

SSBS

BIP160

(2008)

Chapter 1: History of BIP160 development

BIP160 is the latest version of Smtinvest Super Baccarat System (SSBS) which is developed during August, 2002 to August, 2003 mainly by real playing at the Mini Baccarat table in the casinos of Foxwoods and Mohegan Sun in Connecticut. It's was finalized in August, 2003 and was tested by live playing since then for two years and a total 2000 shoe was played and recorded by our group which are some Ph. D biomedical researchers from Yeshiva University, Columbia University and Harvard University with Dr. Xintao Wang playing a leading role. With the encouraging test results for SMT-2000, the methods were subsequently tested against Zumma-600 and Zumma-1000, obtained from Mini-Baccarat table and regular Baccarat table, respectively. The results are satisfactory.

We will first discuss briefly the previous version of BIP160. There were four members in the SSBS family before they are upgraded into 0C40-Baccarat in March, 2007: 0005-Baccarat, 0010-Baccarat, 0015-Baccarat and 0020-Baccarat. The bankroll requirement is 1000, 2000, 3000, 4000 units, respectively. It should be mentioned that low bankroll means low reward: the average winning for these systems is about 5, 10, 15 and 20 units/shoe based on a Baccarat table bet limit of 1-1000 units.

We take 0020-Baccarat as an example to see what is the main feature of the method.

- “0” Loss Shoe:

0020-Baccarat beats our 2000 real land casino Baccarat shoes without one single loss shoe.

- “0” Progression Burst:

0020-Baccarat uses an unique mathematically optimized combination of betting selection and money management making the progression actually infallible throughout our 2000 real land casino Baccarat shoes.

- “20” units/shoe Average Net Winning Rate:

0020-Baccarat beats our 2000 real land casino Baccarat shoes with an average winning rate of 20 units/shoe, the value is calculated after deducting the 5% commission for the banker winning.

- The marker “0-0-20” of 0020-Baccarat maintains for Zumma-600 tester:

0020-Baccarat went through Zumma-600 tester with no loss shoe, with no burst of the progression (0 time break) and with 20 units/shoe average net winning rate.

- The marker “0-0-20” of 0020-Baccarat becomes “0-0-21” for Zumma-1000 tester:

0020-Baccarat went through Zumma-1000 tester with no loss shoe, with no burst of the progression (0 time burst) and with a higher average net winning rate of 21 units/shoe.

0005-Baccarat, 0010-Baccarat, 0015-Baccarat and 0020-Baccarat, as we know, are the best Baccarat playing method available on the market in terms of both average winning per shoe (up to 20 units) and bankroll safety (progression remains infallible after 3600 shoes test). But it is not perfect and still has two big disadvantages: one is the high requirement for the big bankroll (to gain 5 to 20 units per shoe, you need 1000 to 4000 units of bankroll). The second shortage is the restrict requirement for a high range of the bet limit of the Baccarat table: most methods in the SSBS family 0010-Baccarat, 0015-Baccarat and 0020-Baccarat require a bet limit range of 1-1000 unit (e. g. \$10 -10000). 0005-Baccarat requires a range of 1-500 units (e. g. \$10 - \$5000). If a Baccarat table with a bet limit of \$10 (minimum bet) to \$3000 (maximum bet), the bet range is 1-300 units in this case, all the SSBS family will out of use because the bet range is too low.

There is a high demand for the upgrade of these methods to overcome these two disadvantages which limit the wide application of these methods. We are very proud that after about two years of development and test these methods are successfully upgraded to 0C40-Baccarat.

1. Following are some amazing feature of 0C40-Baccarat:

A. With the same winning rate as 0005-Baccarat, the bankroll requirement was reduced 4-fold:

Table1. Testing result of the 0C40-Baccarat against Baccarat tester Zumma-600, Zumma-1000 and SMT-2000 assuming a bankroll size of 250 minimal bet unit (U)

Tester	Total Winning (U)	Average Wining (U/shoe)
Z600:	3542	5.75
Z1000:	5980	5.98
SMT2000	11846	5.92

B. Table limit was reduced 4-fold: With the decreased bankroll requirement, the requirement for the table bet limit is reduced accordingly. The following tables are some examples.

Table 2. Winning estimation for different table limit and bankroll availability:

(2-1) Table limit: 1-300 U

	Minimum	Maximum
Bankroll (U)	250 U	500 U
Starting bet size	1 U	2 U
Average winning Per shoe (U)	5 U	10 U

For example, in some casino boats, there are some Baccarat tables with a bet limit of minimum \$10 to maximum \$3000. In this case the basic bet unit (U) is \$10. If your initial bet amount is 1U (\$10), you can obtain an average win of \$50 (5U) using a bankroll of \$2500 (250 U). The maximal average winning in a table with bet limit of 1-300 U is 10 U, starting with 2 U bet size, required a bankroll of 500 U.

(2-2) Table limit: 1-600 U

	Minimum	Maximum
Bankroll (U)	250 U	1200 U
Starting bet size	1 U	4.5 U
Average winning Per shoe (U)	5 U	22.5 U

For example, in some Atlantic City Casinos, there are some Baccarat tables with a bet limit of minimum \$10 to maximum \$6000. In this case the basic bet unit (U) is \$10. If your initial bet amount is 1U (\$10), you can obtain an average win of \$50 (5U) using a bankroll of \$2500 (250 U). The maximal average winning in a table with bet limit of 1-600 U is about 22.5 U (\$225), starting with 4.5 U bet size, requiring a bankroll of 1200 U.

(2-3) Table limit: 1-1000 U

	Minimum	Maximum
Bankroll (U)	250 U	2000 U
Starting bet size	1 U	8 U
Average winning Per shoe (U)	5 U	40 U

For example, in Foxwoods Casinos in Connecticut, there are some Mini Baccarat tables with a bet limit of minimum \$10 to maximum \$10000. In this case the basic bet unit (U) is \$10. If your initial bet amount is 1U (\$10), you can obtain an average win of \$50 (5U) using a bankroll of \$2500 (250 U). The maximal average winning in a table with bet limit of 1-1000 U is about 40 U (\$400), starting with 8 U bet size, requiring a bankroll of 2000 U.

For the high rollers, Foxwoods provide some regular Baccarat tables with a bet limit from \$50 to \$25000. With this table, if you have a bankroll of \$50000, you can average \$1000 per shoe starting with \$200 bet.

C. Comparison of 0C40-Baccarat with the previous version at a table with a bet limit from \$10 to \$10000 (1U -1000U)

Table 3.

Method	Previous version (0005-Baccarat, 0010-Baccarat, 0015-Baccarat, 0020-Baccarat)	Upgraded version (0C40-Baccarat)
Average winning Rate (U/shoe)	5-20 (\$50-\$200)	5-40 (\$50-\$400)
Minimum Bankroll (U)	1000 (0005-Baccarat) (\$10000)	250 (\$2500)
Maximum Bankroll (U)	4000 (0020-Baccarat) (\$40000)	2000 (\$20000)
Lowest range of Table limit	1-500 U (\$10-\$5000)	1-125 U (\$10-\$1250)

This table shows the significance of the system upgrade. To obtain an average winning rate of 5U/shoe, you have to be equipped with 1000U bankroll using the previous version. After upgrade, to get the same winning rate, you need only 250U bankroll. In other word, if you have a 2000U bankroll, you can get an average winning of 10U per shoe using the previous version. However you will get 40U per shoe using the upgraded method by the same bankroll. This is a great challenge to get such an amazing improvement. We are proud that we make it.

