THE LAW OF THE THIRD

A SUMMARY OF THE INITIAL BACKGROUND INFORMATION

POSTED BY

NUMBER 6

EXTRACTED FROM THE VLS ROULETTE FORUM 2009

HTTP://VLSROULETTE.COM

Group's Objective: to fully comprehend the law phenomenon and explore techniques of exploiting it in the roulette

Let's try to keep it straightforward and concentrate on philosophising, avoiding overelaborate mathematical formulas that send people to sleep…and the worn-out adage "…it's a game of independent trails.

Past spins don't influence future results…" We don't need the egg heads blinding us with fancy-schmancy figures that show why the law won't yield a long-term advantage, or why it is illogical to chart spins when the wheel has no memory.

Convoluted notions of long-term "blah" are irrelevant here as we are only interested in the recurring short-term distribution and the sequences created therein.

Where the law is concerned short-term + short-term + more short-term does not = long-term. It just, and for ever, means short-term.

What is the law?

It's a statistical average, which on the surface may seem insignificant.

But many cannot interpret, or choose to overlook, the power of the Law as an offensive approach; it is a popular consideration that no conventional system can stand the test of time against the roulette wheel because of the negative expectancy.

Can this be accepted as truth? Probably…because systems are incapable of sparring with the house edge and few are developed with enough intelligence to compensate for randomness. The strict association of rules and ideas leads to dangerous levels of hyperfocus and players begin to misunderstand their very own system and actually roulette in general.

Sun Tzu said: *If you know the enemy and know yourself, you need not fear the result of a hundred battles. If you know yourself but not the enemy, for every victory gained you will also suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle.*

Regardless of the amount of trials conducted the statistics will always illustrate that in an interval (or rotation) of 37 spins an average of 24 numbers will arrive. In a sample of 26 million separate trials, the lower and upper limits were revealed as 14 and 34.

100 million trials can be run, but the results will remain largely robust…implying that only the lower and upper limits are liable to change from sample to sample.

Does this suggest that roulette produces accidental boundary values and can to an extent be predicted, if a phenomenon is apparently inherent in the short-term distribution of the numbers?

Or is it nothingness, a fallacious detail to be ignored?

Well, ponder this: only one number repeating every 37 spins will deliver consistent winnings – and it would take hundreds of trillions of trials to find a situation in which all 37 numbers arrived in 37 consecutive spins.

The underlying point of this group is to search for effective ways of abusing the anomalies in short-term distribution. And as these anomalies are habitual, success is a credible goal.

But does the law really matter if it is erratic?
True, the law is volatile and won't continuously behave in the manner expected.

Because it is a shapeshifter, formulas must be devised and applied to signal the best possible betting conditions; this becomes the foundation of an adaptive strategy.

Many formulas can be invented and each employed differently – one can be managed independently or several combined and used simultaneously, thus automatically maximising the method's effectiveness in event-hunting.

Basic Analysis

Over a 37-spin interval the law will manifest itself by dividing the numbers into three classes: Hit/Unhit/Repeater.

In the main, an average of 13 numbers won't arrive…so 13 numbers will repeat.

Fundamentally, in 37 spins, the law provides:
- 13 numbers that hit twice
- 11 numbers that hit once
- 13 numbers that didn't hit

Obviously these averages aren't set in stone.

They are the result of an equation and prone to fluctuation.

The million dollar question that stumps players and forces them to dismiss the law as worthless: what to bet on, how and why?

For sure one thing is certain – the events that generate profit have to be nailed within the margins of the first spin and the outcome of the thirty-seventh; capitalising on short-term distribution (with Poisson) is paramount and the essence of exploiting the law.

Looking beyond 37 spins is unacceptable as this is the realm of binomial distribution, by which stage the law will have diminished.

…a quick word on: INTERVALS

The theory of the interval (or rotation) is more complicated than it appears and spawns some common misconceptions.

Traditionally, according to the law, an interval is 37 spins, and as play advances these intervals make up streams of sub-intervals, the backbone of the game.

However, and importantly, a more accurate definition of an interval is…"any amount of consecutive spins that does not exceed 37." Subject to immediate priorities during an attack, an interval can be as short as is required and can end when goals have been achieved, a fresh interval beginning immediately on the next spin.

The law is constantly self-generating on every spin, so new intervals and sequences are produced each time the ball is released.

The player, though, cannot possibly be alive to all situations and is therefore restricted to managing only the intervals and betting opportunities the mind can easily compute (disregarding access to tracking software).

As additional intervals are commencing on an endless cycle, they are arranged in a structure of sub-intervals that can be fixed or changeable. See attached for an example.

The structure (the staircase) is built on a spin-by-spin basis and never stops. Perhaps, as the sub-intervals overlap, they will create purple patches of numbers that are vulnerable and can be attacked heavily…but only if a formula can be devised to notify the player of when they are present.

As it's expected that no interval will last the full duration of 37 spins before the method has concluded a successful attack, it is certain that the player should be unconsciously jumping through the sub-intervals to find the next betting opportunity.

Sun Tzu said: *The skilful fighter puts himself into a position which makes defeat impossible, and does not miss the moment for defeating the enemy.*

The Staircase

Main Interval	Sub-Interval (A)	Sub-Interval (B)	Sub-Interval (C)
Spin 1	-	-	-
↓	**Spin 2**	-	-
↓	↓	**Spin 3**	-
↓	↓	↓	**Spin 4**
Spin 19	↓	↓	↓
↓	Spin 20	↓	↓
↓	↓	Spin 21	↓
↓	↓	↓	Spin 22
Spin 38	↓	↓	↓
↓	**Spin 39**	↓	↓
↓	↓	**Spin 40**	↓
↓	↓	↓	**Spin 41**
Spin 57	↓	↓	↓
↓	Spin 58	↓	↓
↓	↓	Spin 59	↓
↓	↓	↓	Spin 60
Spin 76	↓	↓	↓
↓	**Spin 77**	↓	↓
↓	↓	**Spin 78**	↓
↓	↓	↓	**Spin 79**

…a quick word on: VARIATION and GAME TREES

Variation is essential for adding fluidity to a conventional system that would otherwise be slowly demolished by the randomness of the wheel.

A football team that constantly uses the same approach in every game becomes easy to defend against, easy to break down and easy to kill off – good managers are always looking for ways to alter the configuration of the team and thus ensure the highest possible chance of winning through tactical decision.

Regarding methods based on the law, the player will be betting mainly on either of two events happening within the given interval: the arrival of unhit numbers or the arrival of numbers that have already hit once. It's possible to also bet on the arrival of numbers that have already hit twice, but going beyond this frontier is unsafe and unnecessary.

The player can introduce variation into a session simply by periodically switching bet selection between multiple data streams (the intervals) and the classes of numbers. Each selection should be moulded to capitalise on a particular set of conditions, and is created by its own formula.

A game tree (a type of theory concerning two-player turn-based games), can be applied in moderation to roulette as it is a game involving two parties – the wheel produces a number within its parameters and the player reacts to that result in a way they see fit.

The game tree is a directed graph that comprises all possible moves from a specific position (an example is in noughts and crosses, where a complete game tree can be searched quickly in order to calculate the best move).

Game trees can be useful for both mechanical systems and situational methods. In roulette, game trees do exist when the tactic of variation is active but they are rather small, since the moves that encompass a conventional attack are pretty limited.

Imagine the player has a partially mechanical system consisting of three formulas, meaning they are on the hunt for three separate betting opportunities (when one appears, the system attacks for the remainder of the interval or until all goals have been accomplished).

The formulas are incorporated into a single game tree, and the game tree displays a mental pictorial idea of how the attack ought to pan out…prior to the attack the game tree is hypothetical, and proceeds to assume a solid shape as soon as the attack begins.

Throughout a session against the wheel the player faces junctures at the result of every spin, in which they must see if any formulas point to favourable conditions. If

the conditions prove to be correct, the player should visualise a game tree and be aware of how the strongest formula at that precise moment will allow the system or method to attack successfully.

The shortest route to a catching a winner should be considered superior to all others and is called the principal variation. It may be noted that game trees are only present when the method is built on more than one formula, as one formula will produce just one line of attack and no variation.

Game trees are like maps, which change according to the outcome of each spin and aid the player by showing him where to go next, the destinations being one or a part of numerous goals.

At a dead end – a loss – there are always corners to be turned and detours to be taken. Multiple formulas infuse natural variation into a conventional system, removing elements of mechanicalism, while game trees help the player to stay disciplined and in control and avoid ruinous mistakes.

It is paramount that the player understands their method and the engines that drive it. They should know exactly how it wins and why, where it is vulnerable and when to make it operational, put it into stand-by mode, and close it down. Once a method has been learnt, the game tree emerges without difficulty and trains the player to think on his feet!

A complex theory for online play...using a conventional system with multiple formulas
During an attack the game tree will be developing in other areas, as the system conducts virtual attacks via the dormant formulas (but unfortunately the player will never be able to see the complete picture…the virtual attacks will be unprocessed by the player's brain and stay hidden).

