

Scorecard segments results

4	19	n/a	-7	-7 1
		00	-1	
	7	00	18	11 2 -7
		12	10	Z 7
	19	12	-18	3
		32		-8
	8		-1	4
29	24	19		4 -18
	24		-10	5
	20	11		-26
	20		-8	6
	.00.	2	40	-14
	.00.		12	7
13	10	33	1	-12
**	10		2	8
00	19	29	5	-7
10		00)	9
12	J 7	33	10	11
20	<u> </u>	00	18	10
30	1	22	10	23
26		24	12	11
36	4	21	10	38
22		_	15	12 41
33	14	5	3	
23		28	J	13
23	17	20	11	52 14
20		12	11	14 46
20	26	12	-6	15
			-0	13

Start with the dealer average of 0 so the Number 4 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 4 MK VIII. The first result is the Number 19. That makes the average -7 also. We earn +\$2. Movement of -7 along the wheel would target the Number 00. Enter that in the fields for the history and average, and we bet 00 MK VIII.

The second result is the Number **7**, earning +\$2, with a movement of 18. The history targets the Number 12, so we bet 12 MK VIII.

Third spin: the result is the Number **19** - an inversion - earning +\$20 with a history of -18. The history targets the Number 32 and we play 32 MK VIII.

The fourth spin result is the Number **8**, with a history of -1. We earn +\$2 profit and the history target is the Number 19, but the average is -2 and we target the Number 29 with 29 MK VIII.

continued

4 19 7 19 8 24 20 00 10 19 7 1 4

Scorecard segments results

	4		n/a		-7	1
		19	11/54	-7	1	ł
-			00	,	11	ł
		7		18	2	ł
-			12	10	<u>-</u> 7	ł
		19		-18	3	ł
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		8,		-1	4	1/
	29		19		-18	٧.
l ⊦		24		-10	-18 5	1
		20	11		-26	1
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		00	2		6 -14	1
l ⊦		.00.		12	7	1
	13	10	33		7 -12	1\
		10		2	8	1
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		19		5	9	N
	12	7	33		11 10	I۱
		/		18		ľ
H	30	1	22	4	23 11	
				12		l
F	36	4,	21	4.5	38	ı
	**			15	12 41	l
H	33	14,	5	2	41	l
	22	- 1	20	3	13	I
	23	17	28	11	52	l
	20		12	11	14	I
	20	26	12	6	46	I
				-6	15	

The result of the spin is the Number **24** and fails, losing -\$16. The history of -10 targets the Number 11 and based on that vulnerability we would target the –sight adjustment 0 MK II and +sight adjustment 5 MK II.

The result of the next spin is the Number **20**: 00 MK II breaks even and 5 MK II breaks even. Next, the history of -8 targets the Number 2 but to guard against repeaters we would target the

- -sight adjustment 21 MK II and
- +sight adjustment 30 MK II.

. The results lands on the Number **00** which earns +\$2. Both sight adjustments earn +\$1.

The distance of 12 targets the Number 33, but the average is now -2 so we will use that to target the Number 13 with 13 MK VIII.

We play 13 MK VIII. The ball lands on the Number **10** for a motion of +2. We earn +\$20 and the -2 average targets the Number 00.

continued

4 19	7	19	8	24	20	00	10	19	7	1	4	14	17	26
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_	_					
H	4	19	n/a	_	-7	
		13		-7	1	
		7	00		11	
		/		18	2	
		10	12		-7	
H		19		-18	3	1
		0	32		-8	1
H		8		-1	4	1
	29	2.4	19		-18	1
Н		24		-10	-18 5	1
		20	11		-26	1
H		20		-8	6	1
		00	2		-14	1/
H		.00.		12	7	1/
	13	4.0	33		7 -12	1/
H		10		2	8	1/
\blacksquare	00	40	29		-7	1
lŀ		19		5	9	1/
	12		33		11	1/
-		7		18	10	1
	30		22		23	١.
-		1		12	11	1
	36	,	21		38	1
-		4		15	12	1
	33	4.4	5		12 41	۱۱
H		14		3	13	1
	23	4.7	28		52	1
		17		11	14	1
	20	2.5	12		46	1
		26		-6	15	1

The ball lands on the Number **19** earning +\$2. Maintaining our target with the -2 dealer average, we target the Number 12 with 12 MK VIII.

The ball lands on the Number **7** which earns +\$2. Maintaining our target with the -2 dealer average, we target the Number 7 with 7 MK VIII.

The ball lands on the Number 1, earning +\$2. Use the -2 average to target the Number 36 with 36 MK VIII.

Landing on the Number **4** we earn +\$2. The -2 average has not failed so we maintain using that to target the Number 33 with 33 MK VIII.

continued

4	19	7	19	8	24	20	00	10	19	7	1	А	14	17	26
4	19		19	8	24	20	UU	10	19			4	14	1/	26

Scorecard segments results

	_				_	
H	4	19	n/a	-7	-7	ı
			00	-/	1	ı
		7	00	18	11	H
-			12	10	<u>2</u> -7	H
		19	14	-18	3	ł
_			32	10	-8	ł
		8		-1	4	ł
	29		19		-18	ı
F		24		-10	5	ı
		20	11		-18 5 -26	1
H		20		-8	6	1
		.00.	2		-14	1
		.00.		12	7	1
	13	10	33		-12	1
		10		2	8	ı
H	00	19	29	_	-7	ı
	10		22	5	9	ı,
	12	7	33	18	11 10	H
	30		22	10	10	11
E	30	1	22	12	23 11	11
	36		21	12	38	11
		4		15	12	1
	33		5		41	1/
F		14		3	13	1
	23	17	28		52	1
<u></u> ⊢		17		11	52 14]
	20	26	12		46	ľ
		26		-6	15]

The ball lands on the Number 14. We earn +\$2 and we can maintain using the -2 average to target the Number 23 with 23 MK VIII.

The ball lands on the Number 17. This earns +\$2. Still using the -2 average, we target the Number 20 with 20 MK VIII.

The final spin of this exercise moves the ball -6 and lands on the Number **26**. Earns +\$2 with a final average of 46/15.

This exercise ends with a +\$46 profit. The average kept us in the winning zone. As a long as the average is not failing keep using it as the target. Keep focused and track the averages of the dealer.