The other major improvement of the upgraded version is that the new version greatly reduced the requirement for the table bet limit. Most of the methods (such as 0010-Baccarat, 0015-Baccarat and 0020-Baccarat) before upgrade require a table bet limit of 1-1000U (e.g. \$10 - \$10000).

Due to this limitation, these methods can't be used at a Baccarat table with a bet limit of \$10 - \$6000 which is very common in some major casinos. In this case only 0005-Baccarat can still be applied. However during rush hours, Casino dealers will reduce the range of the bet limit, e.g. from 1-1000U to 1-200U (changing from \$10 - \$10000 to \$50-\$10000 by increasing the minimal bet for example). After this change, none of the previous version works with this bet limit (1 - 200U). However the upgraded version 0C40-Baccarat can still be used with this change.

2. How the system 0C40-Baccarat is named.

“0” ----- Means no Progression Burst:

The first number “0” in the name of 0C40-Baccarat represents the fact that the progression never bursts in the 3600 Baccarat shoes tested. This method uses an unique mathematically optimized combination of betting selection and money management making the progression actually infallible throughout the 3600 real land casino Baccarat shoes.

“C” ---- Means Commission Loss Only:

Unlike the previous version of Smtinvest Super Baccarat System (SSBS) which beats the 3600 real land casino Baccarat shoes without one single loss shoe. However, with 0C40-Baccarat, although we win all the bet progressions, we still have some shoes (less than 1%) with negative winning results due to the commission on the banker bets. The letter C in the name of 0C40-Baccarat is used to indicate this fact.

“40” ---- Represents Average Net Winning Rate (units/shoe):

0C40-Baccarat beats the 3600 real land casino Baccarat shoes with an average winning rate of 40 units/shoe, the value is calculated after deducting the 5% commission for the banker win and based on a table bet limit of 1 U-1000U (e.g. \$10-\$10000).

The testing procedure was carried out taking the whole tester as a single long shoe and the tie hands were ignored. In real playing you can quit playing whenever a progression is completed.

3. The development of BIP160:

The design of previous version of SSBS systems 0005-Baccarat, 0010-Baccarat, 0015-Baccarat, 0020-Baccarat and 0C40-Baccarat is all for aggressive playing. In the case of 0005-Baccarat, 0010-Baccarat, 0015-Baccarat, 0020-Baccarat, the methods depleted Casino from any winning including commission by betting only on player side with a 25-step negative progression without burst during the 3600 shoes testing. Although it was proven that the bankroll is safe by going through 3600 Baccarat shoes test, the chance is always there for the progression to burst and lose a huge bankroll. To reduce the risk of bankroll, an 8-step Martingale type progression was used in 0C40-Baccarat. For the same winning rate, the bankroll is reduced by 4-fold. Even so, to play 0C40-Baccarat, a minimal of 250-500 U is still required and the largest bet size still reaches up to 125 U. Many Baccarat players think that betting 125 U a hand is still too much and others don't feel comfortable with the 8-step negative progression, even this progression never bursts during the entire 3600 real Baccarat shoes testing. 0C40-Baccarat is also an aggressive method, intending to win all the progression throughout 3600 testing shoes with some commission loss only. The risk for the progression burst is at any moment. Some players also argue that 3600-shoe sample size for the test is too small to prove the method is a long term winner.

A new method need to be developed which should possess the following features:

- 1) A method not so aggressive, allowing commission paying, tolerating more progression burst, seeking only a reasonable edge over the house;
- 2) Requiring a much lower bankroll, ideally around 100 U or less;
- 3) With reduced bet size, ideally the biggest bet size is no more than 10 U;

- 4) Using or mainly using flat bet or positive progression instead of negative one;
- 5) Applying a short negative progression, ideally less than 4-step whenever necessary, instead of 8 or 25 steps;
- 6) Going through more documented Baccarat shoes test, at least 10000 shoes, instead of only 3600 shoes.
- 7) Having a higher winning potential, ideally over 100 U/shoe;
- 8) Allowing more tight table bet limit, such as 1-50 U;
- 9) Easier to learn.

Smtinvest Super Baccarat System BIP-160 is just one of such a system which possesses all the ideal features described above.

- 1) BIP160 bets on both player and banker, tolerates frequent progression burst, seeking only an minimum average net win of 0.7 U/shoe;
- 2) BIP160 requires a bankroll of 50 U or less for obtaining the minimum win;
- 3) The biggest bet size for BIP160 is only 4 U for obtaining the minimum win;
- 4) BIP160 uses flat bet, positive progression and negative progression, the ratio is 8:6:7;
- 5) The longest negative progression steps used for BIP160 is three;
- 6) The sample size for BIP160 testing is over 12000 documented shoes, including Smt-2000, Zumma-600, Zumma-1000, Flower-1500, Lee-3000, Vietnam-600 and Feng-3600;
- 7) The highest average winning rate is 175 U/shoe for more than 12000 Baccarat shoes tested based on a table limit of 1-1000U;
- 8) BIP160 can be used on a table with a table bet limit as low as 1-4 U for obtaining the minimum win;
- 9) BIP160 is the most simple to learn compared with the previous version such as 0020-Baccarat and 0C40-Bacacrat.

With all the ideal features together, this method is not only a Baccarat playing system, but an effective, safe, and profitable Baccarat Investment Platform (BIP). This is why it is named as BIP160. The number 160 represents its winning potential: more than 160 U/shoe based on a table bet limit of 1-1000 U. 160 U/shoe is a very conservative number, in fact, the highest average winning rate is up to 175 U/shoe for more than 12000 Baccarat shoes tested based on a table limit of 1-1000U.

Chapter 2: Comparison of the three editions of SSBS systems

As discussed in Chapter 1, there are three editions of SSBS. The first edition, represented by 0010-Baccarat, came out in 4 format: 0005-Baccarat, 0010-Baccarat, 0015-Baccarat and 0020-Baccarat which are used for different winning expectations and bankrolls. The second edition is 0C40-Baccarat and current edition is BIP160.

The main features are summarized in the following table:

Table 4: Comparison of three editions of SSBS assuming a table bet limit from \$10 to \$10000 (1U -1000U)

Edition	First edition (0010-Baccarat)	Second edition (0C40-Baccarat)	Third edition (BIP160)
Bet selection	Bet only on Player	On both P and B	On both P and B
Bet frequency	Almost every hand	Only after 26 patterns	Only after 21 patterns
Tie decision	Ignored	Ignored	Ignored
Money management	25-step NP/PP	8-step NP	FB/3-step NP/PP
Minimum table bet limit	1-1000 U	1-125 U	1-4
Minimum net average winning	10 (U/Shoe)	5 (U/Shoe)	0.7 (U/Shoe)
Minimum bankroll (U)	2000 – 4000	250 – 500	50
Largest bet per hand for the minimum winning (U)	1000	125	4
Maximum net average winning	10 (U/Shoe)	40 (U/Shoe)	175 (U/Shoe)
Maximum bankroll (U)	2000 – 4000	2000 – 4000	12500
Largest bet per hand for the maximum winning (U)	1000	1000	1000
Bankroll built-up	No	Yes	Yes
Prog. Burst tolerance	Once for 200 shoes	Once for 50 shoes	Frequent
Sample size for testing (shoe)	3600	3600	12262

Bet selection: 0010-Baccarat bets only on Player, 0C40-Baccarat and BIP160 bet on both Player and Bank.

