

# Roulette

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# Introduction

## Initial thoughts:

Some initial thoughts before you start to play the Advanced Finales Roulette let's go through an introductory process. We'll have a bit of history and some basic thoughts and ideas that will lead you to a full understanding of Roulette and in particular the Advanced Finales Roulette owned by RouletteManagement. Along the way we may well find a strategy that suits and for those not wanting to show the required commitment to learn a lot of information off by heart there are ways of getting you there over a period of time.

Experienced players who know the European wheel literally inside out back to front you can opt to skip a lot of the detail and go to the crucial paragraph immediately. For those of you new to the wheel we suggest a couple of months participating practice sessions for the Single Finales. Commitment will be rewarded and getting to grips with the wheel "knowing it off by heart" with similar auto pilot knowledge of each and every one of the Advanced Finale wagers.

## General Introduction

Roulette is the most popular casino game in Europe as it allows you to select your level of risk and reward. Try to predict a specific number for a very big win. Reduce your risk by betting on several numbers, either with separate bets or with a bet that covers multiple numbers.

Additionally, you can play even-money payout bets where you try to spot trends between red or black, odd or even, high or low. Or bet somewhere in the middle by trying to predict which column or which section of rows the ball will land in.

Some online sites appear to limit ones choice but it is one of the great appeals of Roulette that it provides a multitude of approaches. Many players enjoy betting on a section of the wheel with adjacent numbers. Neighbour bets allow you to bet on 5 adjacent numbers on the wheel with one click. Traditional Section Bets allow you to bet on larger wheel sections. Some on line casinos feature these bets being placed with just one click to match the traditional call bets accepted in most casinos.

## A bit of Roulette History:

The first form of roulette was devised in 17th century France, by the mathematician Blaise Pascal, who was supposedly inspired by his fascination with perpetual motion devices.

In 1842, fellow Frenchmen François and Louis Blanc added the "0" to the roulette wheel in order to increase house odds. In the early 1800s, roulette was brought into the U.S. where, to further increase house odds, a second zero, "00", was introduced. (In some forms of early American roulette the double-zero was replaced by an American Eagle.)

In the 1800s, roulette spread all over both Europe and the U.S., becoming one of the most famous and most popular casino games. Some call roulette the "King of Casino Games", probably because it was associated with the glamour of the casinos in Monte Carlo. (François Blanc actually established the first casinos there).

A legend tells about François Blanc, who supposedly bargained with the devil to obtain the secrets of roulette. The legend is based on the fact that if you add up all the numbers on the roulette wheel (from 1 to 36), the resulting total is "666", which is the "Number of the Beast" and represents the devil.

## Some basics:

Set your financial limits, profit or loss. Set your targets and have a mindset that will quit just as soon as you reach that target.

There is scope to continue on target achievement. Supposing one's target is 100 units and in playing the Finales you suddenly find yourself 121 units ahead. Fairly obvious one can say but there is the

scope to invest 21 units! One can adopt a strategy with a touch of "prudence" tinted with a cavalier approach with what you could deem as your small surplus. This would be in the form of predetermined strategy and invest the 21 units on your most likely Finale, say, Finale Zero together with the most likely Transversal, say, the Row 13 - 15 and its immediate neighbours. On a good day this would push the 21 units up to 70 + units if either 14, 20 or 32 comes in and to 35 + if either of the following numbers come in 0, 1, 5, 8, 10, 11, 13, 15, 19, 23, 26, 27, 30, 31, 36. The next decision would be to invest 20 units if you were at 170 up or 15 units if 135 up leaving net quit sums of 150 or 120 respectively. A suggested investment for the 20 units would be to try the same Finale Zero with the 5 chips on 8 and the Neighbours and the other 3 chips on 0 26 and 32, this would take you up to 220 + if any of the following numbers came in 0, 8, 10, 11, 23, 26, 30, 32 or 185 + if any of the following came in 1, 5, 14, 20 came in. The advised decision in either case is to quit but certainly not to allow any further wages to take you below 175+. You could therefore invest a further 20 units or a further 10 units depending on you float of either 220 or 185. If it was the 20 select a Finale using 12 chips with the remaining 8 in similar style to the last wager. For example if you were on Finale One you would find 20 and the Neighbours a prudent decision complemented by a chip each on 11 30 and 36. This would take you up to 270+ ahead if 1, 11, 14, 20, 30 31, 33 or 36 came in and 205+ if 2, 4, 9, 21 came in. Again the advised decision would be to quit but if any further participation do not quit with less than 200+. This option would leave another 20 unit wager to have a quit level of 250+ or just a 5 chip wager to leave a quit level of 200+. This strategy where you have a defined quit decision can often lead to pleasant bonus wins played in a controlled manner taking you way ahead of your target sum.

The old adage of don't gamble money that you can't afford to lose comes into play with our similar "Once you are above target do not go below that stated target". This discipline simply has to be strictly adhered to as the slippery slope is just around the corner if you don't show the required strength of mindset. If you achieve success in raising the winnings to 100+ then the target bar is raised by 50 and it is surprising just how often you can steadily increase your gain all played in the very comforting knowledge that you will be quitting as a winner!

Before playing on an online site make sure that you read the terms of their Roulette prior to starting to play at one of their online tables. Check the maximum bets and maximum payouts.

Try to only play at recommended Casinos. If not a recommended selection check that the casino is well respected and "real".

Avoid bonus schemes as they have restrictive wagering demands that really do interfere with one of strongest points that of the quit when target achieved policy! If it is a new site please practice playing Roulette at your chosen Casino BEFORE you play for money. This will get you used to how the Casino system runs when you play Roulette professionally prior to you discovering snags that could lead to losing out. We will be happy to recommend sites that we know to be tried and trusted.

Do not participate in any activity that can seriously impair your judgement, only play when you are mentally strong do not continue to bet on Roulette when you are tired or ill. Other obvious situations to avoid such as too much to drink would be to avoid visiting the tables after a tiring day at work bear in mind that when you undertake full time professionalism there will be plenty of scope to make sure you get plenty of rest as the sessions at Roulette will often be short and sharp. Whether on line or visiting casinos it is far better to have 3 or 4 targeted wins at different locations as opposed to trying to get one big win at a single location.

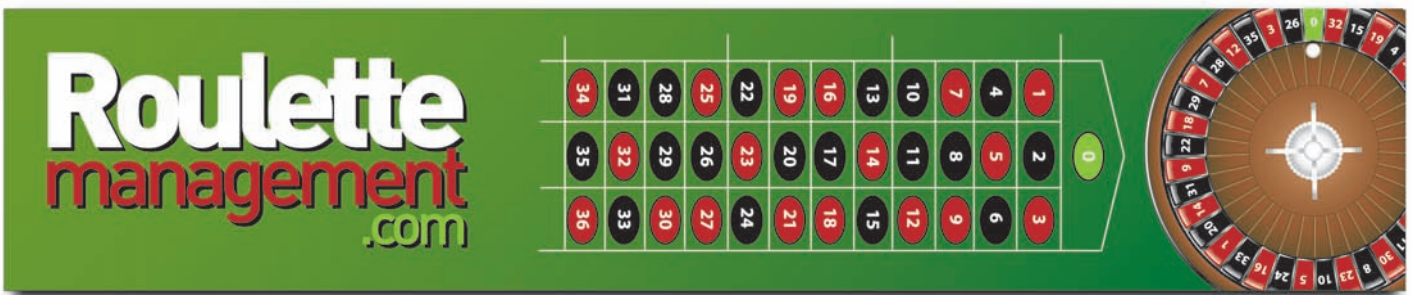
At Roulette Management it would be unthinkable to invest heavily straight away or even gamble all on one roulette spin - we like short term gain but undertaken as part of a strategy. Once we control the instinctive greed factor that witnesses so many punters having a big win then only proceed to lose it all again we will know we are on route to professionalism. It makes sense but it is surprising how so many of us would display that sign of greed wanting to grow funds too quickly. Getting into the habit of winning via the benefits of discipline and strategy does build confidence and handled correctly will strengthen our mindset until it becomes second nature. A trap that Roulette likes to lure us into is that of over confidence. It is very dangerous to begin to believe you can always get out of trouble. Yes very often your knowledge of the Advanced Finales will see you getting out of trouble but there will also be those slippery slope days where months winnings can go in one nightmare of over confidence.

