, arrived at the casino at Monte Carlo with 10,000 francs. Within a few days he had won over a million. He retired for a few months to relish his accomplishment, then returned and proceeded to win another million francs. His exploits inspired the song "The Man Who Broke the Bank at Monte Carlo."

Unfortunately, he would not quit while he was ahead. He returned the next year and lost it all. Later he resorted to illegal shenanigans, was imprisoned and eventually died in poverty. But his play gave Monte Carlo worldwide fame. Many studied his play and tried to emulate him. He finally confessed before he died that he had no system. His winnings were attributable to an amazing run of luck!

Betting systems or betting progressions have been devised for every gambling game. Many of them had their origins in eighteenth and nineteenth century roulette played on the French Riviera. While the particulars of different betting systems vary greatly, the systems fall into three broad categories:

- 1. Flat Betting:** Keep bets constant, waiting for a streak of successes.
- 2. Negative Betting Progressions:** Raise bets after losses, trying to recover an eventual win.
- 3. Positive Betting Progressions:** Increase the size of the wager after wins, hoping to use the "house money" to create a large win.

Each of these systems has positive and negative characteristics, but the betting method that catches the most flack from gaming experts, is the negative progression. The advocates of positive progressions don't think much of increasing your wager after a loss. By their thinking, increasing a bet after you have lost amounts to throwing good money after bad, with the probable outcome being that you will just lose more money. However, as we shall see, in the short run just the opposite is likely to be true

Let's assume that we are going to bet the color black at roulette for eight decisions. Three different players will help us in this illustration.

Player Able does not believe in ever changing the size of his bet. He bets *flat*, that is the same amount on every spin, regardless of the outcome of his preceding hand. In our example, he will bet \$10 per roulette decision.

Player Baker likes to follow the system many experts recommend and he will *press* or double his bet after each win, gradually betting more and more as he uses the house's money. He will start with a \$10 bet, increase it to \$20 after a win, then wager \$40 if he wins again. If his bet reaches as high as \$160, he will stay at this level until he loses a wager. After any loss, he will drop back to betting \$10.

Player Charlie has heard that increasing his bets after losses is the "surest way to win." He will start with a \$10 bet. If he loses this bet, he will wager \$20. If this bet loses, he will increase his bet to \$40, then \$80, followed by \$160 if this wager also loses. His maximum wager is \$160. If he reaches this level, he will continue to wager \$160 until he has a win. After any win, he will regress to a \$10 bet.

The following table compares the results of eight decisions, consisting of six losses and two wins.

In this series of wagers, Player Able loses \$40, Player Baker loses \$50, while Player Charlie comes out \$20 ahead. I purposely set up this example to illustrate some of the characteristics of each of the betting strategies.

For any given session, *flat betting leads to sessions with the narrowest, most balanced range of expected wins and losses.* In this series, we lost 75% of our wagers; therefore, we expect to have a loss.

Positive progressions, like the progression used by Player Baker, offer a greater likelihood of an adverse than a favorable session, with intermittent large wins. In this example, increasing wagers after wins caused this player to lose \$50, a greater loss than the one realized betting flat.

Negative progressions, like the one used by Player Charlie, offer a greater chance of winning any given session but have the characteristic of generating many small wins with occasional large losses.

In simple terms, you can expect to lose most of the time when you bet flat, lose even more of the time when you use a positive betting system and win the largest number of games

when you employ a negative betting scheme.

Comparison of Bet Selection Methods

<i>Decisions</i>	<i>L</i>	<i>L</i>	<i>W</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>W</i>
<i>Player Able</i>								
<i>Bet</i>	10	10	10	10	10	10	10	10
<i>Win (loss)</i>	-10	-10	+10	-10	-10	-10	-10	+10
<i>Net Win</i>	-10	-20	-10	-20	-30	-40	-50	-40
<i>Player Baker</i>								
<i>Bet</i>	10	10	10	20	10	10	10	20
<i>Win (loss)</i>	-10	-10	+10	-20	-10	-10	-10	-20
<i>Net Win</i>	-10	-20	-10	-30	-40	-50	-60	-50
<i>Player Charlie</i>								
<i>Bet</i>	10	20	40	10	20	40	80	160
<i>Win (loss)</i>	-10	-20	+40	-10	-20	-40	-80	+160
<i>Net Win</i>	-10	-30	+10	-0-	-20	-60	-140	+20

W= Win, L= Loss of wager

The exact results of sessions played in casinos depends on the details of each game and on variations applied to systems by individual players. However, by ignoring variations and using each system in its rawest form, we can test how each system performed against the same set of decisions and comment on general characteristics of each approach to wagering.

I am indebted to Martin J. Silverthorne for a test he set up to compare the results of the three different betting schemes (from *Maximum Advantage Roulette*, see <http://www.silverthornepublications.com/MaxAdvantRoul/>).

A test was set up with the assumption that wagers are made on the color black only. Each roulette game was 100 decisions long. Limits on the progressions were imposed which required any progression to end immediately if the next bet required in the series exceeded 256 units.

The following systems were tested. Please note that these are not presented as practical systems but are used to emphasize the differences you can expect in each approach to wagering.

- 1. Flat Betting:** Single units are bet and the amount never varies.
- 2. Positive Betting Progression:** In this parlay type of progression, bets are doubled after every win and reduced to one unit after every loss. Assuming a string of nine consecutive wins, this progression would be: 1, 2, 4, 8, 16, 32, 64, 128, 256.
- 3. Negative Betting Progression:** A *Martingale* type of progression is used where bets are doubled after every loss and reduced to a single unit after any win. Assuming a string of nine consecutive losses, this series would consist of the following wagers: 1, 2, 4, 8, 16, 32, 64, 128, 256.

The results of a 2,000 session computer run using each technique are presented in a Table 2 on the following.

**Table 2. - 2,000 Session Computer Run Testing
Flat, Positive and Negative Betting Systems**

<i>Betting System</i>	<i>Outcomes</i>	<i>Percent of Sessions</i>	<i>Average Amount Won or Lost</i>	<i>Equivalent Amount Won or Lost</i>
<i>Flat (1 unit is the average size bet)</i>				
	Break even	1.45%		
	Won	38.70%	7	37
	Lost	59.85%	9	48
<i>Positive (3.8 units is the average size bet)</i>				
	Break even	0.05%		
	Won	9.60%	56	56
	Lost	90.35%	412	412
<i>Negative (5.2 units is the average size bet)</i>				
	Break even	0.00%		
	Won	85.35%	359	492
	Lost	14.65%	43	59

There are a number of variables that will affect your ability to avoid losing your bankroll. The critical variables include the type of betting system used, the size of your bankroll, the games you play, the length of time you play, and your luck at winning any given gaming contest.

Let's compare the effects of using different betting systems on our ability to play without losing our bankroll. The betting systems we will use are:

1. **Flat betting.** We will bet \$25 regardless of previous outcomes.
2. **Positive Progression.** We will start with a \$10 base bet. After each win we will double our bet with a maximum wager of \$80. If we reach the \$80 betting level we will continue to wager \$80 until we lose a wager. After any losing wager we will

drop back to betting \$10. The bets we would make in a winning streak would be: \$10, \$20, \$40, \$80, \$80, until we have a loss.

3. **Negative Progression.** Again we will use a \$10 base bet. After each loss, we will double our bet with our maximum bet to be \$80. If we reach the \$80 bet, we will continue to wager \$80 until we have a win. After any win we will drop back to betting \$10. A losing series would consist of: \$10, \$20, \$40, \$80, \$80, until we have a win.

Here's the game we will face. We will play in a coin tossing contest and we will always wager heads. Heads wins even money less a 2 percent house commission. When tails shows, we lose the wager. The chances here are 50-50 and the house edge is 1 percent.

The next table shows how each betting system fares, varying the size of our bankroll and the number of games played. Each game consists of 100 bets.

Flat betting offers the least chance of losing your bankroll. If you are willing to use a bankroll of \$2,000 in playing this coin-tossing game, you will have a 99% chance of not losing your bankroll if you flat bet.

Using a positive progression gives you almost as good a chance of keeping your bankroll intact as flat betting. A \$500 bankroll offers a 94% chance of not losing all of your bankroll as compared to 96% for flat betting and only 83% for the negative progression at this level.

**Computer Run Testing Different Betting Systems
Comparing the Bankroll Used and the Length of Time Played.**

Bankroll Size	Number of Games Played	<u>Chance of Not Losing Bankroll</u>		
		Flat Bets	Positive Progression	Negative Progression
250	100	69%	66%	56%
500	100	96%	94%	83%
750	250	93%	87%	80%
1,000	500	90%	81%	76%
2,000	750	99%	98%	94%

Increasing your bets after losses greatly increases your chance of losing all of your bankroll. Using the negative betting progression, the chance of keeping your bankroll is only 56% using a \$250 bankroll, playing for 100 games. The pattern of much higher risk of losing your bankroll with a negative progression continues until we increase our bankroll to \$2,000. With a \$2,000 bankroll, we can play the coin-toss game for 750 rounds with only a 6% chance of losing our bankroll (94% chance of keeping it as shown in the table). This compares favorably with the flat bettor's percentage of 99% and the positive progression bettor's percentage of 98% at this level.

The moral of this comparison should be obvious. *Using a negative betting progression greatly increases your likelihood of losing your bankroll unless you increase your bankroll to an adequate level.* In this example, by increasing our bankroll to \$2,000, we only give up 5% of the chance of losing our bankroll using a negative progression as compared to betting flat (94% as compared to 99%).

All gambling strategies involve compromises. *Betting flat offers the greatest likelihood of keeping your bankroll, but the poorest chance of winning.* You may recall in the earlier table comparing betting strategies that flat betting only won about 39% of its games.

Using a positive betting progression wins only 9.6% of its games (shown in earlier table), but you won't risk losing your bankroll much more using this system than with betting flat.

Referring again to the earlier table, we notice that using a negative progression gave us a win rate over 85%. At first glance at the table on the preceding page, it would seem that this high win rate came only by increasing our risk of losing our bankroll by a large factor. But please note the following. ***Once we increase our bankroll to a larger amount, \$2,000 in the example here, our risk of losing our bankroll using a negative progression is only 6%, not much greater than the 2% chance of losing with a positive progression, or the 1% chance of losing our bankroll betting flat.***

If we are willing to use a somewhat larger bankroll, using a negative progression gives us the best of all worlds. ***We end up with a higher probability of winning and a lower possibility of losing our bankroll. Pretty neat trade off I would say!***

This type of comparison is something that almost no gambling experts will ever show you. ***Experts invariably recommend only the first two approaches to win any gaming contest even though your greater chance of winning, yet still controlling losses, is possible when you use a controlled negative betting progression!***

Overview of Tracker Roulette

There are several parts to the *Tracker Roulette Strategy*. This book is set up like a manual where one chapter builds on the material in the previous chapter.

Before you start learning to use the strategy, you should know how to play roulette. If you have never played before, you should sign on to an online casino offering free roulette play and practice making bets on red and black. Don't worry about where you bet or how much you bet. Start with minimum bets and make equal bets by betting that the previous decision will repeat. If you are making \$1 bets and red shows on a spin, then bet that red will show again on the next spin.

This practice will show you just how easy the game really is. Even with just a basic understanding of the game, you will be ready to learn how to make a fortune off roulette using *Tracker Roulette*.

Part 1. Learning Where to Make Each Bet

The first part of the strategy is covered in the chapter –*Tracker Roulette Bet Placement*. This is your starting point for the system – learning where to place each bet.

In this chapter you will learn my pet system for picking where to place even-money wagers in roulette. This is a system developed after many years of experimenting with dozens of different system. This approach, appropriately named *Tracker Master Betting*, is the best system I have found for picking where to bet at roulette.

Even though it is simple, this is a trend following strategy that will catch every trend in roulette. While it is not perfect, when you combine it with the other components of *Tracker Roulette*, it produces very consistent profits.

With *Tracker Roulette* you will only be making even money (outside bets) at roulette. You can pick which pair of even money bets you like – red and black, odd and even or high and low. I prefer betting on colors (red and black) and all of the examples in this book use bets on the colors.

The only bets you will make using the *Tracker Master Betting* are even money bets. You won't be betting on single numbers or combinations of number with the *Tracker Roulette*.

Part 2. Determining How Much to Bet On Each Spin

While *Tracker Master Betting* shows you where to place your wager, *Tracker Profit Betting* determines how much you bet each time.

In the next two chapters we will present both parts of the *Tracker Roulette Strategy*.

Tracker Master Betting

When you use *Tracker Roulette* you will always use *Tracker Master Betting* to determine where you place each even-money bet. Here are the primary rules for using this system.

Primary Rules for Tracker Master Betting:

1. Decide where you will be making even-money bets. Your choices are betting on the colors of red and black, odd and even or low numbers (1-18) and high numbers (19-36). I usually play the colors of red and black.
2. Observe one decision before you start playing. If you are playing online and you have to bet in order to get a wheel spin, I arbitrarily start with a bet on red and continue from there.

All bets made with Tracker Roulette are based on the last decision or outcome.

There are only two decisions to be made based on the last decision:

We can bet the same as it, or

We can bet the opposite of it.

When a zero shows, we ignore the zero and base our bet placement on the last decision before the zero or double-zero.

Tracker Master Betting is easy to implement. All you need to know is the outcome of the previous spin of the roulette wheel and then bet the same as that outcome or the opposite of the outcome.

The following table shows how easy it is to follow these betting rules. If we are betting on the colors of Red and Black then we will only be concerned with whether the last decision was on Red, Black or Zero (Double-zero).

Bet Placement Based on Betting the Same or Opposite of the Last Decision

No	Decision	Betting Rule	Bet On	Outcome (Win or Loss)
0	R	Observe		
1	R	Same	R	Win
2	R	Same	R	Win
3	B	Opposite	B	Win
4	R	Same	B	Lose
5	0	Same	R	Lose
6	R	Same	R	Win

Round by Round Review:

0. We observe the first decision. The color is Red.
1. We bet the Same as the previous decision of Red. The wheel lands on Red and we win.
2. We bet the Same as the previous decision of Red and win.
3. The last decision (round 2) was Red. We bet the Opposite this round and bet on Black. We win the bet.
4. This round we use the Same pattern and wager that Black which occurred in Round 3 will repeat. We lose the bet.
5. Using the Same pattern we bet on Red, the outcome of Round 4. We lose the bet when a zero shows.
6. For this round we ignore round 5 because a zero showed and base our wager on the outcome of Round 4. We base on Red and win the bet.

The purpose of the previous table is to show how betting using Same and Opposite works.

Here are the rules for Tracker Master Betting:

1. Always begin in **Repeat Mode**. Here you will bet that the previous decision will repeat. You will use the “Same” betting pattern. You will stay in this mode until you have three consecutive losing bets. The pattern for three consecutive Repeat Mode bets would be S S S.

2. If you lose three consecutive bets in Repeat Mode change to **Alternating Mode**. With Alternating Mode you will start betting Opposite of the previous decision and change to Same as the previous decision on the next round of play. The pattern for three Alternating Mode Bets would be O S O. If you lose two bets in a row in Alternating Mode, change back to Repeat Mode.

Just so we are clear here, you always start a game in Repeat Mode, betting that the previous decision will repeat. You will stay in this mode so long as you don't have three consecutive losing bets. Many games are completed without changing from Repeat Mode.

If you lose three bets in a row in Repeat Mode you will change to Alternating Mode. Once you are in Alternating Mode you will continue in this mode until you lose two consecutive wagers.

The following table shows the Betting Mode and the Betting Rule applied to a series of roulette bets.

**A Series of Bets Demonstrating Bet Placement
Using Repeat and Alternating Modes**

No	Decision	Betting Mode	Betting Rule	Bet On	Outcome (Win or Loss)
0	R		Observe		
1	R	Repeat	Same	R	Win
2	R	Repeat	Same	R	Win
3	B	Repeat	Same	R	Lose
4	R	Repeat	Same	B	Lose
5	0	Repeat	Same	R	Lose
6	R	Alternate	Opposite	B	Lose
7	R	Alternate	Same	R	Win
8	B	Alternate	Opposite	B	Win
9	R	Alternate	Same	B	Lose
10	R	Alternate	Opposite	B	Lose
11	R	Repeat	Same	R	Win
12	B	Repeat	Same	R	Lose
13	B	Repeat	Same	B	Win

Round by Round Review:

0. We observe the first decision. The color is Red.
1. We always start a game using Repeat Betting Mode using the “Same” Betting Rule. We bet the Same as decision 0 (Red) and win.
2. Continuing with the Repeat Mode and the Same pattern we bet on Red (the winner in Round 1) and win.
3. Still in Repeat Mode we bet the Same as the previous decision and lose.
4. We continue in Repeat Mode with the Same betting pattern and bet that the decision in round 3 (Black) will repeat. We lose again.

5. Still in Repeat Betting Mode we use the Same pattern, betting that the Round 4 decision of Red will repeat. A zero shows and we lose the wager.
6. In Round 5 we lost our third consecutive Repeat Mode bet. This triggers a change to the Alternate Betting mode. Since Round 5 had a zero, we bet the Opposite of Round 4 decision of Red and bet on Black. We lose.
7. In Alternating Betting Mode we alternate betting patterns regardless of bet outcomes. We change from betting Opposite to betting Same and bet that Round 6's R will repeat. We win the wager.
8. Continuing in Alternate Betting Mode we change back to the Opposite Pattern and wager the opposite of Round 7's outcome of R. We bet on Black and win.
9. Still in Alternate Mode we change to the Same Pattern and bet that Round 8's outcome of Red will repeat. We lose the bet.
10. Staying with Alternate Mode we change to the Opposite Pattern and bet on Black, the opposite of Round 9's decision of Red. We lose the bet.
11. The loss of two consecutive Alternate Mode bets triggers a change back to Repeat Betting Mode. In Repeat Mode we always use the Same Pattern, so that we wager that Round 10's outcome of Red will repeat. We win the bet.
12. In Repeat Mode using the Same Pattern we bet that Round 11's outcome of Black will repeat. We lose the bet.
13. In Repeat Mode we continue with the Same Pattern, betting that Round 12's outcome of Black will show. We win the bet.