Bet frequency: 0010-Baccarat requires to bet on every hand except some stop signals appear. 0C40-Baccarat bets only following 26 selected patterns. BIP160 bets only after 21 selected patterns.

Tie decision: Tie decisions are ignored for all the three editions.

Money management: In 0010-Baccarat, a 25-step mild negative progression (NP) coupled with double win PP was used. In 0C40-Baccarat, an 8-step Martingale type

negative progression (NP) was applied. In BIP160, a combined money management is applied including flat bet (FB), 3-step positive progression (PP) and 3-step negative progression (NP).

Minimum table bet limit: For 0010-Baccarat working normally, a table bet limit of 1-1000 U was required. The minimal required limit for 0C40-Baccarat and BIP160 is 1-125 U and 1-4 U, respectively.

Minimum net average winning: The minimal net winning rate is 10 U/Shoe for 0010-Baccarat. For 0C40-Baccarat and BIP160, the rate is 5 U/Shoe and 0.7 U/Shoe, respectively.

Minimum bankroll (U): The bankroll for obtaining the minimal winning rate in 0010-Baccarat is 2000 – 4000 units. For 0C40-Baccarat and BIP160, the bankroll is 250 – 500 units and 50 units, respectively.

Largest bet per hand for the minimum winning (U): The largest bet amount to obtaining the minimal winning rate is 1000 units for 0010-Baccarat. For 0C40-Baccarat and BIP160, the amount is 125 units and 4 units, respectively.

Maximum net average winning: The maximal winning rate with a table bet limit of 1-1000 units is still 10 U/Shoe for 0010-Baccarat. It increased to 40 U/Shoe and 175 U/Shoe for 0C40-Baccarat and BIP160, respectively.

Maximum bankroll (U): The bankroll required for obtaining the maximal winning rate is 2000 – 4000 units for 0010-Baccarat. For 0C40-Baccarat and BIP160 the required bankroll is 2000 – 4000 units and 12500 units, respectively.

Largest bet per hand for the maximum winning (U): The largest bet is all the same for all editions: it's the table limit of 1000 units.

Bankroll built-up: For 0010-Baccarat, as described above, to obtain an average winning rate of 10 U/shoe, the player has to be equipped with 2000-4000 units. Player has to get this money ready for winning 10 units per shoe. For 0C40-Baccarat, in order to win 40 units per shoe, player has also to have the same bankroll of 2000-4000 units. But this bankroll for 0C40-Baccarat can be built up by itself starting with smaller bet size. For example, player can start bet with 1 U, winning 5 units per shoe using a bankroll 250-500 units. This is the bankroll built up feature of 0C40-Baccarat. For BIP160, it's even more flexible. Player can start play with a bankroll of 50 units and gradually build up the bankroll.

Progression Burst Tolerance: 0010-Baccarat is design to tolerate the progression burst once for every 200 shoes. For 0C40-Baccarat it is once for every 50 shoes. But for BIP160, even with frequent burst of the progression, player can still get an edge over the house for a long run based on the test results of 12262 real Casino Baccarat shoes.

Sample size for testing (shoes): 0010-Baccarat and 0C40-Baccarat were tested against 3600 Baccarat shoes without burst of the progression. BIP160 was tested through 12262 Baccarat shoes.

Chapter 3: Test results of BIP160

Test results of BIP160 against 12262 documented real Casino Baccarat shoes are shown in Table 5:

Table 5: The whole picture of the test: bet size is 1 to 4 units with a bankroll of 50 units starting from the tester Zumma-600.

Name of Tester	Number of Shoes	Total Winning (U)	Average net win (U/shoe)
Zunna-600	600	343	0.57
Zumma-1000	1000	357	0.35
SMT-2000	2000	315	0.15
Flower-1500	1500	1820	1.20
Lee-3000	3007	1543	0.51
Vietnam-600	565	144	0.25
Feng-3600	3590	3934	1.10
Total	12262	8456	0.69

Test results of BIP160 against the first 50 shoes of each tester are shown in Table 6:

Table 6: Test results for the first 50 shoes of each tester: bet size is 1 to 4 units with a bankroll of 10-70 units.

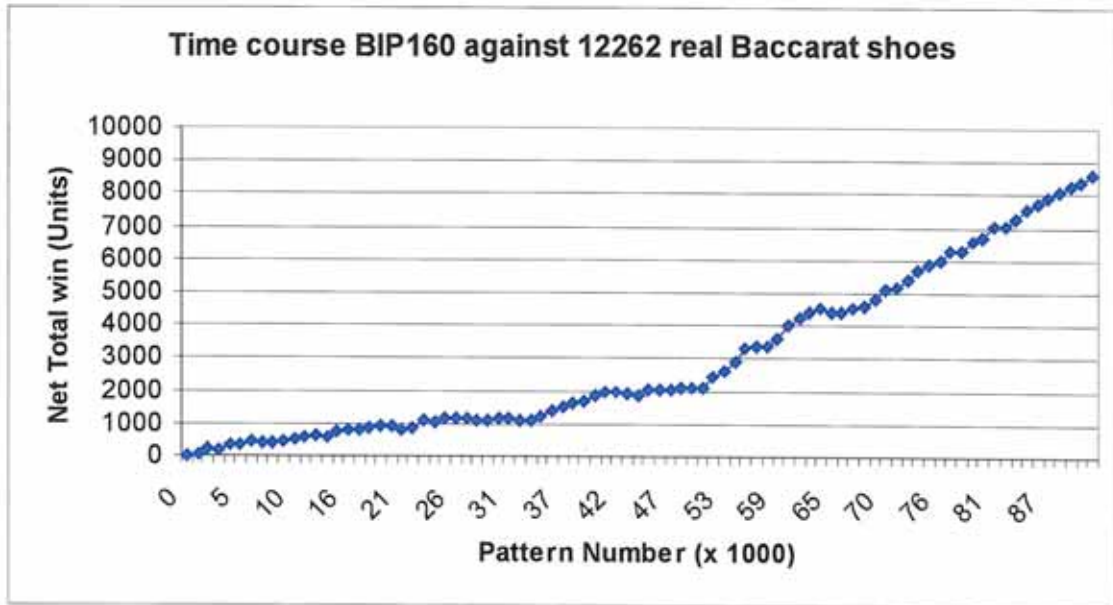
Name of Tester	Number of Shoes	Total Winning (U)	Average net win (U/shoe)
Zunna-600	50	82	1.64
Zumma-1000	50	72	1.44
SMT-2000	50	31	0.62
Flower-1500	50	115	2.30
Lee-3000	50	51	1.02
Vietnam-600	50	106	2.12
Feng-3600	50	55	1.10
Total	350	512	1.46

The bankroll requirement for going through the total 12262 Baccarat shoes depends on which tester the test process started with. The different bankroll starting with each of the 7 testers is shown in Table 7:

Table 7: Bankroll requirement for completing the test start with different tester.