Rarely, albeit occasionally, the formula the real attack was centred on may grow weak if the spin results are hostile and the system repeatedly fails to reach its objectives. The conditions become unfavourable, and so by default improve somewhere else.

A computer program could track the real attack and also simulate the virtual ones, always giving a graphic illustration of which formula is exposing the major betting opportunities.

A greater degree of variation can be induced by switching bet selection to ride the dominant formula.

Sun Tzu said: *According as circumstances are favourable, one should modify one's plans.*

…a quick word on: THE HOUSE EDGE

Playing the small wheel is a war, and one the method has to fight in hostile territory. In battle the player's army is comparable to Caesar's legions of Rome and roulette's to the Gaulish hordes of Vercingetorix. Both have their pros and cons and it makes for an interesting clash.

The player's army is very small and highly manoeuvrable, sophisticated, intelligent and well-equipped. Roulette's army is huge, formidable and unpredictable, but poorly organised and primitive; its main, and obvious qualities, are randomness and numerical supremacy (never fear!)

At the town of Alesia in 52 BC, Caesar's Roman legions of 60,000 ended up being hemmed in by 350,000 Gauls commanded by Vercingetorix. The Romans were attempting to conquer Gaul, which would condemn much of the Gaulish population to slavery. The battle in 52 BC revolved around the Roman siege of Alesia, the last Gaulish stronghold, and Caesar, prone to odd bouts of clemency and cruelty, was particularly merciless on this occasion towards the civilians he had encircled.

What happened and why? Vercingetorix had led a revolt against the Roman subjugation of Gaul, and when his initial army of 80,000 was confronted by Caesar in the field, he decided to hotfoot it and took refuge in the impregnable Alesia, with Caesar in pursuit.

An assault on the walls by the Romans would have been irrational, so Caesar's legions besieged the Gauls and constructed a ring of fortifications all round the town, hoping to starve Vercingetorix into a quick surrender. Vercingetorix, however, intended to hold out for a relief force. It arrived. And it was enormous; some historians believe it could have numbered 1 million men, but most agree that it was probably 250,000-280,000.

Caesar, though, had anticipated this event early in the siege and had ordered his legions to build double-sided fortifications. Alesia was surrounded by the Romans, and the Romans were surrounded by the Gaulish relief force. Things were growing tense, the Gauls furious that Caesar had refused to spare the women and children of Alesia by snubbing their pleas to be allowed through the Roman barricade. The town was now out of supplies and the final engagement was inevitable. Caesar and his men would not be fighting for victory, but for their very lives.

So, who won? Of course, it was Caesar.

Why? Because he was a brilliant tactician adept at using the resources available to him and manipulating situations to suit his own needs. And he was helped by the fact that the Gauls were passionately incensed at the deaths of the women and children (they starved) and also derived false confidence from their superabundant numerical power. The Gauls got emotional and lost control. 250,000 of them were slaughtered to the Romans' 12,800.

Moral of the story: numerical disadvantages are an illusion and can be cancelled out, and always remain disciplined.

In roulette the house edge is represented by the odds-payout discrepancy.

Technically this is caused by the zero, as an extra number, but the zero should never be thought of as taboo.

Back to the war zone…

Roulette's army is tough and impervious to a sustained assault. The longer it is attacked in one sitting, the greater the chance the house edge has of devastating a conventional system.

To offset this, the player should arrange the bulk of his army (the logic) at the rear and squadrons of skirmishers (the formulas) at the front. This disposition constitutes a method.

The formulas will scout for weaknesses in the enemy's line (exploitable patterns in sequences, runs, changes and movements) and then shift to the flanks so the logic can charge in for the kill.

When enough damage has been inflicted, the logic withdraws to reoccupy its previous position and the formulas close up the front.

The process repeats (in intervals) until the enemy is either routed or counterattacks, at which point the conditions can be considered unfavourable and the player should retreat or take a different approach.

Only attack when it's advantageous, not because a rule says so. And by attacking in systematic short bursts, the player minimises the method's level of exposure to the house edge.

With the right blend of short-term tactics and long-term strategy, the player should never have to worry about negative expectancy.

Sun Tzu said: *Thus it is that in war the victorious strategist only seeks battle after the victory has been won, whereas he who is destined to defeat first fights and afterwards looks for victory.*

…a quick word on: METHOD THEORY

The other threads point to the philosophy that a method (a fully, partial or non-mechanical system) is comprised of formulas whose aim is to analyse the condition of the spin results and to reveal betting opportunities.

When the conditions are deemed favourable the method becomes fully operational and attacks, following a hypothetical game tree that adopts a solid shape and changes in real-time to show how the attack is progressing (compared to how it should) and what counteraction is to be taken if things start going wrong.

A method should encompass more aspects of play than just bet selection…it is a procedure, a discipline, an element of an adaptive strategy.

The concept of the method cannot be undermined or insulted. After all, a tiger is not a merely a big cat; it is a hunter and a killer.

It is imperative that the player knows exactly where the method's strengths and weaknesses are. Accordingly, the potency of the method can be exploited to lethal effect when it's appropriate and, over time, the faults corrected, or at least nullified to the extent that they turn negligible.

No method can enjoy unbridled winnings. There will be losses, but containing the method's flaws will help to minimise the deficit and make it easily recoverable.

As the law is a phenomenon present among the single numbers, the method should be designed chiefly to wager on pleins, with an array of formulas for capitalising on short-term event frequency, sequences and patterns, and compensating for heavy dispersion; this could lead to the incorporation of sector betting and/or the famous LW registry, or any other manner of data partitioning.

The law can be manipulated in many creative ways, depending on personal preference and how the player creates and expects the method to perform.

There is no universal strategy, although it's true that some will prove to be more effective than others over the long haul.

Whatever the choice, the method should be cast as a situational rather than mechanical predator, attacking when the moment is fitting and stalking when it is not.

The key feature of the law is that it's highly improbable all 37 numbers will arrive in 37 consecutive spins. This element can be considered a *pis aller* policy for ensuring that every attack ends successfully.

The method should really include a minimum of two formulas:
one for betting numbers that have already arrived in the given interval

and one for betting numbers that haven't arrived.

As a rule, the formulas shouldn't direct simultaneous attacks, but function on an individual basis.

A subtle exception to the rule occurs only when a third hybrid formula is active: one that hunts for opportunities to bet on a combination of both classes of numbers, thus utilising a two-in-one attack tactic.

The sad fact is that without the assistance of software, the player can never deploy more than two or three formulas concurrently, or conduct multiple attacks in the same interval (primarily because nobody can think that fast).

There are simply too many calculations to solve in too few seconds. It must be noted, however, that the player should be immediately aware of when an attack is failing and the system is on the brink of defeat.

Scenario planning (for contingencies) is recommended to deal with a potential crash, and advise the player as to the exact instant the *pis aller* policy should be enforced.

The method breaks a session of spins down into a series of short-term intervals, of which the player will invariably understand very little other than an interval won't, under any circumstances, pass the endpoint of 37 consecutive outcomes.

Each interval comprises a phase of tracking, and then an attack – the duration of both phases is initially undefined as the player can only approximate, via statistical averages, when one should stop and surrender to the other.

The averages the player anticipates are seldom concrete in reality, so they deviate, but they will continuously appear and it's the job of the formulas to bring them to light.

The duration of tracking lasts for as long as is needed to uncover favourable conditions, and an attack until its target is acquired or the interval endpoint is encountered.

A conventional target is one winner, and when caught, tracking begins again without delay on the next spin (which spawns a fresh interval).

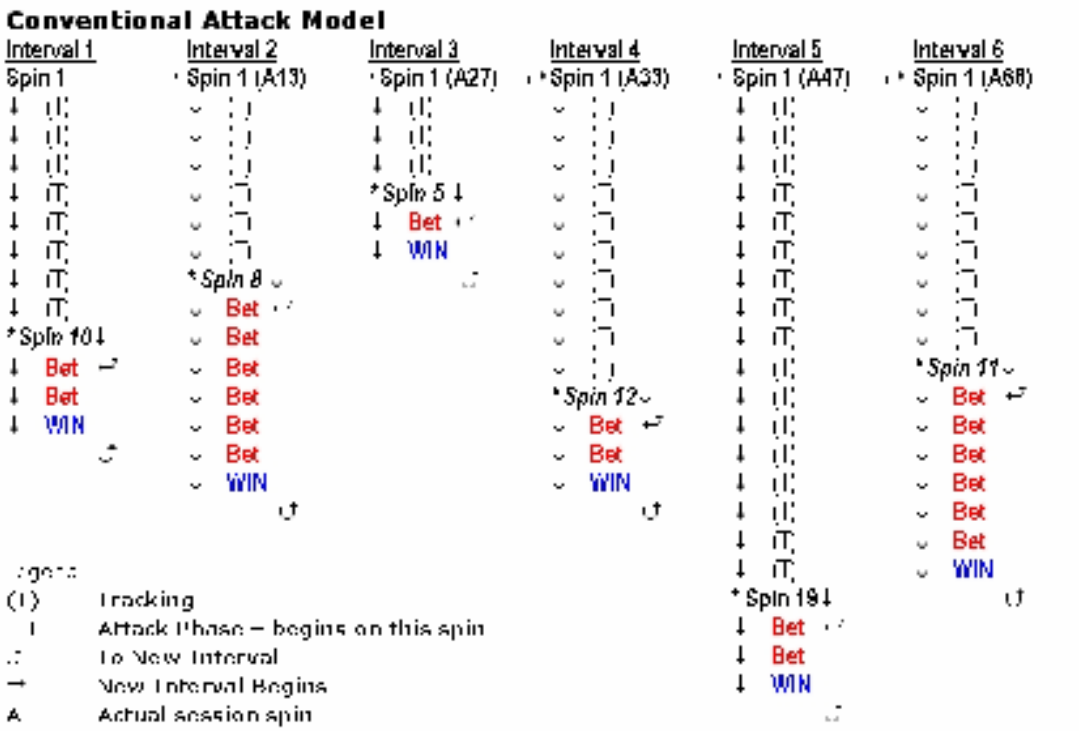
More advanced systems with intelligent formulas are a design possibility for catching several winners throughout the entire attack – this type of method carries out an incessant organised attack, constantly switching between intervals and the classes of numbers, and halts when all favourable conditions have dissipated, or the thirty-eighth spin is reached.