Summary of Bet Placement

Tracker Master Roulette bet placement is based on the outcome of the previous spin. There are two Bet Modes used:

Repeat Mode and
Alternate Mode

Each mode has its own bet pattern. With Repeat Mode you will always use the Same Pattern, betting that the last outcome will repeat.

With Alternate Mode you will change from betting the Opposite of the outcome of the previous round to the same as the outcome of the previous round.

Always start in Repeat Mode and continue in this mode until you have three consecutive losses.

Change to Alternate Mode after losing three consecutive bets in Repeat Mode. Stay in Alternate Mode until losing two consecutive bets.

This is the best the bet selection system for roulette I have ever seen. You can use chips to track your bets. Because Tracker Master Betting is so effective it acts as the platform for the amazing Tracker Profit Betting System discussed in the next chapter.

Tracker Roulette's Profit Betting System

Bet Placement, discussed in the last chapter concerns where we place each bet. Tracker Roulette is designed for even-money bets and we choose to bet on the colors of Red and Black.

The Tracker Profit Betting System uses Betting Platforms which determine the size of each bet.

Betting Platforms

Tracker Profit Betting uses three different betting platforms. The system is designed to pick the best betting platform to match the rhythm of each game.

Here is an overview of the three betting platforms used:

Fast Profit Betting Platform. This is the default platform. You will start a game using this platform and only change to a different betting platform if one of two events occurs:

- a. If you lose two bets in a row you will change to using the ***Rapid Recovery Betting Platform.***
- b. If you win a Level-1 bet (\$5 for \$5 Base Bets) you will change to using the ***Profit Multiplier Betting Platform.***

If neither of these events occurs you will stay in the Fast Profit Betting Platform.

Bet sizes are determined using Bet Levels for each betting platform. We have computed the bets to be used for betting ranging from \$1 Base Bets to \$100 Base Bets. The examples in this book are based on using \$5 Base Bets.

A Base Bet is the smallest bet for each level of betting. The betting series for Fast Profit Bets using \$5 Base Bets is:

Fast Profit Bets for \$5 Base Bets

Level	1	2	3	4	5
Steiger Strategy	5	12	25	40	60

Throughout our discussions of bet sizes we will refer to bet levels. There are five bet levels for Fast Profit Bets. If you were to lose all five levels you would lose a game and take a break from play.

Here are the rules for the Fast Profit Betting Platform:

1. Always start a new game using the Fast Profit Betting Platform. It is possible to stay in this platform for long periods.
2. If you win a bet drop your bet one level. If you win two bets in a row or win two out of three bets, you will drop back to making a Level-1 bet.

Example: Win a Level-4 bet of \$40. Make a Level-3 bet of \$25 for the next round. If you also win this bet you will have won two bets in a row and you will drop back to a Level-1 bet for the next round.

3. If you lose a bet increase your bet one level for the next round.

Example: You lose a Level-1 bet of \$5. Make a Level-2 bet of \$12 for the next round.

4. If you lose two bets in a row change to Rapid Recovery Betting Platform.
5. If you win a Level-1 bet change to the Multiplier Betting Platform.

The next table shows a series of bets made using the Fast Profit Betting Platform:

A Series of Bets Made Using Fast Profit Bets

No	Bet Level	Amount Bet	Outcome of Bet	Cumulative Won
1	1	5	Lost	-5
2	2	12	Win	+7
3	1	5	Lost	+2
4	3	12	Lost	-10
5	Change to Rapid Recovery Betting (Bet not shown)			-0-
6	3	25	Lost	-25
7	4	40	Win	+15
8	3	25	Win	+40
9	1	5	Win	+45

Round by Round Review:

1. We always start a game using the Fast Profit Betting Platform making a Level-1 bet. We wager \$5 and lose.
2. Following the loss of a Level-1 bet we make a Level-2 bet of \$12 and win.
3. With a bet win we drop one level and make a Level-1 bet of \$5 and lose.
4. Following a loss we move up to a Level-2 bet of \$12 and lose the bet.
5. The loss of two consecutive bets triggers a move to Rapid Recovery Betting which we will discuss next. We win a Rapid Recovery Bet in Round 5 and return to Fast Profit Betting for Round 6.
6. Following a win using the Recovery Betting Platform, we return to Rapid Recovery Betting one level higher than the bet lost before moving to Rapid Recovery Betting. We make a Level-3 bet of \$25 and lose.
7. Following the losing bet we move up one level to Level-4, wager \$40 and win.
8. With a win we drop back one level, make a Level-3 bet of \$25 and win.
9. If we win two consecutive Rapid Recovery Bets we drop our next bet down to Level-1. We make a Level-1 bet and win.

In these rounds of play we made nine bets and won \$50. All of the bets were Fast Profit Bets except the bet in Round 5 which was a Rapid Recovery Bet.

Rapid Recovery Bets

You will start making Rapid Recovery Bets only after losing two consecutive Fast Profit Bets.

Rapid Recovery Bets consist of three levels of bets. You will start with a Level-1 bet and move up if you lose a bet. If you win any Rapid Recovery Bet you will change back to Fast Profit Betting on the next round of betting.

Here are the rules for Rapid Recovery Betting:

1. Always start with a Level-1 bet. If the bet wins, you will return to Fast Profit Betting, one level higher than your last loss in this platform.
2. If you lose a Level-1 bet, move up to a Level-2 bet. If the bet wins, you will return to Fast Profit Betting, one level higher than your last loss in this platform
3. If you lose a Level-2 bet, move up to a Level-3 bet. If the bet wins, you will return to Fast Profit Betting, one level higher than your last loss in this platform. If the bet loses you will have lost the game and you will stop playing the game.

Rapid Recovery Bets (Counterattack Betting) Series for \$5 Base Bets

Level	1	2	3
Rapid Recovery Bet	10	20	50

The third betting platform is Profit Multiplier Betting.

Profit Multiplier Betting

The default betting platform is Fast Profit Betting. When this method fails to win two consecutive bets you will change to Rapid Recovery Betting until you have one win.

Rapid Recovery Betting is designed to help you quickly recover from losses. It also keeps your Fast Profit Betting level lower.

While Rapid Recovery Betting helps you recover from losses, Profit Multiplier Betting is a way of safely multiplying your profits when you are winning.

The question faced by all betting systems is what to do when you are winning.

Aggressive systems may advocate doubling your bets. The problem with these systems is that you may win several bets in a row and end up losing all of the winnings with one losing bet.

Profit Multiplier Betting is more conservative. Its approach is to increase a winning Level-1 Fast Profit Bet some, pull back on the next bet and then continue to increase the size of each winning bet a moderate amount.

The recommended betting series for \$5 Base Bets is:

Profit Multiplier Betting

Winning Level-1 Fast Profit Bet	-----Profit Multiplier Bets-----						
5	9	8	12	15	20	25	30

After winning the \$30 bet continue to add \$5 for each additional win.

The Rules for Profit Multiplier Bets are:

1. Start Profit Multiplier Betting only after winning a Level-1 Fast Profit Bet.
2. Move up one level following each win. If you win the \$9 bet, bet \$8 on the next round. If you win the \$8 bet, bet \$12 on the next round.
3. So long as you are winning you will continue Profit Multiplier Betting. We have seen series of nine consecutive winning bets.
4. With any losing bet return to Rapid Recovery Betting make a Level 2 or Level 3 bet. If the losing Profit Multiplier bet is less than the amount of the Fast Profit Level-2 bet, return to Fast Profit Betting at Level-2. If the losing Profit Multiplier bet is greater than the amount of the Fast Profit Level-2 bet, return to Fast Profit Betting at Level-3.

The next table shows a series of bets made using all three betting platforms.

A Series of Bets Made Using All Three Betting Platforms

No	Betting Platform	Bet Level	Amount Bet	Outcome of Bet	Cumulative Won
1	Fast Profit	1	5	Lost	-5
2	Fast Profit	2	12	Win	+7
3	Fast Profit	1	5	Lost	+2
4	Fast Profit	3	12	Lost	-10
5	Rapid Recovery	1	10	Won	-0-
6	Fast Profit	3	25	Lost	-25
7	Fast Profit	4	40	Win	+15
8	Fast Profit	3	25	Win	+40
9	Fast Profit	1	5	Win	+45
10	Profit Multiplier	1	9	Win	+54
11	Profit Multiplier	2	8	Win	+62
12	Profit Multiplier	3	12	Win	+74
13	Profit Multiplier	4	15	Loss	+59
14	Fast Profit	3	25	Win	+84
15	Fast Profit	2	12	Win	+96

Round by Round Review:

1. We always start a game using the Fast Profit Betting Platform making a Level-1 bet. We wager \$5 and lose.
2. Following the loss of a Level-1 bet we make a Level-2 bet of \$12 and win.
3. With a bet win we drop one level and make a Level-1 bet of \$5 and lose.
4. Following a loss we move up to a Level-2 bet of \$12 and lose the bet.
5. The loss of two consecutive bets triggers a move to Rapid Recovery Betting. We make a Level-1 bet of \$10 and win.
6. Following a win using the Recovery Betting Platform, we return to Rapid Recovery Betting one level higher than the bet lost before moving to Rapid Recovery Betting. We make a Level-3 bet of \$25 and lose.
7. Following the losing bet we move up one level to Level-4, wager \$40 and win.
8. With a win we drop back one level, make a Level-3 bet of \$25 and win.

9. If we win two consecutive Rapid Recovery Bets we drop our next bet down to Level-1. We make a Level-1 bet and win.
10. The win of any Level-1 Fast Profit Bet triggers a change to the Profit Multiplier Platform on the next round. For Round 10 we make a Level-1 Profit Multiplier Bet of \$9 and win.
11. With any Profit Multiplier win we increase the next bet one level. Following the Round 10 win we make a Level-2 bet of \$8 and win.
12. With a Level-2 bet win we increase our bet to Level-3, bet \$12 and win.
13. Winning a Level-3 Profit Multiplier Bet we increase our bet to a Level-4 bet of \$15 and lose.
14. Losing any Profit Multiplier Bet signals a move back to Fast Profit Betting at an amount equal to or greater than the losing bet so long as we don't bet more than a Level-3 Fast Profit bet. We make a Level-3 Fast Profit Bet of \$25 and win.
15. Continuing with Fast Profit Betting, we drop our bet to a Level-2 bet of \$12 and win the bet. This brings our winnings up to \$96 and we decide to call the game over with a nice win.

In the previous chapter we covered using Tracker Master Betting which determines where you place each bet.

In this chapter we showed how the size of each bet is determined according to the betting platform and how we change our bets from Fast Profit Betting to Rapid Recovery bets and then back to Fast Profit Bets.

We also covered moving from Fast Profit Bets to Profit Multiplier Betting and then back to Fast Profit Betting.

We showed a complete game showing how to use the betting platforms.

In the next chapter we will show how to use the complete Tracker Roulette system which combines Tracker Master Betting with using Tracker Profit Betting.

Using the Complete Tracker Roulette Strategy

Tracker Roulette uses Tracker Master Betting to determine where to place each bet. Tracker Profit Betting uses three different betting platforms determines the size of each bet.

When we combine the bet placement and bet sizing strategies we have the complete Tracker Roulette Strategy.

Tracker Master Betting:

1. Only bet on the even-money bets in roulette. We prefer to bet of the colors of red or black.
2. Start a game by observing one decision. If there are no decisions to observe as with online betting we recommend you start out by betting Red.
3. Always start out in Repeat Mode. In this mode you will bet that the previous decision will repeat. If the decision is Red, bet that Red will show again. If it is Black, bet on Black repeating.
4. Continue using the Repeat Mode until losing three consecutive bets. Upon the loss of three consecutive Repeat Bets, change to Alternate Betting Mode on the next round.
5. With Alternate Betting start by betting the Opposite of the previous decision and alternate each round of betting by changing from opposite to same, then back to opposite. If you lose two bets in a row in this mode then change back to using the Repeat Mode.

If Tracker Master Betting is not clear to you, please review the examples of how this strategy is used.

Tracker Profit Betting

Tracker Betting uses three different Betting Platforms. Each Platform is designed to catch the current rhythm of the game. When you play you will move from one platform to the next.

Fast Profit Betting Platform

You will start every game in the Fast Profit Betting Platform. You make bets in five different levels. The bets for \$5 betting are shown below:

Fast Profit Bets for \$5 Base Bets

Level	1	2	3	4	5
Bets	5	12	25	40	60

Betting Rules for Fast Profit Betting:

1. Begin game at Level-1.
2. Increase bet one level following a loss. If you lose a Level-1 bet you will make a Level-2 bet on the next round of play.
3. When you win a bet reduce your betting one level for the next round of play. If you win a Level-3 bet your next bet will be a Level-2 bet.
4. If you win two bets in a row or win two out of three bets, drop back to a Level-1 Bet for the next round. Example: Win Level-4, Win Level-3, drop back to Level-1.
Example-2: Win Level-4, Lose Level-3, Win Level-4, drop back to Level-1
5. Whenever you lose two consecutive bets in the Fast Profit Betting Platform you will switch to the Rapid Recovery Betting Platform. You will stay in the Rapid Recovery Betting Platform until you win one bet. After winning one bet you will change back to Fast Profit Betting at the level higher than your last losing bet in this mode. Example: Fast Profit Betting: Lose Level-1, Lose Level-2. Change to Rapid Recovery Betting. After one win, change back to Fast Profit Betting and pick up betting at Level-3.
6. Whenever you win a Level-1 Fast Profit Bet you will switch to the Profit Multiplier Betting Platform. You will stay with this platform until you lose one bet. After losing any Profit Multiplier Bet, switch back to Fast Profit Betting, resuming betting at the Level larger than your last losing Profit Multiplier bet. However, when you change back to Fast Profit Betting Level-3 is the highest level at which you can resume betting.

Rapid Recovery Betting

The Rapid Recovery Betting Platform is used only after losing two consecutive Fast Profit Bets. The bets for \$5 Base Bets are:

Rapid Recovery Bets for \$5 Base Bets

Level	1	2	3
Rapid Recovery Bet	10	20	50

Betting Rules for Rapid Recovery Betting:

1. Start betting at Level-1.
2. Move to the next level following a loss. If you lose a Level-1 bet, move to Level-2 on the next round.
3. With any win return to Fast Profit Betting at the Level higher than the last losing bet.

Example: In Fast Profit Betting mode lose Level-1 and Level-2 bets.

Switch to Rapid Recovery Betting.

Make a Level-1 Rapid Recovery Bet and lose.

Make a Level-2 Rapid Recovery Bet and lose.

Make a Level-3 Rapid Recovery Bet and win.

Return to Fast Profit Betting making a Level-3 Fast Profit Bet.

The purpose of using the Rapid Recovery Bets is to protect the Fast Profit Betting Platform from a long string of consecutive losses and to return to the Fast Betting Platform as soon as a win occurs.

The Profit Multiplier Betting Platform

You will only change to the Profit Multiplier Betting Platform after winning a Level-1 bet in the Fast Profit Betting Platform. The purpose of Profit Multiplier Betting is to gradually increase the size of your bets during a winning streak.

The recommended Profit Multiplier Bets for \$5 Base Betting are:

Profit Multiplier Betting

Winning Level-1 Fast Profit Bet	-----Profit Multiplier Bets-----						
5	9	8	12	15	20	25	30

The Rules for Profit Multiplier Betting are:

1. Change from the Fast Profit Betting Platform to the Profit Multiplier Betting Platform only after winning a Level-1 bet in the Fast Profit Betting Platform.
2. Continue to make Profit Multiplier Bets so long as you are winning. After each win increase your bet one level. Example: Win \$9, Win \$8, Win\$12, Win \$15.
3. With any loss you will stop making Profit Multiplier Bets and revert to the Fast Profit Bets.
4. After losing a Profit Multiplier Bet you will return to the Fast Profit Betting Platform at a Level higher to cover the loss of the last losing Profit Multiplier Bet. However, the maximum Fast Profit Bet Level to resume betting is a Level-3 Fast Profit Bet.

Example 1. In Profit Multiplier Mode: Win \$9, Win \$8, Lose \$12. Revert to Fast Profit Betting making a Level-2 bet of \$12. This is the smallest Fast Profit Bet large enough to cover the last losing (\$12) Profit Multiplier Bet.

Example 2. In Profit Multiplier Mode: Win \$9, Win \$8, Win \$12, Win \$15, Win \$20, Win \$25, Lose \$30. Revert to Fast Profit Betting making a Level-3 bet of \$25. Even though the wager of \$25 is lower than the last losing Profit Multiplier Bet of \$30, we are limited to making no larger than a Level-3 Fast Profit Bet after losing a Profit Multiplier Bet.

The purpose of limiting the largest bet level used for resuming Fast Profit Betting is to reduce the risk of losing the Fast Profit Betting Series.

Additional Rules for Tracker Roulette

Bet placement is governed by Tracker Master Betting.

