

Roulette Betting System

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INTRODUCTION

[Roulette](#) — the name means "little wheel" — became the gambling game of choice in nineteenth century France. Although associated with Monte Carlo, it is played in casinos all around the world. Roulette is the queen of all [gambling](#) games. We thrill to the spin and a chance of winning a small fortune with each turn of the wheel. With a practiced flick of the wrist, the skilled croupier sets in motion the spinning wheel and clicking ivory ball. In a swirl of red and black our bet's fate is decided – sometimes we win and sometimes we lose – yet we still continue to bet on the alluring spinning wheel. The great nineteenth century Russian

novelist, Fyodor Dostoevski was an inveterate gambler. He begged and borrowed rubles from his acquaintances to gamble on roulette always hoping that the next spin would be his big win. It was almost as if this bearded genius was hypnotized by roulette and its accouterments – the colorful spinning wheel, the eccentric crowd of gamblers, and the celebrated directions of the croupier – *Faites vos jeux, messieurs!* and as the wheel begins to slow down, *Rien ne va plus!* [Roulette](#) has an attraction that can be most addictive! Spinning games show up in many early civilizations. Ancient Greeks and Romans played gambling games by spinning shields and chariot wheels. Picture a group of burly, battle hardened gladiators, in an area especially cordoned off for these heroes of the arena, spinning a chariot wheel to determine who would be the next challenger in the ring. These games of chance were not limited to the Mediterranean either. Early Eskimos enjoyed a primitive version of roulette.

The direction of a hunting trip was sometimes determined by the direction of a spun arrow. In these days, Eskimo customs permitted an exchange of wives, and more than once the fate of the little woman was determined by a spin of the wheel. One story which has become a part of [gambling](#) lore is that of a young Eskimo gambler who had such a hot hand that he won seventeen wives in one game. It is not reported whether he considered this extraordinarily good luck or bad. The origins of the modern version of the game are somewhat obscure. One story has the seventeenth century French mathematician Blaise Pascal devising the game while he was in retreat in a monastery, working on numbers theory. Others believe that an old Chinese game whose object was to arrange 37 statuettes of animals into a symbolic square of "666" was the forerunner of roulette.

Hoca was an early version of roulette played in the seventeenth and eighteenth centuries in Germany, Austria, Hungary and France. The French statesman Cardinal Mazarin proposed that hoca be used to replenish the depleted coffers of Louis XIV and envisioned hundreds of gaming tables spread about the kingdom. However, this scheme met with considerable government resistance, and after Mazarin's demise the game was prohibited with death as the penalty for any practitioners! With almost magnetic appeal, different forms of roulette would spring forth to enchant and mesmerize European royalty.

The Turkish ruler, Selim III, introduced the game to his realm after learning of it from captured French soldiers. In the imperial Russian court of Catherine II, roulette tables were set up in luxurious rooms especially appointed for such diversions. Russian nobility was entertained and seduced by the elegance, and of course by the chance to win or lose fortunes, which they proceeded to do. By the time of Waterloo in 1815, legal casinos had spread to several German

towns as well. One of the favorite German gambling resorts was found in the town of Bad Homburg near Frankfurt. The [casino](#) was founded by a Frenchman, François Blanc, who also opened the Monte Carlo [Casino](#) in the principality of Monaco, a few miles from Nice. An English journalist of the period, George Augustus Sala, reported on his experience in the Bad Homburg casino in 1866: "The gaming salons, if not conveniently crowded, had their full compliment of players. There were the same calculating old fogies, the same supercilious-looking young men, the same young girls and full-blown women, with a nervous quivering about the lips, and same old sinners of both sexes whom one has known at these places the last ten or fifteen years, busily engaged at trenteet- quarante. "At the roulette table, too, one had no difficulty in recognizing the old familiar set.

The handsome-looking young Russian noble who 'spots the board' with gold coins – the fat bejeweled-fingered Jew who seeks to emulate the Muscovite lord with silver florins – the Englishman and his wife, evidently residents, who play against each other, quite unconsciously, at opposite ends of the table – the youthful, yet 'used up' little French marquis, who dresses in the English fashion, and brings with him his own private pocket rake, that he may hook in his golden winnings the more readily – the elegantly dressed, shriveled, hag-faced woman who plays for the run on colors – the nervous, care-worn young Englishman, who plays heavily against the see-saw, with other nervous fellow-countrymen staking their gold on the first, second, or last dozen numbers – professional gamblers,

well and ill-dressed, with sharply defined Mephistophelean features, quick restless eyes, and villainously compressed lips, who, after trying all systems, generally get landed croupiers or swindlers in the end – seedy-looking Poles of the last emigration, who prudently place their florins on two, three or four numbers alone, and deep-calculating Germans, who make ventures with painful hesitation, and after long intervals of abstention, and, as a matter of course, almost invariably lose; prostitutes – French, German, English, Polish, Italian, and Jewish – of every nationality – most of them young – so young in fact that the world well may be called their mother, robed like princesses, and becoiffured, bejeweled, and begloved as only prostitutes ever seem to be, and who lay down their gold with charming indifference, though with a decided partiality for zero and the first four numbers.

"These, with watchful old women and Germans of hangdog look that beset every public gaming table, waiting for a chance to pounce upon the stakes of the more unsuspecting players, are some of the characters whom we recognized around the roulette table that night, when the play ran high and the players were more than usually eager." (George A. Sala,

"Gambling Sketches," London Society, vol. 9 (1866) pp. 491-500) An interesting sketch of the worldly [gamblers](#) found in Germany in the 1860s. I think many of them, or rather their progeny still find their ways into casinos today. I am sure that you recognize one or two of them. Today, [roulette](#) has spread to all parts of the globe. It can be found in locations from Castle Harbour in St. John, Antigua to the Fairmont Hotel in Livingstone, Zambia. Roulette is the third most popular casino table game in the United States, and worldwide it is by far the most popular casino table game. The latest information I have available shows that there are 170 roulette wheels in [Las Vegas](#), 155 in Atlantic City, 300 in the United Kingdom, and over 1,500 in Europe. In the United States, roulette has not enjoyed the popularity of craps and blackjack. The usual explanation is that the average house take of 5.26% in the American version of roulette compares too unfavorably with the line bet odds of 1.4% in craps, and the chance of even gaining an advantage over the casino offered by blackjack.

I think the explanation for roulette lagging behind the other casino table games is a bit more subtle. [Craps](#) gained in popularity in World War II, when many GIs were exposed to the game. If you have been in U.S. casinos over the past ten years, you will have noticed that the interest in craps is waning as the World War II generation ages. Blackjack has received tremendous publicity because of card counting escapades, starting with Edward O. Thorp's revelations in the 1960s that blackjack could be beaten by card counting. In other words, the greater popularity of craps and blackjack in this country has been more a matter of exposure and publicity than the rational thought processes of gamblers seeking to avoid a casino table game with slightly higher odds than its competitors.

The average craps and blackjack players, with their poor playing, give the house a much greater advantage than the average roulette player, to say nothing of the legions of slots players. The question to be addressed in this treatise is whether roulette can be beaten by any means other than by pure luck. If it can, then there is no reason to avoid the game, as playing it is one of the more pleasant diversions I can conceive, and if it is possible to win as well, then the experience will not only be pleasant, but at times exhilarating. There are three basic approaches to playing the game. The first, and most common way of playing is to use no system at all. This is the way the typical person plays, scattering chips all over the layout, playing favorite numbers based on his birthday, lucky number or just plain randomly.

While it is possible to win playing this way, any winnings would have to be attributed to luck. A second approach is to apply a mechanical system to the game. There have been more systems devised for roulette than for any other [casino](#) table game as the roulette layout lends

itself to almost endless combinations of wagering. Some of the roulette systems have exotic sounding names such as Martingale, Labouchere, d'Alembert and Ascot. Sizable winnings have been attributed to some of these mechanical approaches. A third approach looks for biased wheels. Since it is impossible to make a physically perfect roulette wheel, the biased wheel player will seek to detect mechanical defects in the wheel by "clocking the wheel." To clock the wheel entails recording large numbers of roulette decisions, statistically analyzing the results, and then determining whether an advantage can be gained over the [casino](#) because of the defective wheel. We will explore both the mechanical systems and the wheel clocking approaches in this book. Both approaches contain gems of wisdom which can be used to our advantage.

The objective of this book, however, is not to just present an overview of roulette but rather to demonstrate a powerful and effective way of playing and beating the game on a consistent basis. The background information is presented so that you, the reader, will gain better insight and understanding of the game so that you may apply what you have learned to become a consistent winner in roulette. Target Roulette is a system developed using the best aspects of the mechanical approaches and wheel clocking. With it, you will be able to win a high percentage of your roulette games in any casino in the world. Casinos don't give money away. To beat them we must target a specific set of objectives and using the right tools, with the right game, beat the casinos at their own game. To this end, you will find Target [Roulette](#) most admirable.

HOW THE GAME IS PLAYED

Roulette is easy to play and a wide variety of wagers can be made. The American version is fairly fast with the dealer spinning the wheel from 80 to 110 times per hour. The French version of the game is more leisurely with only 30 or 40 spins per hour. The bets are basically the same in the French and American versions of the game, with the principal difference being that the American wheel has both a zero and a double-zero on it. The French wheel has numbers 1 to 35 plus a zero. It is the zero that accounts for the house edge of 2.70%.

This percentage is cut in half on the even-money [wagers](#) in European casinos, where these bets are placed en prison when a zero shows up. They remain on the table "in prison" until the next spin. For even-money wagers that win, the bets are returned; for those that lose, the casino takes the wager. A second option is also offered, that of le partage (sharing). With this option, when a zero comes up, a player with an even-money bet keeps half his wager and gives up half. In Britain no choice is allowed, only le partage is allowed. With the en prison and le

partage rules in force, the house edge is reduced to about 1.38% for even-money wagers. The American wheel, with the addition of the double-zero, offers the same payoffs on wagers, but the extra zero increases the house edge to 5.26%. When a zero or double-zero occurs, all [wagers](#) lose, including all even-money bets. The game is played with a wheel containing 37 numbers in the European version (1-36 plus zero) and 38 numbers in the United States version (1-36 plus zero and double-zero). The numbers are printed on spaces marked on a wheel and separated by metal dividers called frets. The numbers do not run consecutively and there are different layouts for the French and American wheels.

An America Double-Zero Wheel

Wagers are made by placing chips in various positions on the table. The American tables are much smaller than the French ones, and the players can usually reach the portion of the layout on which they wish to wager and therefore place their own wagers. In the French version, the table is much larger, and the croupiers use a rake to place and pay wagers. In either game, the croupier or dealer will assist a player wishing to make a wager. The [casino](#) allows you to bet all of the numbers, including the 0 and 00. If you bet any of the numbers "straight up" and your number comes up on the next spin of the wheel, you will be paid 35 to 1 (you will have your original wager, plus chips equal to 35 times your wager).