So often composure and control sees us through difficult sessions. An awareness of your overall winnings over say the past 3 months can be both a strength and a weakness! This awareness can help you to make a decision to quit a tough session at say a small loss but never adopt the cavalier "I'm playing with their money" which one so often hears. Composure and control comes via the adage of success breeds success. When you have entered into the true professional status it does mean that

you do have resources that your track record has allowed you to build. It is so important when you play Advanced Finales Roulette or any other of our recommended strategies to always have the big picture. If you are experiencing a tough time and find yourself in a loss in one session don't try to play Advanced Finales simply with the view of "playing until you have won your money back", the professional view is to withdraw and analyse "there's always tomorrow".

### **Make a start!**

The first chapter explains Single Finales and progresses through to Advanced Finales. All information is laid out to be easily understood, however if you have any problems or questions then simply revert to the contact details on the back page and drop us a line.



## Single Finales.

It would be a good idea to play the Single Finales as an introduction to the Finales System. This will help you find your way and generate a feeling of familiarity, giving you plenty of time to learn the Advanced Finales off by heart later on.

It is a safe pleasant way to play roulette and the patience one must adopt is in itself valuable development, training to appreciate the benefits of discipline.

Here we have an attractive method for players who like to back numbers. Even though this is really an ancillary method to learn and move on to the Advanced Finales it is still crucial to keep careful records and to maintain concentration and full discipline. Once embarking on one of the strategies it is important to strictly adhere to the rules.

**Strategy One** is the selection based on popularity and as you will know, so many successfully strategies are based on popularity. This provides more decision options and suits the player who finds it a degree uncomfortable playing the patient waiting game. However you will also note that for those strategies that feature a waiting watchful approach, their should always be a low risk activity that will keep the person in the game; for examples of such activities, see page 17.

### Single Finales based on Popularity:

This requires an analysis of the last ten Numbers and you will see our record cards are divided into five sectors of ten with each column recording fifty numbers. We have noted that so many recording systems are based on thirty seven numbers and we can see the logic of this in terms of ease of analysis. However the benefits of analysis after fifty numbers build in a safety factor when considering any of the Sleeping (absence) strategies.

Looking at the record card on page 24, you will see that in the first ten numbers there were two finale fives but these were outweighed by three finale ones. Therefore an easy selection choice but please note where an equal amount of say three finale fives and three finale ones occurs then select the most recent occurring.

In this example we have selected finale one which comes in early on the second spin in the next sector. With such an early win it is tempting to then immediately look for a candidate in the last ten preceding spins and this would have again provide a selection of Finale 1 which would have then won on 6 spins later. There is nothing wrong in this search for an immediate new selection and would be recommended for an experienced player who felt comfortable in making these selections but it can lead to wrong decisions which in turn lead to errors.

The main danger here is the risk of a loss of control in what you are doing. The mindset of being in total control is an amazingly important factor. So especially for someone embarking on the Single Finales with the motivation of moving up to the Advanced we strongly recommend that having won on that second attempt we



then content ourselves to observe the next 8 spins to make our decision from the ten spins contained in that second sector.

After all that debate we discover that the most popular was again the Finale 1 and again it provides an early winner with the first spin producing 21.

Again if we counted back immediately we would have concluded that Finale 1 would require selection again and going down this route you will notice we have an unsuccessful ten spins but providing a nice question for you to answer! Please look at those ten numbers and you can see that the ball landed next door to a Finale One on no less than four occasions: 33 (1) 36 (11) 9 (31) 9 (31). These occurrences reflect the very foundations of the Advanced Finales!

Playing in the recommended manner we would have waited patiently for the next nine spins to take place and in that third sector the two 3s and the two 9s are the candidates with 9 getting the vote as it had occurred most recently and again the selection provides an early winner. Another winner on the first spin! Therefore another 9 spin wait is in front of us but as we are now some 89 units ahead we are at least feeling good about our strategy. Hopefully the important mindset of being in total control will be much in evidence.

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The next sector provides a selection of Finale Zero and again we see an early winner on the 2nd spin. This comfortable winning beginning is often experienced and somehow it seems as if the game itself is trying to lure you into a false sense of security trying to tempt you to lash out and slip down that cavalier path which is just so slippery! It is almost inevitable that we will soon have to learn the disciplines required when things do not go so well.

Looking at the card that last sector on column one gives 2 zeros and 2 fours with the fours getting the vote due to the most recent factor.

Looking at the first sector you will see that we had to wait for the 9th spin before getting our result. You will also note from the recommended progression that we made a 44unit profit which now puts us a pleasant 164 units ahead. Depending on your unit value and target you could easily be facing the decision to quit!! Perhaps a bit early if we are playing in a low denomination but this is raised at this juncture as **one of the most crucial professional aspects to acquire is the ability to quit when your own rules of a prescribed target have been achieved!**

Looking at that first sector of ten you will see that a Finale 8 is the selection. An interesting aside here is to comment that when we have a selection of 7, 8 or 9 there are two options. One is that you utilise the progression for Three numbers or you can select one extra digit to keep on the progression for Four numbers. Purely on personal choice we used to simply revert to the Three but it's a small area where personal choice can be introduced. For example for Finale 9 we used to recommend 18 which adjoins 29 on the wheel with 29 being our choice with Finale 8. Final 7 provided a similar solution with the selection of a split on 28-29 and a quick look at the wheel would readily explain that. However for control and the right mindset it is important to make these decisions before you get to the tables.

With the Finale 8 one can see that again a degree of waiting was featured with the winner coming on the 7th spin adding 15 units with the Three number Progression putting us 179 in front. Again we must look at our targets and act accordingly!

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The next sector puts Finale 5 in the frame and this provides a winner in the 7th spin when 25 comes in. With the Four Number progression this equates to a 28 unit profit putting us in front in excess of the 200 mark at 207. Do we treat someone to a coffee and sandwich with the 7 units and make our way home with a feeling of the satisfied professional roulette player. Depending on you prescribed targets which



must be made before commencement of play there may well be a quit decision to make.

The next sector brings in Final 7 and although these are relatively early occurrences within that ten sector our pre-set rules provide us with that selection.

We embark on Finale 7 and we will note that for the first time in this session we have an unsuccessful session investing 39 units. Bearing in mind that we are unflustered via the benefits of the mindset of total control we now see that the next selection is a Finale 4.