The size of each bet is determined by using the Tracker Profit Betting System with its

three different betting platforms.

The following rules are also used with Tracker Roulette:

1. The buy-in, or amount used for a game is the Game Bankroll for each level of play. Each level of play has its own Game Bankroll level. For \$5 Base Betting (as used in the examples in this book) a Game Bankroll of \$150 is used.
2. The Game Bankroll acts as a loss limiter for each game played. If you lose the Game Bankroll the game is over and you will quit play before playing another game.
3. The loss of the highest Fast Profit Bet or the largest Rapid Recovery Bet signals the loss of a game.
4. Game wins are determined by reaching Profit Targets. Each betting level has its own Profit Target. Five-dollar bettors will look for a win of \$50 or more per game. Ten-dollar bettors will look for a win of \$100 or more per game.
5. A game may be called as complete at the discretion of the player. If the player has just won a larger bet, he may want to call the game over. Also, if a game has lasted for more than 25 spins the player may wish to call the game over.

Tracker Roulette is very effective at beating all versions of roulette. In the next chapter we'll show a number of Sample Games demonstrating how to use this strategy.

Sample Games

In this chapter we review several games played using Tracker Roulette. All of these games were played using \$5 Base Bets.

The Tracker Profit Betting platforms and bets used in the Sample Games are:

Fast Profit Bets for \$5 Base Bets

Level	1	2	3	4	5
Bets	5	12	25	40	60

Rapid Recovery Bets Series for \$5 Base Bets

Level	1	2	3
Rapid Recovery Bet	10	20	50

Profit Multiplier Betting

Winning Level-1 Fast Profit Bet	-----Profit Multiplier Bets-----						
	5	9	8	12	15	20	25

Key:

Outcome: R = Red, B = Black

Betting Mode: Re = Repeat, Al = Alternate

Betting Pattern: S = bet same as last outcome, O = bet opposite of last outcome

Betting Platform: Method used to determine size of each bet. FP = Fast Profit Platform,

RR = Rapid Recovery Platform, PM = Profit Multiplier Platform

Bet Level: Level of bet used in Betting Platform.

W/L: W = win, L = Loss

Net for Round: Amount won for round

Net for Game: A Running total of wins and losses for the game

Sample Game 1

Base Bet = \$5, Game Bankroll = \$150, Profit Target = \$50

Spin	Outcome	Betting Mode	Betting Pattern	Bet On	Betting Platform	Bet Level	Amount Bet	W/L	Net for Round	Net for Game
1	0	Re	S	R	FP	1	5	L	-5	-5
2	B	Re	S	R	FP	2	8	L	-8	-13
3	R	Re	S	B	RR	1	10	L	-10	-23
4	B	Al	O	B	RR	2	20	W	+20	-3
5	R	Al	S	B	FP	3	25	L	-25	-28
6	B	Al	O	B	FP	4	40	W	+40	+12
7	B	Al	S	B	FP	3	25	W	+25	+37
8	R	Al	O	R	FP	1	5	W	+30	+42
9	B	Al	S	R	PM	1	9	L	-9	+33
10	R	Al	O	R	FP	2	12	W	+12	+36
11	R	Al	S	R	FP	1	5	W	+5	+41
12	R	Al	O	B	PM	1	9	L	-9	+33
13	R	Al	S	R	FP	2	12	W	+12	+45
14	R	Al	O	B	FP	1	5	L	-5	+40
15	B	Al	S	R	FP	2	12	L	-12	+28
16	B	Re	S	B	RR	1	10	W	+10	+38
17	R	Re	S	B	FP	3	25	L	-25	+13
18	B	Re	S	R	FP	4	40	L	-40	-27
19	B	Re	S	B	RR	1	10	W	+10	-17
20	B	Re	S	B	FP	5	60	W	+60	+43
21	B	Re	S	B	FP	4	40	W	+40	+83

Round by Round Explanation of Sample Game 1:

1. We start the game in Repeat Betting Mode using the Fast Profit Betting Platform. These are the default mode and platform for every roulette game. We started this game without observing any decisions by betting on R making a Level-1 FP bet of \$5. We lost the bet when zero showed.
2. Continuing in Repeat Mode (Re) we bet the Same as the previous decision. Since the previous decision was zero we bet on R again. In the FP Platform we increase our bet to a Level-2 bet of \$12 and lose when B shows.
3. Continuing in Re betting mode we bet the Same as the previous decision and bet on B. With two consecutive losses in the FP Platform we change to the Rapid Recovery Platform (RR) and make a Level-1 bet of \$10. We lose the bet when R shows.
4. With three consecutive losses we change from Repeat Betting Mode to Alternate Betting Mode (Al). We bet the opposite of the last decisions of R and bet on B. Continuing in the RR Platform we make a Level-2 bet of \$20 and win.

5. Continuing in AI betting mode we change from betting the Opposite to betting the Same as the previous decision. Since the outcome of Round 4 was B, we bet the Same and bet on B. With the win of a RR bet in Round 4 we return to FP Betting and make a Level-3 bet of \$25 on B. We lose when a R shows.
6. Still in AI betting mode we alternate betting patterns and change to betting the Opposite of the previous decision for this round. Since R was the outcome for Round 5 we bet on B. Following a loss we increase our FP Bet one Level and make a Level-4 bet of \$40 on B. B shows and we win the bet.
7. Continuing in AI betting mode we switch back to betting the Same as the previous outcome and bet on B. Following a winning Level-4 FP bet we drop back to a Level-3 FP bet and wager \$25 on B. We win the bet.
8. Still in AI betting mode we change to betting Opposite and wager on R. With two consecutive wins in the FP platform we drop to a Level-1 bet. We wager \$5 on R and win.
9. Sticking with AI betting mode we change back to the S betting pattern and bet that the previous decision of R will repeat. The win of a Level-1 FP bet triggers a change to Profit Multiplier Betting (PM) and we make a Level-1 PM bet of \$9 on R. We lose when B shows.
10. In AI betting mode we change to betting Opposite and bet on R. The loss of a PM bet signals a move back to FP betting. We make an FP Level-2 bet of \$12 and win.
11. Still in AI betting mode we change to betting the Same and bet that the Round 10 decision of R will repeat. In the FP Betting Platform we drop our bet one level and make a Level-1 bet of \$5 and win.
12. Continuing in AI betting mode we switch to betting Opposite and wager on B. With the win of a Level-1 FP bet we change to the PM Betting Platform making a Level-1 bet of \$9 on B. We lose when a R shows.
13. Still in AI betting mode we change our pattern to betting the Same as the previous decision and bet on R. After a losing PM bet we change back to the FP Platform and make a Level-2 bet of \$12 on R. We win the bet.

14. Sticking with AI betting mode we switch to betting the Opposite of the previous decision and bet on R. Having won a Level-2 FP bet we drop back to Level-1 and wager \$5 on B. We lose the bet when R shows.

15. Continuing in AI betting mode we change to betting the Same as the previous decision and wager on R. We raise our bet to a Level-2 FP bet and wager \$12. We lose the bet.

16. We have now lost two bets in a row. This signals a change from the AI betting mode to the Repeat (Re) betting mode. In the Re mode we bet the Same as the previous decision and wager on B. Two consecutive losses triggers a change in betting platforms from Fast Profit Betting (FP) to the Rapid Recovery Platform (RR). We make a Level-1 RR bet of \$10 on B and win the wager.

17. Continuing in Re betting mode we bet the Same as the last decision and bet on B. Since we won a RR bet we change back to Fast Profit Betting (FP) and make a Level-3 wager of \$25 and lose the bet.

18. Still in Re betting mode we continue with betting the Same as the last decision and make a wager on R. In the FP Betting Platform we make a Level-4 bet of \$40 and lose.

19. We continue in Re betting mode with the Same pattern and wager on B. With two consecutive losses we leave the FP Betting Platform (FP) and make a Level-1 Rapid Recovery Bet (RR) of \$10 and win.

20. Still in Re betting mode we bet the Same as the previous outcome and wager on B. With a win in the RR platform we return to Fast Profit Betting (FP) and make a Level-5 bet of \$60 which wins. If we had lost this bet we would have lost the highest bet in the FP Betting Series and the game would be over with a loss.

21. Continuin in RE betting mode we bet on B, the Same as the previous outcome. In the FP Platform we drop our bet to a Level-4 wager of \$40 and win. We now have a win of \$83, larger than our Target Profit of \$50 and we call this game over.

Comments about Sample Game 1:

Sample Game 1 was a difficult game. We never got a winning run going in the Profit Multiplier Platform. And, in Round 20 we reached the higher wager in the Fast Profit Betting Series. Nonetheless, we won the highest bet in Round 20 and followed it up with a win in Round 21 which gave us a net win of \$83.

This game demonstrated the resilience of Tracker Roulette and how the loss position we have after Round 19 of -17 can quickly be turned into a win.

Sample Game 2

Base Bet = \$5, Game Bankroll = \$150, Profit Target = \$50

Spin	Outcome	Betting Mode	Betting Pattern	Bet On	Betting Platform	Bet Level	Amount Bet	W/L	Net for Round	Net for Game
1	R	Re	S	R	FP	1	5	W	+5	+5
2	R	Re	S	R	PM	1	9	W	+9	+14
3	R	Re	S	R	PM	2	8	W	+8	+22
4	R	Re	S	R	PM	3	12	W	+12	+34
5	R	Re	S	R	PM	4	15	W	+15	+49
6	B	Re	S	R	PM	5	20	W	-20	+29
7	B	Re	S	B	FP	3	25	W	+25	+54

Round by Round Explanation of Sample Game 2:

1. We start the game in Repeat Betting Mode (Re) which determines where we bet and the Fast Profit Betting Platform which determines the size of each bet. We start the game without observing any decisions making a default bet on R. Our wager wins.
2. We stick with the Re betting mode using the Same Pattern and that the last decision of R will repeat. The win of a Level-1 FP bet signals a change to the Profit Multiplier Platform. We make a Level-1 PM bet of \$9 and win.
3. Still in Re betting mode using the Same Pattern we wager that R will repeat. We move to a Level-2 bet of \$8 in the PM Platform and win the bet.
4. Continuing in Re betting mode we bet the Same as the previous decision, wagering on R. Still in the PM Platform we make a Level-3 bet of \$12 and win.
5. Sticking with Re betting using the Same Pattern we wager on R again. Continuing with the PM Platform we make a Level-4 bet of \$15 and win.
6. In Re betting mode we use the Same Pattern and wager on R. In the PM Platform we move up to a Level-5 bet of \$20 and lose.
7. Continuing in Re betting mode using the Same Patter we bet that the last decision of

will repeat. With the loss of any bet in the PM Platform we return to the Fast Profit Platform, betting an amount equal to or larger than the last losing bet with a limit of a Level-3 FP bet allowed. We make a FP Level-3 bet of \$25 on B and win the bet. After this win we check our bankroll and see that we are up by \$54. With a Target Profit of \$50 we call this game over.

Comments about Sample Game 2:

In Sample Game 2 the Profit Multiplier Betting Platform had a nice run with four consecutive wins. In this game the color Red streaked for five bets in a row and we won every bet.

Roulette is a very streaky game and the Profit Multiplier Betting Platform does well with streaks. It proved its worth in this game.

Sample Game 3

Base Bet = \$5, Game Bankroll = \$150, Profit Target = \$50

Spin	Outcome	Betting Mode	Betting Pattern	Bet On	Betting Platform	Bet Level	Amount Bet	W/L	Net for Round	Net for Game
1	0	Re	S	R	FP	1	5	L	-5	-5
2	B	Re	S	R	FP	2	12	L	-12	-17
3	R	Re	S	B	RR	1	10	L	-10	-27
4	B	Al	O	B	RR	2	20	W	+20	-7
5	R	Al	S	B	FP	3	25	L	-25	-32
6	B	Al	O	B	FP	4	40	W	+40	+8
7	B	Al	S	B	FP	3	25	W	+25	+33
8	R	Al	O	R	FP	1	5	W	+5	+38
9	B	Al	S	R	PM	1	9	L	-9	+29
10	R	Al	O	R	FP	2	12	W	+12	+41
11	R	Al	S	R	FP	1	5	W	+5	+46
12	R	Al	O	B	PM	1	9	L	-9	+37
13	R	Al	S	R	FP	2	12	W	+12	+49
14	R	Al	O	B	FP	1	5	L	-5	+44
15	B	Al	S	R	FP	2	12	L	-12	+32
16	B	Re	S	B	RR	1	10	W	+10	+42
17	B	Re	S	B	FP	3	25	W	+25	+67

Round by Round Explanation of Sample Game 3:

1. We always start a game in Repeat Betting Mode (Re) using the Fast Profit Betting Platform. In this case we did not observe a decision before starting to play and started with our default bet on Red. We lose the bet when a zero shows.

2. We continue in Repeat Mode betting the Same as the preceding decision. We wager again on R making a Level-2 FP Bet of \$12 and lose the bet when B shows.
3. Still in Re betting mode we bet the Same as the last bet making a bet on B. With the loss of two FP bets we change to the RR Betting Platform making a Level-1 bet of \$10 on B. We lose the bet.
4. We've lost three bets in a row. This triggers a change in betting mode from Re to Alternate Betting Mode (Al). We bet the Opposite of the last outcome, wagering on B. We increase our RR bet to Level-2 betting \$20 on B. We win the wager.
5. Still in Al betting mode we change our pattern to betting Same and bet that B will repeat. The win of an RR bet in the last round triggers a move back to the FP Platform and we make a Level-3 bet of \$25 on B and lose.
6. Still in Al betting mode we change to betting Opposite and wager on B. We make a Level-4 FP bet of \$40 on B and win.
7. Continuing in Al betting mode we switch to betting the Same and wager that B will repeat. We drop our FP bet to Level-3, wagering \$25 on B and win.
8. Sticking with the Al betting mode we change to betting the Opposite of the last decision and wager on R. With the win of two out of three bets we drop back to a Level-1 FP bet of \$5 and win.
9. We stick with Al betting mode and change to betting the Same as the previous bet. The win of a Level-1 FP bet triggers a move to Profit Multiplier betting. We make a Level-1 PM bet of \$9 on R and lose.
10. We continue in Al betting mode, changing to betting the Opposite of The last outcome wagering on R. The loss of the PM bet signals a move back to FP betting and we make a Level-2 FP bet of \$12 and win.
11. Still in Al betting mode we switch to the Same Pattern betting on R. We drop our FP bet one level and make a Level-1 bet of \$5 on R and win.
12. Continuing in Al betting mode we change to betting Opposite of the last decision and bet on B. The win of a Level-1 FP bet triggers a move to Profit Multiplier Betting (PM) and we make a Level-1 PM bet of \$9 on B and lose.

13. Still in AI betting mode we switch to betting the Same as the last decision and wager on R. The loss of a PM bet signals a move back to Fast Profit Betting (FP) and we make a FP Level-2 bet of \$12 and win.

14. In AI betting mode we change our betting pattern to Opposite wagering that B will show. We make a Level-1 FP bet of \$5 and lose.

15. Continuing in AI betting mode we switch to the Same Pattern and wager on R. We increase our FP bet to a Level-2 bet of \$12 and lose.

16. The loss of two consecutive AI bets triggers a change to Repeat Betting Mode (Re). We bet the Same as the last decision, wagering on B. The loss of two FP bets triggers a change to Rapid Recovery Betting (RR) and we make a Level-1 RR bet of \$10 and win.

17. Continuing in Re betting mode we bet that the last decision will repeat, wagering on B. With the win of an RR bet we change to FP betting mode making a Level-3 bet of \$25 and win. With this win our winnings for the game reach \$67, greater than our objective of \$50 and we call the game over.

Comments About Sample Game 3:

Sample Game 3 went fairly smoothly. While the Profit Multiplier Platform didn't contribute to the profits, the Fast Profit and Rapid Recovery Platforms performed well. We spent most of this game using the Alternate Betting Mode. This betting mode works extremely well for choppy games and even holds its own against repeating decisions (see Rounds 10 to 14). This game demonstrates how each part of Tracker Roulette does its share of contributing to the profits.

You should review each of the Sample Games and make sure you understand why we bet the way we did when we did. If you are having trouble with part of the system you should go back and review the detailed explanation for that part.

In the next chapter we will add money management to using the Tracker Roulette System. Money management is critical to your success as a consistent winner.

Tracker Roulette Money Management

Before reading this chapter you should understand how to use the *Tracker Roulette Strategy*.

Before you start playing you need to have the correct bankroll for your level of play. Many times the minimum wager accepted by the casino where you will play will have a major influence on the bankroll needed. If you decide to use the house minimum as your minimum bet, then you must make sure that you have adequate funds to play at this level.

We use two bankroll concepts:

Game Bankroll – this is the amount of money you will use to buy in for one session of play. For example, if you are playing in an online casino accepting \$1 bets and you decide to make \$1 your minimum bet, then you must have at least \$30 as your *buy-in* to play at this level.

If you are playing with \$5 minimum bets, you will need a Game Bankroll of at least \$150.

Total Bankroll – is the total amount of money you need to have to play *Tracker Roulette*. *Tracker Roulette* has a low Total Bankroll requirement of just five times the Game Bankroll. *Tracker Roulette* doesn't need a higher *Total Bankroll* because it controls losses very well and a Total Bankroll five times the size of the *Game Bankroll* is adequate.

Tracker Roulette Target Win– is the amount of winnings we try to reach before calling a game completed.