You can also bet different combinations of wagers, including two, three, four, five and six number bets, as well as dozens, columns, red or black, odd or even and high or low. The players make their wagers by placing chips on the spaces of the layout in any manner allowed by the rules. The dealer starts the wheel spinning, then flips the ball on the bowl's back so that it travels in the opposite direction of the spinning wheel. Players may continue to place bets while the ball and wheel are still in motion until the dealer announces "no more bets."

In the French version, the dealer will state "rien ne va plus", meaning the same thing. Bets placed on the layout after this announcement are not valid and will be returned to the player. When the balls comes to rest, it marks the winning number, the winning color and any other combination bet made. The dealer announces the winning number. On the first spin the dealer has no fixed point from which to spin the wheel or ball. Thereafter he will spin both from the position of the winning pocket of the preceding spin. The various bets are shown in the table below, as well as the payouts, and typical (American) maximum wagers for each bet. The diagrams on the opposite page show how to place the wagers.

Type of Bet

American term

French term

Maximum

Bet Allowed Payout Reference

Straight or single number

En plein \$25 35 to 1 A

Split or two numbers

A cheval 50 17 to 1 B

Street or three numbers

Transversale pleine 75 11 to 1 C

Square or Four numbers

En carre 100 8 to 1 D

Line or Six numbers

Sixaine or transversale simple 100 5 to 1 E

Dozen (1st, 2nd, 3rd)

Douzaine (premiere, moyenne,

derniere) 250 2 to 1 F

Adjacent dozens (only on

French wheel)

Douzainea cheval 500 1 to 2 G

Column

Colonne 250 2 to 1 H

Adjacent columns (only on

French wheel)

Colonnea cheval 500 1 to 2 I

Red or black

Rouge or noire 500 1 to 1 J

Odd or even

Impair or pair 500 1 to 1 K

High (19-36) or Low (1-18)

Passe or

Manque 500 1 to 1 L

A single number bet is made by placing a chip on the number itself without touching any lines. Bets on two numbers are placed on the line between numbers. Three number wagers are made on the outside line of the layout. Four number bets go on the intersection of four numbers. A five number [wager](#) is made on the American wheel and covers 1, 2, 3, 0 and 00. This wager is placed on the line separating the 1,2 ,3 from the 0 and 00 spaces at a corner intersection. This becomes a four number wager on the French wheel. Incidentally, the five number American wheel wager has the distinction of giving the house an edge of 7.89% as compared to 5.26% for all other wagers on the American wheel.

A six number bet is made by placing the chip at the intersection of the side line and the line between two rows of numbers. Bets on columns are made by placing chips on one of the three spaces on the bottom of the layout, under the columns of numbers. Dozens are wagered by placing the wager in the appropriate box. On the French table, 12P, 12M and 12D correspond to 1st, 2nd and 3rd 12s. Bets on adjacent columns or dozens are placed on the line between the two columns or dozens. Bets on even-money chances are made by placing the wager inside the box corresponding to the wager. For instance, a wager on red is made by placing the bet in the red box on the outside of the layout.

In the American version of the game, each player is issued a different colored chip, so that no two players play with the same color chips. Typical colors used are: white, yellow, brown, red, green and purple. These chips themselves have no value as a player determines the value of the chips when he buys in. For instance, one player's chips may represent \$.25 each, while

another player's chips may be worth \$1.00 each. The dealer "marks" the value of each color chip with a button. A player using the colored [roulette](#) chips should never leave the table with the colored chips, as they may not be cashed in or used in any other [casino](#) game. When you are ready to leave the table, ask the dealer for color and he will change the [roulette](#) chips for regular casino chips. In the French game, chips represent fixed amounts, such as five francs, twenty five francs and so on. You need to watch your own wagers like a hawk as there is no difference in color to differentiate your [wager](#) from anyone else's. Consequently, there are many more disputes in the French game, and more than once another player has tried to grab my winnings. I have found that it pays to stand firm in these matters and that if the dispute can be resolved in no other way, the house will pay both players. Because of the size of the French table, you will require the croupier's assistance if playing many of your wagers. An experienced croupier will remember your wager (especially if you tip after winning a large payoff) and can be your ally when these disputes arise.

TABLES OF NEIGHBORS

Single Zero Wheel

Single Zero Wheel

12 35 3 26 0 32 15 19 4

5 24 16 33 1 20 14 31 9

15 19 4 21 2 25 17 34 6

7 28 12 35 3 26 0 32 15

0 32 15 19 4 21 2 25 17

30 8 23 10 5 24 16 33 1

2 25 17 34 6 27 13 36 11

9 22 18 29 7 28 12 35 3

13 36 11 30 8 23 10 5 24

1 20 14 31 9 22 18 29 7

11 30 8 23 10 5 24 16 33

6 2713 3611 30 8 23 10

18 29 7 28 12 35 3 26 0

17 34 6 27 13 36 11 30 8

16 33 1 29 14 31 9 22 18

3 260 3215 19 4 21 2

23 10 5 24 16 33 1 20 14

4 212 2517 34 6 27 13

14 31 9 22 18 29 7 28 12

26 0 32 15 19 4 21 2 25

24 16 33 1 20 14 31 9 22

32 15 19 4 21 2 25 1734

20 14 31 9 22 18 29 7 28

36 11 30 8 23 10 5 24 16

8 2310 5 24 16 33 1 20

19 4 21 2 25 17 34 6 27

28 12 35 3 26 0 32 1519

25 17 34 6 27 13 36 11 30

22 18 29 7 28 12 35 3 26

31 9 22 18 29 7 28 1235

27 13 36 11 30 8 23 105

33 1 20 14 31 9 22 1829

35 3 26 0 32 15 19 4 21

10 5 24 16 33 1 20 1431

21 2 25 17 34 6 27 1336

29 7 28 12 35 3 26 0 32

34 6 27 13 36 11 30 8 23

TABLES OF NEIGHBORS

Double-Zero Wheel

Double-Zero Wheel

30 26 9 28 0 2 14 3523

29 25 10 27 00 1 13 3624

25 10 27 00 1 13 36 24 3

26 9 28 0 2 14 35 23 4

1 1336 243 5 34 225

2 1435 234 16 33 21 6

3 1534 225 17 32 20 7

4 1633 216 18 31 19 8

5 1732 207 11 30 26 9

6 1831 198 12 29 25 10

7 1130 269 28 0 2 14

8 1229 2510 27 00 1 13

17 32 20 7 11 30 26 9 28

18 31 19 8 12 29 25 10 27

10 27 00 1 13 36 24 3 15

9 280 2 14 35 23 4 16

13 36 24 3 15 34 22 5 17

14 35 23 4 16 33 21 6 18

15 34 22 5 17 32 10 7 11

16 33 21 6 18 31 19 8 12

21 6 18 31 19 8 12 29 25

22 5 17 32 20 7 11 30 26

23 4 16 33 21 6 18 31 19

24 3 15 34 22 5 17 32 20

0 2 14 35 23 4 16 33 21

00 1 13 36 24 3 15 34 22

19 8 12 29 25 10 27 00 1

20 7 11 30 26 9 28 0 2

12 29 25 10 27 00 1 13 36

11 30 26 9 28 0 2 14 35

31 9 8 12 29 25 10 27 00

32 20 7 11 30 26 9 28 0

33 21 6 18 31 19 8 12 29

34 22 5 17 32 20 7 11 30

35 23 4 16 33 21 6 18 31

36 24 3 15 34 22 5 17 32

28 0 2 14 35 23 4 16 33

27 0 1 13 36 24 3 15 34

MECHANICAL ROULETTE SYSTEMS

Some roulette players bet mainly on single numbers or combinations of numbers influenced by sentimental associations, such as birthdays, or lucky numbers, or remembrance of some happy

occasion in the past when this method of wagering produced a profit. Charles Wells, an Englishman, arrived at the [casino](#) at Monte Carlo in July, 1891, with 10,000 francs. Within a few days he had won over a million. He retired for a few months to relish his accomplishment, then returned and proceeded to win another million. His exploits inspired the song, "The Man Who Broke the Bank at Monte Carlo." Unfortunately, he did not quit while he was ahead. He returned the next year and lost it all. Later he resorted to illegal shenanigans, was imprisoned and eventually died in poverty. But his play gave Monte Carlo and [roulette](#) worldwide fame. Many studied his play and tried to emulate him. He finally confessed before he died that he had no system. His winnings were attributable to an amazing run of luck! While it is possible for anyone to win relying on pure luck, roulette is an ideal game for systems. The object of most betting systems is not to anticipate what the next spin of the wheel will produce but to provide a betting plan to take advantage of typical, or in some cases atypical, spins of the wheel. Many mechanical systems share the characteristic that two players betting on opposite wagers (such as red and black) can both win a given session, so long as lengthy adverse sequences do not appear. Betting systems do not have to be complicated to be effective. Two essential ingredients of mechanical systems are practicing the system before trying it in a **casino** and controlling the amount of capital used with the system.

Martingale and Grand Martingale

Martingale is the system in which bets are doubled after each loss, which will assure, whenever a wager wins, a profit equal to the amount of the first wager. If you are playing to win \$5, your betting series would be 5 10 20 40 80 160 320. If you lose the first wager of \$5, your next wager will be \$10. If you lose this wager also, you will wager \$20 and so on until your wager ultimately wins. A certified public accountant friend of mine, and a fellow gambling enthusiast, once recounted to me an amazing system that he had developed. He had gone to [Las Vegas](#) two consecutive trips (playing craps) and had won both trips. He was fairly certain that his risk of loss was extremely small and planned to continue using his system.

He was reluctant to share his "secret" with me, but after much cajoling, he confessed that he was betting the following betting series on the don't pass wager at craps: 1 2 4 8 16 32 64 128 256. He pointed out that he would have to lose nine times in a row to lose the betting series, and he just didn't think that was possible. I pointed out to him that the possibility of this happening, while remote, was not impossible, and that the losing sequence of nine straight pass line decisions (remember, he was wagering don't pass) would occur about every 500 decisions, or, on the average, once every eight or nine hours at the table. I asked him to

consider whether he was winning enough to sustain a loss of \$511.00 (the total amount he was wagering) this frequently. He must have thought about this quite a bit, because I don't think he ever used this system again. The casinos are well aware of Martingale, and they know that the easiest way to counter the system is to narrow the spread between the minimum and maximum wagers allowed. In other words, the minimum [wager](#) must be high enough and the maximum wager low enough that no more than seven or eight doubling can be made. If you find a table with a low minimum, say a dollar, and a high maximum, such as \$1,000 or better yet, \$2,000, this table offers excellent prospects for using a Martingale type system. But remember my friend. Using his system, the largest wager was \$256; and if he won this bet, he would win the grand sum of a dollar. If he lost, he would be down \$511. Would you want to take this kind of risk?

To counter the poor risk-reward ratio of traditional Martingale, Grand Martingale was devised. With Grand Martingale, additional chips are added to each increased wager, so that when the series finally wins, the amount won will be greater than just the amount of the first wager. A typical Grand Martingale series would be: 5 15 35 75. Martingale in all forms risks a lot to win a little. When the losses come, they will wipe out hours of profits. If you want to try Martingale, use it on a limited basis. If you are playing [roulette](#) and notice that at least four of the same even-money bets have occurred in a row, you may wish to bet a short Martingale series against the possibility of this continuing. For instance, assume that red has shown on the last four spins.