Here we have an option to consider which demonstrates that our strategies are not all about relying on our capital and those powerful progressions as illustrated on page 19, 21, 22 and 23. We can go ahead to get a result on Finale 4 by following the progression spins 11 to 20 and as it happens a win on the 5th spin brings in a profit of 20 and therefore keeping the 39 units in the frame taking our net winnings to 227. However a more prudent choice in terms of control is to make a conscious decision to give that 39 unit investment to the house providing us with net winning of 168 at the commencement of going after Finale 4 with that 5th spin win netting a profit of 44 bringing us back to over the 200 mark at 212.

So instead of being 227 up we are only 15 units away sat at 212 but having come through a 15 spin spell of not landing a winner. What is significantly absent from the more prudent selection is the control factor. As there has been little or no stress involved it is so much easier to remain in total control. This sort of decision making will enable you to gain confidence and achieve an inbuilt air of confidence leading to calm calculated controlled play.

So we have now reached the last sector of the second column and this provides us with Two 3s Two 6s and Two 1s with the Finale 1 getting the vote as it was the most recent. This gives a fairly comfortable win on the 3rd spin when 11 comes in taking our net profit to 236 units.

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The next selection process features, Two 9s and Two 8s plus Two 3s which we select on being the most current.

Finale 3 wins on the 4th spin adding 52 units to our coffers bringing us up to 288 ahead.

The second sector in column three brings a clear winner with Three 7s.

You will note that this does not yield a winner unless you had opted for the extra number of 29 which came in on the 6th spin. However let us assume we have another situation where we have gone 10 spins on a Three number progression.

What decision do we make?

Carry on with the Progression 11th spin onwards or do a quick mental calculation that says something like "we are now 249 units ahead (288 - 39) shall we simply start afresh"

"Well I think I would have settled being 249 ahead at this stage"

Yes let's start again!

We will examine the result again if we had gone on with the progression but starting again we have given that 39 units to the house and we are embarking on the next Finale which turns out to be Finale Zero. This does in fact very nearly win on the first and second spins when 26 (adjacent to zero) and 23 (adjacent to ten) came in. Again this demonstrates the development of the Advanced Finales, but we persevere and are rewarded with the 5th spin when 20 comes up.



Just for a moment let's assume that this Finale zero hadn't turned up. This would have left us at a net 210 ahead. As much as you have enjoyed this session and carrying on with your recently acquired control and professionalism we have a classic situation where a decision to quit ahead is very much on the agenda. I appreciate much depends on your prescribed target but two losing sectors of ten with over 200 in front points very strongly to a calm withdrawal.

Going back to what actually happened you will see that 20 is the last number recorded on the card. This is because we made an easy decision to quit as that put us up to a net gain of 285 units with the profit on that attempt on Finale zero bearing fruit on the 6th spin showing 36 unit profit.

This careful play on the Single Finales undertaken in a controlled manner brings in regular rewards teaching the benefits of discipline and clearly demonstrating that it is not necessary to have a wager every single spin. This does have difficulties if you are the only player at the table in a near empty casino. These difficulties have a fairly simplistic solution and that is do not play in those conditions. **This play is more suited to a busy table where all and sundry are engaging in their panic almost desperate insistence on banging on their cluster of chips and either bemoaning their fate or cheering when "their numbers" come in. When having to witness this sort of activity which quite often features punters winning heavily do not even think of going there.** Regular winnings that meet your requirements is by far the most profitable in the long run and of course most satisfying in terms of the calm control you have achieved those winnings.

## Single Finales based on Sleepers:

We can now move on to almost the opposite of a strategy that relied on popularity. We are now going to examine the most absent Finale. Namely the Sleeping Finale. All students of Roulette are aware of the perils of "Sleeping" numbers so in the name itself one must be aware of the dangers.

Some numbers and indeed groups of numbers can seem to sleep forever but by introducing controls and approached in our controlled disciplined manner you will soon see the benefits. This would suit a person of ultra patience and more than happy to play the waiting game. Before going into this it is relevant to point out the benefits that our record cards provide. Firstly it is noted that we divide the card into sectors of the wheel which are all colour coded and with the exception of Yellow they are all sectors of five.

The yellow area containing 7 numbers and consciously selected as such as it is quite easy to lay a wager on. It is essentially "Zero Three" and the neighbours. Or quickly laid out on the table with five chips (0-3 12-15 26 and 32-35).

All the other sectors contain five digits and comprise of the neighbours of 21 6 30 24 14 and 29. We will deal with strategic use of the benefits provided by this record keeping alone but if you look at the attached card we have been playing with you will see that the most absent set of six numbers are 28 5 10 13 6 17 or the longest outstanding set of three numbers are 6 13 and 17 all members of the grey sector 6 and the neighbours.

The action required here for fairly easy pickings are to wait for one of those six numbers to appear and then back them for three spins. This strategy brings in a profit of 63 units. What next? You certainly don't get a fixation about those numbers simply take your time to establish the next most "ancient" absentees and as long as they have been collectively absent for over at least 80 spins this does provide a pleasant addition to your net winnings. If we had the skill to have undertaken that task whilst running the Popular Single Finales strategy this would have taken our winnings to 347.

Getting back to the Sleeping Finales where we have identified this suits the patient disciplined player we have to emphasise that this gets carried out in conjunction with another basic strategy but once embarking it must take precedence over the basic system you have been enacting. These therefore must either be simplistic that can be managed in





conjunction with embarking on the Sleeping Finale or can readily be put down and left alone for a certain period to be picked up again when your Sleeping Finale activity provides the inevitable lull whilst waiting for another qualifier.

The Sleeping Finale consists of backing a selected Finale that has not appeared for a prescribed amount of spins. The amount of spins we are looking for is a Finale that hasn't appeared for 40 spins. The

Finale in question is then backed utilising the recommended progression for 10 spins.

One draw back is that the absence of this nature will undoubtedly occur in a given session at the table but we are looking at a long haul of say 4 to 7 opportunities in a session of 250 spins. This is why the strategy is run alongside one of several safe approaches as described in our Ancillary Section on page 17. To get more opportunities one can drop the prescribed absence factor. One well constructed theory outlines that Sleeping Finales would be backed once they had not appeared for 28 spins. This number was chosen because it more or less equated to four hypothetical bets. The thinking was quite logical in so much that each Final has a number of chances to appear in ten spins, ten the criterion because there are ten Finals.-0-9. Even bearing in mind those above 7 having less "chance" to appear than those below 7 having an increased chance of appearing.

However research expresses and confirms the theory that a particular number from 0-9 may be expected to appear once in a series of ten. Then if we are to amalgamate these results together it provides an actual expectation for any given Finale to appear within or at the seventh spin. Four series of seven, giving 28 spins in which it has not appeared, may be said to equal four hypothetical bets. Providing this is approached in a controlled manner it will be fruitful but must not be backed for more than 10 spins. On our record cards this will take you to the 38th spin and as tempting as it may be we recommend that the progression is not continued until the next Finale has been identified. It is acceptable to look for qualifiers from those remaining 12 spins on that particular column on the record card but for ease of at a glance record keeping it is strongly recommended that you treat each column in isolation.

