

Winning spin range / averages - and why are they important ?

Let's take two examples - we can assume they are spins on a roulette wheel when our number wins.

The regular way -

2,11,156,25,34,18,1,79,210,2,4,16,10,34,1,8

Now we had wins in the range from 1 spin to 210 spins.

The average is right around 38 spins (for American wheel) so all is well within range.

What's the problem ? You can't play a number with a progression for 210 spins.

Is it possible to come out with the same average (about 38 spins) and yet not have any of those high spin counts ?

Predictor makes it possible.

See the stats below and note that the average will still come out to 38 spins for the double zero wheel - yet we no longer have the "extremes" of 200, 300, 400 spins without a win happening.

As a matter of fact - during the 1st sample of 2,000+ spins - while almost all other numbers had gone beyond what we could play with a progression... Predictor never had more than 116 spins as the max before a win happened.

During the second sample (run one after the other) of 2,000+ spins - ALL the other numbers had gone beyond the max number of spins that Predictor gave us a win within. (112 spins)

So in this example that was run off for this explanation - of more than 4,000+ spins - every Predicted number hit within 116 spins... all attempts won within a progression possible range.

That makes 173 wins back to back playing a single number without ever going past 116 spins max before a win.

And yet the average number of spins before a win is around 38 - just the same as if you played any random number - only in this case we no longer have the 200, 300+ spins without a win happening which would kill any progression being played.

So this is example #1 of how Predictor works to shrink down the min/max window of spins before a win - yet keeping the math exactly the same (which cannot be changed)

example #1 :

Prediction#....how many spins until win...(1st 10 spins qualify)

19...66th wins

16...39th wins

18...24th wins

18...74th wins

30...23rd wins  
12...12th wins  
30...57th wins  
30...18th wins  
24...19th wins  
18...64th wins  
16...1st wins  
16...6th wins  
16...52nd wins  
16...1st wins  
16...94th wins  
16...44th wins  
16...39th wins  
16...13th wins  
16...47th wins  
16...83rd wins  
16...116th wins  
25...22nd wins  
25...1st wins  
16...16th wins  
25...63rd wins  
16...27th wins  
25...9th wins  
25...43rd wins  
25...42nd wins  
34...26th wins  
25...7th wins  
34...35th wins  
28...58th wins  
28...48th wins  
28...6th wins  
16...12th wins

to this point 1,011 total spins.

Our average is exactly at the math expected, just like picking any random number would give the same math expected results.

Benefit - the range that makes up that average...

predictor : 1 spin to 116 spins range before a win  
randomly played numbers ?

1 spin to 255 spins range before a win (more than double)

continued on.....

Prediction how many spins until win

28...11th wins  
28...65th wins  
28...23rd wins  
28...28th wins  
34...11th wins  
28...42nd wins

28...4th wins  
28...18th wins  
34...24th wins  
28...32nd wins  
34...4th wins  
28...42nd wins  
34...41st wins  
34...31st wins  
34...54th wins  
28...17th wins  
16...15th wins  
16...1st wins  
34...49th wins  
16...2nd wins  
34...67th wins  
16...1st wins  
16...2nd wins  
34...30th wins  
34...30th wins  
34...1st wins  
34...17th wins  
34...30th wins  
16...9th wins  
16...15th wins  
16...56th wins  
16...14th wins  
16...18th wins  
16...114th wins  
16...2nd wins  
16...6th wins  
16...1st wins  
16...12th wins  
34...113th wins  
16...4th wins  
16...63rd wins  
16...46th wins

to this point 2,019 total spins.

predictor : 1 spin to 116 spins range before a win  
randomly played numbers ?  
1 spin to 313 spins range before a win.

78 total wins back to back if played with a 116 spin max progression.

Now let's look at the most spins that any number took to show up  
during these 2,019 spins :

remember ! predictor max spins until a win is 116 spins

number...max spins until a win

1....183  
2....171  
3....130  
4....123  
5....176  
6....156  
7....144  
8....229  
9....142  
10...121  
11...161  
12...100 (less than predictor / least by any number)  
13...215  
14...255  
15...123  
16...121  
17...153  
18...137  
19...192  
20...210  
21...140  
22...153  
23...313 (most by any number)  
24...173  
25...174  
26...110 (less than predictor)  
27...153  
28...162  
29...196  
30...146  
31...145  
32...148  
33...212  
34...163  
35...154  
36...142  
0....180  
00...206

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Test sample #2

Prediction....how many spins until win....(1st 10 spins qualify)

27...22nd wins

29...8th wins

30...50th wins

15...38th wins  
24...6th wins  
18...5th wins  
5...13th wins  
9...60th wins  
7...5th wins  
7...5th wins  
9...17th wins  
21...64th wins  
15...5th wins  
18...42nd wins  
9...32nd wins  
9...9th wins  
9...3rd wins  
9...28th wins  
9...2nd wins  
3...10th wins  
9...30th wins  
11...8th wins  
11...25th wins  
10...15th wins  
10...8th wins  
10...63rd wins  
2...24th wins  
11...65th wins  
10...59th wins  
2...19th wins  
2...14th wins  
10...8th wins  
4...66th wins  
2...34th wins  
2...22nd wins  
10...37th wins  
2...18th wins  
2...94th wins  
4...21st wins  
10...43rd wins  
10...8th wins  
1...16th wins  
10...6th wins  
10...4th wins  
11...33rd wins  
2...55th wins  
2...47th wins  
2...1st wins  
11...54th wins  
11...65th wins  
2...20th wins  
2...20th wins  
2...7th wins  
2...12th wins  
2...39th wins (1,017 spins so far)