In the previous chapter you saw several sample games where we used a Game Bankroll of \$150 and a *Tracker Roulette Target Win* of \$50. It is easy to calculate the *Tracker Roulette Target Win* for any level of play. The Target Win is always ten times the size of your minimum wager. Thus, if you make \$5 minimum bets, your Target Win will be \$50. If you use \$25 minimum bets, your Target Win is \$250.

If you like to think in terms of Betting Units, you can calculate the *Game Bankroll, Total Bankroll and Tracker Roulette Profit Goal* amounts as follows:

Game Bankroll	50 x minimum bet
Total Bankroll	250 x minimum bet
Target Win	10 x minimum bet

The table below summarizes Minimum Bets, Game Bankrolls, Profit Goals and Total Bankrolls for minimum bets ranging from \$1 to \$500.

Tracker Roulette Bankroll Levels and Target Win Amounts

Minimum Bet	Game Bankroll	Target Win	Total Bankroll
25¢	\$7.50	\$2.50	\$37.50
50¢	\$15	\$5	\$75
\$1	\$30	\$10	\$150
\$2	\$60	\$20	\$300
\$3	\$90	\$30	\$450
\$5	\$150	\$50	\$750
\$10	\$300	\$100	\$1500
\$15	\$450	\$150	\$2250
\$20	\$600	\$200	\$3000
\$25	\$750	\$250	\$3750
\$35	\$1050	\$350	\$5250
\$50	\$1500	\$500	\$7500
\$75	\$2250	\$750	\$11250
\$100	\$3000	\$1000	\$15000
\$200	\$6000	\$2000	\$30000
\$300	\$9000	\$3000	\$45000
\$400	\$12000	\$4000	\$60000
\$500	\$15000	\$5000	\$75000

You should follow the bankroll guidelines when you play roulette using *Tracker Roulette*.

Here are some rules to help you.

1. You must have the minimum bankroll needed for your level of play. If you play with less than the recommended amounts, you will not have a large enough bankroll to use this strategy correctly.
2. You will always buy in for at least the amount of the Game Bankroll. You can buy in

for more but never for less. For example, if you are a \$10 bettor, the required Game Bankroll is \$300. You can buy in for \$500 if you like, as many players will buy in for amounts rounded to the nearest hundred. However, you should not buy in for a lesser amount such as \$200.

3. You should stop playing if you reach your **Target Win**. You will find that you will hit the **Target Win** very quickly, especially in online games. You don't have to physically leave a casino roulette table or exit an online game. All you have to do is **reset your play**. You will do this by starting over exactly the same way you did when you first started playing. You will set aside your winnings and start by making a minimum bet on Red using the "Same" bet selector pattern. Once you do this you will proceed in exactly the same manner as when you start any other game. The only difference is that you may rack up three to five games in a session before quitting. The terms Session Bankroll and Game Bankroll mean the same thing as you can always play several games in a row using the same original buy-in.

4. If you lose a game, you must pull off and take a break. Losing games are very infrequent with **Tracker Roulette** and you may be lulled into feeling that you will never lose a game with the strategy's reliable winnings. However, you will lose a game occasionally, and when you do, you must take a break from playing. The worst thing you could do is immediately buy in with more money and continue playing. The reason I am so insistent that you take a break after a loss is that losing a game will alter your perception of using the strategy and you are more likely to make mistakes following a loss. If you treat a loss as a time to take a break from play and not start playing again for at least an hour, you will do much better.

I want to make a few more comments about when you "should" call a game over and when you "must" call a game over. Whenever you reach the level of your **Tracker Roulette Target Win**, you really don't have to stop playing. Just "lock up" your profits and you can continue playing. Locking them up means removing the amount won from play. In a land-based game you can move your winning chips to a separate win stack. With online play you can write down the amount of your profits and continue to play.

If you lose the highest bet in either the Fast Profit Betting or Rapid Recovery Betting Series, you will have lost the amount of your buy-in or Game Bankroll. You will never continue to play in these circumstances.

So, continuing to play after reaching the level of a **Target Win** is optional. Stopping play when you lose your buy-in is mandatory.

In the next chapter we will take a look at the results of 5,313 games played using ***Tracker Roulette***. More than anything else, our play in real casinos demonstrates the power of using this strategy.

How Much Can You Make With Tracker Roulette?

Playing roulette using *Tracker Roulette* is very profitable. We have used this strategy in 5,313 documented games.

In testing this strategy, I had the help of a number of associates who played roulette using *Tracker Roulette* in a variety of locales and bankroll levels.

Whenever possible we played against single-zero roulette wheels. These wheels are easy to find if you play roulette online or in jurisdictions outside of the United States. We did play a number of games of roulette using *Tracker Roulette* on American double-zero wheels and found that the strategy's profitability is only slightly reduced.

However, my thinking is that you shouldn't give the casino any more of an edge than it already has and by sticking to playing on single-zero wheels you are cutting the house's edge considerably.

We played on a variety of wheels in both land-based and online games.

In the online casinos we played in many \$1 and \$2 games and did very well with the strategy as it racks up wins so quickly that even 25-cent play is very profitable.

In land-based games we played roulette on a few \$1 wheels, found in Native American casinos, but mostly played on wheels with \$5 to \$25 minimum bets. We did log in some play making \$100 and \$200 minimum bets, and we were bowled over with the extraordinarily high profits.

Let me give you a few examples of what we experienced –

Playing online making \$5 bets we averaged making \$971 an hour in Net Winnings.

Making \$25 bets online our winnings averaged \$4,859 an hour!

In land-based games we also made a lot of money.

Playing in \$10 games we made \$333 an hour.

And, when we played with \$100 minimum bets, we pulled in net winnings of \$3,331 an hour!

These are really outstanding win rates. They are based on playing 5,313 games, and, these are net win rates, net of any losing games!

While we played roulette with minimum bets ranging from 25-cents to \$500, it facilitates comparability to convert our results to a single level of play. We converted all of our documented play to the equivalent results we would have had using \$5 as our minimum bets. This level of play is the same in all of the sample games and examples of play used in this book.

Here are the parameters used for our adjusted 5,313 games:

Minimum Bet	\$5
Game Bankroll	\$150
Total Bankroll	\$750
Target Win per Game	\$50

The betting platforms and bets used in the for these games are:

Fast Profit Bets for \$5 Base Bets

Level	1	2	3	4	5
Bets	5	12	25	40	60

Rapid Recovery Bets Series for \$5 Base Bets

Level	1	2	3
Rapid Recovery Bet	10	20	50

Profit Multiplier Betting

Winning Level-1 Fast Profit Bet	-----Profit Multiplier Bets-----						
	5	9	8	12	15	20	25

The results of 5,313 games converted to \$5 minimum bet equivalency are summarized as follows:

Summary of Games Played Using Tracker Roulette Using \$5 Base Bets

Total Games	5,313
Games Won	4,158
Games Lost	1,550
Win Rate	78.26%
Total Spins	89,859
Net Won	\$247,863
Average Winnings per round of play $\$297,150/138,387 =$	\$2.777
Total Won excluding losing games	\$332,409
Number of Winning Games	4,158
Average Winnings per winning game	\$79.94
Average Win for All Games	\$46.65
Average Loss per losing game	\$73.20
Average Length of a Game (Rounds of Play)	16.91 spins
Average Time Length of Game in Minutes:	
Land-based game (played at 60 rounds per hour)	17 minutes
Online Game (played at 350 rounds per hour)	2.9 minutes

I am confident that these games are representative of what you can expect when you use ***Tracker Roulette***.

Let's start with our win rate. We won 78.26% of all games. While this is lower than with other systems, you have to consider the fact that the average amount won per winning game was \$79.94 while the average amount lost per losing game was just \$73.20. If we won 47.80 games per 100 played we would break even with this system. As it is we won 78.26 games per 100 played.

Our winnings offer powerful testimony to the sheer power of this strategy!

Let's assume, just to play the Devil's Advocate, that you lose three games out of every 10 games you play.

The main question you should have is how would a loss rate as high as 30 percent affect the profitability of this strategy?

We can answer this question fairly easily by making the following calculations:

Winning Games: 7 winning games x \$79.94 =	\$559.57
Losing Games: 3 x \$73.20	-219.60
Net Amount Won for every 10 games	<u>\$339.97</u>
Net Amount Won Per Game with Assumed 39%	
Loss Rate: \$339.97/10 =	<u>\$34.00</u>

So, even if we lost 30% of our games, we would still average making \$34.00 per game.

Because time is money, it is important to evaluate how much money was required to produce each win and how long it took, on the average, to win a game.

We can best do this by comparing the amount won per hour to the Total Bankroll required for this level of play.

To facilitate comparisons, we calculate the average net amount won for each spin of the wheel. For a \$5 bettor, we have:

Average Winnings per round of play was **\$2.777 per spin.**

We can easily convert this into the equivalent winnings per hour.

For land-based play, we will use 60 spins per hour and have: $60 \times \$2.777 = \166.62 per hour.

For online play, we use 350 spins per hour and compute: $350 \times \$2.777 = \971.95 per hour.

Now we have hourly win rates. We can compute our return on investment (ROI) for different time periods by comparing the amount of our net winnings with the total amount at risk, which is our Total Bankroll.

Using a win rate of \$2.777 per spin and a Total Bankroll for \$5 bettors of \$150, we compute ROIs for one hour, eight hours, fifteen hours and twenty-five hours play as follows:

Calculation of ROI for Tracker Roulette Using \$5 Minimum Bet Play

Time Played	Land-based Play (60 spins per hour)	Online Play (350 spins per hour)
1 hour	110%	643%
8 hours	880%	5144%
15 hours	1650%	9645%
25 hours	2750%	16075%

Let's assume that you play land-based roulette using *Tracker Roulette* 15 hours a week. Your weekly ROI is 1650%, which is the same as an interest rate of 1650%. This is stated as an absolute return, not an annualized return like interest on a savings account or the annual return of a mutual fund.

If you played roulette forty weeks a year, averaging 15 hours a week of play, your equivalent annual return would be 40 weeks x 1650% = 66,000%. Another way of saying this is that you would win 660 times the amount of your Game Bankroll. For a \$5 bettor using a \$150 Game Bankroll, this would be: $660 \times \$150 = \$99,000$ per year.

Let's assume that you are comparing the annual return from playing *Tracker Roulette* with a savings account paying 2.5% and a mutual fund with a 15% annual return. The comparison would look like this:

Investment Vehicle	Annual ROI
Saving account	2.50%
Mutual Fund	15.00%
Tracker Roulette	66,000%

Another way of looking at this would be to compute the absolute return on your money using these different rates of return.

Assuming we invested \$1,000 for one year, we would have:

Investment Vehicle	Annual Dollars per \$1,000 Investment
Saving account 2.5%	\$25
Mutual Fund 15.0%	\$150
Tracker Roulette 66,000%	\$99,000

This is almost a mind-blowing ROI. And this is for land-based play. With a spin rate five times faster with online play, you will earn five times this ROI. In other words, if you play 15 hours a week for forty weeks a year online, you can expect an ROI of 396,000%, resulting in a win of \$594,000 per year!

The following table shows win rates in both land-based and online roulette games for various levels of play.

Hourly Winnings with Tracker Roulette

Minimum Bet	Buy-in	Total Bankroll	Average Won/Spin	Land-based Hourly Winnings (60 spins/hr.)	Online Hourly Winnings (300 spins/hr.)
\$1	\$76	\$228	\$0.429	\$25.74	\$128.70
\$2	\$152	\$456	\$0.858	\$51.58	\$257.40
\$3	\$228	\$684	\$1.287	\$77.22	\$386.10
\$5	\$375	\$1125	\$2.147	\$128.82	\$644.10
\$10	\$750	\$2250	\$4.294	\$257.64	\$1288.20
\$15	\$1125	\$3375	\$6.441	\$386.46	\$1932.30
\$20	\$1500	\$4500	\$8.588	\$515.28	\$2576.40
\$25	\$1875	\$5625	\$10.735	\$644.10	\$3220.50
\$35	\$2625	\$7875	\$15.029	\$901.74	\$4508.70
\$50	\$3750	\$11,250	\$21.470	\$1288.20	\$6441.00
\$75	\$5625	\$16,875	\$32.205	\$1932.30	NA
\$100	\$7500	\$22,500	\$42.940	\$2576.40	NA
\$200	\$15000	\$45000	\$85.880	\$5152.80	NA
\$300	\$22500	\$67500	\$128.820	\$7729.20	NA
\$400	\$30000	\$90000	\$171.760	\$10,305.60	NA
\$500	\$37500	\$112,500	\$214.700	\$12882.00	NA

The amounts computed in the previous table are based on 89,859 rounds (spins) played in real roulette games and will give you a very good approximation of how well you will do using *Tracker Roulette*.

Let's take a look at some of your options.

You can start as a 25-cent player playing online and make \$48 an hour. I don't know of too many part time jobs paying \$48 an hour. If you like, you can stick with this level of play. Since it only requires a Total Bankroll of \$37.50, in less than one hour you will win an amount equal to the total amount at risk.

You could play 15 hours a week at this level and bring in a very respectable \$720 a week net winnings.

While \$48 an hour is not bad, after a couple of days at this level you can easily start playing as a \$1 minimum bettor online. When you do, you will get an instant raise to \$194 an hour!

You can continue this process as your winnings grow. You can move from \$1 to \$2 betting and then \$3 betting, where you will win \$583 an hour.

As a \$5 bettor you can pull in \$972 an hour. Ten hours a week will net you \$9,772 a week!

Online you can easily find casinos where you can make \$25 minimum bets and still be able to make the larger wagers required in *Tracker Roulette*. As a \$25 bettor you can bring in \$4,860 an hour.

The same type of approach works with land-based play. You won't find many games accepting bets lower than \$5, so you can pretty much assume that you will most likely start as a \$5 minimum bettor playing in a land-based game. However, you will be well rewarded as a \$5 bettor with \$166 an hour in net winnings.

You can follow the same plan as you did playing online. Move from \$5 bets to \$10 bets and your hourly return will jump to \$333 an hour.

Become a \$25 minimum bettor and you'll make \$833 an hour. At this level you can easily plan a weekend in Las Vegas and expect to pay for everything with your roulette winnings.

But you don't have to stop here. There are many wheels accepting \$100 minimum bets in land-based casinos. As a \$100 minimum bettor you'll net an average of \$3,331 an hour.

The previous table goes all the way up to \$500 minimum roulette bets. Although there are very few tables accepting \$500 minimum bets, there are tables out there that will accommodate this level of play. If you want to you can become a \$500 minimum bettor and pull in \$16,658 an hour in roulette winnings!

Skilful Play

There are a number of decisions you need to make to become a successful *Tracker Roulette* player. For example, you must decide where to play and whether you will tip or not.

You will also need to make decisions on setting up and using a casino credit line as well as having your play rated. How you handle these situations can have a great bearing on your long-term success as a winning gambler.

Picking where you play

Your first choice in deciding to become a roulette winner is deciding where to play. I rate casinos on several different aspects. My first concern is whether the casino offers games that I find playable.

Every casino sets minimum and maximum bets for its table games. Typical minimum and maximum bets for roulette games offered by small casinos might be \$5 minimum bets and \$500 maximum bets. These limits will be acceptable for 90% of the players using *Tracker Roulette*. But a few players may require higher betting limits.

A more typical problem faces players in casinos which set minimum bets too high. Some East Coast casinos set their minimum roulette bets at \$10.

Many casinos will change their minimum wagers depending on the time of day and day of the week. Minimum bets are raised in the evenings and on weekends. If you are an Atlantic City player looking for tables with lower minimum bets, you will find more roulette tables with lower minimums if you play during the week instead of on weekends.

Besides table limits, I also consider the atmosphere of a casino. I absolutely refuse to play in casinos with rude dealers. I can tolerate slow dealers, dealers still in training and dealers who don't talk much. But I refuse to put up with dealers who make sarcastic remarks to other players or criticize my play. Life is too short. Change tables or, if necessary, change casinos.

Fortunately, casino employees are reasonable people and problematic dealers are not seen too often.

Some casinos have other annoying quirks. Can you tolerate a lot of smoke? Some casinos have poor ventilation systems so that a dull cloud of smoke seems to permeate the casino area. If this bothers you, don't play there.

Other casinos are dirty or have crowded, uncomfortable playing conditions. For several years there was a casino less than ten minutes from my house where I absolutely refused to play because the place resembled a dump (it has been updated and is now acceptable).

These are choices you must make. If you play in Las Vegas, you have just about every choice you can imagine available. If you want to play in a real players' joint, try Binion's Horseshoe downtown. Would you like some real elegance? You'll like the Venetian or Bellagio's.

One thing I don't do is discuss my system while I play. Some dealers will comment on it; most don't. You may get questions from other players. If you decide to discuss your system, keep it simple. You might state that you like to raise bets when you are winning, but sometimes you raise them after a loss as well.

If you start talking about the system, you will undoubtedly lose your concentration. In addition, it is almost a given that if you are trying to demonstrate the system to someone, you are going to have a loss. Call it bad luck or bad karma, but you can believe that discussing the system while you are playing is not a good idea.

Tipping

If you don't like to tip, most international play will suit you fine. Most casinos in Asia, Europe and Commonwealth countries like England, Australia and New Zealand forbid tipping the dealers.

In the U.S., you really have no choice but to tip. Many players refuse to tip, arguing that tips come right off their bottom line. I can't argue with the logic, but I will question the results of a no-tipping policy.

I personally have a great deal of respect for most casino personnel and especially dealers. I enjoy tipping them in exchange for good service, and once it is established that I am a "George" (slang for a good tipper), the level of service increases appreciably.

When I tip, I never just give the dealer the tip. I only tip by making bets for the dealer.