On the next spin, start wagering black using a limited Martingale series. I would recommend that you use no more than four wagers in your series, such as 5 10 20 40 or 5 12 25 50 so that your risk is limited. You may have some success with such a system on a spot basis, but of course, there is no guarantee of success. Playing Martingale in reverse is called "Anti-Martingale." Here winning wagers will be pressed (doubled) when you encounter a long winning streak. If you are betting red, your series may be 5 10 20 40, and you will let your winnings stand each time a red occurs until you have won the final wager of 40. Each time you lose, you will revert to your original wager of 5. While Martingale produces many small profits with an occasional large loss, Anti-Martingale generates strings of small losses with a large win occasionally.

Labouchere

With Labouchere, also known as the Cancellation System, the player picks a series of numbers which add up to the profit he expects to make each time he wins the series of wagers. If he

picks 1 2 3 as his series, then his expected profit for winning the series is $1+2+3=6$. In using this series, the player will wager the sum of the two outside wagers. If he wins the wager, he will cancel these numbers and wager the total of the next two inside uncanceled numbers. Any time he loses a wager, the amount lost is added to the series as a new number. The player will continue to [wager](#) until all of the numbers in the series have been canceled. At this point he will have won an amount equal to the sum of the original series, i.e. 6. This system has some appeal as it appears to be a two for one proposition inasmuch as each win cancels two numbers, while a loss adds only one number to the series. However, this isn't the case as the player is not paid two for one on even-money wagers. To illustrate this system, assume a betting series of 1 2 3 4, which when won will produce a profit of 10. The first wager would be 5 ($1+4$). If this bet wins, 1 and 4 would be canceled, and the next bet would be for 5 ($2+3$). If this wager also wins, the player would have canceled all of the numbers and won the target amount of 10. If instead of winning the second wager of 5, the player lost, then the loss would be added to the series and the next wager would be the 7, the sum of the two outside uncanceled numbers ($2+5$). Unfortunately, a series of losses can rapidly escalate the amount of the required wager. In testing this system, I have had bets escalate to wagers of several hundred dollars. This is probably the most fascinating and dangerous of the old time roulette systems. It is said to have been responsible for more suicides on the French Riviera than any other system. It's steady stream of small wins lulls the player into believing that the system can't lose.

Eventually, the wagers called for will become larger than the house limit, and the series is ended with the player suffering a substantial loss. The system can also be played in reverse, known as Reverse Labouchere. With Reverse Labouchere, the amount of each win is added to the series, and the two outside numbers are canceled whenever a loss occurs. Each wager is still the total of the two outside numbers. This system entails the acceptance of many small losses in exchange for an occasional win averaging over 1,000 times the amount at risk. Use of this approach is recounted in Norman Leigh's fascinating account of his successful effort to beat the casinos by playing Labouchere in reverse (*Thirteen Against the Bank*, William Morrow & Co., 1976).

Norman Leigh theorized that the reason so many players lose with Labouchere was that they run into the house limits, or lose their playing capital and are unable to recoup losses. Since the bank has almost unlimited capital (at least in comparison with the players), the bank can "wait out" these players' assaults, knowing that either the house betting limit or the player's

own limited resources will cause the player's demise. In using the reverse strategy, Leigh reasoned that his approach would more resemble the bank's: He would wait out the small losses until a large win occurred. Leigh spent months training his team and his travails make for fascinating reading. I believe that one of the reasons he was eventually successful in beating the bank at Monte Carlo was that his starting [wagers](#) were fairly low and the house maximums large in comparison. Consequently, he was able to keep his losses fairly low while waiting for the monster win. I don't believe that this system could be used successfully now, as the spread between minimum and maximum wagers is not large enough in most casinos. The losses generated while waiting for the large win would be enormous, and the house limits on maximum wagers would limit the size of the "kill" when the table finally turned in favor of the player.

D'Alembert

Another popular betting system for even-money chances, the d'Alembert entails adding one unit after every losing wager and subtracting one after each win. Every time your wager becomes 1 unit and that unit wins, you will have a profit on the betting series. But the system, like Labouchere, is open-ended in that a succession of losing wagers will cause you to wager ever larger amounts. The premise underlying the system is that betting on evenmoney propositions, such as red and black, the number of wins and losses will be about equal. Since wagers would have been raised after losses, the eventual wins would more than compensate for losing wagers and therefore produce a profit. It is not at all unusual to win only ten of the first thirty wagers in an even-money betting proposition.

The d'Alembert can carry the player to higher and higher wagers until he reaches the stage where he must risk ten to twenty percent of his capital on each wager, or exceed the house maximum wager. The d'Alembert can be a fairly successful [roulette](#) system when it is modified to include no more than nine or ten bets in a series of wagers, so that potential losses are limited. An additional modification to improve the system is to space the bets so that the win of two consecutive wagers will offset prior losses. A series which accomplishes this is 1 2 3 4 7 11 17. With this series, a player would drop back to the lowest bet after winning two consecutive wagers, such as 7 and 4. This system can be fairly successful if used by partners betting opposite on even money wagers in roulette.

Ascot

With Ascot, winning wagers are increased one unit at a time in a predetermined series of wagers, and losing bets are lowered one step per loss using the same betting series. An Ascot series can be from seven to eleven numbers. A typical series is: 2 3 5 8 13 20 30. The player's first wager would be a middle number such as 8. If this wager wins, the next wager is 13, then with another win, 20, and so on. The series will end when the last [wager](#) in the series, in this case 30, is won. The problem with Ascot is that alternating series of wins and losses among the higher wagers in the series can destroy its profit potential. This can be a serious flaw in any system calling for a large reduction in the amount wagered following a loss.

Summing up Mechanical Systems

We have just touched on a few of the mechanical systems used at [roulette](#). Combinations of numbers or numbers and columns can be played. Whole sections of the layout can be covered by placing your wagers correctly. It is not our objective to cover every mechanical system, but rather to present a generalized description of a few systems. Mechanical systems have the advantage of being fairly simple to use and several of the systems produce steady streams of winnings. The size of the player's capital and the maximum wagers allowed by the house are the enemies of most mechanical systems. Mathematicians would argue that none of these systems do anything to overcome the house's mathematical edge against the player and therefore all are destined to eventually lose. In order to beat the wheel, a scientific approach is required where the player can gain a real advantage over the house. Such is the nature of wheel clocking systems as we shall see.

WHEEL CLOCKING SYSTEMS

In the winter of 1873 an English engineer and mechanic left the damp and dreary British Isles for the warmer clime of Monte Carlo. In his business of manufacturing spindles for cotton mills, he had become intrigued with roulette wheels, which are theoretically perfectly balanced and therefore produce purely random results. He had a theory that the wheels might not be as perfectly balanced as they were alleged to be and he had a plan to discover and exploit any imperfections in the wheels. After viewing the renowned casino, the Englishman, Joseph Jagers, hired six clerks to sit all day long at the six tables in the Beaux-Arts Monte Carlo [Casino](#) and record every number shown on every spin on every roulette wheel. The next week Jagers spent holed up in his hotel room, analyzing the increasing pages of numbers his clerks were providing. Finally he emerged, satisfied that he was now ready to battle the casinos. Jagers entered the casino and calmly began to play on the sixth roulette wheel. He started with small wagers and as he won, he gradually increased his wagers. By the time his

winnings exceeded \$10,000 he was under the scrutiny of casino personnel, and when his winnings broke \$50,000, fully three casino inspectors were nervously watching this casino novice. By the end of the day, Jaggars had won \$70,000! On the following day, Jaggars returned and began wagering on the same wheel. He continued to win. The inspectors believed that he must be cheating, but they finally discovered a pattern to his betting. Even though he disguised his play by wagering other numbers, he consistently bet 7-8-9-17-18-19-22-28-29. Of these numbers, all except 8-17-18 are adjacent on the wheel. By the fourth day, Jaggars had won an incredible \$300,000! Finally, an inspector noticed that Jaggars always played at the same wheel. After the casino closed for the evening, casino employees moved all six of the [roulette](#) wheels. When Jaggars sat down to play the next day, he began gambling heavily at the sixth table – which unknown to him was not his favorite – and proceeded to lose \$200,000. Finally he realized something was wrong and having an excellent memory, he recalled a scratch on the side of the original wheel. He found it, in spot number one.

Playing conservatively, he accumulated \$350,000 in the next three weeks. The [casino](#) was in a state of panic. At this point, not only was Jaggars cleaning up, but a large crowd of other players had begun making the same wagers, so that the casino was losing much more than just Jaggars' wins. The casino dispatched a courier to the wheel manufacturer in Paris. The manufacturer discerned that the problem with the sixth wheel was due to the frets (the metal walls separating the pockets on the wheel). The courier returned to Monte Carlo with a whole new set of frets and the casino changed the frets in all the wheels in the wee hours of the morning when the casino was closed. This, of course, was kept secret from Jaggars and the casino fervently hoped that Jaggars would not notice the change and would be kind enough to lose all of their money back. Jaggars resumed playing as usual.

Within two days, he had lost \$75,000. Realizing that the casino had finally prevailed against him, he calmly picked up his sizable winnings, which now totalled \$325,000, bade farewell to Monte Carlo, and returned to England. He never returned to Monte Carlo. The size of Jaggars' winnings are simply staggering when we consider that this sum would be worth over three million dollars today. His method is perfectly legal, is still practiced, and by some estimates has won over \$6,000,000 in the well published ventures. How much has been won in unreported successes, by gamblers who keep their mouths closed, no one knows. But the amount is sizable. What Jaggars and others have done is to clock roulette wheels to determine if the wheel is biased enough to allow the player to exploit this bias.

As there is no such thing as a physically perfect roulette wheel, the biased wheel player seeks to detect defects by writing down the roulette numbers as they occur to determine whether certain numbers are coming up with greater than expected regularity. While casinos use and discard cards and dice daily, roulette wheels cost as much as an automobile and so are used for long periods of time. Over time, a minority of wheels will exhibit enough wear and tear such that they no longer produce random results, but rather become biased in favor of certain numbers or groups of numbers. By clocking enough numbers this bias can be detected, and if the bias is strong enough, a player, by wagering the number or numbers with greater probability of occurring, can win substantial amounts of money. How much of an advantage can be gained by finding a biased wheel? The table below shows the frequency of a given number and the mathematical advantage possible on a biased wheel.

Players Percent Advantage

This table shows the player's percent advantage on a biased wheel, whether American or French, with a payoff of 35 to 1.

