Breaking Roulette Exercise 3 from Argosy Casino 11/10 – results in order left to right

0	25	26	23	17	13	36	2	00	22	26	35	27	19	2	21

Scorecard segments results

0	n/a		-16
25	-16		1
7			-35
26	-19		2
29	25		-42
23	-7		3
17	31		-29
	13		4
13	25		-21
	8		5
36	8		-22
	-1		6
2	24		-39
	-17		7
.00.	27		-57
	-18		8
22	28		-65
	-8		9
26	26		-73
	-8		10
35	4		-79
	-6		11
27	6		-94
	-15		12
19	11		-88
	6		13
2	16		-77
	11		14
21	5		-84
	-7		15

Start with the dealer average of 0 so the Number 0 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 0 MK VIII. The first result is the Number **25**. That makes the average -16 also. We earn +$2. Movement of -16 along the wheel would target the Number 7. Enter that in the fields for the history and average, and we bet 7 MK VIII.

The second result is the Number **26**, earning +$2, with a -19 movement. The history targets the Number 25, so we bet 25 MK VIII.

Third spin: the result is the Number **23**, earning +$2 with a history of -7 and average calculated to be exactly -14. A large average so soon, we will stay with the history and target 31 MK VIII.

The fourth spin result is the Number **17**, with a history of +13. We earn +$2 profit and move to the next target: The Number 25.

0	25	26	23	17	13	36	2	00	22	26	35	27	19	2	21

Scorecard segments results

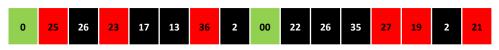|					
0	25	n/a			-16
		-16			1
7	26				-35
		-19			2
29	23	25			-42
		-7			3
	17	31			-29
		13			4
	13	25			-21
		8			5
	36	8			-22
		-1			6
	2	24			-39
		-17			7
	.00.	27			-57
		-18			8
	22	28			-65
		-8			9
	26	26			-73
		-8			10
	35	4			-79
		-6			11
	27	6			-94
		-15			12
	19	11			-88
		6			13
	2	16			-77
		11			14
	21	5			-84
		-7			15

The result of the spin is the Number **13** and earns +$2. The history of +8 targets the Number 8 and based on that vulnerability we would target the –sight adjustment 00 MK II and +sight adjustment 33 MK II.

The result of the next spin is the Number **36**: 00 MK II breaks even and 33 MK II earns +$1. The +sight adjustment worked best, and we can use that for future adjustment.

Next, the history of -1 targets the Number 24 with 24 MK VIII. The results lands on the Number **2** which earns +$2. The distance of -17 makes the next target the Number 27.

We play 27 MK VIII. The ball lands on the Number **00** for a motion of -18. We earn +$2 again and the next target is the Number 28.

0	25	26	23	17	13	36	2	00	22	26	35	27	19	2	21

Scorecard segments results

0	n/a		-16
25	-16		1
7			-35
26	-19		2
29 / 25			-42
23	-7		3
31			-29
17	13		4
25			-21
13	8		5
8			-22
36	-1		6
24			-39
2	-17		7
27			-57
.00.	-18		8
28			-65
22	-8		9
26			-73
26	-8		10
4			-79
35	-6		11
6			-94
27	-15		12
11			-88
19	6		13
16			-77
2	11		14
5			-84
21	-7		15

The ball lands on the Number **22** which fails and loses -$16.. The dealer average is still not a round number. For the history of -8 this targets the Number 26, but we will use the - sight adjustment and target 35 MK VIII.

The ball lands on the Number **26** which earns +$2. The motion of -8 again makes us use a –sight adjustment and we target 31 MK VIII.

The ball lands on the Number **35.** This fails also and loses -$16. The average is still not a whole number. Use the distance -6 to target the Number 6 MK VIII.

Landing on the Number **27** we earn +$2. The history with -15 changes the target method. We target with the -sight adjusts along with the main target of the Number 11. Use 11 MK X and its -sight adjustment which is 5 MK II.

<center><u>continued</u></center>

0	25	26	23	17	13	36	2	00	22	26	35	27	19	2	21

Scorecard segments results

The ball lands on the Number **19**. We earn +$7 for the combination bet: +$7 from 11 MK X and 5 MK II breaks even,.

We have a history of +6 we target the Number 16. The ball lands on the Number **2**.

This earns +$2. With the history of 11, the next target is the Number 5, but we will adjust with the –sight adjustment on the Number 11 and target 11 MK VIII.

The final spin of this exercise moves the ball +18 and lands on the Number **21**. Earns +$2 with a final average of -84/15.

This exercise ends with a -$8 loss. The ball landed in several vulnerable points. We make benefit of using the sight adjustments to avoid failures. Review Chapter 9 to understand the adjustments we make for the projected vulnerabilities. Keep focused and track the averages of the dealer.