To summarise this strategy we would say that it is a better investment to wait for a 40 spin absence to save the investment for the last ten spins. However there is one alternative to consider and that is the Sleeping Finale dictates when the wagering should start by its very appearance. This strategy still requires the patience to pinpoint the one remaining absent Finale but not to start backing it at a prescribed number of spins such as 28th or 40th. The time to back it is when it actually appears whether it's the 21st or 70th. If you get hold of any batch of cards and research this you will gain confidence to introduce this to your repertoire as it is very sound especially when handling your progression in series of ten wagers.

The required capital for a 4 number progression is not small and can be thwarted with by a host of other strategies involving four numbers. However if your winning activities have allowed you to build a suitable capital sum the Single Finales approached via Popularity or measured absence is highly recommended.

## RECORDING

Make use of the black finale recording boxes on the right of the card by deleting the Finales as they appear. When you have identified the outstanding Finale simply keep an eye on the number of spins and depending on the preferred strategy wait until a Finale has been absent for either 28 or 40 spins and commence your wager or simply wait for that last Finale to actually appear before commencing the required wager for ten spins. These "after appearance" situations can be commenced with confidence after a low absence factor of 21. Bear in mind the controlled measured approach and on those occasions it fails to win simply await the next appearance of that particular Finale and continue with the recommended progression.

Please have a look at progressions that feature level betting with insurance built in and even those strategies that have an under insurance where we make conscious decisions to give the first part of

12								0	1	2	3	4		
35								5	6	7	8	9		
3								0	1	2	3	4		
26								5	6	7	8	9		
0								0	1	2	3	4		
32								5	6	7	8	9		
15								0	1	2	3	4		
19								5	6	7	8	9		
4								0	1	2	3	4		
21								5	6	7	8	9		

the progression to the house. These occasions are of course easier dealt with when we are in a healthy profit situation but bear in mind that following the recommended Single Finales Strategies chances are balanced in your favour and therefore allow you to approach the tasks with a nice balance of diligence, confidence and optimism, all in a controlled manner, almost giving you an air of invincibility.

**However this can generate an inbuilt danger!! Beware.** Winning consistently can lead to a belief in your own invincibility. Its ok to give that impression of having everything under control and "he always wins" but if you tip over the balance and begin to believe you are invincible you have strayed into the danger zone of over confidence which sees you taking chances and getting yourself in deep trouble. Often your experience will dig you out of that hole but it is such a slippery path it will inevitably lead to losses and that pleasant professional feeling of being in total control just disappears. Please beware! Confidence and belief in what you are doing is very important but over confidence loses you that edge you have gained and you join in the crowd known as Losers.

If you have practiced at home we would commence the initial sessions of baptism using those recommended progressions mixed in with those prudent decisions one will often come across. If you haven't practiced go into your first sessions with the flat stake approach with the first ten spins 1 unit per numbers then another flat stake approach for the second session of ten spins using 2 units per number and then the third session at 3 units flat stake. This should keep losses to a minimum whilst giving you vital practice. However bear in mind that a losing 3 sequence would see you at a minus 240 units but with probably a worst case scenario of at least a hit in the third set of ten spins reducing the loss to a maximum of 145. How to avoid this? Sorry somewhat simplistic but don't venture forth until you have practiced! Please make full use of going through the sample cards we have included which are all copies of true cases.

We also have a programme written in Microsoft Access that will allow you to input the numbers to allow you to analyse your work. The programme we have deals with the Families of Finales featured in Advance Finales but we can readily send you programmes to suit virtually any strategy that we recommend.

It is worth mentioning that practice thanks to many online free facilities can so easily take place at home which of course will not feature any losses. However it has to be said that keeping a disciplined approach is more difficult when playing for free as there is no pressure to sharpen ones concentration. The free practice online is recommended to be utilised to commit the various bets to memory. The acquirement of total knowledge will enable you to make clear cut decisions with an aura of total control conveyed within oneself as well as to the outside world! Control and confidence with solid faith in what you are doing is as important as the in depth knowledge of what your strategy is.

Having satisfied ourselves with several successful Single Finales outings your self confidence will let you know when you should move on the Advanced Finales. Bear in mind however that Tony McK built up a very useful working capital on the Single Finales using both Popular and Sleeper strategy sometimes working both simultaneously over an 18 month period!

Hopefully the Single Finales will give you the required insight, we most now move on to the exiting part. In the next stage we look at uncovering the secrets of the Advanced Finales to set you on the path of a consistent winning strategy.



## Advanced Finales

The Finales is named after the French Roulette wager where a player can make a call bet relating to 3 or four given numbers. The call bet "Finale Zero" would cover 0, 10, 20 and 30 similarly "Finale One" would relate to numbers 1, 11, 21 and 31. Below is a mini table showing all of the Finale call bets:

Finale Zero:	0, 10, 20 and 30
Finale One:	1, 11, 21 and 31
Finale Two:	2, 12, 22 and 32
Finale Three:	3, 13, 23 and 33
Finale Four:	4, 14, 24 and 34
Finale Five:	5, 15, 25 and 35
Finale Six:	6, 16, 26 and 36
Finale Seven:	7, 17 and 27
Finale Eight:	8, 18 and 28
Finale Nine:	9, 19 and 29



It can be noted the Finales 7, 8 and 9 only feature 3 numbers for obvious reasons and this factor is taken into account as we will see as the development of the Finales strategy unfolds.

The idea of expanding the Finales to include twelve given numbers per group was borne out of the well known frustration offered by the game of roulette of "next door" . . . . all practised roulette players have experienced having a heavy bet on, say, number 7 only to see number 29 turn up. If inexperienced players could have a quick look at the wheel picture above you will see exactly what "next door" means.

Many moons ago when participating in following the Finales by making a note of the longest absent finale the session was working quite well but whenever a particular Finale became over prolonged it was particularly noticeable just how regularly the immediate adjacent numbers appeared. Indeed a strategy on the Single Finales had to be introduced to accommodate the avoidance of getting hooked on an oversleeping finale. After three separate frustrating losses changing a profit of 200 units into a loss of 550 unit an on the spot decision was made to include these immediate neighbours and introduce our stepped progressions approach to the Single Finales strategy. Progress was slow as the qualifier was only determined after the most outstanding finale was established but significantly the 550 unit loss situation was comfortably turned round. That 1978 scenario gave birth to the system and after masses of research, heartaches, highs and lows the system was gradually developed.

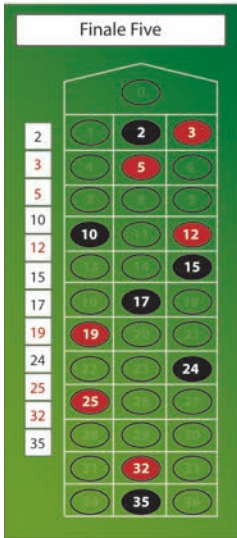
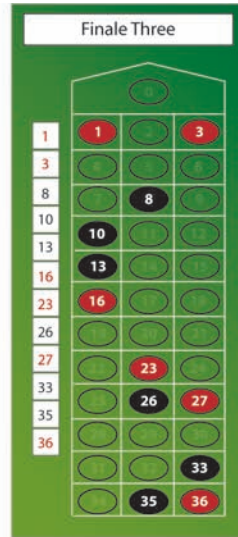
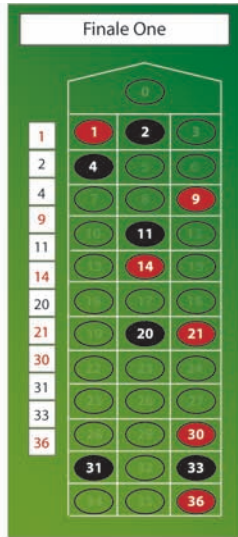
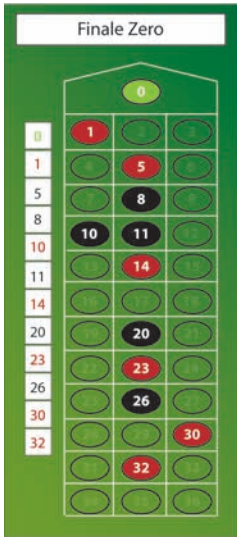
### REMEMBER AND LEARN