Start Tester	Minimum Bankroll (Units)
Zunna-600	50
Zumma-1000	60
SMT-2000	50
Flower-1500	10
Lee-3000	70
Vietnam-600	30
Feng-3600	10

We start our test from Zumma-600 as we did for our 0020-Baccarat and 0C40-Baccarat test. The order is: Zunna-600, Zumma-1000, SMT-2000, Lee-3000, Flower-1500, Vietnam-600 and Feng-3600. The following figure shows the time course of the whole test.



References of the testers:

1. Zumma-600 and Zumma-1000, Erick St Germain, Zumma Publishing Company.
2. Smt-2000, Xintao Wang, Smtinvest Inc.
3. Flower-1500, Ruhua, provided from Mr. Feng, Vancouver, Canada.
4. Lee-3000, Lee Jones, www.baccarat-system.com
5. Vietnam-600, provided from Mr. Feng, Vancouver, Canada.
6. Feng-3600, provided from Mr. Feng, Vancouver, Canada.

Chapter 4: How BIP160 works

BIP160 like all other systems or methods helps players to deal with three fundamental aspects of gambling: when to bet, where to bet and how much to bet.

1. When to bet?

BIP160 starts to bet only when some specific patterns appear. There are totally 21 patterns for BIP160:

1)	B111111	PPBPBPBP
2)	P11112	BPBPBPP
3)	P111122	BPBPBPPBB
4)	P114	BPBPPPP
5)	P1212	PBPBBPBB BBBPBBPBB
6)	P123	BPBBPPP
7)	B1311	PBPPBP
8)	P222	PBPPBBPP BBBPPBBPP
9)	P2222	BBBPPBBPPBB
10)	B24	PBBPPPP
11)	B241	PBBPPPPB
12)	P24	BPPBBBB
13)	P3111	BBPPBPB
14)	P312	BBPPBPP
15)	B312	PBBBPBB
16)	B313	PBBBPBBB
17)	B3131	PBBBPBBBP
18)	B321	PBBBPPB
19)	P411	BPPPPBP
20)	B51	PBBBBBP
21)	B511	PBBBBBPB

These patterns have following properties:

---- All patterns consist of two parts: main part (in blue color) and prefix (in black color). There are 6-8 decisions in the main part of the patterns. The decision number in the prefix part of a pattern varies from 1 to 3;

---- In most patterns, one main part has only one prefix. But for pattern 5) and 8), each main part has two prefix.

---- Each pattern was given a name. For example, pattern number 10) is called pattern B24. The letter B means the main part of the pattern begins with banker decision. The number followed indicates repeat times of that decision.

During the playing, whenever one of the 21 patterns appears, it is the time point telling you that you should start to bet.

2. Where to bet?

As in all SSBS systems, the decision TIE was ignored. So there are only two choices to make: bet on either Player (P) or Banker (B). BIP160 divides the patterns into two groups: group P and group B.

Pattern 1), 2), 3), 9), 11), 13), 14), 16), 18), 20) and 21) belong to group P. When you see one of them, you bet on **P**.

1)	B111111	PPBPBPBP
2)	P11112	BPBPBP
3)	P111122	BPBPBPBP
9)	P2222	BBPPBPBPBP
11)	B241	PBBBBBP
13)	P3111	BBPPBPBP
14)	P312	BBPPBPBP
16)	B313	PBBBBBP
18)	B321	PBBBBBP
20)	B51	PBBBBBP
21)	B511	PBBBBBP

Other patterns are all B patterns. When you see them, bet on **B**.

4)	P114	BPBBBB
5)	P1212	PBPBPBP
		BBBPBPBP
6)	P123	BPBPBP
7)	B1311	PBPBPBP
8)	P222	PBPBPBP
		BBBPBPBP
10)	B24	PBBBB
12)	P24	BPPBBBB
15)	B312	PBBBB
17)	B3131	PBBBBBP
19)	P411	BPPBP

3. How much to bet?

It should be mentioned that we limit our discussion about the bet size to the minimum bet unit. BIP160 divides the 21 patterns into 3 classes according to the initial bet size: 1U group, 2U group and 4 U group.

A. 4 U group: There are 8 patterns belong to this group. Whenever you see this group of patterns, bet 4 units.

3)	P111122	4	BPBPBPPBBP
9)	P2222	4	BBBPPBBPPBBP
10)	B24	4	PBBPPPPB
11)	B241	4	PBBPPPPBP
15)	B312	4	PBBBBPBBB
16)	B313	4	PBBBBPBBBP
17)	B3131	4	PBBBBPBBBPB
21)	B511	4	PBBBBBPBP

B. 2 U group: There are 8 patterns belong to this group. Whenever you see this group of patterns, bet 2 units.

1)	B111111	2	PPBPBPBP
2)	P11112	2	BPBPBP
5)	P1212	2	PBPBBPBBB BBBPBBPBBB
8)	P222	2	PBPPBBPPB BBBPPBBPPB
12)	P24	2	BPPBBBBB
14)	P312	2	BBPPBP
18)	B321	2	PBBBPBP
20)	B51	2	PBBBBBP

C. 1 U group: There are 5 patterns belong to this group. Whenever you see this group of patterns, bet 1 unit.

4)	P114	1	BPBPPPB
6)	P123	1	BPBBPPB
7)	B1311	1	PBPPBPB
13)	P3111	1	BBPPBPBP
19)	P411	1	BPPBPB

4. Money management:

Only to know when, where, and how much to bet is not enough for becoming a long term winner. What more important is to know how to apply a progression for obtaining an edge over the house. In BIP160, three type of money management were used: flat bet, positive progression and negative progression.

A. Flat bet: 8 of our 21 selected patterns, all patterns in the 4 U bet group were followed by flat bet. That means whenever you see these patterns, bet 4 U as indicated then stop betting and wait for a new pattern no matter win or lose:

3)	P111122	4	BPBPBPPBBP
9)	P2222	4	BBBPPBBPPBBP
10)	B24	4	PBBPPPPB
11)	B241	4	PBBPPPPB
15)	B312	4	PBBBPBBB
16)	B313	4	PBBBPBBBP
17)	B3131	4	PBBBPBBBPB
21)	B511	4	PBBBBBPBP

B. Positive progression: There are 6 patterns in the total 21 selected patterns were followed by positive progression. These 6 patterns can be divided into two types: type 1-2-4 and type 2-4.

Type 1-2-4:

4)	P114	BP	1	BPBPPPPBBB
6)	P123	BP	1	BPBBPPPPBBB

Whenever pattern 4 or 6 appears,
bet 1 U on B,
if lose, stop betting and wait for a new pattern;
if win, bet 2 U on B,
if lose, stop betting and wait for a new pattern;
if win, bet 4 U on B, then stop betting no matter win or loss.