I tip by making a bet for the dealers if I have been winning. If I continue to win I will make another bet for the dealer about every twenty to thirty hands of play.

Act like a gambler

Play like a loser. If you are in a prolonged winning streak, don't rub it in the casino's face by continuing to play at the same table. If you do, make sure that you consistently make the kinds of moves which will throw the pit off. But your best ploy is not to overstay your welcome, especially if you are winning a bundle.

If you have a nice win and a floor person comments on it, you can casually mention that you dropped a bundle at craps last night and you are still not close to even. But don't do this if you never play craps. Make your story plausible.

Hide Chips

As a winning player, you will want to look for ways to disguise the amount you are winning. The easiest way to do this is to pocket chips.

This is harder to accomplish if you are playing alone, and is easiest to accomplish if you have a playing partner.

How to Survive and Prosper as a Professional Gambler, published by Silverthorne Publications, has some excellent suggestions on chip hiding routines. With a female accomplice, it is easy to slip chips to her and let her hide them in her purse. Sometimes my wife carries a shopping bag with her which is a great place to stash chips and offers additional cover to help us look like a pair of happy, typical tourists.

If you are a black chip player, you are better off hiding green chips, as the bosses are more concerned with watching your stack of black chips. If you commonly wager \$500 or more, then you can get away with hiding \$100 chips, but don't try to stash the \$500 chips as the bosses may catch on.

Play for Cash or on Credit?

There are many advantages to establishing credit with several casinos. Once you have established credit, it is there any time you want to use it. You don't have to carry cash, arrange for wire transfers or try to talk casinos into cashing checks. You generally will not be able to even cash a cashier's check in a casino until it has been verified. If you show up

on a Saturday hoping to cash a cashier's check, you will be out of luck until your bank reopens on Monday and can verify the check.

Another advantage to establishing credit is that when you use casino credit, you get to sign markers at the table. You will look like a gambler, since most gamblers who play with black chips have casino credit lines.

I'll let you in on a dirty secret. Casinos are not in the business of loaning money to gamblers, at least not now. If you have a bad gambling habit and a weak bank account, your local friendly loan shark is more likely to accommodate you than your not-so-friendly casino.

When you establish a credit line, the casino is agreeing to advance you no more than the average balance in your checking account for the last six months.

Your creditworthiness has nothing to do with getting casino credit. These guys don't care whether you are employed, just filed for bankruptcy or are dodging your other creditors. Casino credit is based on how much bread you keep in your checking account.

Do you feel a little better about the high rollers signing the markers? They are signing magnetically coded checks which can be run through their checking accounts. Normally markers are not handled this way as the casino prefers to be paid by check, but if necessary, the casino markers can and will be deposited by the casino and will be presented for payment at your bank just like any other check you have written.

If you are a black chip player, casino credit is almost mandatory unless you want to carry a large amount of cash with you, which I don't recommend. If you know where you will be playing, you can arrange to have cash deposited with the casino cashier and sign markers against your own *front money* on deposit with the casino.

Rated Players

Once you start playing with green or black chips, you are going to be asked by a floor person if you want to be rated. Many novice gamblers resent the intrusion of a floor person and answer evasively or even negatively. This is a big mistake. By rating your play, the casino is evaluating your ability to receive comps or freebies from the casino. Comps can really add to your bottom line and can be very profitable once you learn to play the comp game. Another reason to become rated is that being rated and receiving comps from the casino is what gamblers normally do. And you want to look like just another gambler.

Even if you are a low to mid-range player and want to get *full RFB*, which stands for Room, Food and Beverages comped, there are many casinos which will accommodate you.

Using casino comps, you can travel just about anywhere and get full VIP treatment. Many casinos will even pay your airfare. But you have to know how to work the system to maximize these benefits. I suggest that you learn how to get the maximum amount of comps and let a casino pay for all of your gambling excursions.

As a *Tracker Roulette* player, you are in the perfect position to get and benefit from comps. No matter what your level of play, you can increase your enjoyment and profits by availing yourself of casino comps.

Learn to play another casino game

I highly recommend that you learn to play at least one other table game besides roulette. My number one choice of the game to learn is craps.

Craps is still a favorite game of many high rollers. Just by making pass line bets with double odds you can play almost even with the house. If you add a winning strategy on top of learning craps, such as the unique betting system revealed in the *Power Craps Strategy*, then you are on the way to having a second casino game you can beat.

Craps, using the *Power Craps Strategy*, is an excellent game for using hit and run tactics. If you have been playing roulette and are tired of concentrating on your wagers, craps may give you just the break you need. This can't hurt your reputation with the casino. Because many high rollers now favor craps, you will enhance your appearance as a high roller when you add this game to your repertoire. By mixing a little craps play in with your roulette play, you will look more and more like another gambler to the casino bosses.

You may be surprised how well you do at craps. On a typical casino visit, I usually make almost as much money playing craps as I do playing roulette. Silverthorne Publications is the premier publisher for winning craps systems. You can check out the *Power Craps Strategy* at www.silverthornepublications.com/PowerCraps

And so, you are almost ready to start beating the casinos, but . . .

You are almost ready to take on the casinos. I have presented a complete strategy which has been proven to win against casino roulette. Perhaps you have been practicing the *Tracker Roulette* strategy. You have figured out how to put together your bankroll. However, the greatest battle still awaits you. The casinos have even more powerful

weapons at their disposal than the house edge. They are masters at a whole number of psychological traps set to ensnare you, with the end goal of relieving you of as much of your money as they can in the shortest and most pleasant way possible. Let's take a look at the casino's battery of weapons and see what you can do about them.

Discipline and Control

At this point, you should have a good understanding about how to use *Tracker Roulette* to win money at roulette. You should know when to bet, how much to wager, and when to quit. You know about how your bankroll determines the size of your wagers and about using *Game Bankrolls*. You should have some definite ideas about how you want to interact with casino personnel. You have learned some ways to improve playing conditions by interacting with and tipping the dealer. You also have been introduced to the idea of playing on casino credit and playing for comps.

Now you have to deal with the largest obstacle to your success. The greatest single threat to your success is not the casino personnel. It is not a bad run at the tables. It is not the risk of consecutive losses eating up your bankroll. It is not the wine, the women, and the atmosphere. The greatest single threat to your playing career will be you. Surprised? Read on.

Self Control

Ultimately, success at casino gambling, business, romance or life, for that matter, largely depends on self-control. Winning at gambling is all about self-control. It is about controlling the amount of money used for gambling. It's about reducing losses. It's about limiting the amount of money used for any session of play. And ultimately, it's about walking out the door a winner.

Gamblers are a lot like fishermen. They like to talk about the one that got away. How many times have you been in a casino winning and ended up leaving a net loser? In the real world, the only wins that count are the ones you go home with.

Actually, it is no great feat to get ahead playing roulette. Probably over 75% of all roulette players are ahead sometime in their play. But do they walk out the door winners? No. Probably close to 95% of all roulette players end up losing money. The typical casino hold is about 25% for a roulette table. **Hold** is a term referring to the amount the casino keeps as its win out of the money dropped at the table — e.g. the **drop**. If you buy in for a hundred dollars, and play for thirty minutes and leave with \$85, you have lost \$15 out of \$100. Your contribution to the drop was \$100 and your loss gave the casino a hold rate of 15%.

Winning at gambling is first about controlling yourself. It is about accepting responsibilities for your own actions. In the long run, you don't win because you were lucky, and you don't lose because you had a string of bad luck. Using *Tracker Roulette*

will help you create your own luck. Used properly, you will be able to play at an advantage over the casino and be a net winner.

If you think about the times you were ahead in a casino and ended up giving it all back plus whatever additional cash you scrounged, who is to blame? The casino? The game? The house edge?

Don't get angry with me for pointing this out. What is wrong with setting aside your winnings when you are ahead? And what is wrong with limiting your losses when you hit a losing streak? And what is wrong with leaving a losing table?

I hope you answered "nothing." Doing these things requires self-control. They are easy to think about doing but may be much harder to actually accomplish. I am a former smoker. I always thought I could quit smoking when I wanted to. But I failed to quit a number of times. When I finally quit, I realized how difficult the process really was. It was easy to think about quitting smoking but doing it was quite challenging. Now that I have quit, I am out of the woods, right? Well, not quite. I believe that smoking is much like a drug addiction, and as a former addict, I am never cured. I am only one cigarette away from becoming a smoker again.

Control in a casino may require much the same discipline as that of a reformed smoker. Having a large monetary loss only requires a temporary loss of control.

Trust me, winning is habit forming. Losing, especially at a game like roulette when you know you are using a winning strategy, is tough. Some professional gamblers, especially traditional blackjack card counters, will lose for months at a time. I am not sure that I could continue to play blackjack under those circumstances. The documented losing streaks for *Tracker Roulette* tend to be fairly short. If you play roulette regularly using this strategy, it is highly unlikely that you will ever encounter two back-to-back losing casino visits. But it can happen.

Once you are in a losing streak, you will be hard pressed to continue with your set game plan. You will begin to question everything about the strategy. You may feel like the dealer has it in for you. You will start to think that no matter how you wager, your bets will lose. When your larger bets lose, you will begin to question the betting strategy.

Trends are a dominant factor in gambling. Every roulette table has streaks. If you are in a winning streak, you may begin to feel omnipotent. However, when a losing streak hits, you may start to question every aspect of your playing strategy.

Perhaps the best thing you can do whenever you encounter losing tables is to first change tables. Your next option is to quit playing roulette for a time. Depending on your feelings, you should either quit gambling altogether during your break, or if you are still in the mood to play, switch casino games. I have found on many occasions that a switch of games was exactly what I needed to improve my mood.

Many players seem to become chained to a particular table at some point in their play. This may be fine when the table is winning, but could spell disaster during a prolonged losing spell.

While losing is tough, winning may be even tougher for some people. Many players subconsciously feel that gambling winnings are "ill begotten gains." Many times people raised with a strong work ethic cannot adjust to the reality that winning at gambling requires a great deal of effort too. Gambling winnings may not seem real or may even seem shameful. Many people feel guilty when they win. For these people, walking out with some of the casino's money doesn't feel right.

Gamblers never cease to amaze me. Gambling falls into some special category of human behavior that escapes the normal rules we usually live by. People change their behavior dramatically in casinos. Consummate misers can't wait to throw their money away in casinos. People who clip coupons every week to save ten bucks on groceries think nothing of dropping a hundred, five hundred or even a thousand in a casino.

Discipline is all about the ability to develop a winning plan. Control is about being able to follow it.

Ego Needs

We all share a need for recognition. We like to talk about our triumphs. Once you become a successful, consistent winner at roulette, you are going to feel the need to talk about it occasionally.

You need to curb the urge to discuss the fact that you are a winner, especially while you are in a casino. If you have a big win at the craps table, feel free to comment on your success. The casino is not concerned with craps winners, because they do not believe that anyone can gain an advantage over them in this game, at least not without cheating.

Obviously, you should never discuss your roulette winnings with any casino employees. Your goal is to look as much like another losing gambler as possible. Casinos don't like

winners, and you are much more likely to get the royal treatment if you look like another losing gambler.

Occasionally, outside of the casino, I have been asked about how my strategies work. When I first learned to beat the casinos, I was quite enthusiastic and wanted to share my enthusiasm with other people. The typical reaction when I have revealed that I have a winning roulette system is total disbelief. I am simply not believed. My best advice is to act like the vast majority of casino patrons who don't have a clue as to how to win.

Play the Part

I have given a number of suggestions about looking like a gambler. Everyone has his (or her) own style, and I am not suggesting that you disguise yourself physically or change your identity. However, individuals who look serious, never drink, never tip, or don't talk to dealers or floor personnel do not look like gamblers and will not get the full benefit of casino generosity, including comps.

I have tried to give you as much ammunition as I can, but you can add your own finishing touches. Using casino credit is a must if you are a black chip player. You simply don't want to walk around with ten thousand dollars or more on your person. Not only are you literally risking your life should a mugger decide to target you, but you could run afoul of U.S. laws if you leave the country with more than \$10,000 in cash on you and don't declare it. Using the casino's credit and signing markers will make you look much more like a gambler, and it actually is a very convenient way to play.

You should also play for comps. Once you are playing with black chips, you will have comps offered to you and you might as well enjoy them. Even mid-range gamblers and low rollers can avail themselves of substantial comps.

The Casino is Not Your Enemy

The dealers, floor persons, cocktail waitresses, pit bosses, shift bosses and casino hosts are not your enemy. While pit bosses often scrutinize the play of high rollers, they are just doing their jobs. Many of the casino employees are actually rooting for you to win. We have discussed how to get a dealer on your side by being friendly and using your tips advantageously. But your floor person is not against your winning. As long as you are not perceived as a threat to the casino's bankroll and are not engaged in behavior the casino objects to, e.g. card counting, you are free to win occasionally. Just don't rub it in their faces.

Floor persons are the primary decision-makers on the amount of comps you get, and I always chat with the nearest floor person. Starting a conversation is easy. Once you are a credit player, you will interact with the floor person as soon as you buy in, by signing a marker. After establishing some rapport with a floor person, I will occasionally ask him or her for advice on certain roulette wagers. It is always better to down play just how knowledgeable you are. Most floor persons enjoy helping players and like to show off their own expertise.

In dealing with all casino personnel, your goal is to always be a polite, friendly person who likes the casino, enjoys talking to pit personnel, is impressed by the floor person's tremendous knowledge of roulette, makes large wagers and doesn't quite know how to play roulette correctly. This act will buy you a tremendous amount of unrestricted playing time, and your comp rate should go up exponentially. You are the perfect player from the casino's viewpoint, and the casino bosses will be willing to pay to ensure that you play in their casino.

Things to Avoid

There are some things I just won't tolerate when I play roulette. Top on my list of "the things I like least" are rude dealers. If a dealer starts making comments about my play, or is rude to other players, my advice is to just leave.

You don't need this kind of aggravation. If you have a bad feeling about the table, trust your instincts and leave.

I also refuse to play with rude players.

Drinking

You've been waiting for this part, haven't you? I have yet to read a book on gambling where the author does not admonish the reader not to drink. Professional roulette players, I guess, are too engrossed in observing the game to even lift a glass to their beleaguered lips. If they do manage a drink, it has to be Evian water. For the bosses and for most players, having a drink while you play is part of the fun. Gamblers do it for sure. And you want to look like a gambler, right?

I generally have a few drinks while I gamble. I also drink straight orange juice, coffee, iced tea and even ice water at the tables.

Drinking something alcoholic at the roulette table is one more signal to the pit that you are not a threat. I generally go slow on the alcoholic drinks and time my drinks. In

general, the fact that you are a roulette player will go a long way towards enhancing your reputation as a gambler.

Superstitions

Superstitions really have no effect on the outcome of cards or dice or little balls spinning around inside of larger wheels or do they? Most gamblers and many pit personnel are superstitious. Gambling itself seems to breed superstitions.

What happens is that we remember certain events that occurred prior to, or in connection with other events, and we assume that there is a causal relationship between two seemingly unrelated occurrences.

The dice game is rife with superstitions. Lady shooters are lucky, as are virgin shooters, who have never rolled the dice before. If a die or the dice fly off the table, many old pros call their odds, place and buy bets off on the next roll, as everyone knows that sevens come after the dice fall on the floor.

Poker players may wear their lucky hats, and where would a slots player be without her lucky charm bracelet?

Many casino bosses have lucky and unlucky dealers. A craps crew which loses too much money may find itself fired, or at least broken up and the members rotated into different crews. If a roulette player is winning too much money, a boss may bring in a lucky dealer. In the good old days when Vegas was mobbed up, the lucky dealer may well have been dealing seconds, with a real reason behind the luck. In this day of corporation controlled casinos, a cheating dealer is unlikely, as a casino is not willing to risk its license over one winning player. However, many bosses believe certain dealers are lucky for the house, just as other dealers are unlucky. If a boss decides a dealer is unlucky, the hapless dealer is not likely to have a fruitful career with that casino.

Because gamblers and bosses are superstitious, it makes sense for you to at least appear to be superstitious too. If you lose, it is because the table is too cold, or in the alternative, if you win, you are on a hot streak. Hot and cold streaks do occur, and it doesn't hurt to play them up.

In addition to enhancing your conversation with bosses, you can use your superstitions to influence dealers as well. More than once I have told a dealer that I feel that the next wheel spin will be lucky and placed a larger bet when the floor person was watching.

Use superstitions to justify certain plays when you are talking to the bosses. Just don't get caught up in believing too many casino superstitions yourself. Your lucky hat is not likely to have been responsible for your last win, nor is a particular casino necessarily unlucky.

I will admit that I partially subscribe to the "unlucky casino syndrome." There are some casinos where I never seem to do well. I have no rational explanation for this. However, since I tend to play in Las Vegas where dozens of casinos vie for my attention, I can easily avoid the casinos that are unlucky for me.

Moving Up Your Betting Levels

If you devote much time to roulette using *Tracker Roulette*, at some point you will want to increase the size of their minimum bets—jumping from a betting series with a \$5 minimum bet to a higher level, for example. Many players find that an emotional adjustment is required to make these moves.

The size of the wagers required may intimidate them to the extent that they feel compelled to modify the Tracker betting strategy or the bet pattern selector.

Of course, you must adhere to all of the requirements I have described before you decide to increase the size of your base wagers. You never want to over-bet your bankroll, and you should only increase the size of your wagers when your bankroll is large enough to justify it. If you are undercapitalized, then you clearly are out of your league to jump from green chip to black chip play.