Frequency

Percent

Advantage

38 -5.26% (unbiased double-zero wheel)

37 -2.70% (unbiased single-zero wheel)

36 0.00%

35 2.86%

34 5.88%

33 9.09%

32 12.50%

31 16.13%

30 20.00%
29 24.14%
28 28.57%
25 44.00%
23 56.52%
20 80.00%

Using the table, we can see that on an ordinary double-zero American wheel with no bias a number will show on an average frequency of every 38 spins, and with the payoff of 35 to 1 (which is the same as 36 for 1), the [casino](#) advantage over the player is 5.26%. On the unbiased French wheel with 37 numbers, the house edge is 2.70%. If we could remove the zeros from both wheels, then our expected frequency of a single number would be 36 and the house would have no advantage. Now, the object of finding a biased wheel is to gain an advantage over the casino. The table shows the percentage advantage attainable dependent upon the frequency of a number showing. If a number shows on the average every 34 spins, then we have gained a 5.88% edge over the casino.

If the frequency is once every 30 spins, our advantage increases to a whopping 20.00%. And if we are fortunate enough to ever find a situation where a number shows with a frequency of once every 20 spins, our advantage in playing this number is 80.00%. There have been a number of players who have found and exploited roulette wheels. We recall Joseph Jagers success in 1873. In the period from 1969 to 1971 Dr. Richard W. Jarecki won about \$1,280,000 playing at San Remo and Monte Carlo using biased wheel play. The Billy Walters syndicate during different periods from 1986 to 1989 won over \$4,400,000 in Atlantic City and \$400,000 in [Las Vegas](#)! Obviously, the rewards of finding and exploiting a balanced wheel can be rather extraordinary.

But how difficult is it to find such a wheel? The only tried and proven legal way of accomplishing this is to clock, that is, record the numbers of a [roulette](#) wheel as they are spun and analyze them, much as Jagers did in 1873. Obviously a hand held computer would be very helpful, but such devices are banned in most casinos, and use of a computer or similar device in a casino in Nevada may even earn you jail time. So the only practical way of identifying a potentially biased wheel is to record and analyze the results of spins. A significant amount of mathematical analysis has been done in determining the minimum number of spins which

should be tallied in order to determine if a wheel is truly biased. To be reasonably sure that a wheel is biased you should record a minimum of 800 spins. In the United States, with an average number of spins of 100 an hour this would take eight hours. At the slower European rate of 40 an hour, accumulating a sample of 800 spins would take twenty hours. After the sample has been made, you will look for a number with a statistically significant number of occurrences. Based on sound theories propagated by the Belgian gambler and mathematician Pierre Basieux (*Roulette, Die Zahmung des Zufalls*, Munich, 1992), the expected frequency of a number, if it is truly random, in 800 spins is 33. If the number occurs more than 33 times, the wheel may be biased. The higher the number of occurrences, the greater the potential bias. If we clock a sample of 800 spins and find that number 6 shows up 34 times, number 13 occurs 35 times and number 16 shows 38 times, we obviously have a much better case for 16 being a biased number than for either 6 or 13. In this situation, the best play would be to start wagering on all three numbers, while continuing to record the spins as they occur.

Since each of these numbers has exceeded our target of 33 occurrences in 800 sample, each number should be considered a candidate for occurring more often than randomly. How easy is it to apply this wheel clocking approach? We have noted that there have been some celebrated successes in using wheel clocking to identify biased wheels. Allan N. Wilson, in [The Casino Gambler's Guide](#) (New York, 1970), recounted his adventure as a young man in trying to beat the wheel. Wilson and a companion, Robert Bowers, sought to emulate other well publicized successes in wheel clocking. In June, 1948, they descended on Harold's Club in Reno to try this approach. After playing a wheel for 80,000 spins (a month of continuous play) they increased their bankroll from \$50 to only \$350.

At this point, they decided to switch wheels and after a week's play or 20,000 spins, they had lost back \$100 of their \$300 profit. The first wheel they picked because they liked its location; the second wheel they picked because the wheel was severely worn and seemed to be a likely candidate for producing biased numbers. On a later trip to Reno in 1951, the two young men found a wheel which showed considerable promise, and they felt confident that they could win a substantial amount of money. They were enjoying a moderate success wagering on number three when the casino interrupted the game.

Wilson describes what happened in his own words: "At this point the pit boss unexpectedly sent a mechanic in to test the wheel. First he laid a carpenter's level across the rim. The bubble didn't show a true horizontal, so he cranked up the feet of the table until he was better satisfied. Actually, we didn't care a hoot about that because we didn't believe that a slight tilt

could affect the success of any number very much. But then he began feeling the metal [slots](#) between the numbers. When he came to [our hot] number 3, he got very excited, and went running off to tell his boss. "Meanwhile, we commenced playing at \$4 per spin instead of the quarters we had played previously. . . We played for about an hour with the new stakes, rocking up and down, when suddenly the owner himself appeared on the scene. He stopped the action immediately. The he picked up the ivory ball and conducted his own little test on the wheel. He held the ball against the metal slots, spun the wheel very fast, and listened to the noise that the ball made upon the slots as it went around, 'Klunk-klunk-klunkping- klunk-klunk-klunk-ping.' That was enough for him, and he growled that the mechanic who was responsible for that wheel should be fired. He ordered a new wheel! "Everybody was stunned, for this was the first time in the history of Harold's Club that the management had ever changed a wheel on any [roulette](#) player. It was supposed to be the biggest and most generous club in Nevada. . . Everyone was astonished: the players, the spectators, the dealers, and even the pit bosses.

We were utterly crushed, of course, for all our data-taking became useless." Because of the casino's tactics, Wilson and Bowers won only about \$125 on the biased wheel in twenty four hours of straight play! These young men spent a considerable amount of time and energy to come away with very meager winnings. Just how realistic is wheel counting for the average player? Is there a way to benefit from this knowledge without undergoing the ordeal of Wilson and Bowers? We shall examine this question shortly and the answer will astound you.

FORMULATING TARGET ROULETTE

Target Roulette offers a solution for those who want the ease of learning and using mechanical playing systems and the ability to gain an advantage over the house using the wheel clocking system. Mechanical systems offer a number of advantages in roulette play. First, they are fairly easy to learn and use. Most mechanical systems can be mastered in a very short time period. Mechanical systems, by their nature, have built-in capital protection. Most mechanical systems use a series or a progression of wagers for betting. If you limit your betting in a game to the total amount required to [wager](#) a reasonable progression, then your losses are automatically limited. By limiting losses in a game to the sum of the progression wagers, your bankroll can be divided into several portions, each one being equal to the amount required to play a game.

This allows for a player to lose occasionally and still have the wherewithal to mount another assault against the [casino](#). Mechanical systems can win over very short time periods. If you plan on playing roulette for a total of thirty minutes, some of the mechanical systems offer

excellent prospects of winning. There have been a number of documented successes with mechanical systems. Their ability to limit losses to predetermined amounts, to win in short periods and their ease of use all present strong arguments in favor of some of the better mechanical systems. And, a casino is not likely to bar a player using a mechanical system. In fact, most casinos welcome "system players" as the casinos believe that all system players are destined to lose. The disadvantages of mechanical systems are legend. First, these systems offer no mathematical advantage over the house. If the house edge over the player on a double-zero wheel is 5.26%, no matter how you place your [wagers](#), this advantage will stay the same. Over the long run, the house edge has the tendency to grind down even the best of players. Many mechanical systems produce strings of small consistent winnings with an occasional large loss. The consistent winnings may lull a player into believing that the system can't lose.

And when a large loss occurs, as it inevitably will, the player may be devastated. The nemesis of the mechanical system is the house limit on the size of wagers allowed. Most roulette games have house limits of \$500. As we saw when discussing the Martingale type systems, where the wager is doubled after each loss, the house limit will ultimately defeat the system, as at some point the [casino](#) will not allow the next wager to be doubled. Wheel clocking systems tend to be tedious and require many hours of clocking before meaningful play can begin. While finding a biased wheel can guarantee long-term success for the player because the house edge is overcome and the player now has the advantage, large samples of numbers must be clocked before the player has any reasonable assurance that the wheel is in fact biased.

Biased wheel playing does have a scientific basis while mathematicians scoff at the mechanical systems as doing nothing to overcome the fixed house advantage. As we have seen, biased wheel play has had some modicum of success and thus is considered to be a valid proven system for overcoming the house edge. A major disadvantage of biased wheel playing is the tremendous time commitment. Messrs. Wilson and Bowers played for a month with very spotty success and very limited winnings. You may have noticed that every biased wheel playing success recounted involved more than one participant. Because of the time commitment, it is almost imperative for more than one person to be involved in using the biased wheel approach.

As we discussed, at least 800 [roulette](#) spins should be recorded in order to determine if the wheel has any bias. It is likely that you will spend the time to clock 800 spins only to find that

no biased numbers come up. In this case, your time will have been wasted, at least in the sense of finding that this particular wheel has a meaningful bias. In a case like this, you must simply start over clocking another wheel, and continue the process until a wheel with a playable bias is found. As we have seen, even finding a biased wheel may not be the answer to wealth. Casinos can and do take countermeasures against winning [roulette](#) players. Our friends, Wilson and Bowers played around the clock so that the casino could not switch the wheel on them, only to find that the [casino](#) owner, when confronted with potential losses because of a biased wheel, did not hesitate to take the wheel out of play with the befuddled players and dealers observing the whole sordid event. So we see that while playing the biased wheel has an edge, at least in the scientific justification department, over mechanical systems, it is by no means a sure thing in the winning department and suffers the substantial disadvantage of being a long-term winning approach requiring a substantial time commitment. A final disadvantage of the wheel clocking approach is that the bankroll required may be substantial.

Even though a number may occur more frequently than pure chance would indicate, this does not preclude long time periods when the number does not show at all. In roulette, runs of one hundred, one hundred and fifty and even two hundred spins where a single number does not appear even once are fairly common. In order to withstand such long strings of losing wagers, the biased wheel player must have a large enough bankroll to carry him through these droughts of losing. An ideal [roulette](#) system would combine the simplicity and ability to win in a short time period offered by some of the mechanical systems, with the positive edge over the house available with wheel clocking. Fortunately, such a system has been developed, as we shall see with the Target Roulette approach.

Repeating Numbers

We have seen that, using a wheel clocking approach, we can determine if any numbers have a tendency to occur more frequently than would be expected if the numbers were occurring purely randomly. This is the long-term approach to playing biased numbers. It might surprise you to learn that in any small number of spins of a roulette wheel, certain numbers will occur numerous times and others will not show at all. This situation will occur on any roulette wheel, whether it is biased or not. The following table summarizes the results of 38 spins of a double-zero American wheel for three samples. We could have repeated this experiment for ten samples, a hundred samples or a thousand samples and the results would be the similar.