If favourable conditions are exhausted before the endpoint of the interval, retracking is feasible to hunt for betting opportunities further down the line.

See tables below for examples of conventional and advanced attack models – they also demonstrate how the intervals will overlap and maybe give rise to the purple patches of numbers mentioned in the intervals thread.

N.B The models are crude illustrations of the tracking and attack phases. In an actual playing situation the phases required for both activities may be longer than the attachments suggest.

Sun Tzu said: *The quality of decision is like the well-timed swoop of a falcon which enables it to strike and destroy its victim.*



Advanced Attack Model

Interval 1	Interval 2	Interval 3	Interval 4	Interval 5
Spin 1	↱ Spin 1 (A27)	↱ Spin 1 (A55)	↱ Spin 1 (A79)	↱ Spin 1 (A106)
↓ (T)	↓ (T)	↓ (T)	↓ (T)	↓ (T)
↓ (T)	↓ (T)	↓ (T)	↓ (T)	↓ (T)
↓ (T)	↓ (T)	↓ (T)	↓ (T)	↓ (T)
↓ (T)	↓ (T)	↓ (T)	↓ (T)	↓ (T)
↓ (T)	↓ (T)	↓ (T)	↓ (T)	*Spin 6* ↓
↓ (T)	↓ (T)	↓ (T)	↓ (T)	↓ Bet a ⮠
↓ (T)	↓ (T)	*Spin 8* ↓	↓ (T)	↓ Bet a
↓ (T)	↓ (T)	↓ Bet a ⮠	↓ (T)	↓ WIN a
↓ (T)	↓ (T)	↓ Bet a	↓ (T)	↓ (T)
Spin 11 ↓	↓ (T)	↓ Bet a	↓ (T)	*Spin 10* ↓
↓ Bet a ⮠	↓ (T)	*Spin 11* ↓	↓ (T)	↓ Bet b ⮠
↓ Bet a	*Spin 13* ↓	↓ Bet a/b ⮠	↓ (T)	↓ Bet b
Spin 13 ↓	↓ Bet a ⮠	↓ Bet a/b	↓ (T)	*Spin 12* ↓
↓ Bet a/b ⮠	*Spin 14* ↓	↓ WIN a ↓	*Spin 16* ↓	↓ Bet b/c ⮠
↓ WIN a ↓	↓ Bet a/b ⮠	↓ Bet b ⇉	↓ Bet a ⮠	↓ WIN b ↓
↓ Bet b ⇉	↓ Bet a/b	*Spin 15* ↓	↓ Bet a	↓ Bet c ⇉
↓ Bet b	↓ WIN b ↓	↓ Bet b/c ⇉	↓ Bet a	↓ Bet c
↓ WIN b	↓ WIN a ⇉	↓ WIN b/c	↓ WIN a	↓ Bet c
Spin 18 ↓	↓ (T)	↓ (T)	↓ (T)	↓ WIN c
↓ Bet c ⮠	↓ (T)	↓ (T)	↓ (T)	↓ (T)
↓ WIN c	*Spin 20* ↓	↓ (T)	↓ (T)	↓ (T)
Spin 20 ↓	↓ Bet c ⮠	↓ (T)	↓ (T)	↓ (T)
↓ Bet d ⮠	↓ Bet c ⮠	↓ (T)	*Spin 23* ↓	*Spin 21* ↓
↓ Bet d	*Spin 22* ↓	*Spin 22* ↓	↓ Bet b ⮠	↓ Bet d ⮠
↓ Bet d	↓ Bet c/d ⮠	↓ Bet d ⮠	*Spin 24* ↓	↓ Bet d
Spin 23 ↓	↓ Bet c/d	↓ Bet d	↓ Bet b/c ⇉	↓ WIN d
↓ Bet d/e ⮠	↓ WIN c ↓	↓ WIN d	↓ WIN c ↓	↺
↓ WIN d ↓	↓ Bet d ⇉	↺	↓ Bet b ⇉	
↓ Bet e ⇉	↓ Bet d		↓ Bet b	
↓ WIN e	↓ Bet d		↓ WIN b	
↺	↓ WIN d		↺	
	↺			

Legend	
(T)	Tracking
* ↓	Attack Phase – begins on this spin
⇉	Continuation of pending attack
↺	To New Interval
↱	New Interval Begins
A	Actual session spin

…a quick word on: FORMULAS

Formulas, which may be known as predictor variables in this context of analysing numerical data, will enable the method to monitor the state of the spins and then guide the player towards the right time to bet, and also indicate what the bet should be.

When the formula discloses the appropriate conditions, the method becomes fully operational to exploit imminent events – events that will happen (namely changes in trends and sequences, and the second arrival of numbers that have already hit once in the interval being played).

Depending on the robustness of the formula and how aggressive the attack is will determine whether or not progressions are required. Formulas do not have to be complex, in fact they should be simple enough to follow and process by the human brain…unless they can be handled by tracking software for online play, in which case they can be made a little more intricate.

Ultimately formulas inject substance into attacking tactics. And when an assault is not advisable or permitted, the formulas will offer natural defence.

Sun Tzu said: *He will win who knows when to fight and when not to fight.*

By nature the results of each spin are random and unrelated, it is true, but in the short-term those results will create two quantities of numbers that are entirely dependent on each other...that is to say numbers that are hitting/repeating and numbers that aren't hitting.

As the quantities begin to even out and we analyse the results, we will come to a point where we realise that it's opportune to bet on the value of one of the quantities changing at that particular moment in time.

A formula isn't a formula in the traditional mathematical sense. Yes, as we are dealing with numerical data, it has a mathematical feel about it and could strictly-speaking be considered a predictor variable as we are analysing two different quantities, but it is really a set of rules that work in conjunction to expose betting opportunities, helping us to solve the problem of bet selection.

The first rule reveals when, judging by statistical averages, the conditions are right to place a bet, the second rule decides what to bet on and the third rule for how long. A formula can be viewed as the method's in-game tactic and part of the grand strategy.

Regarding averages...we're not interested in averages over *many* spins, those sorts of figures render the Law worthless. There is no anomoly we can exploit in normal distribution. We should only be concentrating on what happens in the very short-term, from interval to interval.

Formulas *make up* a method (which can incorporate a fully or partially or non-mechanical system), and rules make up a formula. Everything is interlinked because all are part of the same entity. A method should have multiple formulas (but doesn't have to), as this will afford a degree of fluidity that helps to cope with the randomness of the wheel.

Any misunderstanding may come down to a difference of opinion on what we two define as a system. I think you'll agree that some ideas out there are not worthy of being called systems...many are too focused on attacking the wheel and always end up failing. The game should be respected.

So, back to the averages. This group is for studying the law of the third. There are no other laws round here.

The Law is only applicable to *short-term* intervals of spins (never more than 37). You mentioned averages over *many* spins, these figures don't mean anything to us because they are synonymous with normal distribution, in which you wouldn't really expect to find anything remarkable.

Like I've said, we are only bothered about what happens in 37-spin intervals, very brief cycles of results that produce their own averages and the ones we are looking to exploit.

Everything is based on betting straight up, as the law of the third is derived from the short-term distribution of the pleins. We should always bear in mind that the law manifests most strongly among the single numbers, so betting on anything else may scupper our chances of exploiting the averages.

I've looked at making conventional systems for the splits, but it was only a fleeting attempt and didn't turn out that well. I've never considered the streets, so I don't really know if an effective system could be made for betting on them. I would say anything below split payouts should be avoided, as the law becomes "weak", but as the group develops maybe we can look at designing a street system.

Regarding the amount of spins to consider (the interval)...that would depend on what you are trying to achieve. Simply put, there is no rule, except that no attack should surpass the endpoint of a 37-spin interval (for single numbers). When you've reached all your goals, you would stop that attack immediately and start tracking again from the very next spin.