Type 2-4:

5)	P1212	BP	2	PBPBBPBBB BBBPBBPBBB
12)	P24	BP	2	BPPBBBBB
18)	B321	PP	2	PBBBPPPP
20)	B51	PP	2	PBBBBBPP

Whenever pattern 5, 12, 18 or 20 appears,
bet 2 U on B (for pattern 5 and 12) or on P (for pattern 18 and 20),
if lose, stop betting and wait for a new pattern;

if win, bet 4 U on B (for pattern 5 and 12) or on P (for pattern 18 and 20), then stop betting no matter win or loss.

C. Negative progression: There are 7 patterns in the total 21 selected patterns were followed by negative progression. These 7 patterns can also be divided into two types: type 1-2-4 and type 2-4.

Type 1-2-4:

7)	B1311	BN	1	PBPPPBBB
13)	P3111	PN	1	BBPPBPBPP
19)	P411	BN	1	BPPPB BBB

Whenever pattern 7, 13 or 19 appears,
 bet 1 U on B (for pattern 7 and 19) or on P (for pattern 13),
 if win, stop betting and wait for a new pattern;
 if lose, bet 2 U on B (for pattern 7 and 19) or on P (for pattern 13),
 if win, stop betting and wait for a new pattern;
 if lose, bet 4 U on B (for pattern 7 and 19) or on P (for pattern 13), then stop betting no matter win or loss.

Type 2-4:

1)	B111111	PN	2	PPBPPBPP
2)	P11112	PN	2	BPBPPPP
8)	P222	BN	2	PBPPBBPBB BBBPPBPPBB
14)	P312	PN	2	BBPPBPPPP

Whenever pattern 1, 2, 8 or 14 appears,
 bet 2 U on B (for pattern 8) or on P (for pattern 1, 2, and 14),
 if win, stop betting and wait for a new pattern;
 if lose, bet 4 U on B (for pattern 8) or on P (for pattern 1, 2, and 14),
 then stop betting no matter win or loss.

5. Summary of the BIP160 operation.

All the betting rules of BIP160 are summarized in Table 7:

Table 7

Number	Name	Bet method	Structure
1)	B111111	PN2	PPBPBPBPP ⁻
2)	P11112	PN2	BPBPBPPPP ⁻
3)	P111122	PF4	BPBPBPPBBP
4)	P114	BP1	BPBPPPPBBB ⁺
5)	P1212	BP2	PBPBBPBBB ⁺ BBBPBBPBBB ⁺
6)	P123	BP1	BPBBPPPPBBB ⁺
7)	B1311	BN1	PBPPPB ⁻ BBB ⁻
8)	P222	BN2	PBPPBBPPBB ⁻ BBBPPBBPPBB ⁻
9)	P2222	PF4	BBBPPBBPPBBP
10)	B24	BF4	PBBPPPPB
11)	B241	PF4	PBBPPPPBP
12)	P24	BP2	BPPBBBBBB ⁺
13)	P3111	PN1	BBPPPB ⁻ BPBPP ⁻
14)	P312	PN2	BBPPPBPPPP ⁻
15)	B312	BF4	PBBBBPBBB
16)	B313	PF4	PBBBBPBBBP
17)	B3131	BF4	PBBBBPBBBPB
18)	B321	PP2	PBBBBPPBPP ⁺
19)	P411	BN1	BPPPPB ⁻ BBB ⁻
20)	B51	PP2	PBBBBBPP ⁺
21)	B511	PF4	PBBBBBPPB

Detailed explanation for how to play every pattern as summarized in above table:

There are 4 columns in the table, the first one is the number of the pattern. Every selected pattern in BIP160 is given a number, the specific number refer to the specific pattern throughout this book. For example the pattern number 20 always refers to the pattern of **PBBBBBPP⁺**.

The second column is the name for the pattern. Each pattern has a unique name. The name consists two parts: a letter plus a number. The letter indicates what decision a pattern's main part starts. For example, the pattern **B51** means the pattern's main part **BBBBBP** starts with a "B". In the same way, pattern **P24** means the pattern **PPBBBB** starts with a "P". The number indicates how many times the decision repeats. For example, **B51** means the pattern starts with **B** and repeats 5 times followed by one **P**: **B-B-B-B-B-P**. Similarly, pattern **P24** means the pattern starts with 2 **P** and followed by 4 **B**: **P-P-B-B-B-B**.

The third column indicates the bet method for the pattern. The method has three parts: two letters and a number. The first letter tells where to bet. There are only two options: **B** or **P**. For example, for pattern **B51**, the bet method is **PP2**, asking you to bet on **P** when pattern **B51** appears. The second letter indicates the way of progression. There are three types: **F** stands for **Flat** bet, **N** stands for **Negative** progression and **P** for **Positive** progression. For example, in pattern **B51**, the second letter **P** in bet method **PP2** requires you to apply a positive progression when play with this pattern. The number in the method tells how many units to start the bet for the pattern. For example, the method **PP2** means start the bet with **2** units.

The last column is the structure of a pattern. The structure itself contains all the information for bet on a specific pattern. We still take the last pattern as an example:

This pattern is the pattern number 20 with the pattern name as **B51** and bet method of **PP2**. The structure is as following:

PBBBBBP⁺

It provides with the following information:

A. The prefix of the pattern is **P**. The prefix used in **BIP160** is to more specifically define a pattern. For example,

in **BBPBPBBPPBBBBBPBPPP**, **BBBBBP** is a pattern **B51**;

but in **BBPBPBBPPBBBBBPBPPP**, **BBBBBP** is not a pattern **B51**;

It's very important to recognize a pattern with a correct prefix. For example,

In **BPBPPBBBPPBPPBPPBPP**, there is a pattern **P312**;

but in **BPBPPBBPBPBPPBPPBPPBPP**, there is no such a pattern.

B. The main part of the pattern is **BBBBBP**. The pattern's name should start with a letter **B**, because the main part starts with **B**. In the name following the letter **B** should be the number **51**, because here there are 5 **B** and one **P**. So the structure shows the main part and implied the name of the pattern.

C. The letters **PP**⁺ following the pattern **PBBBBBP** show the bet method for this pattern. The letter **P** shows that you should bet on **P** when you see this pattern. The

number of letter varies from 1-3. It determines how much to start the bet: If there is only one letter, you should start bet with 4 units. If there are two letters, start with 2 units. Similarly, if there are three letters, using 1 unit to start betting. Finally, the sign of “+” or “-” at the end of the letters indicates what kind of progression should be applied to the pattern. If nothing follows the letters, that means to use flat bet. If there is a “+” or “-” after the letters, a positive and negative progression should be applied, respectively.