However, once you have built the prerequisite bankroll, you should be able to increase the size of your wagers. To acclimate yourself to making larger wagers, try moving in steps. You might increase from being a \$5 minimumbettor to using \$10 wagers as your starting point.

Probably your biggest hurdle will be moving up to black \$100 chip play. You will receive a great deal more attention from the casino than when you were a red chip or green chip player. Most of the attention will be positive. When you play with black chips, you automatically join an exclusive club with significant casino comps to be made available. However, your play will also be under greater scrutiny, and this bothers many players.

In addition to being showered with comps, you will also find that black chip play has other privileges. It is usually much easier to find uncrowded tables as a black chip player.

I suggest that you start wagering at a comfortable level for you. Your comfort level may be as a \$3, \$5 or a \$10 player. Stay at this level until you have thoroughly mastered, not only the technical side of playing correctly, but the emotional side of dealing with players, bosses and dealers. When you are ready, both psychologically and with adequate bankroll, try moving up just one step and then playing at this level for awhile. Continue to hone your casino people skills at each new level and don't forget to look and act the part. Black chip players do act differently than nickel chip players.

The Casino As Your New Office

Walking up to a roulette tables the first time can be an intimidating experience. If you have not played much, you will not fully understand the roles of the dealer, the floor person, the pit boss, the other casino personnel, and the eye-in-the-sky cameras following your every move.

If you are unfamiliar with casino surroundings, you may want to progress into your new role as a winning roulette player on a step-by-step basis.

You can first play using a lower level of play. This is an excellent approach, and you will win plenty of money using this approach. The best way to practice playing roulette and using *Tracker Roulette* is to play online in “practice mode” where you can play at your own pace and refer to the *Tracker Roulette Bet Tracker*.

Once you feel very comfortable playing roulette, you can gradually increase your betting level, using casino profits to build your bankroll. It may take a number of trips before you feel confident enough to move up to higher-level play.

Only after you have completely mastered *Tracker Roulette* should you consider moving up to black chip status. At this point, you should feel that the casino is your new office, and the casino personnel are your fellow workers.

Remember that the casino is not your enemy. The primary functions of modern casino personnel, including bosses, are to make sure the casino patrons have a good enough experience that they will become repeat customers.

Once you become known in a casino, you will find yourself interacting with the casino personnel even more. Dealers will welcome you by name. Cocktail waitresses will remember your favorite drink. Bosses will invite you to coffee. A casino host will work with you to make sure that you get all of the comps to which you are entitled.

Once you sense that everyone in the casino is genuinely rooting for you to win, you will know that you have done your job well.

In order to reach this level, there is no substitute for putting in your hours. You will need to demonstrate that you are not only friendly, but reliable, honest and consistent in your fair treatment of all you encounter.

Too many players complain to bosses, dealers and anyone else who works in the casino. Grumpy players are all too common, and you want to make sure that you don't present this face to your "fellow workers." If you are tired or grumpy, don't play. It is important to take breaks frequently and use the time to relax. You should be at your peak emotionally when you play, and this includes having a positive mental attitude and interacting with players and casino personnel on a friendly and helpful basis.

Eventually the casino will recognize you as congenial, reliable and dependable. And, if you decide to make playing roulette your new profession, your relationship with your new associates will serve as the foundation for your new business.

Getting Casino Comps

Whether you chose to become a rated player at the casino table games, join a slot club or both, once you get into the system, you can start getting your share of comps. There are a number of tried and proven ways to multiply the number of comps you get. Here are some pointers.

Chose a primary casino and then play there.

A basic premise of the whole comp system is to reward loyal players. Casinos offer comps to lure new players to their casino and to make sure that their current customers remain their customers. If you think you have it tough trying to use the comp system to your advantage, just think what the casinos are up against with new competition springing up every day.

If you are a whale, you can ignore my advice. Just plan on either bringing or setting up a credit line of \$100,000 or larger, and wherever you decide to land will be glad to comp you. If you are in the million dollar plus range, the casino will not only comp you, but anyone else you chose to bring with you. They'll even charter a 737 and fly in as many of your friends as you want to bring along.

If you are not quite in this range, then it will pay to find a primary casino and reward it with your patronage. A player with as little as \$1,000 can get RFB treatment in some of the downtown casinos in Las Vegas. A player with a \$2,500 bankroll will have an even greater choice of hotel casinos. Move up to the \$5,000 to \$10,000 range, and a whole other batch of casinos become available.

But, in order to get noticed and adequately comped with a bankroll from \$1,000 to \$10,000, you have to be willing to reward a casino with your playing time.

A friend of mine visits Las Vegas about ten times a year. He usually takes \$5,000 to \$10,000 and manages to lose between half and three quarters of it per trip. I won't comment on his approach to gambling. Quite frankly, it stinks. Anyway, the subject is comps.

Believe it or not, he doesn't get any. He stays at a different casino every trip. I think he believes the constant changes might improve his luck. This is not necessarily bad, if he would play at the casino where he stays. He invariably changes casinos every hour or two

and ends up playing in ten to twelve different establishments over the course of two or three days.

Because of the size of his buy-ins, he is constantly asked if he wants to be rated. He always declines. He confesses that he doesn't want the casinos to know how much he is losing. I think that he is trying to kid himself about his losses.

I have explained the comp system to him. As long as he is losing, he might as well have the casinos kick in \$750 to \$1,000 per trip. This money is there for the asking if he would only pick a primary casino and give it a reasonable amount of play.

I can't convince him to change his ways. But, maybe I can influence you.

There are many other benefits to playing more in a primary casino. The first benefit is the application of the old saw, "If you scratch my back, I'll scratch yours."

The casino will accelerate the rewards offered you the more you play. Some casinos formalize this process and actually accelerate the comps to slot club members as their total number of points increases. Many casinos offer more and more free rooms and entertainment the more you patronize them.

The key to maximizing your benefits from this whole process is to find a casino that matches your needs and then start playing there. If you have picked correctly, your loyalty will be well rewarded.

Join a slot club and/or get a VIP card.

The start of getting comps is to be into the casino comp system. If you bet \$25,000 a hand, the host will find you. If you bet \$5 to \$25 a pop, you have to get the casino's attention. And the easiest way to do this is with a little piece of plastic which looks just like a credit card.

Once you have a card, getting comped will become part of your routine. The first thing you will do as a machine player is to insert your club card in the card reader.

When you sit down at a craps, baccarat or a roulette table you will present your VIP card when you buy in.

Your card will go down with your cash at the roulette table when you lay five hundred in front of the dealer and tell him, "Chips please."

Once you have the cards and use them, all of your play will count towards something.

Get to know your casino host.

The casino host or the slot host will be your key to getting the most comps in most casinos.

If you are a member of the casino's slot club, you will get nearly all of your comps by asking the casino slot host. Many times comps for food, rooms, shows and merchandise are built right into the slot club payoffs. If you have just joined a slot club, try giving them some play for an hour or two and then asking the slot host for a buffet comp.

My experience with comps from playing slots or video poker is that the slot hosts are much more likely to be generous with comps than the personnel at the slot club booths. If you want brochures on the slot clubs or general information on the slot club, talk to the clerks at the booth. If you want a particular comp, ask the slot host.

Casino hosts, catering to the table game players, are at the top of the casino pecking order for granting comps. Their top priority is to cultivate new customers and to keep the current customers happy.

The casino hostesses are the persons working for VIP Services who help you check in, arrange your limo service, make dinner and show reservations and so forth.

The hostesses will handle most of your scheduling and reservation needs. The casino hosts are the people you need to talk to to arrange RFB and airfare reimbursement.

You can meet a casino host a number of ways. One way is to call a casino before coming and ask to speak to a host. This is a good way to ask about the casino's comp policy and to tell the host that you are interested in playing there.

If you are playing with front money, you should meet your host after depositing your money with the cage but before you begin play.

If you are a cash player and make a large enough buy-in, you may have a chance to meet a host when the casino sets you up with a VIP card.

After you have played in a casino, you can make reservations through the casino host. Making a reservation through a host who knows you is a good way to get a room even if the front desk claims that no rooms are available. Casinos always reserve a block of rooms

for their best customers, and a casino host can get you a room when a reservation clerk can't.

I recommend taking a little time to develop a relationship with a host. Part of developing a relationship is consistency. If you make one casino your primary casino and visit several times a year, it will be easier to become known to a host than if he only sees you every other year.

If you are using a casino credit line, the host will introduce himself to you. With front money or cash, you will want to make a point of meeting the host.

Treat your host with respect and nurture the relationship. He can shower you with all kinds of freebies, including gifts, food, a free room and VIP treatment. And he is paid to do this. For your part, you have to convince your host that your action is sufficient to justify the comps you want. And being a nice person won't hurt either.

Be a nice person.

You can get enormous leverage out of maintaining friendly relationships with the people who work in casinos.

Start with the dealers and cocktail waitresses. These people have a couple of the hardest jobs in the casino and are at the bottom of the casino hierarchy. A smile and a reasonable tipping policy will do wonders to get these folks on your side. I believe that creating a positive atmosphere starts with how you act towards the casino personnel. A positive atmosphere is conducive to winning as well as to getting your fair share of comps.

You might look at it this way. If you are a grump, the dealer will probably reciprocate. This is contagious behavior, and soon the whole table will act the same way. The pit personnel not only will not be impressed with your play, the whole scene at your table probably will put them off. Not only will your rating likely suffer, you won't have nearly as much fun.

You can't always control how dealers and other customers act. If I join a table where no one is talking, and the dealer barely grunts when spoken to, I will make my departure very quickly. Usually a few cheerful words followed by a toke for the dealer will turn the atmosphere around. However, if this fails, you can't be faulted for not trying. Life is too short to play under miserable conditions. It is always better to change tables than to continue to play with an out of sorts dealer and crabby complaining customers. Under these conditions, you should just leave.

Visit the casino at off times.

I nearly always schedule my casino trips for the middle of the week. I will typically arrive on a Monday afternoon and stay until Thursday afternoon. The benefits of visiting during the week are many. If there are any drawbacks to avoiding the weekend crowds, I haven't found them.

I don't like waiting and I hate lines. By timing my visits to the middle of the week, I can usually walk into any coffee shop, make reservations for a gourmet restaurant just about any time I chose and get show tickets to the shows I want to see.

If you want to really reduce the size of the crowds, travel in the middle of the week during off-season. Las Vegas is slower during the middle of summer when it is hot and in the late fall and early winter when it's colder. The slowest time in Vegas is usually between Thanksgiving and Christmas. But watch out for conventions. If a large convention is in town, it may be impossible to get a room (unless you are a rated player or belong to a slot club).

If you like to visit Atlantic City, try visiting during the middle of the week in the dead of winter. You'll not only avoid the larger crowds, but you'll find that the minimum wagers on many tables have been reduced.

Visiting during an off time is also an excellent way to get noticed for purposes of getting rated and getting your comp career off to a roaring start.

With fewer players to contend with, a host or a floor person is easier to meet and to visit with. Also, during slow times, casinos tend to be more generous with comps. After all, they are more likely to have a slew of vacant rooms just waiting to be given away to qualified players on a Wednesday night in December.

Ask for comps.

If you play \$1000 a hand at roulette, you do not have to ask for comps. The casino will shower you with them. If you are like the rest of us wagering anywhere from \$5 to several hundred a hand, you need to ask for comps.

Slot players have the more systematic approach as the card readers on the machines are tied into a centralized computer system, and comps are based on points. If you are a slots or video poker player, getting a comp is pretty straightforward with this system.

Table game players have to deal more with people. And unless you are a whale, a boss will almost never offer you a comp unless you have just won big in a smaller casino which watches every loss. Facing a player who might walk out with their money in hand, some casinos will start throwing comps at the player. But most of the time, even rated players can play and play and never be offered a comp unless they ask for it.

My advice? Always ask for the comp. I have given you several examples of how to do it.

Maximize your comps.

Anyone who follows the steps I have described can get comps. Your first step is to pick your primary casino and give it most of your business. Before you pick your casino you want to make sure that the casino has a reasonable comp policy and that it has beatable games. You should also like the casino, as you will be receiving a lot of invitations there once you get into their comp system.

After picking your primary casino, you need to join its slot club and get a VIP card. I usually do both. Some casinos, like Rio in Las Vegas, combine rating slot, video poker and table players on one card. Others track machine and table action separately. However, it usually pays to join the slot club, even if you are mostly a table game player.

In many ways, slot club players have an advantage over the table game players. Their rating is automatic; they don't have to get the attention of some boss. By joining the slot club, they start receiving mailing from the casino. I have received offers of free rooms from casinos where I had never played a slot machine, but had joined their slot club.

If you are just establishing your rating and want to get a room on a crowded weekend, your slot club membership can be invaluable. After the reservation clerk tells you there are no rooms available, tell her you are a member of the slot club or ask to speak to a slot host. Chances are, the casino will find a room for you.

Getting to know the casino personal is critical. The more the casino personnel know and like you, the more comps are likely to flow your way. This is even true for slot players with their automated rating system. A slot host can easily "bump up" your comp from a buffet for two to a coffee shop comp for two, even if your rating is not quite there.

With table players, interacting with the pit personnel is critical. A boss can make or break you in terms of your rating. If your average wager is \$25, your goal is to be rated as at least a \$50 to \$75 player. It is not enough to increase your wagers when the boss is looking; you need to be a nice person.

Playing with front money gives the casino a real shot at beating you. When you deposit the money in the cage, the casino knows that they have a shot at winning all of your front money. If you are willing to risk \$10,000, this will open the door to full RFB at most establishments.

When you play with front money, be sure to put it all in play. If you deposit \$10,000, draw markers for the full ten grand. This doesn't mean you should lose the money. If you look like a loser and the casino sees that you have put all of your front money into play, your rating will increase.

Remember to look like a loser. You can save your bragging for when you get home. Appear to lose, but lose gracefully. Dealers and bosses hear players gripe about losing every day. Look like a loser but don't complain.

If you run into a fantastic winning streak, don't worry about disguising the fact that you are a winner. The bosses will know that you are winning. If you try to hide enough chips to turn a big win into a loss, they'll know. When you have a big win, act like a winner. Go ahead and tip a little more. If you are playing craps, shouting is not out of line. I have had some of my best comps come out of big wins as casinos hate to see winners walk out the door with their money.

Summary of the Comps Game

Once you know how to play the comps game, you will be able to milk the casinos for every dime your action entitles you to. I have given you some pointers on how to get a quarter's worth of comps for a dime's worth of action.

When you combine getting the maximum number of comps with *Tracker Roulette*, you are in the best position to maximize your profits from casino gambling.

If you at least break even, then the comps you receive constitute a profit for your play. If you are able to win money at the casino games, then your profit will be even greater.

Casino Etiquette

If you know how to dine in a fine restaurant without making a scene, or automatically open doors for others and say thanks when someone holds open a door for you, you will probably not have any trouble knowing how to conduct yourself in a casino. I normally don't think much about etiquette until I see some jerk raising hell with a dealer about his losses, or chewing out a cocktail waitress for taking too long with an order. Then I have to wonder how the concept of manners has escaped him completely.

I said *him*, because boorish, obnoxious behavior nearly always comes from males, with very few females managing to become the perfect asses that males seem to delight in being.

Casinos seem to attract a higher than normal number of persons with a need to blow off at some unfortunate casino employee. The times I have somehow gotten in the middle of these disputes, I nearly always take the side of the dealer or floor person, especially if a male patron is unjustifiably berating a female employee for no reason other than he has poor control over his gambling, managed to lose much more than that should have, and is now looking for a scapegoat.

For most persons who visit casinos, etiquette is simply a matter of common courtesy. It's okay to get a little wild in a casino. These are supposed to be places of fun, and drinking a little too much may be part of the entertainment. But for a successful *Tracker Roulette* player, the rules are not quite the same. The casino is your place of employment and drinking should be limited. It goes without saying, courteous behavior should be practiced at all times.

At all casino table games, the rules of etiquette are pretty simple. Treat the dealers and other players with respect and avoid being loud, pushy or belligerent. If you get into a disagreement with a dealer, stay calm and be gracious even if the dealer really is wrong. It does not make sense to win an argument over a single payoff.

Here are some guidelines for casino play.

1. When you have finished playing, you can ask the dealer to color you up before leaving the table. If you are playing with the special chips used at roulette tables only you must exchange those chips for regular casino chips before you leave the table.

2. Watch your own bets at all times. Roulette bets are easy to track as you handle the bets yourself and place them directly in front of you.
3. Don't force your way into a crowded table. If the table is crowded ask the nearest player if he minds if you join them.
4. Don't slow down the game by constantly asking the dealer basic questions about how the game is played or how bets are made. There are hundreds of books on how to play roulette including this one. You should learn the correct payoffs for the bets you will be making.
5. Try to be discrete about your wins and losses. No one really cares to know how much you are winning, and it doesn't do you any good to advertise that you are a consistent winner.
6. While playing, conduct yourself courteously at all times. If you drink, refrain from overdoing it and never get drunk. You will need to stay alert to correctly make the wagers required by *Tracker Roulette*, and contrary to the opinion of some drunks, alcohol does not make you think clearer.
7. Toke the dealers. Dealers call tips "tokes" as in a token of appreciation. Many players don't realize that dealers are not paid much more than minimum wage. Roulette dealers try very hard to please the public. Most dealers want the players to win and have a good time. They know that if the players enjoy themselves and win, they will get toked. I always toke the dealers. If I win more I will toke them more, but even if I lose, I will make several bets for the dealer. This is not only the right thing to do but will pay you off in spades if you do it consistently. Even floor personnel know who the tippers are, and my experience has been that if you tip, you will be more than repaid by hard working dealers, who will watch out for your bets and by casino complimentaries, controlled by and large by pit personnel who rate your play.