The *maximum* interval is always 37 spins for straight up bets and going by the correlation (discounting the zero) it is 18 spins for splits (in which an average of 12 splits will arrive).

The problem is, however, any mechanical system that uses splits can easily get undone if the averages ever go very askew, which they commonly do because the law won't hold up as well for the splits as it does for the spleins.

Optimum distribution can be defined as the very moment the method attacks, but we'll never know when this will happen and the conditions are favourable enough so we can only take an educated guess at some averages.

An attack should be concluded in good time, so let's say the optimum distribution for splits is somewhere between spin 6 and 14 (giving a median of 10 - 10 spins for tracking and 4 for attacking).

For straight up bets, tracking can be over quickly or take as long as necessary to uncover betting opportunities, so the optimum distribution could be anywhere between spins 12 and 32 (giving a median of 22 - so allow a ***maximum*** of 22 spins for tracking and 10 for attacking).

As a rough guide, optimum distribution should be 50% of the interval's maximum duration.

There has to be a point where, if no betting opportunities are revealed, the tracking phase is considered a failure and must be abandoned.

It's a messy topic, but I'll try to cover it in the following section on tracking and attacking.

…a quick word on: TRACKING and ATTACKING

Before every interval begins the player will never know how long it's going to last, and only be aware that it can't surpass the endpoint of 37 consecutive spins (for plein methods). The amount of spins required for the formulas to reveal favourable conditions and betting opportunities will vary, sometimes wildly, from interval to interval.

Tracking phases are highly flexible and their duration is fully dependent on how many and which types of formulas are present within the method.

The duration of the tracking phase is indefinite, and it is a similar story with the attack phase – but both combined can't exceed the interval endpoint. The player can to an extent influence the attack phase by deciding how many winners they wish to catch, but when these winners will arrive is a mystery.

Winners don't follow a fixed schedule, so therefore medians are used to approximate the forward extremity of optimum distributions – periods where the method is most effective and when the borders between tracking and attacking are (theoretically) formed.

But because optimum distribution is a subcomponent of the interval, and the interval duration is unspecified, the player's understanding of optimum distribution (when it emerges and how long it remains) will never be absolute and can only be built on rough estimations.

There has to be a stage, however, when tracking does not expose favourable conditions and consequently that phase has to be abandoned without proceeding to an attack. Calculating the forward extremity of optimum distribution can aid the player to know when this sort of dumping action is necessary.

For straight up bet methods, favourable conditions may be uncovered fairly quickly or take unusually long. Nothing is concrete; there are no solid facts to go by. It is all speculative and based on averages.

As a basic guide, optimum distribution will normally take shape between spins 12 and 32 of the interval, giving a median of 22.

This average represents the last moment that the tracking phase can be deemed successful, and thus leads to the launching of an attack.

As the median symbolises the forward extremity of optimum distribution, it implies that a maximum of 22 spins is a good baseline for tracking and 10 spins for attacking.

Remember that these are ballpark figures and that optimum distribution will always be determined by the state of the spins and the formulas present in the method…keep in mind that each formula generates its own version of optimum distribution so there can never be a universal set of averages.

It must also be said that optimum distribution will occasionally not materialise.

In reality the player never needs to know the actual particulars of optimum distribution because the formulas will expose and capitalise on them automatically. Optimum distribution is, though, closely related to another aspect of the interval worth investigating – the cutoff.

Strictly-speaking, attacks should be wrapped up well before the endpoint of the interval, so the law can be exploited as it manifests at the most prominent moments, and the quantities of numbers it produces in classes are highly vulnerable (there are two principle classes fashioned throughout the interval: numbers that have arrived once and numbers that haven't arrived).

The longer the attack goes on and approaches the interval endpoint, the more the method is in danger of being ambushed by the house edge.

There has to be a cutoff for both the tracking and attack phases.

Tracking Cutoff – Guideline Example

If no favourable conditions are found within 22 spins (for straight up methods) – the forward extremity of optimum distribution – then tracking should be abandoned and resumed afresh (which will spawn a new interval – the sub-interval). When the tracking phase recommences again is up to the player, but generally there are three rules to consider:

The new tracking phase can begin from

- the exact spin the previous phase was abandoned on.
- the next spin.
- a previous spin – so the player would have to backtrack and join an old sub-interval.

Tracking phases can be abandoned whenever it suits or pleases the player. Timing won't damage or undermine the method. The law will self-generate on every spin for eternity, and this is how the sub-intervals are created.

Attacking Cutoff

The player will have an idea of what they want to achieve from an attack, and the duration of an attack phase is largely decided by which type of formula is active (spearheading the attack) and also by player intuition.

The player should settle on short-term objectives and then conclude the attack when all, or the most possible, objectives are complete. However, note that the attack could be forcibly terminated by the endpoint of the interval.

If conditions ever continue to be favourable after the desired winners are in the bag, the player should never extend the attack...and never carry an attack beyond the outcome of the thirty-seventh spin.

It may be tempting, logical even, to ride a winning streak until it fades, but it is ill-advised when betting pleins. Tracking after a successful attack should begin from the *next* spin.

Sun Tzu said: *Ponder and deliberate before you make a move.*

Hurried Splits Test - Part 1 (Primitive)

STAGE ONE

This is a quick test applying the Law to a splits system with a ***single primitive formula***. The expected averages are: 12 splits to arrive in an 18-spin interval.

The formula used here is based on "Apex Theory", which will be discussed later…but essentially it is the foundation of a formula that hunts for opportunities to bet on numbers that have already hit once in the interval.

The key gist is that there will be streaks of consecutive different splits (same for when playing straight up bets), and at some point that streak should be interrupted…when one of the splits repeats (this is the event we're aiming to catch).

The streak ascends as the spin count advances, forming an upward slope. Eventually the ascent will conclude, as though reaching the summit of a mountain, and an apex appears.

The apex occurs at, and symbolises, the first moment that one of the splits has repeated.

At the other side of the apex is a descending slope, which gets steeper as more and more splits arrive for a second time.

Finally the slope evens out, and that stage signifies the end of the full-length 18-spin interval. The ascending slope begins to develop again immediately, creating a new apex and descent…the process recurs infinitely.

Obviously there is no way of predicting when the apex will take shape…that is why it's Apex Theory and not Apex Fact. But we can use some probability and common sense to hazard a guess.

Onwards…

The primitive formula for this splits system is: track the wheel outcomes until six different splits have hit in a row, then bet them!

On a win, stop and track again.

On a loss, rebet and add the winning split.

So the first bet will be 6 splits, the second bet 7 splits, the third bet 8 splits and so on until a winner is hit.

A traditional negative progression of 1, 1, 2, 4, 9 is required. The zero is discounted.

The test shows a real case of tracking and attacking. As only one primitive formula is active and the system is aiming to catch solo winners in each interval, the attack will

create a conventional model.

The spin outcomes are taken one at a time from random.org.

(T) = tracking
(b) = bet

Spin	Out	Split	Bet	Res	Net	Notes
1	23	20:23	(T)	-	-	
2	27	27:30	(T)	-	-	
3	2	2:5	(T)	-	-	
4	28	25:28	(T)	-	-	
5	21	21:24	(T)	-	-	
6	0	-	(T)	-	-	
7	26	26:29	(T) Opportunity:	-	-	
8	30	27:30	(b) 2:5, 20:23, 21:24, 25:28, 26:29, 27:30	W	+12	End of interval
9	22	19:22	(T)	-	-	
10	21	21:24	(T)	-	-	
11	3	3:6	(T)	-	-	
12	2	2:5	(T)	-	-	
13	36	33:36	(T)	-	-	
14	7	7:10	(T) Opportunity:	-	-	
15	3	3:6	(b) 2:5, 3:6, 7:10, 19:22, 21:24, 33:36	W	+24	End of interval
16	30	27:30	(T)	-	-	
17	22	19:22	(T)	-	-	
18	13	13:16	(T)	-	-	
19	0	-	(T)	-	-	
20	10	7:10	(T)	-	-	
21	31	31:34	(T)	-	-	
22	26	26:29	(T) Opportunity:	-	-	
23	13	13:16	(b) 7:10, 13:16, 19:22, 26:29, 27:30, 31:34	W	+36	End of interval
24	0	-	(T)	-	-	
25	27	27:30	(T)	-	-	
26	18	15:18	(T)	-	-	
27	0	-	(T)	-	-	
28	15	15:18	(T) 15:18 split repeated, ends/begins tracking	-	-	
29	2	2:5	(T)	-	-	
30	10	7:10	(T)	-	-	
31	0	-	(T)	-	-	
32	27	27:30	(T)	-	-	
33	22	19:22	(T)	-	-	