Occurrence of Numbers in

38 Spins of the Double-Zero Wheel

Number Sample 1 Sample 2 Sample 3

0 1 0 1

00 2 1 2

1 0 2 1

2 1 1 1

3 4 1 0

4 1 0 0

5 0 1 1

6 2 0 2

7 0 0 0

8 1 0 1

9 1 1 0

10 1 1 0

11 2 1 1

12 0 3 1

13 0 1 1

14 2 0 0

15 2 0 2

16 1 0 1

17 0 3 3

18 1 1 0

19 2 3 3

20 2 1 1

21 0 1 1

22 1 2 2

23 1 2 1

24 0 2 0

25 2 0 0

26 0 2 3

27 1 1 0

28 0 2 1

29 0 1 1

30 0 0 1

31 1 0 1

32 1 1 2

33 0 0 1

34 2 0 2

35 1 2 0

36 2 1 0

Let's take a look at Sample 1. In this sample, as in each of the other samples, we simply recorded the results of 38 spins of the wheel. We might expect that, with a balanced wheel, each of the 38 numbers would show up at least once, as the probability of each number occurring is $1/38$. But look what happened in our sample 1. Number 3 showed 4 times. Numbers 00, 6, 11, 14, 15, 19, 20, 25, 34 and 36 each showed 2 times. Numbers 0, 2, 4, 8, 9, 10, 16, 18, 22, 23, 27, 31, 32 and 35 each showed one time and numbers 1, 5, 7, 12, 13, 17, 21, 24, 26, 28, 29, 30 and 33 did not appear at all. We could summarize this by stating:

1 number occurred 4 times

0 numbers occurred 3 times

10 numbers showed 2 times

14 numbers showed 1 time.

13 numbers never showed.

Let's look at Sample 2. Out of 38 spins, Numbers 12, 17 and 19 occurred 3 times. Numbers 1, 22, 23, 24, 26, 28 and 35 each occurred two times. Numbers 00, 2, 3, 5, 9, 10, 11, 13, 18, 20, 21, 27, 29, 32 and 36 showed one time each. And 0, 4, 6, 7, 8, 14, 15, 16, 25, 30, 31, 33 and 34 did not appear at all. A distribution for sample 2 is

3 numbers occurred 3 times

7 numbers occurred 2 times

15 numbers showed 1 time

13 numbers did not show at all.

Sample 3 produces similar results. The numbers 17, 19 and 26 were spun three times. Occurring two times were numbers 00, 6, 15, 22, 32 and 34. Appearing only once were 0, 1, 2, 5, 8, 11, 12, 13, 16, 20, 21, 23, 28, 29, 30, 31 and 33. Never showing were 3, 4, 7, 9, 10, 14, 18, 24, 25, 27, 35 and 36. The distribution for sample 3 is:

3 numbers occurred 3 times

6 numbers showed 2 times

17 numbers showed 1 time

12 numbers never showed.

If these results seem abnormal to you, I want to assure you that every time a [roulette](#) wheel is spun for a small number of spins, certain numbers will dominate, appearing three, four or even more times, while other numbers will never show at all. Over a longer period of time of 500, 800 or even more spins, the distribution of numbers occurring will have a tendency to equalize, but over short time periods of less than 100 spins, the odds are astronomical against numbers appearing in an equal

distribution. In the short run, unequal distributions of numbers are the norm and some numbers will repeat several times while others will never show. Obviously, this information is only valuable if we can find a way to exploit and use it profitably. If we had somehow had the foresight to place [wagers](#) only on the numbers which repeated, we could make substantial sums of money.

Exploiting Repeating Numbers

While we can never know with certainty what the next spin of the [roulette](#) wheel will produce, we do know that once certain numbers within a group of numbers on the wheel start to repeat, that group of numbers is more likely to repeat again, at least on a very short term basis. Unequal distributions of numbers are the rule, rather than the exception, on a short-term basis. Considerable experimentation was done to determine the best way to use this information profitably. Obviously one way to use it would be to pick out numbers which had repeated, say two times, and start wagering that these numbers would repeat again within a limited number of spins. Successful systems have been developed using this approach. Another approach is to [wager](#) on groups of numbers which are repeating.

We utilized the computer to test different combinations of wagering on repeating numbers. We compared results on wagering one number, two number, three number, four and six number combinations. We achieved good results on a short term basis with each combination, but one approach was simply head and shoulders above the rest. Wagering on the six number combination using repeating numbers proved to be as close to a sure thing as we are likely to find in this life. Let's start by rearranging our earlier samples of 38 spins into groups of three number combinations as shown in the following table.

Sample of 38 Spins Arranged by Table Layout Groupings

Groupings Sample 1 Sample 2 Sample 3

0 00 3 1 3

1 2 3 5 4 2

4 5 6 3 1 3

7 8 9 2 1 1

10 11 12 3 5 2

13 14 15 4 1 3

16 17 18 2 4 4

19 20 21 4 5 5

22 23 24 2 6 3

25 26 27 3 3 3

28 29 30 0 3 3

31 32 33 2 1 4

34 35 36 5 3 2

These groupings correspond to the layout on the [roulette](#) table on both the American and French versions of the game (except for inclusion of the 00 which is not used on the French wheel). The numbers are the same ones obtained in our earlier sample of 38 spins, rearranged to conform to the standard roulette layout. Looking at sample 1, we notice that the following groups had 4 or more spins within the group: 1 2 3, 13 14 15, 19 20 21 and 34 35 36. We also notice that there are several groups with two or less numbers in the group: 7 8 9, 16 17 18, 22 23 24, 28 29 30 and 31 32 33. The 28 29 30 group had no numbers show in 38 spins of the wheel! We find the same types of distributions in samples 2 and 3, with several groups of three numbers repeating 4, 5 and even 6 times in 38 spins of the wheel. Our approach to roulette will be to focus on groups of three or more "hits" within a group of three numbers. We will target these high producers and ignore the lower producers. Hence the name of the system, Target Roulette. In order to track roulette decisions as they come up, we use a special tracking form which helps us group the roulette numbers as they occur.

Target Roulette Tracking Form

Groupings Game#1 Game#__ Game#__

1 2 3 /////

4 5 6 ///

7 8 9 //

10 11 12 ///

13 14 15 ////

16 17 18 //

19 20 21 ////

22 23 24 //

25 26 27 ///

28 29 30

31 32 33 //

34 35 36 /////

The easiest way to track roulette decisions is to make a hash mark each time a number in a group shows as has been done in the table for the sample 1 numbers. You will notice that the tracking form does not have any boxes for tracking 0 and 00 decisions, as these combinations of numbers will never be wagered. The first step in applying the Target [Roulette](#) approach is to sit down at a roulette wheel and begin tracking decisions. As each number shows you will record it in the appropriate group by making a hash mark. Whenever any group of three numbers has at least three hash marks in it, and one of the adjacent groups has at least one hash mark in it, you will begin wagering that the six number combination of the two adjacent groups of three (for a total of six numbers) will repeat. A specific betting series will be used for making the wagers. Each time a six number wager is made and lost, the next wager will consist of the next higher wager in the series. [Wagers](#) will continue to be made in this manner until a wager has been won, or until the entire series of prescribed wagers have been lost.

The betting series used in Target Roulette is:

1 1 1 1 2 2 2 4 4 4 8 8 8 10 12 14 17 20

for a total of eighteen wagers. Each numeral in the series represents a betting unit, which can be \$1, \$2, \$3, \$4 or \$5. Thus the first wager could be for \$1 or as much as \$5, depending on the unit value of each wager. The table following shows the amount which would be wagered for betting units valued from \$1 to \$5.

Target Roulette Betting Series

Unit 1 1 1 1 2 2 2 4 4 4 8 8 8 10 12 14 17 20 Total

Wagers

Unit Value Group 1

Wagers

Group 2

Wagers

Group 3

Wagers

Group 4

Wagers

Group 5

Wagers

\$1.00 \$1 \$1 \$1 \$1 \$2 \$2 \$2 \$4 \$4 \$4 \$8 \$8 \$8 \$10 \$12 \$14 \$17 \$20 \$119

\$2.00 \$2 \$2 \$2 \$2 \$4 \$4 \$4 \$8 \$8 \$8 \$16 \$16 \$16 \$20 \$24 \$28 \$34 \$40 \$238

\$3.00 \$3 \$3 \$3 \$3 \$6 \$6 \$6 \$12 \$12 \$12 \$24 \$24 \$24 \$30 \$36 \$42 \$51 \$60 \$357

\$4.00 \$4 \$4 \$4 \$4 \$8 \$8 \$8 \$16 \$16 \$16 \$32 \$32 \$32 \$40 \$48 \$56 \$68 \$80 \$476

\$5.00 \$5 \$5 \$5 \$5 \$10 \$10 \$10 \$20 \$20 \$20 \$40 \$40 \$40 \$50 \$60 \$70 \$85 \$100\$595

This table shows not only the exact wager required for unit values from \$1 to \$5 but the total bankroll required to play at that level. If you are playing with \$1 as your unit value, your wagers will consist of: \$1 \$1 \$1 \$1, \$2 \$2 \$2, \$4 \$4 \$4, \$8 \$8 \$8, \$10 \$12 \$14 \$17 \$20, for a total of all wagers of \$119. The [wager](#) total is the amount with which you should begin a game. Obviously these amounts can be rounded to even amounts, as, for example, the \$1 unit value player would want to cash in for \$120 rather than \$119. The total amounts required for each level also represent the maximum amounts which may be lost in a single session of roulette. While these amounts may seem large, the probability of losing this session bankroll is, we shall see, very remote. You should pick the betting level which best conforms to your own comfortable playing level. We suggest starting to play at a lower level unit value and working your way up as you gain confidence with the system.

The betting series is divided into five groups of wagers as:

Group 1 1 1 1 1

Group 2 2 2 2

Group 3 4 4 4

Group 4 8 8 8

Group 5 10 12 14 17 20

Each group is equated to the number of wagers to be made on a single six number combination wager. We will begin a game by sitting at the table and recording roulette decisions as they occur. Blank [roulette](#) tracking forms which you may copy for your use are included in the back of this book. As each number occurs, you will mark it in the appropriate three number group on the tracking form. As soon as any group has three marks in it and a directly adjacent group has at least one mark in it, you will begin wagering using Group 1 wagers, i.e. 1 1 1 1 wagers. You will continue to track roulette decisions even after you have started wagering. If after making these four wagers you have not won a [wager](#), then you will look for a three number grouping with a higher number of hash marks.

If such a group exists, you will begin wagering the Group 2 wagers on this second six number combination [wager](#). If after making the Group 2 wagers (2 2 2) without a win, you will repeat the same process prior to commencing to make Group 3 wagers. That is, you will review the recorded hashes on the tracking form and choose the six number combination which is higher than the one just wagered on. You will continue this process for all five groups. Group 5 contains five wagers, as extensive testing has shown that at this late stage of an attempted coup, staying with the same combination wager for five wagers produces better results than switching. If you have completed a group of wagers without a win, and there is no six number combination of wagers offering a higher number of marks than the one on which you are wagering, you will continue to wager on the same six number combination wager.

