Breaking Roulette Exercise from Horseshoe Casino 9/22 – results in order left to right

2	22	14	33	0	9	25	8	28	11	4	24	8	00	35	12

Scorecard segments results

	2	2		12
	22	4	12	1
29	14			-1
		-13		2
35	19			-6
	33	-5		3
4	19			1
	0	7		4
0	20			3
	9	2		5
26	30			-15
	25	-18		6
00	30			-10
	8	5		7
12	21			-24
	28	-14		8
16	8			-20
	11	4		9
26	17			-30
	4	-10		10
2	12			-48
	24	-18		11
22	35			-62
	8	-14		12
1	22			-67
	00	-5		13
25	3			-51
	35	16		14
33	15			-62
	12	-11		15

Holds Ball

As you start, assume the dealer average is 0 so the Number 2 is listed as the target in the upper left corner for the target average and n/a in the upper left corner for the history distance. LP and SPR are in the lower left and right corners. We bet 2 MK VIII. The first result is the Number **22**. That makes the average +12 also. We earn +$2. Movement of +12 along the wheel would target the Number 29. Enter that in the fields for the history and average, and we bet 29 MK VIII.

Before the second spin, I observed the dealer seems to always hold the ball in her hand instead of leaving it on the wheel, so I note that under column1. The second result is the Number **14**, earning +$2, with a -13 movement, and an average of -1/2 or rounded to -1. The next average of -1 would target the Number 35 and the history would target the Number 29. We bet 29 MK VIII again.

Third spin: the result is the Number **33**, with a history of -5 and average calculated to be exactly -2. We track the average (marked in red) to see if that is a better barometer of the wheel than the history. MK VIII failed on that spin (-$16). To protect against a repeater or inversion, we target 19 MK IX.

The fourth spin result is the Number **0**, with a history of 7 and average of ¼ or rounded down to 0. We earn +$7 on that spin. Note how this is movement had almost shown an inversion: 2|22|14 and 14|33|0. We will maintain using the +2 dealer average to target the next numbers

continued

| 2 | 22 | 14 | 33 | 0 | 9 | 25 | 8 | 28 | 11 | 4 | 24 | 8 | 00 | 35 | 12 |

Scorecard segments results

2	22	2			12
		4	12		1
29	14		-13		-1
Holds Ball					2
35	33	19	-5		-6
					3
4	0	19	7		1
					4
0	9	20	2		3
					5
26	25	30	-18		-15
					6
00	8	30	5		-10
					7
12	28	21	-14		-24
					8
16	11	8	4		-20
					9
26	4	17	-10		-30
					10
2	24	12	-18		-48
					11
22	8	35	-14		-62
					12
1	00	22	-5		-67
					13
25	35	3	16		-51
					14
33	12	15	-11		-62
					15

Continuing on the example, although the history of +7 targets the Number 20, the dealer average targets the Number 14 and we bet 14 MK VIII. The spin lands on the Number **9**, which earns another +$2.

The next target for the +2 history is 30 MK VIII, but the dealer average of -2 targets the Number 0 and we bet 0 MK VIII. The spin lands on the Number **25**. Still earning +$2. This large movement tells us we should keep playing conservatively.

Next, the history distance of -18 will target 30 MK VIII again but using the dealer average with target the Number 27 with 27 MK VIII. The results lands on the Number **8**. Again, we earn +$2. The dealer is maintaining the -2 average, so this is looking like their signature spin.

The history targets the number 21, but with a motion +5, we play 21 MK IX. The ball lands on the number **28**. We earn +$7 and we are now up $6.

The history will target the Number 8 and again a large movement keeps us playing conservatively

Appendix G

2	22	14	33	0	9	25	8	28	11	4	24	8	00	35	12

Scorecard segments results

We will use dual betting and target the Number 8 with 8 MK X and using the +sight adjustment we also play 16 MK II. The ball lands on the Number **11**. MK X is successful, but MK II fails to cover the Number 11 for a -$3 loss. We are still playing conservative and not ready to play anything aggressive

The last motion of +4, the history targets 17 MK IX. The ball lands on the Number **4**. We earn +$7 and now we're up +$10
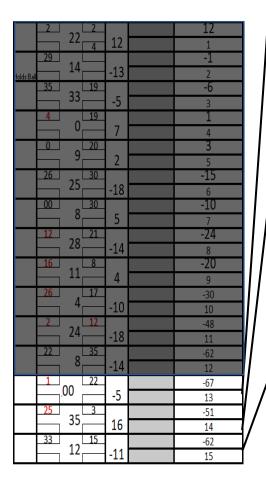
With a motion of -10 we will cover both the positive and negative sight adjustments on the Number 29 and targets the Numbers 21 and 13 We play 21 MK X and 13 MK X. The ball lands on the Number **24**. Both targets cover the Number 24 and earn +$2 more profit.

Continuing the history of -18 we target the Number 35, and we play 35 MK VIII. The ball lands on the Number **8**. Another steady +$2 earned.

2	22	14	33	0	9	25	8	28	11	4	24	8	00	35	12

Scorecard segments results

This motion of -14 keeps us playing conservative, so with that motion, we play 22 MK IX. The ball lands on the Number **00**.

We've earned another +$7. The distance travelled was -5, which targets the Number 3 with 3 MK IX. The ball lands on the Number 35. Unfortunately, the Number 35 is not covered by 3 MK IX, so we have a -$29 loss and thus far a -$8 profit.

The next history distance of +16 will target 15 MK VIII. The ball lands on the Number 12. The Number 12 is also not covered, so with the dealer holding the ball often and losing twice in a row, we end this session. We peaked at a +$21 profit but ended with a -$17 loss.

We could have cherry picked a session of all winners, but it's important to show how this system works, and in a future session you could see similar results. If you see a bad streak, cut that bad session short.

In Appendix G, we have more examples of actual casino play and the results. Work those exercise to understand how to track the dealer average and statistics.

We keep track of the data in the scorecard because subsequent spins will incorporate it. Until we get a second dealer, the dealer average and the wheel average will be the same. The best dealers will have a regular launch point and keep the wheel at a consistent speed. This will give consistent results. These movements from launch to completion take place in a matter of seconds so with practice you will be able to readily measure the speed rating and launch point and add last second winning bets.

Appendix G

With practice.