34	11	8:11	(T) Opportunity:	-	-	
35	5	2:5	(b) 2:5, 7:10, 8:11, 15:18, 19:22, 27:30	W	+48	End of interval
36	3	3:6	(T)	-	-	
37	29	26:29	(T)	-	-	
38	7	7:10	(T)	-	-	
39	19	19:22	(T)	-	-	
40	25	25:28	(T)	-	-	
41	0	-	(T)	-	-	
42	4	1:4	(T) Opportunity:	-	-	
43	6	3:6	(b) 1:4, 3:6, 7:10, 19:22, 25:28, 26:29	W	+60	End of interval
44	18	15:18	(T)	-	-	
45	7	7:10	(T)	-	-	
46	20	20:23	(T)	-	-	
47	14	14:17	(T)	-	-	
48	32	32:35	(T)	-	-	
49	9	9:12	(T) Opportunity:	-	-	
50	20	20:23	(b) 7:10, 9:12, 14:17, 15:18, 20:23, 32:35	W	+72	End of interval
51	9	9:12	(T)	-	-	
52	36	33:36	(T)	-	-	
53	3	3:6	(T)	-	-	
54	36	33:36	(T) 33:36 split repeated, ends/begins tracking	-	-	
55	33	33:36	(T) 33:36 split repeated, ends/begins tracking	-	-	
56	27	27:30	(T)	-	-	
57	0	-	(T)	-	-	
58	12	9:12	(T)	-	-	
59	32	32:35	(T)	-	-	
60	22	19:22	(T)	-	-	
61	26	26:29	(T) Opportunity:	-	-	
62	9	9:12	(b) 9:12, 19:22, 26:29, 27:30, 32:35, 33:36	W	+84	End of interval

Primitive Summary

Spins	62
Outlay	-42 units
Gain	126 units
Net	+84 units
Opportunities exposed	7
Bets placed	7
1st spin hit rate	100%
Apexes missed	3

This can be considered a perfect session, as the progression was never needed for chasing any deficit (truly, the numbers are real!). The formula, although it *could* carry on winning exponentially, won't stand up on its own. It would crash for an ample loss if all 18 splits arrived in 18 spins. So we can disregard this system as unviable, and instead use it as a sort of reference for delving deeper into advanced system schematics.

Those of you with eagle eyes may see discrepancies regarding tracking and attacks.

An example: on spin 24 we began tracking after a win. The split 15:18 arrived on spin 26, and then a second time on spin 28. The split hit twice within six spins, so there was no betting opportunity. We had to abandon tracking and begin again. Spin 28 (and the 15:18 split) represents the endpoint of a failed tracking period, and also marks the start of a new one...rather like an *intersection*.

Technically, after a win, tracking for the next betting opportunity should commence from the spin the win was achieved on…the win is the intersection of a successful attack and a fresh interval. However, testing has proved that it's more prudent to wait until the result of the following spin to resume tracking.

There are ways this system can be made safer and more efficient, by improving the formula, and some ideas will be covered in the threads tracking and attacking, and formulas defined.

For now we can leave this test, but we'll surely come back to the results later.

Hurried Splits Test - Part 1 (Primitive)

STAGE TWO

This is stage two of the primitive formula test. Here we'll be using the ***double primitive formula*** – that is applying two separate formulas to hunt for two different sets of conditions.

We'll be searching for opportunities to bet on numbers that have arrived once and numbers that haven't arrived (but not in the same interval).

Because the formulas function independently of each other and interpret the results in totally distinct intervals, the staircase structure won't be created in this type of play. Bets cannot overlap and no purple patches will be exposed.

Formula One is based on the Apex Theory and is the same formula as used in stage on of this test: track the results until six different splits have hit in a row, then bet them!

On a win, stop and track again.

On a loss, rebet and add the winning split.

So the first bet will be 6 splits, the second bet 7 splits, the third bet 8 splits and so on until a winner is hit. A traditional negative progression of 1, 1, 2, 4, 9 is required. The zero is discounted.

Formula Two bets on splits that haven't arrived: track ten spins, if eight or less different splits have hit, then bet the unhit splits for up to eight spins (betting a maximum of 26 numbers). Various negative progressions are required. The zero is discounted.

The spin outcomes are the same as stage one of this test and were taken one at a time from random.org.

1 = tracking formula 1
2 = tracking formula 2
(t) = tracking
(a) = attacking
(b-*nn*) = bet
nn = end of attack/interval
Red #= betting opportunity
Green # = intersection of failed tracking phase and fresh one
Blue # = new interval

Spin	Out	Split	1	2	Bet	Res
1	23	20:23	t	t		-
2	27	27:30	t	t		-
3	2	2:5	t	t		-
4	28	25:28	t	t		-
5	21	21:24	t	t		-
6	0	-	t	t		-
7	26	26:29	t	t		-
8	30	27:30	a	t	(b1) 2:5, 20:23, 21:24, 25:28, 26:29, 27:30	W(b1)
9	22	19:22	t	t		-
10	21	21:24	t	t		-
11	3	3:6	t	a	(b2)1:4,3:6,7:10,8:11,9:12,13:16,14:17,15:18,31:34,32:35,33:36	W(b2)
12	2	2:5	t	t		-
13	36	33:36	t	t		-
14	7	7:10	t	t		-
15	3	3:6	a	t	(b1) 2:5, 3:6, 7:10, 19:22, 21:24, 33:36	W(b1)
16	30	27:30	t	t		-
17	22	19:22	t	t		-
18	13	13:16	t	t		-
19	0	-	t	t		-
20	10	7:10	t	t		-
21	31	31:34	t	t		-
22	26	26:29	t	t	collision (b1) in play	-
23	13	13:16	a	t	(b1) 7:10, 13:16, 19:22, 26:29, 27:30, 31:34	W(b1)
24	0	-	t	t		-
25	27	27:30	t	t		-
26	18	15:18	t	t		-
27	0	-	t	t		-
28	15	15:18	t	t		-
29	2	2:5	t	t		-
30	10	7:10	t	t		-

31	0	-	t	t		-
32	27	27:30	t	t		-
33	22	19:22	t	a	(b2)1:4,3:6,8:11,9:12,14:17,19:22,20:23,21:24,25:28,26:29,31:34,32:35,33:36	W(b2)
34	11	8:11	t	t		-
35	5	2:5	a	t	(b1) 2:5, 7:10, 8:11, 15:18, 19:22, 27:30	W(b1)
36	3	3:6	t	t		-
37	29	26:29	t	t		-
38	7	7:10	t	t		-
39	19	19:22	t	t		-
40	25	25:28	t	t		-
41	0	-	t	t		-
42	4	1:4	t	t		-
43	6	3:6	a	t	(b1) 1:4, 3:6, 7:10, 19:22, 25:28, 26:29	W(b1)
44	18	15:18	t	a	(b2)9:12,13:16,14:17,15:18,20:23,21:24,27:30,31:34,32:35,33:36	W(b2)
45	7	7:10	t	t		-
46	20	20:23	t	t		-
47	14	14:17	t	t		-
48	32	32:35	t	t		-
49	9	9:12	t	t		-
50	20	20:23	a	t	(b1) 7:10, 9:12, 14:17, 15:18, 20:23, 32:35	W(b1)
51	9	9:12	t	t		-
52	36	33:36	t	t		-
53	3	3:6	t	t		-
54	36	33:36	t	t		-
55	33	33:36	t	a	(b2)1:4,2:5,8:11,13:16,15:18,19:22,21:24,25:28,26:29,27:30,31:34	L(b2)
56	27	27:30	t	a	(b2)1:4,2:5,8:11,13:16,15:18,19:22,21:24,25:28,26:29,27:30,31:34	W(b2)
57	0	-	t	t		-
58	12	9:12	t	t		-
59	32	32:35	t	t		-
60	22	19:22	t	t		-
61	26	26:29	t	t		-
62	9	9:12	a	t	(b1) 9:12, 19:22, 26:29, 27:30, 32:35, 33:36	W(b1)

Double Primitive Summary

Spins	62
Outlay	-109 units
Gain	216 units
Net	+107 units
Opportunities exposed	12
Bets placed	12

1st spin hit rate	92%
2nd spin hit rate	8%
Bets missed	4

So the progression was only needed once on Formula Two. Betting opportunities collided once, on spin 22, so we bet the Formula One opportunity and won.

The double primitive formula injects some variation into our playing tactics.

The progressions were very conservative, slightly more aggressive and we could have added an extra 50 or 60 units net gain.

Formula Two has the ability to backtrack after a win, starting a new interval on previous spins and exposing a lot more betting opportunities but this can be covered later.

In this test the double primitive performed particularly well compared to the single primitive.

The outlay was heavier but our gross gain was much higher, resulting in an additional 23 units net.

We missed a total of four betting opportunities – three apexes and one situation where bets collided.

The first spin hit rate, as you'll see, was excellent.

This can easily be played in a B&M casino and although it is far from perfect, it can be pretty effective.

These tests are meant to demonstrate the usefulness and application of the Law, and trust me there are some great systems to be made.

When I was younger I spent a few years philosophising about the game. After maybe two years of thinking, playing and testing I came up with a few systems in quick succession.

Two I perfected and are based on the law of the third. I have been using them both for the past five years. I will happily take either to the casino with the confidence that I'm leaving in profit.

The point is, don't be thrown by so-called veterans who say -2.7% can't be overcome, therefore mechanical systems and maths can't win long-term.

Is five years long enough, do you think?