If there is another six number combination which is tied in marks with the one you have been wagering, you will switch to the different combination wager. The purpose of dividing the betting series into five groups and switching six number combination wagers after losing a group of wagers is to provide maximum assurance that when a repeat occurs you will have a wager on the right combination. Our experimentation has shown that this switching approach is the best one to use, as the tendency for numbers in combinations to repeat is only for a few

spins of the wheel. If you decide to wager one six number combination and stay with the same wager throughout the entire betting series (which we have tested extensively), your winning rate will not equal the full potential of the Target Roulette system. The Target Roulette Betting Series is very effective because a win at any level will produce a net win for that particular series of wagers, which we call a "coup." The table following shows the net amount won for completion of a coup after any number of losing wagers in the betting series. Target Roulette Net Win Using a \$5 Betting Unit

Amount

of Wager

Value of

Win

Cumulative

Loss

Net Won With

Winning Wager

\$5 \$25 - \$25

\$5 \$25 \$5 \$20

\$5 \$25 \$10 \$15

\$5 \$25 \$15 \$10

\$10 \$50 \$20 \$30

\$10 \$50 \$30 \$20

\$10 \$50 \$40 \$10

\$20 \$100 \$50 \$50

\$20 \$100 \$70 \$30

\$20 \$100 \$90 \$10

\$40 \$200 \$110 \$90

\$40 \$200 \$150 \$50

\$40 \$200 \$190 \$10

\$50 \$250 \$230 \$20

\$60 \$300 \$280 \$20

\$70 \$350 \$340 \$10

\$85 \$425 \$410 \$15

\$100 \$500 \$495 \$5

\$595

Using this table, we may determine the net amount we will have won after any number of losing wagers. For example, if we are wagering the first number of Group 3 and win, we will have won a net amount of \$50 if we are using \$5 as our betting unit. This is computed as follows: Our cumulative loss is \$50, consisting of losing wagers of $5+5+5+5+10+10+10 = 50$. The amount won with a \$20 wager, which is the amount to be wagered on the first group three [wager](#), using \$5 as the basic unit, is \$100. The net amount won with the winning wager is \$50, computed by deducting the cumulative amount lost prior to this winning wager from the amount of the winning wager ($100 - 50 = 50$). The win of the \$20 wager, producing a net win for this series of wagers will complete this coup.

For our next wager we will begin our series again by betting on the six number combination which has the highest number of hash marks. Many times, the combination wager called for will be the same as the one just completed. You may make this wager with confidence, as the switching aspects of the system will ensure that you will not stay with this combination long if it is not producing. A game consists of three successful coups. Whenever three coups have been completed, a game is considered over. The average length of time to complete a game on an American wheel is less than twenty minutes. When you have completed a game, it is perfectly acceptable to leave the table and take a break. However, some games will be completed in less than ten minutes and you may not be ready for a break so soon.

The preferred procedure, if you wish to continue playing, is to set aside your winnings and begin tracking the table as if you had just sat down. In other words, treat the table as a brand

new game! Just how effective is this approach to [roulette](#)? Based on our results, it is about as good as any system can be. Limiting coups to three per game, our winning rate is 98.1% of coups. The percentage of games won is 94.3%. Using \$5 unit value wagers, our average win per hour has been just over \$180.00 per hour. Target roulette combines the best aspects of the mechanical and clocking systems. It is simple to use, like most of the mechanical systems. It limits the loss exposure like the better mechanical systems. However, it leaves the other mechanical systems in the dust with the powerful tracking approach, which resembles the elaborate wheel clocking, without the drawbacks of investing hours and even days to track a wheel. Many of our games have required tracking only six to fifteen roulette decisions before we spring into action. And the average length of a game, somewhat less than twenty minutes, includes the time spent tracking decisions. Using Target [Roulette](#) you will gain a powerful edge over other systems used. You should experience consistent winnings, infrequent losses and a mastery of the game that few can match.

WINNING WITH TARGET ROULETTE

Let's try our hand at a game using Target Roulette. We have decided, even prior to coming to the [casino](#), that our bankroll for the system will be \$600 a game, which means that our basic betting unit will be \$5. We arrived in [Las Vegas](#) early this evening, checked into Bally's and had a causal supper in the coffee shop. We feel relaxed, confident and ready for a tryst with the casino in the roulette pit. Walking out of the coffee shop, we stroll down the steps, past the rows of glittering and blinking slot machines, past the casino bar to the roulette pit. There is only one other player at the table and the dealer seems bored, putting more of his concentration into watching female patrons stroll by than into his appreciation of the game.

We walk up to the table and watch for a minute. Numbers 25, 22 and 24 are spun as we watch. We decide to play for a while and by the time we sit down and change our cash for chips, number 5 has shown. Sitting down, we pull out the tracking form and record the four numbers we have observed in the short period we have been in the vicinity of the table: 25, 22, 24 and 5. Next to show is 27, followed by 25. At this point our tracking form looks like the form on the next page. We have noticed that after the 27 shows, the combinations of 22 23 24 and 25 26 27 have two hits each, which signals a possible play on the six number combination wager for these numbers. We know that we must have a least three hits in one row and one in an adjacent one in order to make a wager. At this point, we have two hashes each in adjacent rows of numbers. With the 25 occurring, our tracking form shows two marks in the 22 23 24 row and three marks in the 25 26 27. It is time to make a wager.

Groupings Game# 1 Game #__ Game #__

1 2 3

4 5 6 /

7 8 9

10 11 12

13 14 15

16 17 18

19 20 21

22 23 24 //

25 26 27 ///

28 29 30

31 32 33

34 35 36

Having met the criteria for a wager, we make a wager of \$5 on the six number combination 22 23 24 and 25 26 27. The next number showing is 36, which we record on the tracking form. Our first wager of \$5 is lost, so we again bet \$5 on the same [wager](#). Next a 5 occurs causing another loss. We again wager \$5 in the same manner and 26 shows causing a win. At this point, we have won a net amount of \$15. The table below summarizes our wagers, the numbers showing, previous losses and our current position:

Spin # Number Wager Won Lost Bankroll

Begin \$600

1 36 \$5 -5 595

2 5 5 -5 590

3 26 5 \$25 615

We have now completed our first coup. Our tracking form now is as shown below. The hashes recorded prior to making our first [wager](#) are separated from the ones made after we began wagering by an asterisk (*) for clarification only.

Groupings Game# 1 Game #__ Game #__

1 2 3

4 5 6 /*/

7 8 9

10 11 12

13 14 15

16 17 18

19 20 21

22 23 24 //

25 26 27 ///*/

28 29 30

31 32 33

34 35 36 */

Checking the hash marks we see that the 22 23 24 and 25 26 27 combination stills leads so that we make a new [wager](#) on this same six number combination. The table on the next page summarizes our experience with the second coup attempt. Here we lost four wagers before we had a win. The loss of the first four wagers completed all the units of the Group 1 wagers (1 1 1 1) so that we began to make Group 2 wagers (2 2 2). We would have switched to a different six number combination after losing the first four wagers, except that the 22 23 24 and 25 26 27 combination was still leading so we kept the same combination wager. With the completion of the second coup, we are now up a total of \$45. We are preparing for a third coup attempt when a friendly hand grabs our shoulder. It's Joe Morgan, a retired [craps](#) pit boss from The Nevada Club. Joe has a couple of stories he wants to share, so we take a break from roulette. Spin # Number Wager Won Lost Bankroll

Begin \$615

1 6 \$5 -5 610

2 30 5 -5 605

3 19 5 -5 600

4 18 5 -5 595

5 25 10 \$50 645

For this game, with Joe's interruption, we have completed only two coups and have won \$45.

This shortened game has taken less than ten minutes and may be summarized as:

Tracking of spins 6 spins

Coup 1 3 spins

Coup 2 5 spins

Total Spins 14 spins

Total Time 9 minutes

Normally we would complete three coups before a game is considered completed. However, Target [Roulette](#) is flexible enough that you can quit anytime after completing a winning coup. You should always limit the number of coups attempts to only three per game. The rules for using Target Roulette are summarized:

1. Be prepared to play before starting a game. You should have a supply of tracking forms with you, know the betting series you will be using and have the correct session bankroll for the series you will be using. You can play on either a zero or double-zero wheel. In the United States you will find very few single zero wheels, while in Europe, nearly all roulette wheels are of the single zero variety. My experience has shown very little difference in the results playing on either wheel. The difference in the house advantage makes very little difference with the Target Roulette system as the occasional appearance of zeros and double-zeros has very little effect on the short-term repetition of numbers within groups selected.

2. Began tracking decisions as soon as you have started to play at a table. The key combination to begin a coup attempt is a minimum of 3 hits and 1 hit in adjacent three number groups. You may have noticed in the sample game presented that we began tracking decisions as soon as

we approached the table. By the time we sat down, we were almost ready to begin wagering. This procedure is not always possible, as fifteen or even twenty numbers may be necessary before a key combination appears. In the meantime, the [casino](#) usually frowns on someone occupying space at the table without wagering. I usually wager on the even-chance bets of odd-even or red-black making minimum [wagers](#) every second or third decision. You will find this diversion amusing, and the casino will not harass you while you record the roulette decisions on your tracking form.

3. After a key combination has shown, begin a coup attempt. Have the chips for the group of [wagers](#) you will be making on the table in front of you. If you are a \$1 bettor, starting a coup, your first group of wagers will consist of \$1 \$1 \$1 \$1. To help you track where you are in this group, separate these four chips from your other chips before starting to make the group 1 wagers. In doing this, you will be able to keep track of your wagers. If you lose all four of the first wagers, you will not have to remember to start making group 2 wagers, as you will be out of "wagering chips." Repeat the same process for group 2 wagers, setting aside the chips necessary for this group.

4. Continue to track [roulette](#) decisions the whole time you are at the table. You will need this information to make decisions on where to place subsequent wagers.

5. Anytime a group of wagers is lost, you will switch your wagering to the highest combination of marks on the tracking form which meet or exceed the 3 and 1 requirement. If your current combination wager is still the highest, even after losing a group of wagers, you will continue to wager the same combination. If another combination has tied the one you have been wagering on previously, you will switch to the new combination. The reason you will switch to a new six number combination wager in the event of a tie is that the hits causing the new combination to equal the previous one are more current. In other words these hits have occurred while you were wagering and losing on the previous combination wager. Because Target Roulette favors wagering on the combination with the most current hits, you will switch wagers to a tied combination wager after losing a group of wagers.

6. The betting groups are:

Group 1 1 1 1 1

Group 2 2 2 2

Group 3 4 4 4

Group 4 8 8 8

Group 5 10 12 14 17 20

Each group of wagers will be made on only one six number combination wager. Therefore, in attempting to complete a coup, it is possible that five different six number combination wagers will be attempted. The dollar amount of wagers made will be determined by the betting unit selected. A \$1 bettor will make wagers exactly equal to the units of each group. A \$5 bettor will multiply each unit amount by \$5, so that a 10 unit wager becomes a \$50 wager.

7. After winning a coup, always start at the beginning of the betting series, wagering on the combination [wager](#) with the highest number of hits. Use the same rules as described in paragraph 5 above for ties.

8. A game always consists of a maximum of three winning coups. After completion of three winning coups, if you wish to continue to play, you will start a new tracking form, as if you had just sat down at the table. Since some games will be completed in as few as ten minutes, you will frequently be presented with the option of continuing to play at the same table. The preferred procedure is to set aside your winnings from the previous game and to begin anew, including making the diversionary even-money wagers until enough hits have accumulated to justify wagering on a particular six number combination.

