Sector Betting Using Kimo Li's Matrix

We all know that Kimo Li is one of the most brilliant innovators of roulette systems today. He has given us an extremely important tool in the invention of his matrix. There is an American Matrix and a European Matrix. I have had a great amount of success using his matrix to formulate my bets. Many people have asked me how I use this tool. I have demonstrated below.

- ✗ Track 24 spins.
- ✗ Record them as shown in Figure 2.
- ✗ Bet using the matrix sector layout as labeled 1-6 and A-F.

The Matrix (American) (Fig.1)

	A	B	C	D	E	F
1	28	9	26	30	11	7
2	20	32	17	5	22	34
3	15	3	24	36	13	1
4	27	10	25	29	12	8
5	19	31	18	6	21	33
6	16	4	23	35	14	2

(Recording Chart) (Fig. 2)

A	B	C	D	E	F
XXX	XXX XX	XXX	XX	XXXX XX	XXXX X

1	2	3	4	5	6
XXX X	XXX X	X	XXX X	XXXX XX	XXXX X

HOW TO TRACK AND SELECT YOUR BET

As I said earlier, you will track 24 spins. You enter an "X" mark in the appropriate column of the tracking chart for each spin. There will be one "X" mark in the letter column, and one "X" mark in the number column for each number spun. I have labeled each matrix sectors with a letter and a number as you can see in Figure 1.

Let's say the following 24 numbers are spun:

5,31,11,14,29,7,31,31,17,18,28,4,8,24,34,28,14,19,2,33,12,32,4,14,8

The first number is 5, so you you refer to Figure 1 and find 5 in the matrix. As you can see it is in Row 2, Column D. You would now place one "X" in Row 2, and 1 "X" in Column D. You will do this for all 24 spins. After 24 spins, you will count up the X's in each row and column. The row and column with the *least* number of X marks are the row and columns that you will bet. You will always have 11 numbers to bet. If there is a tie, you will refer to the last number spun in one of the tie columns. For example, if Column "A" and Column "C" each have 3 "X" marks, you will trace back the numbers and the column that hit *last* will be *ruled out* and the other column will be your column to bet.

In the example above, I have recorded all of the spins and now it is time to add them up. You simply total up the X marks in each column.

A	3	1	4
B	5	2	4
C	3	3	1
D	2	4	4
E	6	5	6
F	5	6	5

As you can see in the table above, Column "D" has the least amount of "X" marks with 2. Row "3" has the least amount of hits also, so our sectors to bet are **Column D, Row 3.** We now find the corresponding numbers in our matrix (Fig.1) and they are **30,5,36,29,6,35,15,3,24,36,13,1.** One of the numbers will appear twice. In this case it is 36. That leaves 11 numbers to bet. I bet using the following 7 stage progression until I get a hit. 1,1,2,3,5,7,10. After I get a hit, I repeat the process. That is how I use Matrix by the brilliant Kimo Li.