Keeping Records

Along with all of the new habits I am asking you to form, I am going to add one more. I want you to start keeping written records of how you do playing roulette. Actually, you want to keep a written record of all of your gambling, but since this book is about how to win at roulette, we'll just focus on this game.

There are a couple of reasons you will want to keep records. One is to honestly measure how well (or how badly) you are doing. Most players wince at this suggestion. They know that they have been long-term losers.

I am going to ask you to be honest and start writing down how you actually do. You don't have to show this to anyone else. But, aren't you at least a little curious about your roulette wins and losses?

Another reason I am suggesting that you start keeping written records is that you will eventually need them for income tax reporting. I'll tell you more about this later.

I have given you a couple of good reasons to start keeping written records of your gambling. They are –

First, to honestly measure how well (or badly) you are doing, and

Second, to have a record for income tax reporting.

How you set up your records is up to you. You may want to purchase a small notebook which fits in your pocket or purse. I like to keep records on individual sheets of standard size 8.5" x 11" accounting paper. I usually carry one sheet with me, neatly folded in my pocket. After each session of play, I will update the information I like to record on the piece of paper. Eventually, after I have returned home, the sheet will be filed in a loose-leaf notebook.

Whatever system you use is fine; just make sure that you use some kind of recording system.

Before I start a gambling excursion, I like to record some basic information about what I plan to do. This information will outline my strategy and would look like this:

Location	Las Vegas
Profit Goal	\$3,000
Roulette Bankroll	\$1500
Base Bet Size	\$10
Game Buy-in	\$300
Days of Play	2 days
Number of Games	12 per day
Target Profit per Game	\$100
Loss Limit per Game	\$200

The results of each session should be recorded as soon as possible after finishing play. The following information should be recorded:

Location: (City, casino, etc.)

Date and Time Played

Table Number.

Base Bet Size

Won (Lost): Amount that you won or lost for the session.

Total Won (Lost): A running total of the amount you have won or lost.

Your actual record might look like the record shown below:

Location	Date & Time	Table No.	Base Bet Size	Amount Won (Lost)	Cumulative Won
LV – Golden Nugget	12-9-08 10 to 11 AM	31	\$25	\$274	\$274
LV – Golden Nugget	12-9-08 11 to 11:30 AM	31	\$25	\$254	\$528
LV – Orleans	12-9-08 2:10 to 2:40 PM	27	\$25	\$206	\$734
LV – Orleans	12-9-08 3:30 to 4:10 PM	27	\$25	\$305	\$1039
LV - Orleans	12-9-08 5-20 to 5:50 PM	27	\$25	\$194	\$1233

For US players, the basic rules for gambling are that all gambling winnings should be reported on your tax return as other income. Gambling losses are deductible only to the extent that you report gambling winnings and then only as an itemized deduction. Home ownership with the attendant home mortgage interest is usually the deductible expense which allows people to itemize their deductions. If you don't own a home, or if your home mortgage interest is too low, or you have paid off your mortgage, you may not have enough expenses to itemize deductions. This could mean that you end up reporting gambling winnings as income but are not allowed to deduct gambling losses.

As a practical matter, most folks ignore their gambling wins and losses when filling out their tax returns because all they have is losses, and they couldn't document them if their lives depended on it. Because of the skill you now have with *Tracker Roulette* you are more likely than ever to have reportable gambling income.

The easiest way to meet the IRS guidelines for documentation is to keep a daily record of roulette play, as well as invoices, receipts and other documentation from your trip. File this information in an envelope, a file folder or a notebook.

Planning a Gambling Excursion

Most people approach casino gambling as a lark, and little consideration is given to the amount of time, money or psychological preparation necessary for winning. Some attention is given to finding a "system" or "gimmick" and off the player goes to try his hand at winning. Needless to say, this approach hardly ever works.

Some work and advance preparation are essential to becoming a consistent winner at roulette or any other casino game.

The advance preparation is fairly easy. First, read and understand this book. You may wish to purchase a home roulette set and practice the system. I encourage and recommend this. The best way to practice is to play in an online casino in "practice mode" where no money is risked. This will give you a realistic feel for roulette as it is played, whether you play online or in a land-based game.

Whichever way you go, practice is essential for two reasons. First, by practicing you will gain a greater understanding of the system than you ever will by just reading about it. Second, practicing the system will give you a greater feel for it than I can ever convey by describing it. In practicing this strategy, you will gain a level of confidence in your play which is important before you ever venture forth to take on a casino.

In a casino, your enemy is not the casino or the dealer, it is your own lack of self-control. If you can control yourself and have a mastery of your approach, you will become a winner. If you can't, then it is unlikely that *Tracker Roulette* or any other system can make you a winner.

After you have learned and practiced this strategy, you will want to begin planning to apply it in a casino.

Planning begins with determining the size of bankroll you will take for your roulette play. The amount you will take for an excursion to a casino(s) is called your *Total Bankroll*, and it should be two times the size of bankroll required to play a game. If you decide to play online you can use these same concepts.

It is necessary to use a larger bankroll for a trip to provide for an adequate cushion against any possible losses.

Tracker Roulette Bankroll Levels and Target Win

Minimum Bet	Game Bankroll	Target Win	Total Bankroll
25¢	\$7.50	\$2.50	\$37.50
50¢	\$15	\$5	\$75
\$1	\$30	\$10	\$150
\$2	\$60	\$20	\$300
\$3	\$90	\$30	\$450
\$5	\$150	\$50	\$750
\$10	\$300	\$100	\$1500
\$15	\$450	\$150	\$2250
\$20	\$600	\$200	\$3000
\$25	\$750	\$250	\$3750
\$35	\$1050	\$350	\$5250
\$50	\$1500	\$500	\$7500
\$75	\$2250	\$750	\$11250
\$100	\$3000	\$1000	\$15000
\$200	\$6000	\$2000	\$30000
\$300	\$9000	\$3000	\$45000
\$400	\$12000	\$4000	\$60000
\$500	\$15000	\$5000	\$75000

Using this table, you can plan on the amount of capital you will need for a trip using *Tracker Roulette*.

Needless to say, this bankroll should come from money that is extra and will not be needed for living expenses. If you take the money needed to pay mother's medical expenses and use it for gambling, the psychological pressure will probably be too much for you, and in general, this is just not a good way to approach any speculative venture.

After building your bankroll and practicing the system until you can perform flawlessly, you may begin your final preparations for a gambling excursion. You should have an adequate number of tracking forms, a notebook for recording the results of your play and a game plan for your trip.

A trip game plan can be very informal consisting of an itinerary with playing time scheduled in a general way. You don't have to have every minute scheduled, but I have found that my mental attitude is improved if I have planned a definite amount of time for gambling as well as for other activities.

If you wish to approach using *Tracker Roulette* in an extremely organized and professional manner, you may wish to develop a plan to let the system help build your bankroll.

Assume that your bankroll is \$2,000. You are planning a trip to Las Vegas and you find out that the minimum roulette bets accepted are \$5 bets.

You check with the table presented a couple of pages ago and see that the Total Roulette Bankroll required to use the \$5 is \$750. You realize that with a bankroll of \$2,000 you have a large enough bankroll to play with \$10 *Base Bets*, which has a *Total Bankroll* requirement of \$1500.

You decide to start out making \$10 bets and gradually work your way up to making \$25 bets. Your goal for the trip is to be able to move up to making \$25 bets by your second day of play.

Let's try another example. You want to play roulette online making \$2 bets. Here you will need a *Total Bankroll* of just \$300 to get started. If you don't have this much or just want to grow your own bankroll, you can find many online casinos accepting smaller bets that will accommodate a smaller bankroll.

Here's a sneaky way to build your bankroll instantly! Many online casinos will give you a 100% cash bonus when you make your first deposit. Let's say you only have \$150 but you would like to be able to play at the \$2 betting level, which requires a *Total Bankroll* of \$300. Just sign up and deposit \$150 with one of the 100% bonus casinos. With the \$150 bonus you will have a \$300 bankroll.

Here's a quick checklist before you go to a casino.

1. Your bankroll is large enough for your level of play.
2. You have practiced playing at this level in online practice sessions, with no money at risk.
3. You have set up a game plan showing your *Game Bankroll, Profit Goal and your profit objectives*.

The key to winning is to have practiced enough that play in a real casino seems natural and easy.

I will give you a proven plan for always going home a winner in the next chapter.

Going Home a Winner

The object of playing roulette is to walk out of the casino with more money than you came in with. That's what this book has been about. If you want to have fun playing roulette, that's great too. It's supposed to be fun. But, if you have consistently been losing to the casinos, then I question how much fun you have really been having.

There is no substitute for winning. Can I guarantee that you will always be a winner? No. But I will guarantee that your play will improve immensely and that you will have a better chance of winning than ever before if you follow the suggestions I have given you. Here is a brief rundown of what you should do to become a skilled roulette winner:

1. You should first read this entire manual. If you don't understand parts of the strategy you can go back to them later.
2. Before trying to learn the strategy make sure that you understand how to play roulette. You can sign on to an online casino such as Bodog (<http://casino.bodoglife.com>) and play in practice mode to get a feel for the game. You don't have to know the rules about how each hand is played in order to play the game. All you really have to know is the hand with the highest total wins, unless there is a tie, in which case neither side wins.
3. Learn the ***Tracker Roulette Bet Placement system (Tracker Master Betting)***. This entails learning where to place your bets. To learn how to use this strategy, you should try it in practice mode.
4. After learning how to place your bets, you should learn how to use the ***Tracker Roulette Betting Platforms***. You will need to learn Fast Profit Betting, Rapid Recovery Betting and Profit Multiplier Betting. You will also learn how you move from one betting platform to the next. The easiest way to determine if you have mastered Tracker Roulette betting is to review the sample games in this book and see if you completely understand how we determined the amount of each bet.
5. After you know exactly how to use ***Tracker Roulette*** correctly, you will need to add the Money Management Rules to complete the strategy. Be sure that you understand the concepts of ***Minimum Bets, Game Bankrolls, Total Bankroll*** and ***Target Wins***.
6. Review all of the example games in this book. Be sure that you completely understand how to determine each bet and why we stopped play in each game.

7. Play roulette for free in an online game.
8. Keep good records of your practice games. Be sure that you are consistently winning before starting to play for real money.
9. Get ready for real play. The easiest way to do this is to deposit money in the online casino where you have been practicing and start playing for real. You will have to adhere to our bankroll requirements. If you decide to start with \$1 bets, you will only need a \$30 buy-in. Since many online casinos offer 100% match bonuses, you can get started with as little as \$15 and use the casino's bonus of \$15 to complete your bankroll.
10. Be sure that you keep accurate records. You will employ record keeping mainly to keep score. If you have a **Profit Objective** in mind, you want to know when you have reached it. Most gamblers underestimate the amount of their losses and overestimate how much they are ahead. Record keeping will not only keep you honest, but it will also improve your winnings.
11. Set modest goals when you first start playing for real. It is always better to start playing with a lower bankroll so that if you do make mistakes, your losses will be smaller. Only move up in play after you have built up the bankroll needed out of winnings. If your winnings are not growing, then you are not using the strategy correctly.
12. Finally, learn to play another casino game. Try craps for a real change. You'll get the chance to stand while you play and even cheer the shooter if you like. If cards are more your cup of tea, try blackjack. A much over-looked game is three-card poker. Try it. It is a great game. The point is that your casino experience will be much more enjoyable if you learn another game.
13. Play for blood. The best way to do this is to start out small and then increase the size of your wagers as your bankroll grows. While the casino may not pay much attention to your wins as a \$5 bettor, the casino bosses will definitely take notice when you start beating them making \$100 minimum bets.

We hope you enjoyed this book and picked up some useful pointers. It's tough to win at gambling. But the real trick is not to lose too much. If you keep your losses low, then when the large payoff comes, you will end up a net winner.

I know how hard it is to use discipline in a casino environment. But once you leave the casino and arrive home with real winnings, you will see the value in the strategies. We wish you the very best in your gambling endeavors.

Summary of Tracker Roulette Strategy

Tracker Roulette uses Tracker Master Betting to determine where to place each bet. Only even-money bets are made. In this book all bets are made on the colors of red or black.

The Tracker Betting Strategy which uses three different betting platforms determines the size of each bet.

In addition, there are a number of Money Management Rules which complete the strategy.

Tracker Master Betting:

1. Only bet on the even-money bets in roulette. We prefer to bet of the colors of red or black.
2. Start a game by observing one decision. If there are no decisions to observe as with online betting we recommend you start out by betting Red.
3. Always start out in Repeat Mode. In this mode you will bet that the previous decision will repeat. If the decision is Red, bet that Red will show again. If it is Black, bet on Black repeating.
4. Continue using the Repeat Mode until losing three consecutive bets. Upon the loss of three consecutive Repeat Bets, change to Alternate Betting Mode on the next round.
5. With Alternate Betting start by betting the Opposite of the previous decision and alternate each round of betting by changing from opposite to same, then back to opposite. If you lose two bets in a row in this mode then change back to using the Repeat Mode.

If Tracker Master Betting is not clear to you, please review the examples of how this strategy is used.

Tracker Profit Betting:

Tracker Profit Betting uses three different Betting Platforms. Each Platform is designed to catch the current rhythm of the game. When you play, you will move from one platform to the next.

Fast Profit Betting Platform

You will start every game in the Fast Profit Betting Platform. You make bets in five different levels. The bets for \$5 betting are shown below:

Fast Profit Bets for \$5 Base Bets

Level	1	2	3	4	5
Bets	5	12	25	40	60

Betting Rules for Fast Profit Betting:

1. Begin the game at Level-1.
2. Increase your bet one level following a loss. If you lose a Level-1 bet you will make a Level-2 bet on the next round of play.
3. When you win a bet reduce your betting one level for the next round of play. If you win a Level-3 bet your next bet will be a Level-2 bet.
4. If you win two bets in a row or win two out of three bets, drop back to a Level-1 Bet for the next round. Example: Win Level-4, Win Level-3, drop back to Level-1.
Example-2: Win Level-4, Lose Level-3, Win Level-4, drop back to Level-1.
5. Whenever you lose two consecutive bets in the Fast Profit Betting Platform you will switch to the Rapid Recovery Betting Platform. You will stay in the Rapid Recovery Betting Platform until you win one bet. After winning one bet you will change back to Fast Profit Betting at the level higher than your last losing bet in this mode. Example: Fast Profit Betting: Lose Level-1, Lose Level-2. Change to Rapid Recovery Betting. After one win, change back to Fast Profit Betting and pick up betting at Level-3.
6. Whenever you win a Level-1 Fast Profit Bet, you will switch to the Profit Multiplier Betting Platform. You will stay with this platform until you lose one bet. After losing any Profit Multiplier Bet, switch back to Fast Profit Betting, resuming betting at the level

larger than your last losing Profit Multiplier bet. However, when you change back to Fast Profit Betting, Level-3 is the highest level at which you can resume betting.

Rapid Recovery Betting

The Rapid Recovery Betting Platform is used only after losing two consecutive Fast Profit Bets. The bets for \$5 Base Bets are:

Rapid Recovery Bets for \$5 Base Bets

Level	1	2	3
Rapid Recovery Bet	10	20	50

Betting Rules for Rapid Recovery Betting:

1. Start betting at Level-1.
2. Move to the next level following a loss. If you lose a Level-1 bet, move to Level-2 on the next round.
3. With any win return to Fast Profit Betting at the Level higher than the last losing bet.

Example: In Fast Profit Betting mode lose Level-1 and Level-2 bets.

Switch to Rapid Recovery Betting.

Make a Level-1 Rapid Recovery Bet and lose.

Make a Level-2 Rapid Recovery Bet and lose.

Make a Level-3 Rapid Recovery Bet and win.

Return to Fast Profit Betting making a Level-3 Fast Profit Bet.

The purpose of using the Fast Betting Platform is to protect the Fast Profit Betting Platform from a long string of consecutive losses and to return to the Fast Betting Platform as soon as a win occurs.

The Profit Multiplier Betting Platform

You will only change to the Profit Multiplier Betting Platform after winning a Level-1 bet in the Fast Profit Betting Platform. The purpose of Profit Multiplier Betting is to gradually increase the size of your bets during a winning streak.

The recommended Profit Multiplier Bets for \$5 Base Betting are:

Profit Multiplier Betting

Winning Level-1 Fast Profit Bet	-----Profit Multiplier Bets-----						
5	9	8	12	15	20	25	30

The Rules for Profit Multiplier Betting are:

1. Change from the Fast Profit Betting Platform to the Profit Multiplier Betting Platform only after winning a Level-1 bet in the Fast Profit Betting Platform.
2. Continue to make Profit Multiplier Bets so long as you are winning. After each win increase your bet one level. Example: Win \$9, Win \$8, Win\$12, Win \$15.
3. With any loss you will stop making Profit Multiplier Bets and revert to the Fast Profit Bets.
4. After losing a Profit Multiplier Bet you will return to the Fast Profit Betting Platform at a Level higher to cover the loss of the last losing Profit Multiplier Bet. However, the maximum Fast Profit Bet Level to resume betting is a Level-3 Fast Profit Bet.

Example 1. In Profit Multiplier Mode: Win \$9, Win \$8, Lose \$12. Revert to Fast Profit Betting making a Level-2 bet of \$12. This is the smallest Fast Profit Bet large enough to cover the last losing (\$12) Profit Multiplier Bet.