Many refinements have been made and the system has been developed to establish regular opportunities and as long as all of the strategy rules are respected the Finales is a unique system that regularly identifies which crucial 12 numbers are going to turn up. The first and foremost requirement is to learn the aspects listed below off by heart so that when the crucial investments are made they are absolutely accurate. It's no good correctly identifying what Finale Group to bet on but leaving out one of the numbers! We all know just how cruel Roulette can be and if a mistake is made it is amazing just how many times the ball will land in the very number that has been left out.

These are the items that one must gain instant "off by heart" knowledge:

- The numbers on the wheel (all 37 and their location!).
- The ten separate Finale Groups to enable instant tracking.
- The ten separate Finale Bets to ensure accurate and speedy placement.

Illustrated overleaf are the Ten Groups providing pictures of the respective bets.



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Finale 0



Finale 1



Finale 2



Finale 3



Finale 4



Finale 5



Finale 6



Finale 7



Finale 8



Finale 9

Please note that Finales Seven Eight and Nine have been upgraded to include 12 Numbers. The numbers selected being conveniently located adjacent on the wheel. These numbers are as follows:

**Seven: 2, 12 and 18**  
**Eight: 3, 9 and 35**  
**Nine: 14, 21 and 28**



## REMEMBER AND LEARN

Please remember the three crucial sets of information that one must commit to memory:



- The numbers on the wheel (all 37 and their location!).
- The ten separate Finale Groups to enable instant tracking.
- The ten separate Finale Bets to ensure accurate and speedy placement

Now we must turn to the subject of tracking and how this is best tackled. We have developed The Finales Software which does this all for you retrospectively in the interests of research and analysis but to be successful this has got to be enacted at the table in a speedy efficient and informative manner. It may be worth noting that our Tracking Cards assist with identifying other winning opportunities and can be customised to suit your individual taste but one aspect in common are the **Finale Tracking Blocks** which enable the player to gain knowledge of the qualifying finale to invest in. There are two basic modes in which to undertake the tracking.

No. Group Members - Numerical			
0	0, 2, 6		
1	0, 1, 3	19	4, 5, 9
2	1, 2, 5, 7	20	0, 1, 4
3	3, 5, 6, 8	21	1, 2, 4, 9
4	1, 4, 9	22	2, 8, 9
5	0, 4, 5	23	0, 3, 8
6	4, 6, 7	24	4, 5, 6
7	7, 8, 9	25	2, 5, 7
8	0, 3, 8	26	0, 3, 6
9	1, 2, 8, 9	27	3, 6, 7
10	0, 3, 5	28	2, 7, 8, 9
11	0, 1, 6	29	7, 8, 9
12	2, 5, 7, 8	30	0, 1, 8
13	3, 6, 7	31	1, 4, 9
14	0, 1, 4, 9	32	0, 2, 5
15	2, 5, 9	33	1, 3, 6
16	3, 4, 6	34	4, 6, 7
17	4, 5, 7	35	2, 3, 5, 8
18	2, 7, 8, 9	36	1, 3, 6

No. Group Members - Wheel			
27	3, 6, 7		
13	3, 6, 7	29	7, 8, 9
36	1, 3, 6	7	7, 8, 9
11	0, 1, 6	28	2, 7, 8, 9
30	0, 1, 8	12	2, 5, 7, 8
8	0, 3, 8	35	2, 3, 5, 8
23	0, 3, 8	3	3, 5, 6, 8
10	0, 3, 5	26	0, 3, 6
5	0, 4, 5	0	0, 2, 6
24	4, 5, 6	32	0, 2, 5
16	3, 4, 6	15	2, 5, 9
33	1, 3, 6	19	4, 5, 9
1	0, 1, 3	4	1, 4, 9
20	0, 1, 4	21	1, 2, 4, 9
14	0, 1, 4, 9	2	1, 2, 5, 7
31	1, 4, 9	25	2, 5, 7
9	1, 2, 8, 9	17	4, 5, 7
22	2, 8, 9	34	4, 6, 7
18	2, 7, 8, 9	6	4, 6, 7



**Recommended for those new to Finales:**

This is the mode adopted by the software as the "Advanced" contains far too many complexities for the source code to tackle but this challenge is on our "To Do" list. Essentially when this mode finds a winner it starts afresh ignoring all historical number data (i.e. not the important financial housekeeping information).

Here are the guidelines to carry out the tracking for the "Recommended" mode

Essentially the numbers are colour coded with the First column in yellow tracking 7 numbers. A conscious decision for ease of placement with the rest each tracking 5 numbers. These codes are not strictly related to the Finales strategy. They simply provide the experienced player a method for recording numbers to reflect the behaviour of the wheel. Depending on personal taste the numbers are recorded in sequence and the card illustrated below records the numbers based on their wheel location as for the experienced player this in itself throws up a variety of opportunities.

Before explaining the significance of the white Numbers against a Black background - the **Finale Tracking Blocks** it will be a good idea to List in table form the Finale Groups that each Number is a member of.

Once these Groups are learnt off by heart the Tracking system is carried out very quickly - in Literally a few seconds - all enacted on "Auto Pilot".

Most numbers belong to three groups but there are a few that belong to four due to the upgrading of Finales Seven Eight and Nine to include 12 Numbers.

Utilising the above tables we will consider how to track a sequence of numbers of  
**6 18 11 7 13 36 24 24**

The illustration shows a step by step for guidance purposes but please note all deletions are made in the first box until just a single digit is left.

0	1	2	3		
5			8	9	

6 comes in and requires Finales 4, 6 and 7 to be deleted

0	1		3		
5					

18 comes in and requires Finales 2, 7, 8 and 9 to be deleted, although 7 has been deleted previous.

			3		
5					

11 comes in and requires Finales 0, 1 and 6 to be deleted , although 6 has been deleted previous.

			3		
5					

7 comes in and requires Finales 7, 8 and 9 to be deleted, although 7, 8 and 9 have been deleted previous.

5					

13 comes in and requires Finales 3, 6 and 7 to be deleted, although 6 and 7 has been deleted previous. This leaves 5 so **place a bet on numbers from THE FINALE 5 GROUP.**

5					

36 comes in and requires Finales 1, 3 and 6 to be deleted , although 1, 3, and 6 have been deleted previous. So no change, **REPEAT FINALE 5 BET.**


24 comes in and requires Finales 4, 5 and 6 to be deleted. , although 4 and 6 have been deleted previous. **WINNER FINALE 5 COMES IN.**

0	1	2	3		
		7	8	9	

Start again, as per Finales Software 24 Repeats delete 4, 5 and 6 off of new number grid.