*Besides, -2.7% doesn't have to be overcome to win, it can **never** be overcome so stating the obvious isn't helping anyone. It has to be avoided and fended off, worked around, contained. All of these are possible. -2.7% sets traps and it expects us to fall into them.*

Bad players do, but good players know where the traps are.

Roulette is a problem and to solve it requires troubleshooting.

Once we know what doesn't work, we can discount it and narrow the gap towards finding something that does work.

I'm going to test the double primitive formula on and off for a few weeks. Of course, I've tested these kinds of systems before, years ago, but I no longer have the results. This is how I started in my quest.

I'll be testing the formulas against numbers from random.org. Coding a system in RX and then simulating it for 1 million spins, even 100k, 10k spins is pointless. Why?

Testing against a pseudorandom number generator will not yield accurate results.

Testing against 1 million spins will show if you're in profit or deficit at the end of a session of 1 million consecutive outcomes. Who plays 1 million consecutive spins, 10k even, or 5k...hell, 1k???

Testing should mirror real life casino situations. Personally I play according to time.

I'll play for a maximum of a couple of hours before having a rest.

Testing to reflect this enables one to judge how well the system performs when it really matters...intrasession.

The tests will demonstrate that the Law is a viable principle around which consistent systems can be designed.

Remember that the double primitive formula is near the bottom of the effectiveness ladder...let's see if such a simple system has the potential to net some nice winnings. I'll be testing in batches of 120 spins and will post the summaries, and also maybe attach the sessions in excel spreadsheets.

I said I'd test the double primitive formula system over the next few weeks...however, as I wouldn't use it again myself nor recommend it, I think it would be a bit pointless.

It is, after all, only supposed to be a quick demonstration of the Law at work.

***A brief word on the divisor**...I usually test with a pluscoup progression, true negative progressions, flat betting and a divisor, so I can compare them all.*

The divisor outperforms the others by a long way.

Instead of testing the system outlined in stage two, I'll be testing something more usable.

It will have two primitive formulas (for betting on splits that haven't hit/have hit once or more than once) and a hybrid formula (for betting a combination of hit and unhit splits).

Each formula will thrive on specific sets of favourable conditions.

Tracking will involve charting the outcomes for x spins (probably 9 or 10), then attacking for y spins (probably 5 or 6).

Attacks will be wrapped up by spin 16 of the interval at the latest.

Only one formula will lead the attack, and which one depends on the conditions revealed by tracking.

This allows us to be betting every 10 or 12 spins, rather than spending an age recording the results.

I'll try to keep the tests true to real situations...testing for sessions of 120 spins (maximum), with a stop-loss, profit target, using a divisor.

If the system is in profit after five tests, around 600 spins, then I'll post it with the divisor plan.

Hurried Splits Test – Part 2 (Dynamic)

In this test we're using the same Apex Theory as outlined in the part one thread, only this time we're applying a ***dynamic formula***.

The formula again is hunting for opportunities to bet on splits that have already arrived once in the given interval, but you'll quickly see how it performs differently to the single primitive formula we deployed before.

The configuration of the dynamic formula has to be modified a bit for this exercise because we're betting the splits and not straight up – this alters the length of the interval and shortens the attack phase.

Usually the dynamic formula can catch multiple winners, but here it will just catch one per interval. With that in mind, the formula will conduct attacks across the core blocks and the first two sub-streams…often the attacks will overlap, creating an advanced attack model and exposing the ***purple patches***.

For more on intervals, core blocks and sub-streams, see the intervals thread. But a brief recap…look on the core blocks as sequences of numbers that make up a surface. Below the surface are the very same numbers, but arranged in *different* sequences (the sub-streams).

When the sequences are stood up vertically, they resemble a staircase structure. We'll never know beforehand what the duration of the sequences (intervals) will be, so we *can* expect overlapping.

There is no problem if multiple intervals *end* on the same spin, but if two or more are *started* on the same spin it destroys the staircase. This is easily solvable by causing delays and starting all the overlapping intervals on different spins.

Occasionally the staircase will lose its shape, but as long as it isn't destroyed we can carry on the session.

Onwards…

So it's basically the same rules as part one: track the results until six different splits have hit in a row, then bet them!

On a win, stop and track again.

On a loss, rebet and add the winning split.

So the first bet will be 6 splits, the second bet 7 splits, the third bet 8 splits and so on until a winner is hit. A traditional negative progression of 1, 1, 2, 4, 9 is required. The zero is discounted (or is it???)

As we're looking for favourable conditions in the core blocks and two sub-streams, it will mean tracking three different sequences of results. This is difficult to do in a

B&M situation, but not impossible as all it requires is a bit of quick thinking and an effective paper tracking method.

It *is* feasible to target more sub-streams but manual tracking then starts to become impractical. Two sub-streams are more than adequate.

It's worth noting that the single primitive formula used in part one of the test only targeted the core blocks, and so only one set of results.

The spin outcomes are the same as in part one, so we can compare the formulas' performance. They were taken one at a time from random.org.

(CB) = core block tracking
(SS1) = sub-stream 1 tracking
(SS2) = sub-stream 2 tracking
t = tracking
a = attacking
(b-*nn*) = bet
~ = tracking delayed to recreate staircase
nn = end of attack/interval
Red # = betting opportunity
Green # = intersection of failed tracking phase and fresh one
Blue # = new interval
Purple # = tracking failure, new tracking begins on next or second spin

Spin	Out	Split	CB	SS1	SS2	Bet	Res	Net
1	23	20:23	t	~	~		-	-
2	27	27:30	t	t	~		-	-
3	2	2:5	t	t	t		-	-
4	28	25:28	t	t	t		-	-
5	21	21:24	t	t	t		-	-
6	0	-	t	t	t		-	-
7	26	26:29	t	t	t		-	-
8	30	27:30	a	t	t	(b-cb) 2:5, 20:23, 21:24, 25:28, 26:29, 27:30	W(cb)	+12
9	22	19:22	t	t	t		-	-
10	21	21:24	t	t	a	(b-ss2) 2:5, 19:22, 21:24, 25:28, 26:29, 27:30	W(ss2)	+24
11	3	3:6	t	t	t		-	-
12	2	2:5	t	t	t		-	-
13	36	33:36	t	t	t		-	-
14	7	7:10	t	a	t	(b-ss1) 2:5, 3:6, 19:22, 21:24, 27:30, 33:36	L(ss1)	+18
15	3	3:6	a	a	t	(b-cb) 2:5, 3:6, 7:10, 19:22, 21:24, 33:36	W(cb)	+30
						(b-ss1) 2:5, 3:6, **7:10**, 19:22, 21:24, 27:30, 33:36	W(ss1)	+41
16	30	27:30	t	~	t		-	-
17	22	19:22	t	t	t		-	-
18	13	13:16	t	t	t		-	-
19	0	-	t	t	t		-	-

20	10	7:10	t	t	t		-	-
21	31	31:34	t	t	t		-	-
22	26	26:29	t	t	a	(b-ss2) 3:6, 7:10, 13:16, 19:22, 27:30, 31:34	L(ss2)	+35
23	13	13:16	a	t	a	(b-cb) 7:10, 13:16, 19:22, 26:29, 27:30, 31:34	W(cb)	+47
						(b-ss2) 3:6, 7:10, 13:16, 19:22, **26:29**, 27:30, 31:34	W(ss2)	+58
24	0	-	t	t	~		-	-
25	27	27:30	t	t	t		-	-
26	18	15:18	t	t	t		-	-
27	0	-	t	t	t		-	-
28	15	15:18	t	t	t		-	-
29	2	2:5	t	t	~		-	-
30	10	7:10	t	t	t		-	-
31	0	-	t	t	t		-	-
32	27	27:30	t	t	t		-	-
33	22	19:22	t	t	t		-	-
34	11	8:11	t	t	t		-	-
35	5	2:5	a	t	t	(b-cb) 2:5, 7:10, 8:11, 15:18, 19:22, 27:30	W(cb)	+70
36	3	3:6	t	t	t		-	-
37	29	26:29	t	t	a	(b-ss2) 2:5, 3:6, 7:10, 8:11, 19:22, 27:30	L(ss2)	+64
38	7	7:10	t	t	a	(b-ss2) 2:5, 3:6, 7:10, 8:11, 19:22, **26:29**, 27:30	W(ss2)	+75
39	19	19:22	t	t	t		-	-
40	25	25:28	t	t	t		-	-
41	0	-	t	a	t	(b-ss1) 2:5, 3:6, 7:10, 19:22, 25:28, 26:29	L(ss1)	+69
42	4	1:4	t	a	t	(b-ss1) **0**, 2:5, 3:6, 7:10, 19:22, 25:28, 26:29	L(ss1)	+62
43	6	3:6	a	a	t	(b-cb) 1:4, 3:6, 7:10, 19:22, 25:28, 26:29	W(cb)	+74
						(b-ss1) 0, **1:4**, 2:5, 3:6, 7:10, 19:22, 25:28, 26:29	W(ss1)	+94
44	18	15:18	t	~	t		-	-
45	7	7:10	t	t	t		-	-
46	20	20:23	t	t	a	(b-ss2) 1:4, 3:6, 7:10, 15:18, 19:22, 25:28	L(ss2)	+88
47	14	14:17	t	t	a	(b-ss2) 1:4, 3:6, 7:10, 15:18, 19:22, **20:23**, 25:28	L(ss2)	+81
48	32	32:35	t	t	a	(b-ss2) 1:4, 3:6, 7:10, **14:17**, 15:18, 19:22, 20:23, 25:28	L(ss2)	+65
49	9	9:12	t	t	a	(b-ss2) 1:4, 3:6, 7:10, 14:17, 15:18, 19:22, 20:23, 25:28, **32:35**	L(ss2)	+29
50	20	20:23	a	t	a	(b-cb) 7:10, 9:12, 14:17, 15:18, 20:23, 32:35	W(cb)	+41
						(b-ss2)1:4,3:6,7:10,**9:12**,14:17,15:18,19:22,20:23,25:28,32:25	W(ss2)	+113
51	9	9:12	t	t	~		-	-
52	36	33:36	t	t	t		-	-
53	3	3:6	t	t	t		-	-
54	36	33:36	t	t	t		-	-
55	33	33:36	t	~	~		-	-

