

Breaking Roulette Exercise from Hollywood Casino 10/15 – results in order left to right

36	3	16	33	26	36	1	11	35	11	26	32	29	0	33	22
----	---	----	----	----	----	---	----	----	----	----	----	----	---	----	----

Scorecard segments results

36	n/a				-2
	3				1
34					16
	16			18	2
9	19				15
	33			-1	3
14	21				23
	26			8	4
32	22				36
	36			13	5
10	6				38
	1			2	6
29	27				25
	11			-13	7
5	21				17
	35			-8	8
9	31				25
	11			8	9
5	15				23
	26			-2	10
32	28				28
	32			5	11
15	15				43
	29			15	12
6	0				58
	0			15	13
11	24				51
	33			-7	14
14	12				69
	22			18	15

Start with the dealer average of 0 so the Number 36 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 36 MK VIII. The first result is the Number 3. That makes the average -2 also. We earn +\$2. Movement of -2 along the wheel would target the Number 34. Enter that in the fields for the history and average, and we bet 34 MK VIII.

The second result is the Number 16, earning +\$2, with a +18 movement, and an average of 16/2 which rounds to +8. The next average of +8 targets the Number 9 but don't use the average this early. The history would target the Number 34, so we bet 34 MK VIII.

Third spin: the result is the Number 33, earning +\$2 with a history of -1 and average calculated to be exactly +5. Since we are starting to see a round average, we can use it target the Number 14 with it. For the next pattern, we target 14 MK IX. The +5 average can be used until a failure or a new average is calculated.

The fourth spin result is the Number 26, with a history of +10 and average of 25/4. We earn +\$7 profit and we'll keep using the +5 dealer average. The next target is the Number 32.

36	3	16	33	26	36	1	11	35	11	26	32	29	0	33	22
----	---	----	----	----	----	---	----	----	----	----	----	----	---	----	----

Scorecard segments results

36	n/a			-2	
	3				1
34					16
	16		18		2
9	19				15
	33		-1		3
14	21				23
	26		8		4
32	22				36
	36		13		5
10	6				38
	1		2		6
29	27				25
	11		-13		7
5	21				17
	35		-8		8
9	31				25
	11		8		9
5	15				23
	26		-2		10
32	28				28
	32		5		11
15	15				43
	29		15		12
6	0				58
	0		15		13
11	24				51
	33		-7		14
14	12				69
	22		18		15

Continuing on the example, although the history of +8 targets the Number 22, the +5 dealer average targets the Number 32 and we bet 32 MK IX. The spin lands on the Number **36**, which earns another +\$7.

The next target for the +13 history is the Number 6, but the dealer average of +5 targets the Number 10 and we bet 10 MK IX. The spin lands on the Number **1**. Still earning +\$7.

Next, the average of +5 targets the Number 29 with 29 MK IX. The results lands on the Number **11** which fails and loses -\$16. The distance of -13 makes the average 23/7 average. The next target based on the history is the Number 21.

We play 21 MK VIII. The ball lands on the Number **35** for a motion of -8. We earn +\$2 and keep using the +6 dealer average to target numbers, which put the target on the Number 26.

36	3	16	33	26	36	1	11	35	11	26	32	29	0	33	22
----	---	----	----	----	----	---	----	----	----	----	----	----	---	----	----

Scorecard segments results

36	n/a			-2													-2
	3																1
34																	16
	16			18													2
9		19															15
	33			-1													3
14		21															23
	26			8													4
32		22															36
	36			13													5
10		6															38
	1			2													6
29		27															25
	11			-13													7
5		21															17
	35			-8													8
9		31															25
	11			8													9
5		15															23
	26			-2													10
32		28															28
	32			5													11
15		15															43
	29			15													12
6		0															58
	0			15													13
11		24															51
	33			-7													14
14		12															69
	22			18													15

The ball lands on the Number **11** which breaks even: 33 MK II loses -\$6, but 00 MK II earns +\$6. The dealer average is still not a round number. For the history of +8 this targets the Number 31, but we will use the +/- sight adjustments with 10 MK II and 16 MK II

The ball lands on the Number **26** which breaks even for 10 MK II but loses -\$6 for 16 MK II. The motion of -2 will put the pattern MK VIII back in play, and we target 28 MK VIII.

The ball lands on the Number **32**. We are back earning +\$2 profit. Motion of +5 will switch us back to the MK IX pattern targeting 15 MK IX.

Landing on the Number **29** we earn +\$7. The history with +15 changes the target method. We target with the -sight adjusts for the Number 0. Use 0 MK X and the -sight adjustment for 4 MK II.

36	3	16	33	26	36	1	11	35	11	26	32	29	0	33	22
----	---	----	----	----	----	---	----	----	----	----	----	----	---	----	----

Scorecard segments results

36	n/a			-2												-2
	3			-2												1
34																16
	16			18												2
9			19													15
	33			-1												3
14			21													23
	26			8												4
32			22													36
	36			13												5
10			6													38
	1			2												6
29			27													25
	11			-13												7
5			21													17
	35			-8												8
9			31													25
	11			8												9
5			15													23
	26			-2												10
32			28													28
	32			5												11
15			15													43
	29			15												12
6			0													58
	0			15												13
11			24													51
	33			-7												14
14			12													69
	22			18												15

The ball lands on the Number 0. We earn +\$26 for the combination bet: +\$25 from 0 MK X and +\$1 from 4 MK II,.

Again we have a history of +15 we target the sight adjusts for the Number 24. Use 24 MK X and the -sight adjustment 17 MK II.. The ball lands on the Number 33.

This earns +\$2. With the history of -7, the next target is the Number 12 with 12 MK VIII.

The final spin of this exercise moves the ball +18 and lands on the Number 22. Earns +\$2 with a final average of 69/15.

This exercise ends with a +\$33 profit. We make benefit of using the sight adjustments to avoid failures from inversions. Review Chapter 9 to understand the adjustments we make for the projected vulnerabilities. Keep focused and track the averages of the dealer. As a practice you can calculate each of the averages shown in the right column.