All in all, the structure of a pattern possesses all information for how to recognize and play the pattern. **The whole book was concentrated into this table and finally into the structure of the pattern. This is the only thing you need to remember or bring with when you go to Casino.**

**Chapter 5: Predicted Betting results of the 21 selected patterns
in BIP160**

Table 8

Pattern #	Name	Pet method	Structure	Net winning (U)
1.	B111111	PN2	PPBPBPBPPP	
	1-1		PPBPBPBPP	2
	1-2		PPBPBPBPBP	2
	1-3		PPBPBPBPBB	-6
2.	P11112	PN2	BPBPBPBPPP	
	2-1		BPBPBPBPP	2
	2-2		BPBPBPBPBP	2
	2-3		BPBPBPBPBB	-6
3.	P111122	PF4	BPBPBPBPBBP	
	3-1		BPBPBPBPBBP	4
	3-2		BPBPBPBPBBB	-4
4.	P114	BP1	BPBPPPPBBB	
	4-1		BPBPPPPBBB	6.65
	4-2		BPBPPPPBBP	-1.15
	4-3		BPBPPPPBP	-1.05
	4-4		BPBPPPPP	-1
5.	P1212	BP2	PBPBBPBBBB	
			BBBPBBPBBBB	
	5-1		PBPBBPBBBB	5.7
	5-2		PBPBBPBBBP	-2.1
	5-3		PBPBBPBBP	-2
	5-4		BBBPBBPBBBB	5.7
	5-5		BBBPBBPBBBP	-2.1
5-6	BBBPBBPBBP	-2		
6.	P123	BP1	BPBBPPPB	
	6-1		BPBBPPPB	6.65
	6-2		BPBBPPPB	-1.15
	6-3		BPBBPPBP	-1.05
	6-4		BPBBPPPP	-1
7.	B1311	BN1	PBPPPB	
	7-1		PBPPBP	0.95
	7-2		PBPPBP	0.9
	7-3		PBPPBP	0.8
	7-4		PBPPBP	-7

8.	P222	BN2	PBPPBBPPBB BBBPPBBPPBB	
	8-1		PBPPBBPPB	1.9
	8-2		PBPPBBPPPB	1.8
	8-3		PBPPBBPPPP	-6
	8-4		BBBPPBBPPB	1.9
	8-5		BBBPPBBPPPB	1.8
	8-6		BBBPPBBPPPP	-6
9.	P2222	PF4	BBBPPBBPPBBP	
	9-1		BBBPPBBPPBBP	4
	9-2		BBBPPBBPPBBB	-4
10.	B24	BF4	PBBPPPPB	
	10-1		PBBPPPPB	3.8
	10-2		PBBPPPPP	-4
11.	B241	PF4	PBBPPPPBP	
	11-1		PBBPPPPBP	4
	11-2		PBBPPPPBB	-4
12.	P24	BP2	BPPBBBBBB	
	12-1		BPPBBBBBB	5.7
	12-2		BPPBBBBBP	-2.1
	12-3		BPPBBBBP	-2
13.	P3111	PN1	BBPPBPBPPP	
	13-1		BBPPBPBP	1
	13-2		BBPPBPBBP	1
	13-3		BBPPBPBBBP	1
	13-4		BBPPBPBBBB	-7
14.	P312	PN2	BBPPBPPPP	
	14-1		BBPPBPPPP	2
	14-2		BBPPBPBPB	2
	14-3		BBPPBPBB	-6
15.	B312	BF4	PBBBBBBB	
	15-1		PBBBBBBB	3.8
	15-2		PBBBBBP	-4
16.	B313	PF4	PBBBBBBBP	
	16-1		PBBBBBBBP	4
	16-2		PBBBBBBB	-4
17.	B3131	BF4	PBBBBBBBP	
	17-1		PBBBBBBBP	-4
	17-2		PBBBBBBBP	3.8

18.	B321	PP2	PBBBBPPBPP	
	18-1		PBBBBPPBPP	6
	18-2		PBBBBPPBPB	-2
	18-3		PBBBBPPBB	-2
19.	P411	BN1	BPPPPBPBBB	
	19-1		BPPPPBPB	0.95
	19-2		BPPPPBPBP	0.9
	19-3		BPPPPBPBPB	0.8
	19-4		BPPPPBPBPB	-7
20.	B51	PP2	PBBBBBBPPP	
	20-1		PBBBBBBPPP	6
	20-2		PBBBBBBPPB	-2
	20-3		PBBBBBBPB	-2
21.	B511	PF4	PBBBBBBPBP	
	21-1		PBBBBBBPBP	4
	21-2		PBBBBBBPBB	-4

In table 8, all the possible bet results for the 21 selected patterns with their net winning were listed.

For example, with pattern 20 PBBBBBBPPP, there are 3 possible bet outcomes: PBBBBBBPPP, PBBBBBBPPB and PBBBBBBPB (including PBBBBBBPBP and PBBBBBBPBB). These outcomes will bring 6, -2 and -2 units net winning, respectively. By consulting this table, the total net winning of a shoe can be calculated quickly. For example, in one shoe, there are one pattern 20-1, one type 12-3 and one type 5-2, the total net winning of this shoe is $6 - 2 - 2.1 = 1.9$ units.

Chapter 6: Example of application of BIP160

The following is a step-by-step instruction for how to use BIP160 taking the first 5 shoes from Flower-1500 as example (taking it as one long single shoe):

First, the user of BIP160 should try to remember the structures of all 21 selected patterns by heart, or bring a small piece of paper printed with the structures. Secondly, BIP160 requires the user not to bet until one of the 21 patterns appears. If the co-players on your table don't bet, you can bet with the minimal unit on both P and B and keep the table going. If this kind of bet not allowed, change a table.

The bankroll you bring with you depends on your net winning expectation per shoe. The following is the relationship between wining expectation and bankroll required (based on the 12262 shoes tested starting with Zumma-600).

Winning expectation (U/shoe)	Lowest bet (U)	Bankroll (U)
0.7	1	50
1.4	2	100
2.8	4	200
w	1.43w	72w
.	.	.
.	.	.
.	.	.
7/40 x table limit	1/4 x Table limit	12.5 x Table limit

For example, if you want to obtain an average win of 4 units per shoe ($w = 4$), you should start your bet with 6 units ($1.43w = 1.43 \times 4 = 5.72$), and equipped with a bankroll of 300 ($72w = 72 \times 4 = 288$) units.

Following are the total 354 hands of the first 5 shoes of Flower-1500 (tie was ignored):

PBPPPB BBBP BBPPB BBBB BBPPB BBPBBB PPBPPB PPBPB PPB BBPBBP PPBPPB
 BBPPB BBPPB PPBPB PPB PPB PPB PPB PPB PPB PPB PPB PPB PPB PPB PPB PPB
 BPBBB BBPBBB BPBBB BBPBPB PPBPB PPB PPB PPB PPB PPB PPB PPB PPB PPB
 PBPBPB PPBPB PPB PPB PPB PPB PPB PPB PPB PPB PPB PPB PPB PPB PPB
 BPPB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB
 BBBB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB PPBPB
 BPP

The game starts with a decision P and then B.... forms: PBPPPB

From the pattern structure, it seems that the pattern B1311 will possibly appears. At this step try to remember or consult Table 7 to make sure how to play B1311 when it comes. The next decision turned out to be a P and the first 7 decisions form a pattern B1311:

PBPPPBP

According to the bet method of this pattern (B\1) from Table-7 or Table-8, one unit should bet on B followed by a \ negative progression if not hit. The next decision came out as B. We win the 3-step negative progression at the first bet. Then we wait for a new pattern to come. For the practice purpose only, we make the following note (it's not necessary to do so in real play):

First row:	the decisions	<u>PBPPPBP</u>
Second row:	Type of bet outcome	7-1
Third row:	bet amount (U)	1
Fourth row:	accumulated bet amount (U)	1
Fifth row:	net winning (U)	0.95
Sixth row:	accumulated net winning (U)	0.95