56	27	27:30	t	**t**	~		-	-
57	0	-	t	t	**t**		-	-
58	12	9:12	t	t	t		-	-
59	32	32:35	t	t	t		-	-
60	22	19:22	t	t	t		-	-
61	26	26:29	**t**	t	t		-	-
62	9	9:12	a	t	t	(b-cb) 9:12, 19:22, 26:29, 27:30, 32:35, 33:36	W(cb)	+125

Dynamic Summary

Spins	62
Outlay	-271 units
Gain	396 units
Net	+125 units
Opportunities exposed	13
Bets placed	22
1st spin hit rate	61%
2nd spin hit rate	23%
3rd spin hit rate	8%
4th spin hit rate	-
5th spin hit rate	8%
Apexes missed	8

So the dynamic formula, by analysing the core blocks along with the two sub-streams, revealed six more betting opportunities than the primitive used in the first part of the test, which gained us an extra 41 units.

The first thing you'll notice is that when two separate attacks overlap we are betting more or less the same splits, bar one difference.

These are the purple patches of numbers and are the most vulnerable on the table (or wheel!) at that particular moment in time.

As they are the numbers most likely to produce winners (according to the Law), the dynamic formula directs us to double our bets on them.

There was a touch and go moment between spins 46 and 50 where one of our attacks went to the last stage of the progression, but other than that it was fairly plain sailing.

Tracking failed eight times, and where three failures collided – on spins 28, 54 and 55 – we had to delay starting new tracking phases in the sub-streams for a couple of spins so we could recreate the staircase and get the hunting back online.

There were also four instances when we completed two overlapping attacks on the same spin – on spins 15, 23, 43 and 50 – so two separate tracking phases should have begun on the next spin.

Again, to avoid throwing the staircase into disarray, we had to delay.

Our outlay was much heavier in this test than the primitive, due to two progressions reaching the third and fifth stages.

We lost once on the zero, on spin 41, so I decided to cover it straight up to keep the progression tight (should have chosen a 0 split…the 0:1 was a winner on spin 42 and the 0:3 on spin 43). We lost 3 units on the zero straight up, but that is acceptable.

Regarding the fifth-stage progression: note that it was eating into our **profits** from previous wins – we never had to use our starting bankroll to support the that particular bet.

The progression might have busted out for a drawdown of 155 units, but we'd still have been 41 units up and could've recovered.

A few other things to mention: the negative progression used in the test compensated for ten different splits occurring consecutively.

Eleven on the trot is by no means off the probability scale. If that were to happen twice in a session, a recovery would be impossible.

Perhaps an aggressive divisor plan may be more suitable. Also, the formula can be made more belligerent by waiting for five splits instead of six, and more conservative by waiting for seven.

But no one wants to stand at the table for hours on the off chance of getting an opportunity to bet.

The table might look complicated but it's really very simple.

APPENDIX 1 By Homeito Bemek

I have been investigating this thing called "Law of the Third"...
In my own way...

And I found that there actually IS a law!

I started with the Wiesbaden spins and I investigated them on a dayly basis. That is: I aborted everything when the day ended.

That was how I found this "law" but to really test the theory that it exists I had to do it with a RNG.

Not to generate "enough" spins but to be able to use more numbers than 37.
You will see why in a moment...

The following TABLE is a PRELIMINARY RNG-ONLY work but the figures are OK (but the decimals are simply truncated).

Each cycle was run 10 million times...

I will post a much more detailed investigation to my site later. And it will be with Wiesbaden spins also.

(But I do not know when. This post is for VLS members...)

This table shows the **AVERAGE amount** of numbers (and the %) that:

1) Slept through the cycle

2) Won exactly ONCE in the cycle

3) Won MORE than once (repeated at least once) in the cycle

I investigated all cycles from 6 spins to 74.

The left part shows results when I used all 37 numbers.

There is nothing unususal in those results.

The right part shows results when I used as many numbers as there are spins in the cycle.
For example: In a cycle of 6 spins a max of 6 numbers can appear. So I counted how many of 6.

And in a cycle of 37 spins a max of 37 numbers can appear. So I counted how many of 37.

And in a cycle of 74 spins a max of 74 (!) numbers can appear. So I counted how many of 74.

That is why I had to use a RNG for this investigation: I wanted to use *more than 37 numbers in cycles of more than 37 spins*.

I wanted to verify what I saw when I used up to 37 numbers.

And as I see the question coming I will answer it now:
No, I do not know how this information can be used to create a winning system.
Not today.

But I have a conclusion:

The Law of Thirds exists but in roulette it is only "useful" for...
1) 37 spins on a 0-wheel
2) 38 spins on a 00-wheel
3) 36 spins on a non-zero wheel

Best regards,
Homeito Bemek

Using 37 numbers in all cycles Using DIFFERENT amount of numbers

Cycle-Length	Slept Amt	%	1 win Amt	%	>1 win Amt	%	CLen & NumAmt	Slept Amt	%	1 win Amt	%	>1 win Amt	%
6	31.39	84.83	5.23	14.14	0.37	1.01	6	2.00	33.49	2.41	40.18	1.57	26.32
7	30.54	82.54	5.93	16.05	0.51	1.40	7	2.37	33.99	2.77	39.65	1.84	26.34
8	29.71	80.31	6.60	17.84	0.67	1.83	8	2.74	34.36	3.14	39.26	2.10	26.37
9	28.91	78.14	7.22	19.53	0.85	2.31	9	3.11	34.64	3.50	38.97	2.37	26.38
10	28.13	76.03	7.81	21.12	1.05	2.84	10	3.48	34.86	3.87	38.74	2.63	26.38
11	27.37	73.97	8.36	22.60	1.26	3.41	11	3.85	35.04	4.24	38.55	2.90	26.39
12	26.63	71.97	8.87	23.99	1.48	4.02	12	4.22	35.20	4.60	38.39	3.16	26.40
13	25.91	70.03	9.35	25.28	1.73	4.67	13	4.59	35.33	4.97	38.26	3.43	26.40
14	25.21	68.13	9.80	26.50	1.98	5.35	14	4.96	35.43	5.34	38.16	3.69	26.40
15	24.53	66.30	10.22	27.62	2.24	6.07	15	5.32	35.52	5.70	38.06	3.96	26.40
16	23.86	64.50	10.60	28.66	2.52	6.82	16	5.69	35.60	6.07	37.98	4.22	26.40
17	23.22	62.76	10.96	29.64	2.81	7.59	17	6.06	35.67	6.44	37.90	4.49	26.41
18	22.59	61.06	11.29	30.53	3.10	8.39	18	6.43	35.74	6.81	37.84	4.75	26.41
19	21.98	59.41	11.60	31.35	3.41	9.22	19	6.80	35.80	7.17	37.78	5.01	26.41
20	21.39	57.81	11.88	32.11	3.72	10.07	20	7.16	35.84	7.54	37.73	5.28	26.41
21	20.81	56.24	12.14	32.81	4.04	10.93	21	7.53	35.89	7.91	37.69	5.54	26.41
22	20.24	54.72	12.37	33.44	4.37	11.82	22	7.90	35.93	8.28	37.65	5.81	26.41
23	19.70	53.24	12.58	34.02	4.70	12.72	23	8.27	35.97	8.64	37.60	6.07	26.41
24	19.17	51.81	12.77	34.53	5.05	13.64	24	8.64	36.01	9.01	37.57	6.34	26.41
25	18.65	50.41	12.95	35.00	5.39	14.58	25	9.00	36.03	9.38	37.54	6.60	26.41
26	18.14	49.04	13.10	35.42	5.74	15.52	26	9.37	36.06	9.75	37.51	6.86	26.42
27	17.65	47.72	13.24	35.79	6.09	16.48	27	9.74	36.09	10.12	37.48	7.13	26.41
28	17.17	46.43	13.36	36.11	6.45	17.45	28	10.11	36.11	10.48	37.46	7.39	26.41
29	16.71	45.17	13.46	36.39	6.81	18.42	29	10.48	36.14	10.85	37.43	7.66	26.42
30	16.26	43.95	13.55	36.62	7.18	19.41	30	10.85	36.16	11.22	37.40	7.92	26.42
31	15.82	42.76	13.62	36.82	7.54	20.40	31	11.21	36.18	11.59	37.39	8.18	26.41
32	15.39	41.61	13.68	36.98	7.91	21.40	32	11.58	36.20	11.95	37.36	8.45	26.42
33	14.98	40.48	13.73	37.11	8.28	22.40	33	11.95	36.22	12.32	37.35	8.71	26.41
34	14.57	39.39	13.76	37.20	8.65	23.39	34	12.32	36.23	12.69	37.34	8.98	26.41
35	14.18	38.33	13.78	37.26	9.03	24.40	35	12.68	36.25	13.06	37.32	9.24	26.42
36	13.79	37.29	13.79	37.29	9.40	25.41	36	13.05	36.27	13.42	37.30	9.51	26.42
37	13.42	36.28	13.79	37.29	9.77	26.42	37	13.42	36.28	13.79	37.29	9.77	26.42
38	13.06	35.30	13.78	37.26	10.14	27.43	38	13.79	36.29	14.16	37.28	10.04	26.42
39	12.70	34.35	13.76	37.21	10.52	28.43	39	14.16	36.31	14.53	37.26	10.30	26.42
40	12.36	33.42	13.73	37.13	10.89	29.44	40	14.52	36.32	14.90	37.25	10.56	26.42