11...53rd wins  
2...39th wins  
2...33rd wins  
2...112th wins  
11...74th wins  
11...2nd wins  
11...12th wins  
11...42nd wins  
2...3rd wins  
2...39th wins  
11...15th wins  
2...12th wins  
11...7th wins  
11...4th wins  
2...5th wins  
11...13th wins  
11...24th wins  
11...81st wins  
11...44th wins  
11...1st wins  
11...43rd wins  
2...22nd wins  
2...55th wins  
2...55th wins  
11...31st wins  
11...7th wins  
2...54th wins  
11...44th wins  
2...32nd wins  
2...64th wins  
11...99th wins  
2...15th wins  
2...65th wins  
2...37th wins  
11...6th wins  
11...22nd wins  
2...16th wins  
2...16th wins  
11...36th wins  
2...6th wins

to this point 2,018 total spins.

predictor : 1 spin to 112 spins range before a win  
randomly played numbers ?

1 spin to 229 spins range before a win (more than double).

95 total wins back to back if played with a 112 spin max progression.

Now let's look at the most spins that any number took to show up  
during these 2,018 spins :

remember ! predictor max spins until a win is 112 spins

1....185  
2....131  
3....179  
4....154  
5....154  
6....133  
7....119  
8....219  
9....123  
10...193  
11...171  
12...220  
13...207  
14...216  
15...140  
16...132  
17...197  
18...130  
19...139  
20...200  
21...175  
22...170  
23...136  
24...229 (most by any number)  
25...130  
26...195  
27...135  
28...177  
29...124  
30...159  
31...159  
32...174  
33...153  
34...116 (least by any number and more than predictor)  
35...155  
36...124  
0....133  
00...188

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So the math won't change - but the max number of spins before a win never reaches the likes of what we would see by playing a random/favorite number.

This works because Predictor uses a combination of locations to make

up a score for each number.

This is "fallacy" which is soon to no longer be called "fallacy".

Using past spins and data to benefit during future spins.

If anyone isn't sure how it works, I'll post a recap with all details of how these scores come about shortly.

The above statistics is proof enough that using Predictor beats just picking any random number and playing it.

Please note also that this isn't exactly a "furthest back" or "bet the least

showing" style of play.

If you notice - almost all of the predicted numbers are either close to or

above 0.00 std deviation.

So we aren't playing that a number is "due" in the sense that it has shown

less or hasn't shown in a long time.

We are predicting a number based on the appearances of the other location

(even money / dozens and columns / lines / streets) which make up the individual score for each specific number.

We are using the "wall" that random hits against and then playing the

most likely number.... which proven above in a small 4K+ example is a realistic approach.

More to come.

Cheers

Ed

Predictor scoring for individual numbers :

Numbers are scored based on the following locations :

Even / Odd

Red / Black

Low / High

Dozen 1 / Dozen 2 / Dozen 3

Column 1-34 / Column 2-35 / Column 3-36

Lines (1-6)(7-12)(13-18)(19-24)(25-30)(31-36)

Streets (1-3)(4-6)(7-9)(10-12) etc to (34-36)

So for example, our 1st spin when charting is #1

#1 is Odd so ALL odd numbers get +1 added to their "score"

#1 is Red so ALL red numbers get +1 added to their "score"

#1 is Low so ALL low numbers get +1 added to their "score"

#1 is Dozen 1 so ALL Dozen 1 numbers get +1 added to their "score"

#1 is Column 1-34 so ALL Column 1-34 numbers get +1 added to their "score"



#1 is Line (1-6) so ALL line (1-6) numbers get +1 added to their "score"

#1 is Street (1-3) so ALL street (1-3) numbers get +1 added to their "score"

Any score for a number can go up 7 points from any spin based on these locations.

Let's look at 10 spins and then we will look at the scores for each number and then continue on with future spins based on the Predicted number.

I'll grab today's spins (yesterday's now) and type it up as I run off the spins.

Grabbing a random table as well -

20071219-7 Wiesbaden spins

2

11

9

1

6

25

32

8

10

1

30

6

2

1 (took 14 spins to get a prediction) - after this the table is always qualified.

Here are the scores for each number of the table based on these spins

:

Number....Score

1.....52

2.....54

3.....51

4.....51

5.....49

6.....50

7.....46

8.....48

9.....45

10....48

11....46

12....47  
13....29  
14....31  
15....28  
16....31  
17....29  
18....30  
19....21  
20....23  
21....20  
22....23  
23....21  
24....22  
25....27  
26....29  
27....26  
28....29  
29....27  
30....28  
31....26  
32....28  
33....25  
34....27  
35....25  
36....26  
0.....n/a  
00....n/a

20 is the lowest score so #21 is the prediction number  
Now we can continue the Wiesbaden spins :

16  
16  
28  
4  
3  
23  
26  
3  
10  
3  
19 (now #35 becomes a predicted number as well)  
30  
5  
11  
27  
12  
20  
5  
20 (now #33 becomes a predicted number as well)  
30  
34

35 (win on #35 and it's removed)

36

21 (win on #21 and it's removed)

\$25.00 chips flat betting we can walk now with +\$800.00  
or continue on.

For the sake of time I'll leave it here - test as long as you like  
to see the results.

Note that this was flat betting and a progression is needed.  
Why ?

Because according to the math we will win long term 1 in 38  
tries (or 1 in 37 tries Euro wheel) which means that we will  
drop in balance as time goes on since the straight up bet  
only pays 35 to 1.

We also need to handle the times when 116(+/-) spins happen  
until a win.

What we don't need to worry about is 200,300,400+ spins without  
a win anymore.

More to come

Ed