**REPEAT PROCESS**

In this case the digit was 5 indicating a **Finale Five bet** of **2, 3, 5, 10, 12, 15, 17, 19, 24, 25, 32** and **35** which came up on the second spin since qualifying. A fairly typical outcome - the Finales usually show a result within 3 to 4 spins. There are always occasions when the Finale in question goes missing for as many as twelve to twenty spins making it a crucial part of your strategy not to chase under any circumstances. These situations actually present the most attractive opportunities and these will be fully explained in due course.

Lets expand; when a Finale goes missing for more than twelve to twenty spins, it is a crucial part of the strategy not to chase under any circumstances. Apart from the loss of control and the accompanying composure we replace this with a period of virtual inactivity with one of our recommended 3 number strategies or similar. We are quietly waiting for that sleeping bunch of 12 numbers to re-awaken! Whilst this will at times present some challenges and a test us of our belief it will invariably bring you to your required winning target much earlier than anticipated. The recommended strategy is to consciously increase your wager by at least tripling your normal stake for two spins immediately after it appears i.e. immediately after the Finale in question re-awakens.

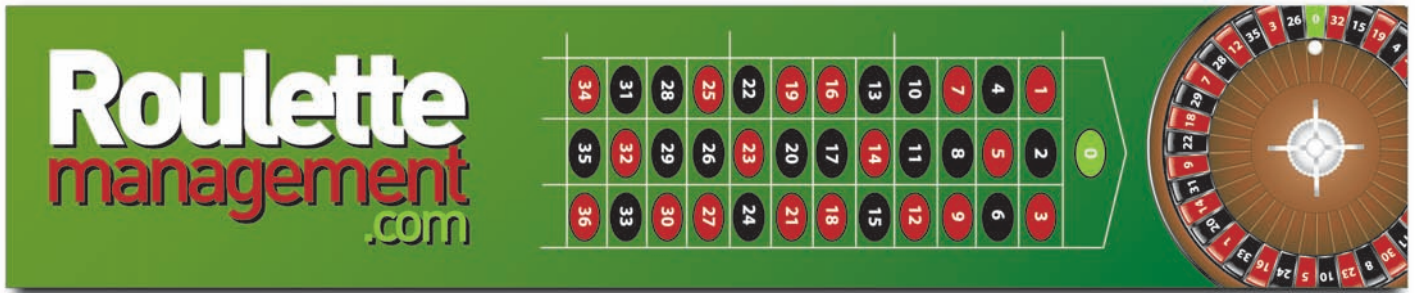
This strategy when producing immediate winnings is continued until it stops productivity! There are challenging occasions when there will be three or four unsuccessful forays that will prolong your session at the table. If the strategy has not produced after four attempts it is recommended that we now return to normal standard procedures to produce some stability in our play and it is so important not to start "chasing" - simply have the confidence that we will build up and there will be other prime opportunities.

Please bear in mind that these words of caution are to make sure we live in the real world keep our feet on the ground remaining totally in control. Rest assured however that the prime opportunities are well worth a place in your strategy as they invariably get you to your target and time to quit at a comfortably early stage.

**If at any time you do not understand any points in this document, then please send your questions to:**

**[help@roulettemanagement.com](mailto:help@roulettemanagement.com)**





## Reflections and ancillary strategies

Albert Einstein is reputed to have stated, "You cannot beat a roulette table unless you steal money from it."

And yet, the numerous even money bets in roulette have inspired many players over the years to attempt to beat the game by using one or more variations of a Martingale betting strategy, wherein the gamer doubles the bet after every loss, so that the first win would recover all previous losses, plus win a profit equal to the original bet. As the referenced article on Martingales points out, this betting strategy is fundamentally flawed in practice and the inevitable long-term consequence is a large financial loss. Another strategy is the Fibonacci system, where bets are calculated according to the Fibonacci sequence. Regardless of the specific progression, no such strategy can statistically overcome the casino's advantage.

While not a strategy to win money, New York Times editor Andres Martinez described an enjoyable roulette betting method in his book on Las Vegas entitled "24/7". He called it the "dopey experiment". The idea is to divide one's roulette session bankroll into 35 units. This unit is bet on a particular number for 35 consecutive spins. Thus, if the number hits in that time, the gambler wins back the original bankroll and can play subsequent spins with house money. However, there is only a  $(1 - (37 / 38)^{35}) * 100\% = 60.68\%$  probability of winning within 35 spins (assuming a double zero wheel with 38 pockets).

There is a common misconception that the green numbers are "house numbers" and that by betting on them one "gains the house edge." In fact, it is true that the house's advantage comes from the existence of the green numbers (a game without them would be statistically fair) however they are no more or less likely to come up than any other number.

Various attempts have been made by engineers to overcome the house edge through predicting the mechanical performance of the wheel, most notably by Joseph Jagger, the man who broke the bank at Monte Carlo in 1873. These schemes work by determining that the ball is more likely to fall at certain numbers. Claude Shannon, a mathematician and computer scientist best known for his contributions to information theory, built arguably the first wearable computer to do so in 1961 [1].

To try to prevent exploits like this, the casinos monitor the performance of their wheels, and rebalance and realign them regularly to try to keep the result of the spins as random as possible.

More recently Thomas Bass, in his book *The Newtonian Casino* 1991, has claimed to be able to predict wheel performance in real time. He is also the author of *The Eudaemonic Pie*, which describes the exploits of a group of computer hackers, who called themselves the Eudaemons, who in the late 1970s used computers in their shoes to win at roulette by predicting where the ball would fall.

In the early 1990s, Gonzalo Garcia-Pelayo used a computer to model the tendencies of the roulette wheels at the Casino de Madrid in Madrid, Spain. Betting the most likely numbers, along with members of his family, he was able to win over one million dollars over a period of several years. A court ruled in his favor when the legality of his strategy was challenged by the casino. In 2004, it was reported that a group in London had used mobile cameraphones to predict the path of the ball, a cheating technique called sector targeting. [2] In December 2004 court adjudged that they didn't cheat because their special laser cameraphone and microchip weren't influencing the ball - they kept all £1.3m. [3]

When introducing yourself to the principles of the Finales Strategy we said we would point you in the right direction of various approaches that are not designed just to keep you in the game they are also winning strategies!

Single Numbers whether via the "Sleeping" route or via Popularity are an attractive investment for the patient player (or more to the point the professional).

### **Sleeper: Single Numbers**

The sleeper is the twin of the hypothetical bet but is used for positions which carry greater odds. Faith is placed rather in the Table of Frequencies than in the Law of Averages-wisely. The method for single numbers requires a good capital and enormous patience. It is however inherently profitable, while the other sleeping targets offer more frequent chances.

Each single number should on average win once in each 37 spins. If a number has failed to win for 50 to 75 spins it is therefore not unlikely that it will appear in the next 50 to 75. The odds against its doing so remain the same 35-1 although it is doubtful if a bookmaker would be interested in making such an offer! Such a 'horse' would probably find itself amongst the favourites with the odds against it somewhat reduced.

On this theme it is not unattractive to invest in a "a bet" which a bookmaker would be unlikely to accept.

Every roulette table issues cards to players who desire to keep a record. These can of course be used if one was only playing the single number strategy but the Roulette Management cards allow easier analysis. The house cards vary in column lengths but do not encourage any in depth analysis. The tracking cards are in columns of 50 divided into 5 x 10 sectors and the recording reflects the behaviour of the wheel. The single black line with the numbers in white on the side of each column allows for easy deletion as you go making it abundantly evident which are the Sleepers for the last 50 spins.