Example 2. In Profit Multiplier Mode: Win \$9, Win \$8, Win \$12, Win \$15, Win \$20, Win \$25, Lose \$30. Revert to Fast Profit Betting making a Level-3 bet of \$25. Even though the wager of \$25 is lower than the last losing Profit Multiplier Bet of \$30, we are limited to making no larger than a Level-3 Fast Profit Bet after losing a Profit Multiplier Bet.

The purpose of limiting the largest bet level used for resuming Fast Profit Betting is to reduce the risk of losing the Fast Profit Betting Series.

Money Management Rules for Tracker Roulette

Bet placement is governed by Tracker Master Betting.

The size of each bet is determined by using the Tracker Profit Betting System with its three different betting platforms.

The following rules are also used with Tracker Roulette:

1. The buy-in, or amount used for a game is the Game Bankroll for each level of play. Each level of play has its own Game Bankroll level. For \$5 Base Betting (as used in the examples in this book) a Game Bankroll of \$150 is used.
2. The Game Bankroll acts as a loss limiter for each game played. If you lose the Game Bankroll the game is over and you will quit play before playing another game.
3. The loss of the highest Fast Profit Bet or the largest Rapid Recovery Bet signals the loss of a game.
4. Game wins are determined by reaching Profit Targets. Each betting level has its own Profit Target. Five-dollar bettors will look for a win of \$50 or more per game. Ten-dollar bettors will look for a win of \$100 or more per game.
5. A game may be called as complete at the discretion of the player. If the player has just won a larger bet, he may want to call the game over. Also, if a game has lasted for more than 25 spins the player may wish to call the game over.

Tracker Roulette Bankroll Levels and Target Win Amounts

Minimum Bet	Game Bankroll	Target Win	Total Bankroll
25¢	\$7.50	\$2.50	\$37.50
50¢	\$15	\$5	\$75
\$1	\$30	\$10	\$150
\$2	\$60	\$20	\$300
\$3	\$90	\$30	\$450
\$5	\$150	\$50	\$750
\$10	\$300	\$100	\$1500
\$15	\$450	\$150	\$2250
\$20	\$600	\$200	\$3000
\$25	\$750	\$250	\$3750
\$35	\$1050	\$350	\$5250
\$50	\$1500	\$500	\$7500
\$75	\$2250	\$750	\$11250
\$100	\$3000	\$1000	\$15000
\$200	\$6000	\$2000	\$30000
\$300	\$9000	\$3000	\$45000
\$400	\$12000	\$4000	\$60000
\$500	\$15000	\$5000	\$75000

Summary of Bets and Bankroll

Base Bet	Game Bankroll	Target Win	Fast Profit Bets	Rapid Recovery Bets	Profit Multiplier Bets
25¢	\$7.50	\$2.50	.25 .75 1.25 2 3	.5 1 2.5	.5 .25 .75 1 1.5 2 3 4 5 etc
50¢	\$15	\$5	.5 1.25 2.5 4 6	1 2 5	1 1 2 3 4 5 6 8 10 etc
\$1	\$30	\$10	1 2.5 5 8 12	2 4 10	2 1 3 4 5 6 8 10 12 etc
\$2	\$60	\$20	2 5 10 16 24	4 8 20	4 3 5 7 9 11 13 etc
\$3	\$90	\$30	3 7.50 15 25 35	6 12 30	6 5 10 13 16 19 23 etc
\$5	\$150	\$50	5 12 25 40 60	10 20 50	9 8 12 15 20 25 30 etc
\$10	\$300	\$100	10 25 50 80 120	20 40 100	18 16 24 30 40 50 etc
\$15	\$450	\$150	15 35 75 120 180	30 60 150	27 24 35 45 60 75 etc
\$20	\$600	\$200	20 50 100 160 240	40 80 200	35 32 50 60 80 100 etc
\$25	\$750	\$250	25 60 125 200 300	50 100 250	50 40 60 75 100 125 150 etc
\$35	\$1050	\$350	35 85 175 275 425	75 150 350	65 55 85 105 140 175 210 etc
\$50	\$1500	\$500	50 125 250 400 600	100 200 500	100 80 120 150 200 250 300 etc
\$75	\$2250	\$750	75 175 375 600 900	150 300 750	150 125 175 225 300 375 etc
\$100	\$3000	\$1000	100 250 500 800 1200	200 400 1000	175 150 240 300 400 500 etc
\$200	\$6000	\$2000	200 500 1000 1600 2400	400 800 2000	350 300 500 600 800 1000 etc
\$300	\$9000	\$3000	300 750 1500 2500 3500	600 1200 3000	525 450 725 900 1200 1500 etc
\$400	\$12000	\$4000	400 1000 2000 3200 4800	800 1600 4000	700 600 950 1200 1600 2000 etc
\$500	\$15000	\$5000	500 1250 2500 4000 6000	1000 2000 5000	1000 1800 2500 3000 4000 5000 etc

Appendix A

Locations of Legal Roulette Wheels

United States:		Argentina	243
Las Vegas (downtown)	35	Chile	36
Las Vegas (strip)	135	Colombia	26
Reno-Tahoe	85	Ecuador	57
Remainder of state	45	Paraguay	15
Total Nevada	300	Surinam	6
Atlantic City	155	Uruguay	67
Mississippi River	12	Total South America	450
Cruise ships (US Ports)	98	England:	
Connecticut Indian Reservation	8	London	87
New York Indian Reservations	7	Outside London	213
Total United States	580	Total England	300
Canada	30	Europe:	
Caribbean:		Austria	75
Antigua	12	Belgium	50
Aruba	36	Czechoslovakia	15
Bahamas	29	Denmark	10
Bonaire	4	Finland	50
Curacao	17	France	500

Dominican Republic	56	Germany	140
Guadelupe	7	Gibraltar	6
Haiti	7	Greece	50
Martinique	9	Hungary	13
Puerto Rico	49	Italy	90
St. Kitts	2	Luxembourg	5
St. Maarten	25	Malta	9
St. Vincent	2	Monaco	40
Turks & Caicos	2	The Netherlands	80
Total Caribbean	257	Poland	15
Central America:		Portugal	35
Costa Rica	11	Spain	150
Honduras	10	Sweden	20
Nicaragua	2	Turkey	70
Panama	29	Yugoslavia	80
Total Central America	52	Total Europe	1503
		World Total	3142

Appendix B

Location of Single Zero Wheels in Land-Based Casinos

The double zero wheel found in the U.S. (house edge 5.26%) is the main reason for the lack of popularity of roulette in this country, and the single zero wheel (house edge 2.70%) is the main reason for the popularity of roulette (and roulette systems!) throughout the rest of the world.

You would think that all U.S. casinos would realize this, but there is evidence that most U.S. gamblers don't realize the difference. (In casinos where both single and double zero roulette wheels are available in the U.S., the single zero wheels seem no better patronized).

You can, however, almost effortlessly increase your roulette winnings and cut losses at the same time. Just stop playing in casinos that only offer double zero roulette and start playing in those that offer single zero tables (with the better odds).

Single zero roulette in the U.S. can be found. Occasionally, even with the more player friendly European rules, i.e. 'en prison' which can bring the house edge down as low as 1.35%. (Try the MGM Grand in Las Vegas and the new Beau Rivage in Biloxi.)

Single zero roulette can also be found:

In any Australian casino.

In New Zealand at Sky City

Throughout Europe, including many casinos in the UK.

Throughout Uruguay.

Las Vegas, Nevada: The Stratosphere has two single zero roulette wheels. All roulette wheels at the Monte Carlo are single zero. The Tropicana has one with \$5 minimums. Ceasars Palace in Las Vegas is rumored to have one single zero table. Also try Binion's, the Reserve, Las Vegas Hilton, MGM Grand and the new Bellagio.

Reno, Nevada: Nevada Club on Virginia Street, The Peppermill and the Cal Neva Club. Downstairs has the double zero wheel but you can play single zero roulette upstairs. Two tables side by side. Twenty-five cent minimum chip with a \$10 buy-in. (Great for testing systems.)

Wendover, Nevada: Peppermill and Rainbow Casinos.

Indiana: The new Caesar's

Mississippi: All three Grand Casino properties (Biloxi, Gulfport and Tunica) have at least one single-zero wheel. The New Palace, President, and Treasure Bay are rumored to have single zero wheels. Also, Harrah's (downstairs) in Tunica.

Louisiana: Grand Casino Avoyelle, Marksville. Casino Rouge in Baton Rouge has one with a \$5 minimum

Atlantic City, New Jersey: Tropicana, Caesar's and Trump Marina but most, if not all, are in the baccarat pits with a \$25 minimum. Trump Taj Mahal has a \$100 minimum.

Connecticut: Foxwoods supposedly had one, but a recent report says no.

Canada: Halifax and Sydney, Nova Scotia, West Edmonton Mall, Edmonton and the Royal Diamond Casino in Vancouver, British Columbia

Malasia: Genting Highlands near Kuala Lumpur has 60 tables with single zero wheels.

Bahamas: Atlantis, Paradise Island has single zero wheels. Anyone know the minimums?

Caribbean? Most of the islands in the Caribbean are foreign ruled (British, French, Dutch, etc.). Double zero roulette wheels seem to be the norm, however. (If anyone knows of any Caribbean casinos with single zero wheels, please e mail!)

The El Cortez off the strip in Las Vegas does not have a single zero wheel but it does have a 10 cent double zero wheel that provides a cheap way to try out new systems.

Appendix C Player Strategy Cards

25-Cent Bets

25¢ Bets. Game Bankroll = \$7.50 Total Bankroll = \$37.50
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bet: .25 75 1.25 2.00 3.00 Max 2 losses then RR Bets
Rapid Recovery Bets .5 1 2.5 Need One Win then FP Bets
Profit Multiplier Bets: .5 .25 .75 1 1.5 2 3 4 5 etc

50-Cent Bets

50¢ Bets. Game Bankroll = \$15 Total Bankroll = \$75
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 5 1.25 2.5 4 6 Max 2 losses then RR Bets
Rapid Recovery Bets 1 2 5 Need One Win then FP Bets
Profit Multiplier Bets: 1 1 2 3 4 5 6 8 10 etc

\$1 Bets

\$1 Bets. Game Bankroll = \$30 Total Bankroll = \$150
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 1 2.5 5 8 12 Max 2 losses then RR Bets
Rapid Recovery Bets 2 4 10 Need One Win then FP Bets
Profit Multiplier Bets: 2 1 3 4 5 6 8 10 12 etc

\$2 Bets

\$2 Bets. Game Bankroll = \$60 Total Bankroll = \$300
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 2 5 10 16 24 Max 2 losses then RR Bets
Rapid Recovery Bets 4 8 20 Need One Win then FP Bets
Profit Multiplier Bets: 4 3 5 7 9 11 13 etc

\$3 Bets

\$3 Bets. Game Bankroll = \$90 Total Bankroll = \$450
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 3 7.50 15 25 35 Max 2 losses then RR Bets
Rapid Recovery Bets 6 12 30 Need One Win then FP Bets
Profit Multiplier Bets: 6 5 10 13 16 19 23 etc

\$5 Bets

\$5 Bets. Game Bankroll = \$150 Total Bankroll = \$750
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 5 12 25 40 60 Max 2 losses then RR Bets
Rapid Recovery Bets: 10 20 50 Need One Win then FP Bets
Profit Multiplier Bets: 9 8 12 15 20 25 30 etc

\$10 Bets

\$10 Bets. Game Bankroll = \$300 Total Bankroll = \$1500
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 10 25 50 80 120 Max 2 losses then RR Bets
Rapid Recovery Bets: 20 40 100 Need One Win then FP Bets
Profit Multiplier Bets: 18 16 24 30 40 50 etc

\$15 Bets

\$15 Bets. Game Bankroll = \$450 Total Bankroll = \$2250
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 15 35 75 120 180 Max 2 losses then RR Bets
Rapid Recovery Bets: 30 60 150 Need One Win then FP Bets
Profit Multiplier Bets: 27 24 35 45 60 75 etc

\$20 Bets

\$20 Bets. Game Bankroll = \$600 Total Bankroll = \$3000
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 20 50 100 160 240 Max 2 losses then RR Bets
Rapid Recovery Bets: 40 80 200 Need One Win then FP Bets
Profit Multiplier Bets: 35 32 50 60 80 100 etc

\$25 Bets

\$25 Bets. Game Bankroll = \$750 Total Bankroll = \$3750
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 25 60 125 200 300 Max 2 losses then RR Bets
Rapid Recovery Bets: 50 100 250 Need One Win then FP Bets
Profit Multiplier Bets: 50 40 60 75 100 125 150 etc

\$35 Bets

\$35 Bets. Game Bankroll = \$1050 Total Bankroll = \$5250
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 35 85 175 275 425 Max 2 losses then RR Bets
Rapid Recovery Bets: 75 150 350 Need One Win then FP Bets
Profit Multiplier Bets: 65 55 85 105 140 175 210 etc

\$50 Bets

\$50 Bets. Game Bankroll = \$1500 Total Bankroll = \$7500
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 50 125 250 400 600 Max 2 losses then RR Bets
Rapid Recovery Bets: 100 200 500 Need One Win then FP Bets
Profit Multiplier Bets: 100 80 120 150 200 250 300 etc

\$75 Bets

\$75 Bets. Game Bankroll = \$2250 Total Bankroll = \$11250
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 75 175 375 600 900 Max 2 losses then RR Bets
Rapid Recovery Bets: 150 300 750 Need One Win then FP Bets
Profit Multiplier Bets: 150 125 175 225 300 375 etc

\$100 Bets

\$100 Bets. Game Bankroll = \$3000 Total Bankroll = \$15000
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 100 250 500 800 1200 Max 2 losses then RR Bets
Rapid Recovery Bets: 200 400 1000 Need One Win then FP Bets
Profit Multiplier Bets: 175 150 240 300 400 500 etc

\$200 Bets

\$200 Bets. Game Bankroll = \$6000 Total Bankroll = \$30000
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 200 500 1000 1600 2400 Max 2 losses then RR Bets
Rapid Recovery Bets: 400 800 2000 Need One Win then FP Bets
Profit Multiplier Bets: 350 300 500 600 800 1000 etc

\$300 Bets

\$300 Bets. Game Bankroll = \$9000 Total Bankroll = \$45000
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 300 750 1500 2500 3500 Max 2 losses then RR Bets
Rapid Recovery Bets: 600 1200 3000 Need One Win then FP Bets
Profit Multiplier Bets: 525 450 725 900 1200 1500 etc

\$400 Bets

\$400 Bets. Game Bankroll = \$12000 Total Bankroll = \$60000
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 400 1000 2000 3200 4800 Max 2 losses then RR Bets
Rapid Recovery Bets: 800 1600 4000 Need One Win then FP Bets
Profit Multiplier Bets: 700 600 950 1200 1600 2000 etc

\$500 Bets

\$500 Bets. Game Bankroll = \$15000 Total Bankroll = \$75000
Bet Placement: Repeat: S Pattern until 3 consecutive losses
Alternate: O – S Alternate until 2 consecutive losses
Fast Profit Bets: 500 1250 2500 4000 6000 Max 2 losses then RR Bets
Rapid Recovery Bets: 1000 2000 5000 Need One Win then FP Bets
Profit Multiplier Bets: 1000 1800 2500 3000 4000 5000 etc

Appendix D Tracker Automatic Bettor

You can print the blank playing form on the next page and use it to track your roulette play. This is the same form I have used in the examples presented in this book and you may want to use the same notation I used to track your play.

Tracker Roulette Automatic Bettor

Date: _____ Location: _____ Base Bet: _____ Game Bankroll: _____ Target Win: _____

Spin	Outcome	Betting Mode	Betting Pattern	Bet On	Betting Platform	Bet Level	Amount Bet	W/L	Net for Round	Net for Game
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
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Sample Game Using Tracker Automatic Bettor

Date: 6-5-13 **Location:** LV Monte Carlo **Base Bet:** \$5 **Game Bankroll:** \$150 **Target Win:** \$50

Spin	Outcome	Betting Mode	Betting Pattern	Bet On	Betting Platform	Bet Level	Amount Bet	W/L	Net for Round	Net for Game
1	0	Re	S	R	FP	1	5	L	-5	-5
2	B	Re	S	R	FP	2	8	L	-8	-13
3	R	Re	S	B	RR	1	10	L	-10	-23
4	B	Al	O	B	RR	2	20	W	+20	-3
5	R	Al	S	B	FP	3	25	L	-25	-28
6	B	Al	O	B	FP	4	40	W	+40	+12
7	B	Al	S	B	FP	3	25	W	+25	+37
8	R	Al	O	R	FP	1	5	W	+30	+42
9	B	Al	S	R	PM	1	9	L	-9	+33
10	R	Al	O	R	FP	2	12	W	+12	+36
11	R	Al	S	R	FP	1	5	W	+5	+41
12	R	Al	O	B	PM	1	9	L	-9	+33
13	R	Al	S	R	FP	2	12	W	+12	+45
14	R	Al	O	B	FP	1	5	L	-5	+40
15	B	Al	S	R	FP	2	12	L	-12	+28
16	B	Re	S	B	RR	1	10	W	+10	+38
17	R	Re	S	B	FP	3	25	L	-25	+13
18	B	Re	S	R	FP	4	40	L	-40	-27
19	B	Re	S	B	RR	1	10	W	+10	-17
20	B	Re	S	B	FP	5	60	W	+60	+43
21	B	Re	S	B	FP	4	40	W	+40	+83