With the proceed of the game, it looks like a pattern of P222 is going to mature if the next decision is a P:

First row:	the decisions	<u>PBPPPBPBBBBPPBP</u>
Second row:	Type of bet outcome	7-1
Third row:	bet amount (U)	1
Fourth row:	accumulated bet amount (U)	1
Fifth row:	net winning (U)	0.95
Sixth row:	accumulated net winning (U)	0.95

The next hand turns out a P, so the pattern P222 is formed:

First row:	the decisions	<u>PBPPPBPBBBBPPBP</u>
Second row:	Type of bet outcome	7-1
Third row:	bet amount (U)	1
Fourth row:	accumulated bet amount (U)	1
Fifth row:	net winning (U)	0.95
Sixth row:	accumulated net winning (U)	0.95

According to Table 7, the bet method for pattern P222 is BN2, so we bet on B with 2 units using a two step negative progression. The next hand is a B, so we hit and win 1.9 units according to Table 8. Write down the numbers as following:

First row:	the decisions	<u>PBPPPBPBBBBPPBP</u>
Second row:	Type of bet outcome	7-1 8-4
Third row:	bet amount (U)	1 2
Fourth row:	accumulated bet amount (U)	1 3
Fifth row:	net winning (U)	0.95 1.9
Sixth row:	accumulated net winning (U)	0.95 2.85

After one hand, a new pattern of P2222 appears. The bet method for this pattern is PF4. That means to bet 4 units on B, we lose this bet.

PBPPPBPBBBBPPBPPBBB

7-1	8-4	9-2
1	2	4
1	3	7
0.95	1.9	-4
0.95	2.85	-1.15

A pattern of P24 appears after one hand. The bet method for this pattern is BP2. We bet 2 U and win, then bet 4 U and win again, totally win 5.7 units.

PBPPPBPBBBBPPBPPBPPBBBBBBBPPBPPBPPBPPBPPBPPBPPBPPBPP

7-1	8-4	9-2	12-1
1	2	4	6 (2+4)
1	3	7	13
0.95	1.9	-4	5.7
0.95	2.85	-1.15	4.55

It should be mentioned that, one part of the previous pattern (PP) is often a part of the next pattern. Here the pattern 9-2 and 12-1 were overlapped. The next pattern appears is B321, we bet on P and lose 2 units:

BBPBBBBPPBB

18-3
2
15
-2
2.55

Then comes the pattern P222 with the bet method BN2. We bet 2 U on B and lose, and then bet 4 U on B again and hit, with net winning of 1.8 units. Please note that the pattern 18-3 and 8-5 was also overlapped.

BBPBBBBPPBPPPB

18-3	8-5
2	6 (2+4)
15	21
-2	1.8
2.55	4.35

Two hands later, a new pattern of P312 comes out, we bet 2 U on P and win:

BBPBBBBPPBPPPBPP

8-5	14-1
6 (2+4)	2
21	23
1.8	2
4.35	6.35

After 3 hands, there is a pattern P411. We bet 1 U on B and lose, then 2 U on B again and hit, winning 0.9 U:

BBPBBBBPPBBPPPBPPPPBP**PB**

8-5	14-1	19-2
6 (2+4)	2	3 (1+2)
21	23	26
1.8	2	0.9
4.35	6.35	7.25

After another 3 hands, a pattern P222 appears. We bet 2 U on B and hit winning 1.9 units:

BBPBBBBPPBBPPPBPPPPBP**BBPPB**

8-5	14-1	19-2	8-1
6 (2+4)	2	3 (1+2)	2
21	23	26	28
1.8	2	0.9	1.9
4.35	6.35	7.25	9.15

Next comes the pattern B312. We flat bet 4 U on B and win with 3.8 U net winning:

BBPBBBBPPBBPPPBPPPPBP**BBPPBPPBPBBPPBPPPB****BBBPPBB****B**

8-5	14-1	19-2	8-1	15-1
6 (2+4)	2	3 (1+2)	2	4
21	23	26	28	32
1.8	2	0.9	1.9	3.8
4.35	6.35	7.25	9.15	12.95

Then, come patterns of 16-1 and 17-1, we win in 16-1 and lose in 17-1.

BBPBBBBPPBBPPPBPPPPBP**BBPPBPPBPBBPPBPPPB****BBBPPBB****BP****PPPB**

8-5	14-1	19-2	8-1	15-1	16-1	17-1
6 (2+4)	2	3 (1+2)	2	4	4	4
21	23	26	28	32	36	40
1.8	2	0.9	1.9	3.8	4	-4
4.35	6.35	7.25	9.15	12.95	16.95	12.95

Then in the following 18 hands, there are 8 patterns formed including B312, B313, and B3131. We win 7 out of 8:

The 8 patterns are:

BPBBBBPBBB

15-1

BPBBBBPBBBP

16-1

BPBBBBPBBBBPB

17-2

BPBBBBPBBBBPBBB

15-1

BPBBBBPBBBBPBBBBP

16-1

BPBBBBPBBBBPBBBBPB

17-2

BPBBBBPBBBBPBBBBPBBB

15-1

BPBBBBPBBBBPBBBBPBBBBB

16-2

The bet results are:

BF4 beats target 15:

BPBBBBPBBBBPBBBBPBBBBB

15-1

4

44

3.8

16.75

PF4 beats target 16:

BPBBBBPBBBBPBBBBPBBBBB

15-1

16-1

4

4

44

48

3.8

4

16.75

20.75

BF4 beats target 17:

BPBBBBPBBBBPBBBBPBBBBB

15-1

16-1

17-2

4

4

4

44

48

52

3.8

4

3.8

16.75

20.75

24.55

BF4 beats target 15 again:

BPBBBBPBBBBPBBBBBPBBBBB

15-1

16-1

17-2

15-1

4

4

4

4

44

48

52

56

3.8

4

3.8

3.8

16.75

20.75

24.55

28.35

PF4 beats target 16 again:

BP	B	B	B	<u>P</u>	B	B	B	<u>P</u>	B	B	B	PBBBB
15-1	16-1	17-2	15-1	16-1								
4	4	4	4	4								
44	48	52	56	60								
3.8	4	3.8	3.8	4								
16.75	20.75	24.55	28.35	32.35								

BF4 beats target 17 again:

BP	B	B	B	<u>P</u>	B	B	B	<u>P</u>	B	B	B	<u>P</u>	B	BBB
15-1	16-1	17-2	15-1	16-1	17-2									
4	4	4	4	4	4									
44	48	52	56	60	64									
3.8	4	3.8	3.8	4	3.8									
16.75	20.75	24.55	28.35	32.35	36.15									

BF4 beats target 15 again:

BP	B	B	B	P	B	B	B	<u>P</u>	B	B	B	<u>P</u>	B	B	BB
15-1	16-1	17-2	15-1	16-1	17-2	15-1									
4	4	4	4	4	4	4									
44	48	52	56	60	64	68									
3.8	4	3.8	3.8	4	3.8	3.8									
16.75	20.75	24.55	28.35	32.35	36.15	39.95									

PF4 failed to beat target 16:

BP	B	B	B	P	B	B	B	<u>P</u>	B	B	B	<u>P</u>	B	B	B	B
15-1	16-1	17-2	15-1	16-1	17-2	15-1	16-2									
4	4	4	4	4	4	4	4									
44	48	52	56	60	64	68	72									
3.8	4	3.8	3.8	4	3.8	3.8	-4									
16.75	20.75	24.55	28.35	32.35	36.15	39.95	35.95									

Next pattern is a B51. We start bet with 2 units on P and lose forming the pattern of B511, we bet 4 U on P and win.