One advantage in backing single numbers is that the stake need not increase by leaps and bounds as it does with progressions featuring only six numbers never mind the escalation required on the even chances. At odds of 35-1 a single unit may be placed 35 times in succession and still show a profit if it wins on the last of these.

This, however, seems to be a lot of work for very little. The win mathematically, is likely to come earlier, between Spins No. 23 and 24 on average expectation, so the average profit should be some 11 or 12 units. The recommendation on our researched progression one starts putting 2 chips on at the 22nd spin. No harm if you feel the need for extra caution if your progression went up to spin 31 before upping the stakes to 2 chips. The ultra cautious tend to stretch things to the limit and will actually have their base progression of 35 to show that one unit profit but we at least recommend a progression of 30 1-unit bets, so that the smallest win is not quite contemptible!

### **Construction of a progression**

The final bet at any specific stake must be capable of showing a result satisfactory to the player. This may be a win of a single unit. It may even be in the nature of an insurance bet, making no profit. (an example of this would be to place 36 bets at a stake of 1 unit initially. If the win comes at Bet 36, the stake is lifted and the profit, 35 units, exactly cancels the previous 35 losses.) This again seems to be a lot of work for little, yet the odds are long-precisely 35-1-against that one particular bet being the winning one, while its presence in the progression gives us an extra bet and therefore a better chance not to lose our capital.

This would perhaps be the tactic of the player who desires to protect his capital come what may. He may even add an extra bet at the same stake to show a loss of 1 unit, again lengthening his progression and banking that the win will not occur at that precise point. Once over that little hump his next stake of 2 units will restore his profit, although the interpolation will naturally reduce the eventual win by 1 unit.

The progression may thus be extended without increasing the capital outlay: simply interpolating bets where space exists, or even, as we have just seen, where space does not exist. Five extra bets to show a profit may be inserted into the given progression at the 1 unit stake. There is room elsewhere for interpolation. There is also room at the end for extension. The progression may continue indefinitely with its only limits the available capital and the ratio of the House minimum stake to the House maximum.

### **Example overleaf:**

Spin	Stake	Cost	Nett	Spin	Stake	Cost	Nett	Spin	Stake	Cost	Nett
1	1	1	35	52	4	97	47	104	15	510	30
2	1	2	34	53	4	101	43	105	15	525	15
3	1	3	33	54	4	105	39	106	16	541	35
4	1	4	32	55	4	109	35	107	16	557	19
5	1	5	31	56	4	113	31	108	17	574	38
6	1	6	30	57	4	117	27	109	17	591	21
7	1	7	29	58	4	121	23	110	18	609	39
8	1	8	28	59	4	125	19	111	18	627	21
9	1	9	27	60	4	129	15	112	19	646	38
10	1	10	26	61	5	134	46	113	19	665	19
11	1	11	25	62	5	139	41	114	20	685	35
12	1	12	24	63	5	144	36	115	20	705	15
13	1	13	23	64	5	149	31	116	21	726	30
14	1	14	22	65	5	154	26	117	22	748	44
15	1	15	21	66	5	159	21	118	22	770	22
16	1	16	20	67	6	165	51	119	23	793	35
17	1	17	19	68	6	171	45	120	24	817	47
18	1	18	18	69	6	177	39	121	24	841	23
19	1	19	17	70	6	183	33	122	25	866	34
20	1	20	16	71	6	189	27	123	26	892	44
21	1	21	15	72	6	195	21	124	26	918	18
22	2	23	49	73	6	201	15	125	27	945	27
23	2	25	47	74	7	208	44	126	28	973	35
24	2	27	45	75	7	215	37	127	29	1002	42
25	2	29	43	76	7	222	30	128	30	1032	48
26	2	31	41	77	7	229	23	129	31	1063	53
27	2	33	39	78	7	236	16	130	31	1094	22
28	2	35	37	79	8	244	44	131	32	1126	26
29	2	37	35	80	8	252	36	132	33	1159	29
30	2	39	33	81	8	260	28	133	34	1193	31
31	2	41	31	82	8	268	20	134	35	1228	32
32	2	43	29	83	9	277	47	135	36	1264	32
33	2	45	27	84	9	286	38	136	37	1301	31
34	2	47	25	85	9	295	29	137	38	1339	29
35	2	49	23	86	9	304	20	138	39	1378	26
36	2	51	21	87	10	314	46	139	40	1418	22
37	2	53	19	88	10	324	36	140	41	1459	17
38	2	55	17	89	10	334	26	141	43	1502	46
39	2	57	15	90	10	344	16	142	44	1546	38
40	3	60	48	91	11	355	41	143	45	1591	29
41	3	63	45	92	11	366	30	144	46	1637	19
42	3	66	42	93	11	377	19	145	48	1685	43
43	3	69	39	94	12	389	43	146	49	1734	30
44	3	72	36	95	12	401	31	147	50	1784	16
45	3	75	33	97	12	413	19				
46	3	78	30	98	13	426	42				
47	3	81	27	99	13	439	29				
48	3	84	24	100	13	452	16				
49	3	87	21	101	14	466	38				
50	3	90	18	102	14	480	24				
51	3	93	15	103	15	495	45				

## Multiple targets

Several numbers may be backed simultaneously with the progression. It is important however to appreciate that a larger capital will be necessary. The admin will be simple with targets which present themselves at the same time but targets started at different times will need care and that is why we advise not to take on more than you can efficiently cope with and suggest a maximum of 5 separate targets

This work can be deemed as quite reasonable Roulette, suitable for the player who has adequate capital at their disposal and is not averse to an occasional gamble. However it can be a long haul and concentration is important. Single Numbers have an average expectation for it to appear of 0.693 of the odds against it appearing immediately. This means that on average it will win about spin No. 23 or 24. This suggests a leisurely method of attack will often prove very successful. Here is that trap that can lure you into a false sense of security. Yes it regularly brings its rewards on or before spin 24 but one has to be prepared for the occasions it will go beyond and appear to be in a black hole seeming never to appear. This is the classic "Sleeper trap" the feeling of it must come next spin can make it into a compulsion where one feels they dare not leave it but the remedy is that is what you must do! Bearing in mind that you have only noted this number as it has been absent for a decreed amount of spins (Roulette Management advise between 50 & 75 spins absence makes a good candidate). On a similar number count we advise that you do not pursue beyond the 39th spin which is the last time the progression illustrated utilises 2 chips per number. Other progressions would stretch to nearly 50 spins so the guide is that whatever progression you are on it is at the juncture where 3 chips will be required for the next spin. This takes a bit of bottle to come off a number as there is almost an inbuilt fear that it will come up the very next spin. However get the mindset focussed with the big need for discipline when the going gets tough. The strategy that follows is one of two options. You start the next target at the point where you left off i.e. starting with an investment of 3 chips (spin No 40 in the progression shown) and stay on this until the 79th spin (the last requirement to place 7 chips) or you may prefer to save the deployment of this strategy until that original sleeper eventually turns up and this would be our preferred option based on our researches. Both strategies usually produce a favourable result in 5 to 10 spins.

