22	0	17	1	4	22	28	10	6	3	11	20	4	26	11	26
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## Scorecard segments results

22	0 [1]	a 11	-11
		-11	1
	17		-4 2 1 3
		<del>- 7</del>	2
20	13	6	1
		<u> </u>	3
	4	9 45	16
		15	32 -18
	22		-18
		16	5 22
	28		
		-10	6 4
	10	10	
		-18	7
	6	6	12
		8	-3
	3		-3
		-15	9
	11	_	-10
**		-7	10
30	20	4	-8
_		2	11
7	4_1		-20
		-12	12 -12
	26	0 8	-12
	2		13
	11	$\frac{2}{4}$	-8
			14
	26	4-4	-12
		-4	15

Start with the dealer average of 0 so the Number 22 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 22 MK VIII. The first result is the Number 0. That fails and makes the average -11 also. We lose -\$16. Movement of -11 along the wheel would target the Number 31, but to guard against vulnerabilities we use the sight adjusts and play 16 MK II and 10 MK II.

The second result is the Number 17, earning +\$1, with a +7 movement. 16 MK II earns +\$1 and 10 MK II breaks even, so we will use the +sight adjust for future sight adjustments. The average is -2 but its too early to use the average so we use the history to target the Number 36, and we bet 36 MK VIII.

Third spin: the result is the Number 1, earning +\$2 with a history of 5. That history tells us to switch to MK IX. We target the Number 29 with 29 MK IX.

The fourth spin result is the Number **4**, with a history of +15. We earn +\$7 profit.. History points to the Number 5 but we use its +sight adjustment to target the Number 36.

### continued



# Scorecard segments results

					_
22	ىام	n/a_		-11	
	0_		-11	1	l
	17	31		-4	l
	17		7	2	
20		36		1	
	1		5	3	l
		29		16	L
	4		15	32	1/
	22	5		-18	V
	22	_	16	5	
	20	31		5 22	
	28		-10	6	ſ
	10	6		6 4	
	10	_	-18	7	١
	L	26		12	۱١
	6	_	8	8	١
	٦	2		8 -3	N
	3		-15	9	I۱
	11	2		9 -10	۱۱
	11		-7	10	
30	20	14		-8	
	20		2	11	
7		17		-20 12 -12	
	4		-12	12	
	26	10		-12	l
	26		8	13	
	11	22		-8	
	11		4	14 -12	
	26	17		-12	
	26		-4	15	

We target 36 MK VIII and the result of the spin is the Number 22 and earns +\$2. The history of +16 targets the Number 31 and based on that history we would play 31 MK VIII.

The result of the next spin is the Number **28.** We earn +\$2. The history of -10 targets the Number 6, but we use the +sight adjustment to target the Number 35 with 35 MK VIII.

Next, the history of -18 lands on the Number **10** which earns +\$2. That distance of -18 makes the next target the Number 26 with 26 MK VIII.

The ball lands on the Number **6** for a motion of 8 and we earn +\$2 again. With a motion of +8 we use the +sight adjustment of the Number 2 to target the Number 30.

### continued

22 0	17	1	4	22	28	10	6		11	20	4	26	11	26
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### Scorecard segments results

	22	_ Ln/a		-11	1
		0	-11	1	l
		31	+	1 -4	l
		17	7		
	20	36	_	1	
		1	- 5	2 1 3	
		<u> 29</u>		16	1
		4	15	32	
		22 5		-18	
		22	16	5	
		28		5 22	
			-10	6 4	
		10	1,,		l
			-18	7 12 8	I/
		6		12	I/
			- 8		V
		3	┨╻	-3 9	Į
Н		2	-15	9	1/
		11	-7	-10	V
Н	30	22 14	-/	10 -8	ł
	30	20	2	-0 11	┝
Н	7	17	L	11 -20	1
		4	-12	120	┨
		2.5 10		12 -12	i١
		26	8	13	ı
		22		-8	ı
		11	4	14	1
		26 17		-12	1
		26	-4	15	1

The ball lands on the Number 3 which fails and loses -\$16.. The dealer average is still not a round number. For the history of -15 this targets the Number 26, but we will use the +sight adjustment of the Number 2 which is 30 MK II and the main target 2 MK X.

The ball lands on the Number **11** which earns +\$7.30 MK II breaks even and 2 MK X earns +\$7. The motion of -7 makes the average -1 so we switch to that to target the Number 30 with 30 MK VIII.

The ball lands on the Number **20.** This distance of +2 earns +\$2. The average -1 targets the Number 7 with the Number 4.

Landing on the Number 4 we lose -\$16. The history with -12 changes the target method back to MK VIII. We target the Number 10 with 10 MK VIII.

#### continued

22	0	17	1	4	22	28	10	6		11	20	4	26	11	26
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## Scorecard segments results

22 0 n/a -11
17 7 2 2 16 16 15 32 16 32
17 7 2 20 1 36 5 1 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3
20 1 36 5 1 3 3 16 3 3 16 32
5 3 16 15 32
4 15 32
4 29 15 16 32
13 32
22 16 -18 5
16 5
28
-10 6
10 6 -18 7
-18 7
10 -18 7 6 26 8 12 8 8 -3
8 8
3 -15 -3
11 2 -7 10
-/ 10
20 14 2 -8
2 11
412 -20
-12 12
26 8 -12
11 4 -8 14
11 4 14
26 17 -12
-4 15

The ball lands on the Number 26. We earn +\$2. The distance +8 targets the Number 22 but we use its sight adjustments to target. The –sight adjustment targets 7 MK II and +sight adjustment targets 13 MK II.

We have a history of +4. The ball lands on the Number **11**. Both sight adjustments break even. With the history of +4, the next target is the Number 17 but we will change to MK IX to target the Number 17 with 17 MK IX.

The final spin of this exercise moves the ball -4 to land on the Number **26**. Earns +\$7 with a final average of -12/15.

This exercise ends with a -\$6 loss. The ball landed in several vulnerable points. We make benefit of using the sight adjustments and changing attack patterns 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.