9. In the event that you lose all wagers in a betting series, the game is over. Do not, under any circumstances, bring out more money and continue to play. Losses are rare enough that you may not be prepared for one. However, you should expect to lose about one game in twenty, so that when you do have a loss, you should take it in stride and immediately take a break. Do not under any circumstances change your approach to playing after a loss. Losses bring out the worst type of self destructive behavior in gamblers. After suffering a loss, I definitely lose my appetite for [roulette](#), at least temporarily. Dependent upon my level of fatigue, I may leave the casino for a while if I am tired, or if I feel fit and rested, I may switch games for an hour or two and play a little craps or video poker. Whatever you decide to do, don't force yourself or the system beyond reasonable limits. Target Roulette is a relaxing, sensible way to win at roulette and you must not let the occasional loss cloud your judgment.

Recording the Results of Playing

One of the best things you can do to ensure your success with Target Roulette is to treat the endeavor in a business-like manner. One of the major ingredients in most business successes is

Careful record keeping. You will want to incorporate record keeping as a key feature of using the Target Roulette approach to winning at roulette. When I play, I like to record where I have played each game, the date played, the session bankroll used, the amount made (or lost) on each coup attempt, the number of roulette decisions involved, the amount won or lost for the game and my cumulative bankroll after the game. For recording purposes, I carry a small pocket size notebook, in which I fill in the data, immediately after leaving the table. My wife has often become amused at this procedure, for the first thing I will do after a session at any [casino](#) game, is to find a quiet place where I can do my record keeping. Usually, I wander over to a bank of quiet slot machines, grab a seat and spend of couple of minutes counting chips and making the appropriate notations in my note book. After this has been done, I am available for "whatever" be it a break, another game, a meal or a nap. But the record keeping always comes first. The table following shows the results of seven games of Target [Roulette](#) I played recently on the [Las Vegas](#) strip.

Coups

Game

Date Where #1 #2 #3 Won

(lost)

Cumulative

Bankroll

Sess

Bankroll

1 5/15/93 Ballys 25 20 55 100 700 600

2 5/15/93 Ballys 15 15 15 45 745 600

3 5/15/93 Caesars 25 25 25 75 820 600

4 5/16/93 Flamingo 55 35 25 115 935 600

5 5/16/93 Ballys 35 20 25 80 1015 600

6 5/16/93 Ballys 25 25 25 75 1090 600

7 5/16/93 Ballys 25 20 15 60 1150 600

For my own information I kept track of the number of spins for each of these games. These are summarized below:

Game 1 20

Game 2 28

Game 3 15

Game 4 37

Game 5 23

Game 6 27

Game 7 26

Total 176

At a rate of about 100 spins per hour, my time investment in these games was about 105 minutes tracking and playing time. During this time I won \$550 for a win rate of \$314.29 per hour. I obviously could have spent more time playing roulette. During this particular group of sessions, I spent most of my time at the [craps](#) tables, or simply relaxing. One particularly expensive diversion was a walk through The Forum Shops at Caesars Palace, which I highly recommend (as long as you limit your purchases at Gucci's, which I didn't). Using the Target Roulette approach, you can play almost as a diversion, which I obviously did on this particular trip, or you can go about making some serious money. You will find either approach highly stimulating and interesting.

Results of Playing Target Roulette

Target [Roulette](#) has been played for over a thousand games. Many of these games were played in casinos and others were simulated using a sophisticated computer program that performs exactly like [casino](#) games. I think you will find the results rather interesting. They are shown below.

Results of Target Roulette Games

Average win per coup (excluding losses)

\$28.17

Average win per coup (including losses)

16.79

Percent of attempted coups won 98.1%

Percent of attempted coups lost 1.9%

Percent of games won 94.3%

Percent of games lost 5.7%

Average Win per hour (double-zero wheels)

\$180.37

Bankroll used per session \$600.00

Growth of session bankroll per hour 30%

Longest Game (3 coups completed):

Spins 44 spins

Minutes 26 minutes

Shortest Game (3 coups completed):

Spins 15 spins

Minutes 9 minutes

Length of Average Game:

Spins 28 spins

Minutes 17 minutes

This information can be quite helpful. With a 98.1% average winning rate, we can begin each coup attempt very confident that we will successfully complete the coup. With an overall winning rate of 94.3% of all games played, we know that if we wish to only play a few minutes and want to have a high probability of winning, Target Roulette will do the job for us. This information can also be used to answer other questions.

If we are interested in winning a fixed amount, say \$1,000, and are willing to play with a session bankroll of \$600, as was done for all of the games used to compile these statistics, then we can easily compute the average amount of time required to play by dividing the target profit of \$1,000 by the average hourly win of \$180.37, determining that approximately five and one-half hours will be needed, on the average, to win \$1,000. We know that we will not get into marathon sessions with this system. The longest recorded game (consisting of three coups) was only 26 minutes long. With an average expected game length of 17 minutes, we can easily budget the amount of time needed to complete a game or two. In short, Target [Roulette](#) not only provides us with a high percentage winning game, but with one that will win fairly predictably over short time periods and provide a high and consistent rate of growth (30%) of our session bankroll for every hour we spend playing.

Online Gambling

Fueled by the explosive growth of the Internet and by a general acceptance of gambling as a legitimate form of entertainment, online [gambling](#) is growing at a torrid rate. There are now over 1,800 online casinos with software provided by at least 40 suppliers. There are three celebrity casinos currently operating — Jim Redman, Bubba Smith and Larry Holmes. Three former celebrity casinos are defunct — Kenny Rogers, Evil Knievel and Rodney Dangerfield.

There are millions of people who gamble online:

Caesars.com had 137,000 visitors in January 2001.

Casino-On-Net has had 5 million downloads of its software.

FreeLotto.com had 16 million visitors in January 2001.

Games offered on the Internet range from traditional games like video poker and slot machines, to poker, keno, bingo and other games. Here is a list of games offered by just one online casino:

baccarat, blackjack, craps, pachinko, the dragon spirit pachinko, victory poker, Caribbean poker, free ride poker, pai gow poker, red dog, roulette, sic bo, slots, gold rush slots, magic hat sportsbook, video poker, deuces wild video poker, jacks or better video poker, joker wild video poker, king of decks, war and battle royal.

Because of the uncertain legal status of Internet gaming in the U.S., virtually all online casinos that accept wagers are located outside of the United States. As of January 24, 2002, only

Nevada has legalized online gambling. New Jersey is trying to legalize Internet gambling, while California, Oregon and Iowa are seeking an outright ban. As an individual, there is little risk of prosecution because of gambling on the Internet as the thrust of prosecutorial power is invariably directed at online [casino](#) operators, credit card providers and software providers. Technologically, many of the casinos are very similar, as there are a relative handful of large software developers who dominate the industry. Each casino using software from the same developer will have a similar appearance to other casinos using the software. Generally, online gaming sites are one of three types, based on the type of technology used to provide their games. Many online casinos require that you first download their software before you can play their games. This first category of "downloadable software" has to be first transferred from the host computer to your own computer via downloading and then it must be installed in order to function. Usually these programs are free. The online [gambling](#) sites offering this type of software can be good places to start your play as, once installed, the programs offer great graphics, sound, animation, and of course, the chance to play for free. The second type of software used by online casinos is JAVA software which does not require downloading.

JAVA software allows programs to create little programs known as applets that are embedded directly into a web document. When online casinos use JAVA, the programs run right on your web browser. I am not a fan of casinos using JAVA. With a JAVA [casino](#), you have to load the software every time you play; whereas, with downloaded software, you can begin playing almost instantly once the software has been installed on your computer. I have also had incidences when the JAVA software will freeze my browser. In such a situation, you may not be sure whether your last bet was accepted or not.

As a minimum, it is very disruptive to have to start a game over. And, not knowing where you stand is not a lot of fun either. It is sort of like someone turning off all the lights in a land-based casino, and when the lights come back on you are not really sure if you still have all of your casino chips. The third type of software found uses HTML code which is the standard language used to create web pages. Sites using HTML are fast to play, but they often have cheesy graphics and no sound or animation. Perhaps the biggest fear most people have is the fear of being cheated out of their money by the next big "scam" and they don't want to be one of these people. All sorts of government agencies and personnel are anxiously hoping that the prosecution of online gambling will be their ticket to the big time.

Guess what? It is not likely that any of these folks are going to find major problems with online casinos cheating people. Are there any crooked casinos online? I am sure there are. There are

not very many, but since there are a few rotten apples in every industry, there are bound to be some in the online gaming group. Almost all online casinos use random number generators to create their gaming results. This is part of the software package used by the casino and most of these programs are encrypted, effectively locking out the casino's ability to modify the programming. This is designed to reduce the risk of any unscrupulous operator changing pay out ratios or otherwise seeking to gain an additional edge over the players. The software programs all record bets and results as well as the time they occurred. In other words, everything you did online can later be reconstructed if necessary. This is designed to safeguard both the players and casinos as an "audit trail" is created which can be referred to in the event of an unresolved dispute.

Of special importance to those who are afraid to use their credit cards on the Internet is that fact that most online casinos don't get your credit card number. Third party processors who forward the money to the casino's account handle the monetary transfer. If you complain about a casino's fairness, you will most likely be given a refund, resulting in a chargeback against the [casino](#). This is one of the reasons online gaming is so safe. To stop a charge against your credit card can be done by sending a letter to your credit card company, who will nearly always take your side in a dispute with an online company and refund your money. If you are interested in playing online let me give you some pointers:

1. Select an online casino that gives you several ways to reach its personnel. As a minimum, I would look for a toll free number that is promptly answered by a responsive human being. A simple phone call can be a way to eliminate any unresponsive casinos before you deposit a nickel with them. If the casino's employees don't offer you good service before you become a player, you sure don't want to risk any money with them.
2. Check to see if the casino is licensed. The book *Beat the Internet Casinos* by Silverthorne Publications has complete information on how to check licensing. When you call the casino (see item 1 above) you can ask where they are licensed, how long they have been in business and the name that will appear on your credit card statement if you make a deposit there.
3. Before you play, you should try out the casino's software by playing for free. If the software is of the downloadable variety, you will have to invest some time downloading and installing the software. If you have any problems downloading and installing the software, call the casino's technical support department. If the casino can't help you, it's "So sorry Charlie, no techie support, no playie."

4. Before you play, decide how much money you are willing to risk. I suggest you buy in for \$100 to \$200 and get a feel for the game by making small wagers.

5. Before you start playing, decide how long you will sit in front of your computer playing. Time spent in an Internet [casino](#) can fly by very quickly. You must also set a stop loss before you start playing. I suggest a stop loss equal to 50% of your buyin. If you buy in for \$100 and lose \$50, that playing session is over. Make sure that you stick with this, even if you hit your stop loss in five minutes. If you are just dying to continue playing, log off from the [casino](#) and play in the "fun mode" where you won't be risking any more money.