BBPBBBBBPBBBBBPBP

20-3
2
76
-2
33.95

BBPBBBBBPBBBBBPBPBPBPBPBP

20-3 21-1
2 4
76 80
-2 4
33.95 37.95

Then after about 15 hands break, comes out a cluster of 7 patterns. First comes pattern P312. We bet 2 U on P and hit:

BBPBBBBPBBBBBBPPPBPBBPPBBPBBBBBBPPPBPPP

20-3	21-1	14-1
2	4	2
76	80	82
-2	4	2
33.95	37.95	39.95

Next pattern is a B1311. We bet one U on B and hit:

BBPBBBBPBBBBBBPPPBPBBPPBBPBBBBBBPPPBPPBPB

20-3	21-1	14-1	7-1
2	4	2	1
76	80	82	83
-2	4	2	0.95
33.95	37.95	39.95	40.90

Then is the pattern P114. This is a 3-step positive progression pattern. We bet one unit on B and win. Then bet 2 U on B again and lose. Stop betting and lose 1.05 units:

BBBBPPPBPPPBPBPPPPB

14-1	7-1	4-3
2	1	3 (1+2)
82	83	86
2	0.95	-1.05
39.95	40.90	39.85

Next comes pattern P411. We bet one U on B and hit winning 0.95 U:

BBBBPPPBPPPBPBPPPPB

14-1	7-1	4-3	19-1
2	1	3 (1+2)	1
82	83	86	87
2	0.95	-1.05	0.95
39.95	40.90	39.85	40.80

Next is a pattern B111111. We bet 2 U on P and lose. Bet 4 U on P again and hit with 2 U net winning:

BBBBPPPBPPPBPBPPPPB

14-1	7-1	4-3	19-1	1-2
2	1	3 (1+2)	1	6(2+4)
82	83	86	87	93
2	0.95	-1.05	0.95	2
39.95	40.90	39.85	40.80	42.80

Then comes the pattern P11112. We bet 2 U on P and lose, then bet 4 U on P again and hit with 2 U of winning:

BBBBPPPPBPBPPPPBPBPPBP

7-1	4-3	19-1	1-2	2-2
1	3 (1+2)	1	6(2+4)	6(2+4)
83	86	87	93	99
0.95	-1.05	0.95	2	2
40.90	39.85	40.80	42.80	44.80

Next is a pattern P114. This is a pattern with 3-step positive progression. We bet one unit on B and win, then 2 U on B again and win again, finally 4 U on B and win, totally profit 6.65 units:

BBBBPPPPBPBPPPPBPBPPBPBPPPPBBB

7-1	4-3	19-1	1-2	2-2	4-1
1	3 (1+2)	1	6(2+4)	6(2+4)	7 (1+2+4)
83	86	87	93	99	106
0.95	-1.05	0.95	2	2	6.65
40.90	39.85	40.80	42.80	44.80	51.45

The playing of the rest patterns will be left to readers for practice. When a new pattern appears, check Table 7 to see how to play it (starting unit, bet selection, type of progression). When the bet completed, check Table 8 with your bet result to find the net winning of the bet and then write it down on a piece of paper and compare it with the results here. If there is any difference, please try to find the reason.

Following is the complete playing result of the first 5 shoes of Flower-1500 for your reference.

PBPPBPBBBBPPBPPBBBBBBBBPPBPPBBBBPPBPPBPBPPBBBBBP

7-1	8-4	9-2	12-1
1	2	4	6 (2+4)
1	3	7	13
0.95	1.9	-4	5.7
0.95	2.85	-1.15	4.55

BBPBBBBPPBPPPPBPPPPBPPBPPBPPBPPBPPBBBBPBBBBPPPB

18-3	8-5	14-1	19-2	8-1	15-1	16-1	17-1
2	6 (2+4)	2	3 (1+2)	2	4	4	4
15	21	23	26	28	32	36	40
-2	1.8	2	0.9	1.9	3.8	4	-4
2.55	4.35	6.35	7.25	9.15	12.95	16.95	12.95

BP B B B P B B B P B B B P B B B B

15-1	16-1	17-2	15-1	16-1	17-2	15-1	16-2
4	4	4	4	4	4	4	4
44	48	52	56	60	64	68	72
3.8	4	3.8	3.8	4	3.8	3.8	-4
16.75	20.75	24.55	28.35	32.35	36.15	39.95	35.95

BBPBBBBPBBBPPBPBPPBPBPPBBB

20-3	21-1
2	4
74	78
-2	4
33.95	37.95

BBBPPPBPPBPBPPPPBPBPPBPBPPBPBPPPPBBB

14-1	7-1	4-3	19-1	1-2	2-2	4-1
2	1	3 (1+2)	1	6(2+4)	6(2+4)	7 (1+2+4)
80	81	84	85	91	97	104
2	0.95	-1.05	0.95	2	2	6.65
39.95	40.90	39.85	40.80	42.80	44.80	51.45

PPPBPBPPBBBBBPBPPBPBPPBBBBBPBPPBPBPPPP

14-2	12-3	7-1	5-1	20-3	21-2	7-4
6 (2+4)	2	1	6 (2+4)	2	4	7 (1+2+4)
110	112	113	119	121	125	132
2	-2	0.95	5.7	-2	-4	-7
53.45	51.45	52.40	58.10	56.10	52.10	45.10

PBBBBPBPBPPPB B P P P P B P P B P B P P P BPPBPBPPBPBPP

18-3	8-5	10-1	11-1	19-2	1-1	2-1
2	6 (2+4)	4	4	3 (1+2)	2	2
134	140	144	148	151	153	155
-2	1.8	3.8	4	0.9	2	2
43.10	44.90	48.70	52.70	53.60	55.60	57.60

BBPPBPBPPBPBPPBPBPPBBBBBPBPP

1-3	6-2	20-1
6 (2+4)	7	6
161	168	174
-6	-1.15	6
51.60	50.45	56.45

PPBPPBPBPPBPBPPBPBPPPP B P P P B B B P B B B BPPBPBPPPPPPBBBBBP

7-1	18-2	6-4	10-1	11-1	19-3	15-1	16-2	4-4	(15-2)
1	6 (2+4)	1	4	4	7 (1+2+4)	4	4	1	(2)
175	181	182	186	190	197	201	205	206	
0.95	-2	-1	3.8	4	0.8	3.8	-4	-1	(2)
57.40	55.40	54.40	58.20	62.20	63.00	66.8	62.8	61.8	

The total results were summarized in Table 9.

Table 9: Test results for the first 5 shoes of tester Flower-1500: bet size is 1 to 4 units.

Name of Tester	Number of Shoes	Number of patterns	Total Winning (U)	Average net win	
				U/shoe	U/pattern
Flower-1500	5	55	61.8	12.3	1.1