41	12.03	32.51	13.70	37.03	11.26	30.44	41	14.89	36.33	15.27	37.24	10.83	26.42
42	11.70	31.63	13.65	36.91	11.63	31.44	42	15.26	36.34	15.63	37.23	11.09	26.42
43	11.38	30.78	13.60	36.77	12.00	32.44	43	15.63	36.35	16.00	37.22	11.36	26.42
44	11.08	29.95	13.54	36.61	12.37	33.43	44	16.00	36.36	16.37	37.21	11.62	26.42
45	10.78	29.14	13.47	36.43	12.73	34.42	45	16.36	36.37	16.74	37.20	11.88	26.42
46	10.49	28.35	13.40	36.23	13.10	35.41	46	16.73	36.38	17.11	37.19	12.15	26.42
47	10.20	27.59	13.32	36.01	13.46	36.39	47	17.10	36.39	17.47	37.18	12.41	26.42
48	9.93	26.84	13.24	35.78	13.82	37.36	48	17.47	36.40	17.84	37.17	12.68	26.42
49	9.66	26.11	13.15	35.55	14.18	38.33	49	17.83	36.40	18.21	37.16	12.94	26.42
50	9.40	25.41	13.05	35.29	14.53	39.29	50	18.20	36.41	18.57	37.15	13.21	26.42
51	9.14	24.72	12.95	35.02	14.89	40.24	51	18.57	36.42	18.94	37.14	13.47	26.42
52	8.90	24.05	12.85	34.75	15.24	41.19	52	18.94	36.43	19.31	37.14	13.73	26.42
53	8.66	23.40	12.75	34.46	15.58	42.13	53	19.31	36.43	19.68	37.13	14.00	26.42
54	8.42	22.77	12.64	34.16	15.93	43.06	54	19.68	36.44	20.05	37.13	14.26	26.42
55	8.19	22.15	12.52	33.85	16.27	43.98	55	20.04	36.45	20.41	37.12	14.53	26.42
56	7.97	21.55	12.40	33.53	16.61	44.90	56	20.41	36.45	20.78	37.11	14.79	26.42
57	7.76	20.97	12.28	33.21	16.94	45.81	57	20.78	36.46	21.15	37.11	15.06	26.42
58	7.55	20.41	12.16	32.88	17.28	46.70	58	21.15	36.46	21.52	37.10	15.32	26.42
59	7.34	19.86	12.04	32.54	17.61	47.59	59	21.52	36.47	21.89	37.10	15.58	26.42
60	7.14	19.32	11.91	32.20	17.93	48.47	60	21.88	36.48	22.25	37.09	15.85	26.42
61	6.95	18.80	11.78	31.85	18.25	49.34	61	22.25	36.48	22.62	37.09	16.11	26.42
62	6.76	18.29	11.65	31.49	18.57	50.20	62	22.62	36.48	22.99	37.08	16.38	26.42
63	6.58	17.79	11.52	31.14	18.89	51.05	63	22.99	36.49	23.36	37.08	16.64	26.42
64	6.40	17.31	11.39	30.78	19.20	51.89	64	23.35	36.49	23.72	37.07	16.91	26.42
65	6.23	16.84	11.25	30.42	19.51	52.73	65	23.72	36.50	24.10	37.07	17.17	26.42
66	6.06	16.39	11.11	30.05	19.81	53.55	66	24.09	36.50	24.46	37.06	17.43	26.42
67	5.90	15.94	10.98	29.68	20.11	54.36	67	24.46	36.51	24.83	37.06	17.70	26.42
68	5.74	15.51	10.84	29.31	20.41	55.16	68	24.83	36.51	25.20	37.06	17.96	26.42
69	5.58	15.09	10.70	28.94	20.70	55.95	69	25.19	36.52	25.56	37.05	18.23	26.42
70	5.43	14.69	10.56	28.56	20.99	56.74	70	25.56	36.52	25.93	37.05	18.49	26.42
71	5.28	14.29	10.42	28.18	21.28	57.51	71	25.93	36.52	26.30	37.04	18.76	26.42
72	5.14	13.90	10.29	27.81	21.56	58.27	72	26.30	36.53	26.67	37.04	19.02	26.42
73	5.00	13.53	10.15	27.43	21.84	59.02	73	26.66	36.53	27.04	37.04	19.28	26.42
74	4.87	13.16	10.01	27.06	22.11	59.77	74	27.03	36.53	27.40	37.04	19.55	26.42

The above table is valid for a NO-zero wheel in these cases:

Singles: 36 spins
Splits: 18 spins
Streets: 12 spins
Corners: 9 spins
Double-streets: 6 spins
Because the NO-zero wheel can be equally divided into 36, 18, 12, 9 and 6 parts.

And for the 00-wheel it is:

Singles: 38 spins
Splits: 19 spins
But that is all.

For the 0-wheel the table is only valid for 37 spins because we can only use 37 *equal* parts of the wheel.

All numbers or groups of numbers that are used must have equal chance to win.
That is why the "always use 37 numbers" table does not show the characteristics of the "law" other than for 37 spins:

Approximately 36% or 13 No-winners, 37.5% or 14 1-time winners and 26.5% or 10 multi-winners. The characteristics are the **%**.

I mean look at the multi-winner % through the whole table... You do not have to be a rocket-scientist to see that there is a "law" or something.

Unfortunately the 0- and 00-roulette-wheel can not be divided in *equal* parts corresponding to roulette-bets other than 37 or 38 (and 19 for the 00).

If no one has done it when I post the results of the final investigation at my site I can try to investigate the other bets for single-zero also.

But I am not sure of the results because there is the zero and it will win. Maybe it will complicate things...?

Best regards,
Homeito Bemek

APPENDIX 2 : By Winkel

00- combinations of 37 number no sleepers
07- combinations of 30 numbers with 7 sleepers
36- combinations of 1 number with 36 sleepers

00-13763753091226345046315979581580902400000000
01-91666595587567458008464424013328809984000000000
02-14170127901244802883808458878727078543360000000000
03-90145184730246025892907271420329810984960000000000
04-29783741778105059444026916492559103171756032000000000
05-57970329049287657719781576280879113815426334720000000
06-71885464137813784536847011575656511147914297344000000
07-59868819651200001053099801425565015916297584640000000000
08-34762581204447586766128168170075977030524175646720000000
09-14461938585196940315555791016241509772262121668608000000
10-43988863327144295628455119614800310494950727457177600000
11-99314403709014104760333242459469784676539760954572800000
12-16828756402132029257761608807853825140919211026022400000000
13-21571423994333250786619796187375647743212359516160000000000
14-21024615376642894044456549483200633964092178038784000000000
15-15624050599243186577664106109533697507830824488140800000000
16-88574561489078877149151720891953299471144686971289600000
17-38245595250327605318223205863016817185097264898048000000
18-12530967822349466104288191215822395024582071699456000000
19-30967834997093364656576727119566555144104706314240000000
20-57237248137167777811633467981012366039863905403289600000
21-78232772280842619876129768406917976326662281691136000
22-77931225778939000694390819037276276993798373785600000
23-55537548139736362650165721245628847247861411840000000
24-27656320468975854551661981504668356215745258752000
25-93398726436361588063514785674421934633788913664000
26-20585541399997884447078045944912751020276014080
27-28169654013838504612003956096906551804659200000
28-22399283172504178506420208588596956078284800
29-94565721758805225307882215499643868211200
30-18666141028507441259329062985762549248
31-14285861534162245813151435438713344
32-31674513616614897584407615403640
33-12474358214967075229629372000
34-3498702745071044101500
35-91534343011020
36-37

Just for information and imagination.

br
winkel