However this is a sleeping strategy and there are times when the capital of 1784 units has been required and this has been carried out in steps similar to that described above. The next test of nerve comes when you have a fresh target and the task is to start at spin 80 of the progression and ending 20 spins later at spin 100 the last occasion for a requirement of 13 units.

The next steps for the next target (and we have yet to research anything going beyond this step) is to start at Spin 101 with 14 chips and ending with spin 113 requiring 19 units.

The design of the progression allows for two further stages of 15 spins from spin 114 requiring 20 units up to spin 128 requiring 30 spins followed by a last assault of 19 spins building up to placing 50 units. We have yet to see anything going beyond spin 113 by the suggested staging by stepping away from the dangers of the nightmare of that single sleeper that will just not wake up! We have seen and experienced punters chasing a sleeper way beyond the requirements of a capital of 1784. When changing targets we prefer to start afresh with any new targets and to use the stepped approach for the reappearance of the original sleeper.

## Popularity: Single Numbers

The sleeper suits the player who by choice wishes to play the long haul and show his professionalism and discipline. A more satisfying selection method is that based on popularity. It is a fact that in 37 spins you will never see each number come up just once although it must be inevitable that one day it will. Examine any set of 30 to 74 numbers and you will see certain numbers coming up 2 to 5 times so how does one capitalise on this fact?

At Roulette Management we have found that by making a note of the hot numbers (i.e those that have appeared twice or more in the last 10 spins). Then a progression based on three numbers is embarked upon. Again a stepped approach is highly recommended and keeping the capital to cope with a build up to placing 50 units on a number we have 46 spins equating to an investment of 1656. This can be stretched to 50 spins but again we strive for a balance to at least end up with a lowest net profit of 15 units on three occasions and some others of over 100 units and an average of over 45 units!

We mentioned earlier 3 numbers. Yes these comprise of the number itself together with its immediate adjoining neighbour.

Here is the required three number progression which features columns relating to values in both 20p and 50p

The table below showing the recommended progression for three numbers has a very successful track record on both popularity and sleepers but bear in mind that it is essential to stage the bets in 3 steps of 17 spins before the need to place 4 units per number, then another trench of 17 spins before placing 18 units followed by a final 16 spins with a final outlay of 75 requiring a capital of 2436 units. There are several sites that allow you to start at 20 pence (we know one gem of a site that allows 10c or 10p!) and it is recommended that this strategy is utilised on these sites but all is relative to the size of your capital. It is interesting to note that we have yet to need a progression of the full 50 spins but has on several occasions got up to the need to place 50 units (spin 46) and all of these have been via the three stage stepped strategy:-

### Stepped Progression three numbers

Spin	Stake	Cost	Nett
1	1	3	33
2	1	6	30
3	1	9	27
4	1	12	24
5	1	15	21
6	1	18	18
7	1	21	15
8	2	27	45
9	2	33	39
10	2	39	33
11	2	45	27
12	2	51	21
13	2	57	15
14	3	66	42
15	3	75	33
16	3	84	24
17	3	93	15
18	4	105	39
19	4	117	27
20	4	129	15
21	5	144	36
22	5	159	21
23	6	177	39
24	7	198	54
25	7	219	33
26	8	243	45
27	8	267	21
29	10	324	36
28	9	294	30
30	11	357	39
31	12	393	39
32	14	435	69
33	15	480	60
34	16	528	48
35	18	582	66
36	20	642	78
37	22	708	84
38	25	783	117
39	26	861	75
40	28	945	63
41	30	1035	45
42	35	1140	120
43	38	1254	114
44	40	1374	66
45	44	1506	78
46	50	1656	144

Looking at this sample card of 108 spins on page 25. The first sector of ten throws up a candidate of 36. An easy ride here as we win on the second spin if you wait for the completion of the tenth spin. However we do recommend that as soon as you get a qualifier that you embark on the progression as the very nature of the popularity strategy is that there is a tendency to get early rewards. In this instance we had to wait for 6 spins netting a net 18 units instead of the 30 we would have got by waiting for the tenth. For those keen on a more prudent careful approach by all means wait for that tenth spin but bear in mind it will feature some missed opportunities!

The next sector of ten shows no "hot" number and there is an interesting debate that one could choose immediate neighbours such as the 25 and 17 or the 1 and 20 but bearing in mind this is an ancillary system let's be content with genuine candidates!

The third sector shows 28 which if we embarked immediately produced a result in 8 spins or by waiting for the tenth spin we would have been rewarded on the 6th spin.

The fourth sector has no candidate but 26 crops up in the 5th sector and is rewarded on either the 4th spin (no 3) for immediate approach or the second spin (zero) if we had waited for the tenth spin before embarking.

The first sector of column two provides 12 as the target hot number and this wins 6 spins later (no 28). The second sector shows 14 as the target and this wins with the first spin of the third sector when 20 comes in.

The third sector gives a good example where playing immediate the hot number is identified (in this case 33) with No 1 appearing just three spins later. The same result occurred if you had waited for the ten spins to complete as No 1 again pops up on the third spin of the fourth sector.

The fifth sector has no target but the last sector features 26. Going on immediately was rewarded four spins later with No 3 appearing and for those preferring to wait Zero appeared on the eighth spin.

This recording card ends at this point but if you look through any set of numbers you will soon be able to observe that when numbers are hot they do provide good solid results. Much the same can be achieved with wagering five numbers - that is to say the hot number plus its two adjacent neighbours either side.

This time we will show you a progression in summary style:

### Five Numbers

Spins	Stake Total	Profit
3 @ 1	15	31 - 21
4 @ 2	55	47 - 17
2 @ 3	85	38 - 23
2 @ 4	125	39 - 19
1 @ 5	150	30 - 30
1 @ 6	180	36 - 36
1 @ 7	215	37 - 37
1 @ 8	255	33 - 33
1 @ 9	300	24 - 24
1 @ 12	360	72 - 72
1 @ 14	430	74 - 74
1 @ 16	510	66 - 66
1 @ 18	600	48 - 48
1 @ 20	700	20 - 20
	Spins	21

It has to be noted that we restrict this progression to 21 spins as based on popularity (the hot numbers) our research shows that selecting the 5 number route provides winners more frequently. However it also demonstrates the escalation and going beyond 21 spins you only have another 11 spins before reaching the requirement to place 100 units with a capital of 3540. Our research shows that this escalation can and does fail and the recovery path after 21 spins is much easier to recover by transferring to a single number progression at spin 115

You will be able to note from this progression of Five Numbers (slightly different to the recommended summary above) but note the escalation after the 21st spin! We would have no hesitation in suggesting that if one's capital is in a healthy profit to go on then by all means use it. Due to the several occasions our research shows just how this can fall down we prefer to steer you away from

going beyond the 21st spin.

### 5 Number Progression

Spin	Stake	Cost	Nett
1	1	5	31
2	1	10	26
3	1	15	21
4	1	20	16
5	2	30	42
6	2	40	32
7	2	50	22
8	2	60	12
9	3	75	33
10	3	90	18
11	4	110	34
12	4	130	14
13	5	155	25
14	6	185	31
15	7	220	32
16	8	260	28
17	10	310	50
18	12	370	62
19	14	440	64
20	15	515	25
21	20	615	105
22	25	740	160
23	25	865	35
24	30	1015	65
25	35	1190	70
26	40	1390	50
27	50	1640	160
28	55	1915	65
29	65	2240	100
30	75	2615	85
31	85	3040	20
32	100	3540	60