6. Many online casinos offer better odds than land-based casinos. Because it costs much less to construct a virtual casino, and its overhead is but a pittance compared to that of a land-based casino, you may find that an online casino can offer you everything but a free drink. Specifically, many Internet casinos offer sizable bonuses for signing up. Playing at a casino offering a sign-up bonus can be very lucrative if you know how to go about it. 7. When you win, expect to wait up to two weeks for your winnings. I have had some casinos take up to a month to send me winnings. The money for payouts comes from offshore banks that seem to operate on "island time." Once you understand this, you can calm down, as I have never had a casino refuse to pay me a legitimate win.

It just takes them more time. When you call the casino before you play, I suggested you get the name that the credit card charge will appear under. The charges and credits you will receive for winnings hardly ever appear in the casino's name, and if you don't know the name of the bank card processor, you may be in for a difficult time figuring who has paid and who hasn't, especially if you gamble at several online joints. 8. The backend software that runs the games should be supplied by a major software developer. Some of these software companies are United Gaming, Starnet, Microgaming, Cryptologic, Boss Media, Real Time Gaming and GamblingSoftware.com.

9. Make sure that the site is a member of the Interactive Gaming Council. The sites that are members follow a strict code of conduct as a condition of membership.

10. Avoid casinos which appear on numerous online "blacklists." There are substantial Internet resources you can use to investigate an online casino before you play. Beat the Internet Casinos gives you complete information on how to do this, as well as a complete system on how to play and win.

Are you interested in playing [roulette](#) on the Internet? You can actually do very well if you pick your casinos well. If you pick the right casino, which also happens to pay a 10% or greater bonus just for playing, you can gain a substantial edge over the casino. However, you must know how to play in such a manner that the casino personal will consider that you have "earned" the bonus and will not try to interfere with your right to withdraw the bonus. As you can well imagine, online casinos offering bonuses to players are not interested in attracting players who sign up just to get the bonus and then try to withdraw it with very little play. There is a way to do this that will keep the [casino](#) happy and will still give you a large edge over the casinos. Online blackjack play can be very lucrative. The manual Beat the Internet Casinos focuses on beating the games of craps, roulette and baccarat. However, you can easily combine the information in this manual with the Target Roulette Strategy and play and win at roulette on the Internet. If you want to play roulette in the online casinos, you can easily make \$1,000 a day without leaving your home. If your nearest land-based casino is some distance away, you may very well consider playing on the Internet. A coupon worth \$20.00 is enclosed in the back of this book. You can apply the coupon to the purchase of Beat the Internet Casinos, which, when combined with strategies and techniques discussed in this manual, will give you all of the information you need to win at Internet [craps](#). Online access to Beat the Internet Casinos is found at <http://www.silverthornepublications.com/BeatTheInternetCasinos/> In my opinion, online [gambling](#) is here to stay. While I have played many more games in land-based casinos using the Target Roulette Strategy than in online ones, my results playing online have been outstanding. Because the heart of the Betting Strategy is an assumption of randomness, is it quite likely that this system will work even better against virtual casinos using randomly generated results than against real casinos. My own experiences seem to indicate that trends in one direction or the other seem to be longer in real casinos than in virtual ones, and if this is true, it will tend to work in favor of the Target [Roulette](#) Strategy which thrives at trendless tables.

I personally love online gambling. I love its accessibility and its efficiency. About the only drawback to playing online is the long wait to withdraw funds. You may want to give it a try.

Casino Etiquette

If you know how to dine in a fine restaurant without making a scene, or automatically open doors for others and say thanks when someone holds open a door for you, you will probably not have any trouble knowing how to conduct yourself in a casino. I normally don't think much

about etiquette until I see some jerk raising hell with a dealer about his losses, or chewing out a cocktail waitress for taking too long with an order. Then I have to wonder how the concept of manners has escaped him completely. I said him, because boorish, obnoxious behavior nearly always comes from males, with very few females managing to become the perfect asses that males seem to delight in being. Casinos seem to attract a higher than normal number of persons with a need to blow off at some unfortunate casino employee. The times I have somehow gotten in the middle of these disputes, I nearly always take the side of the dealer or floorman, especially if a male patron is unjustifiably berating a female employee for no reason other than he has poor control over his [gambling](#), managed to lose much more than that should have, and is now looking for a scapegoat. For most persons who visit casinos, etiquette is simply a matter of common courtesy. It's okay to get a little wild in a casino. These are supposed to be places of fun, and drinking a little too much may be part of the entertainment. But for a successful Target [Roulette](#) player, the rules are not quite the same. The casino is your place of employment and drinking should be limited. It goes without saying, courteous behavior should be practiced at all times. At all casino table games, the rules of etiquette are pretty simple. Treat the dealers and other players with respect and avoid being loud, pushy or belligerent. If you get into a disagreement with a dealer, stay calm and be gracious even if the dealer really is wrong. It does not make sense to win an argument over a single payoff and create an enemy for life. Whatever the problem is, you don't want to be cast as the bad guy - by the [casino](#) employees or by other players.

Skilful Play

There are a number of decisions you can make in becoming a Target Roulette player. You must decide where to play and whether you will tip or not. You will also need to make decisions on setting up and using a casino credit line as well as having your play rated. How you handle these situations can have a great bearing on your longterm success as a winning gambler.

Picking where you play

Your first choice in deciding to become a roulette winner is deciding where to play. I rate casinos on several different aspects. My first concern is whether the casino offers games that I find playable. Every casino sets minimum and maximum bets for its table games. Typical minimum and maximum bets for roulette games offered by small casinos might be \$1 minimum bets and \$500 maximum bets. These limits will be acceptable for 90% of the players using the Target Roulette Strategy. But a few players may require higher betting limits. A more typical problem faces players in casinos which set minimum bets too high.

Many East Coast casinos set their minimum roulette bets for outside numbers at \$5. Many casinos will change their minimum wagers depending on the time of day and day of the week. Minimum bets are raised in the evenings and on weekends. If you are an Atlantic City player looking for tables with lower minimum bets, you will find more roulette tables with lower minimums if you play during the week instead of on weekends. Besides table limits, I also consider the atmosphere of a casino. I absolutely refuse to play in casinos with rude dealers. I can tolerate slow dealers, dealers still in training and dealers who don't talk much. But I refuse to put up with dealers who make sarcastic remarks to other players or criticize my play. Life is too short. Change tables or, if necessary, change casinos. Fortunately, most persons working in casinos are reasonable people and problematic dealers are not seen too often. Some casinos have other annoying quirks. Can you tolerate a lot of smoke? Some casinos have poor ventilation systems so that a dull cloud of smoke seems to permeate the casino area. If this bothers you, don't play there. Other casinos are dirty or have crowded, uncomfortable playing conditions. For several years there was a [casino](#) less than ten minutes from my house where I absolutely refused to play because the place resembled a dump (it has been updated and is now acceptable).

These are choices you must make. If you play in [Las Vegas](#), you have just about every choice you can imagine available. One thing I don't do is discuss my system while I play. Some dealers will comment on it; most don't. You may get questions from other players. If you decide to discuss your system, keep it simple. You might state that you like to place the inside numbers, and you vary your bets depending on how the table is going. You might add that sometimes you will leave your place bets up longer, especially if you feel lucky. But that's enough. If you start talking about the system, you will undoubtedly lose your concentration. In addition, it is almost a given that if you are trying to demonstrate the system to someone, you are going to have a loss. Call it bad luck or bad karma, but you can believe that discussing the system while you are playing is not a good idea.

Tipping

If you don't like to tip, most international play will suit you fine. Most casinos in Asia, Europe and Commonwealth countries like England, Australia and New Zealand forbid tipping the dealers. In the U.S. you really have no choice but to tip. Many players refuse to tip, arguing that tips come right off their bottom line. I can't argue with the logic, but I will question the results of a no-tipping policy. I personally have a great deal of respect for most casino personnel and especially dealers. I enjoy tipping them in exchange for good service, and once it

is established that I am a "George" (slang for a good tipper), the level of service increases appreciably.

Act like a gambler

Play like a loser. If you are in a prolonged winning streak, don't rub it in the casino's face by continuing to play at the same table. If you do, make sure that you consistently make the kinds of moves which will throw the pit off. Occasionally make erratic plays that vary from the [Target Roulette](#) Strategy. But your best ploy is not to overstay your welcome, especially if you are winning a bundle. If you have a nice win and a floorman comments on it, you can casually mention that you dropped a bundle at blackjack last night and you are still not close to even. But don't do this if you never play blackjack. Make your story plausible.

Hide Chips

As a winning player, you will want to look for ways to disguise the amount you are winning. The easiest way to do this is to pocket chips. This is harder to accomplish if you are playing alone, and is easiest to accomplish if you have a playing partner. *How to Survive and Prosper as a Professional Gambler*, published by Silverthorne Publications, has some excellent suggestions on chip hiding routines. You can sign up for a free copy of this excellent reference manual right here - <http://www.silverthornepublications.com/KGS.htm> With a female accomplice, it is easy to slip chips to her and let her hide them in her purse. Sometimes my wife carries a shopping bag with her, which is a great place to stash chips and offers additional cover to help us look like a pair of happy, typical tourists. If you are a black chip player, you are better off hiding green chips, as the bosses are more concerned with watching your stack of black chips. If you commonly wager \$500 or more, then you can get away with hiding \$100 chips, but don't try to stash the \$500 chips as the bosses may catch on.

Play for Cash or on Credit?

There are many advantages to establishing credit with several casinos. Once you have established credit, it is there any time you want to use it. You don't have to carry cash, arrange for wire transfers or try to talk casinos into cashing checks. You generally will not be able to even cash a cashier's check in a casino until it has been verified. If you show up on a Saturday hoping to cash a cashier's check, you will be out of luck until your bank reopens on Monday and can verify the check. Another advantage to establishing credit is that when you use casino credit, you get to sign markers at the table. You will look like a gambler, since most gamblers who play with black chips have [casino](#) credit lines. I'll let you in on a dirty secret. Casinos are

not in the business of loaning money to gamblers, at least not now. If you have a bad [gambling](#) habit and a weak bank account, your local friendly loan shark is more likely to accommodate you than your not-so-friendly casino. When you establish a credit line, the casino is agreeing to advance you no more than the average balance in your checking account for the last six months. Your creditworthiness has nothing to do with getting casino credit. These guys don't care whether you are employed, just filed for bankruptcy or are dodging your other creditors. [Casino](#) credit is based on how much bread you keep in your checking account. Do you feel a little better about the high rollers signing the markers? They are signing magnetically coded checks which can be run through their checking accounts. Normally markers are not handled this way as the casino prefers to be paid by check, but if necessary, the casino markers can and will be deposited by the casino and will be presented for payment at your bank just like any other check you have written. If you are a black chip player, casino credit is almost mandatory unless you want to carry a large amount of cash with you, which I don't recommend. If you know where you will be playing, you can arrange to have cash deposited with the casino cashier and sign markers against your own front money on deposit with the casino. The fascinating book, *Gamble for Free* is most informative on how to get and use casino credit.

Rated Players

Once you start playing with green or black chips, you are going to be asked by a floorman if you want to be rated. Many novice counters resent the intrusion of a floorman and answer evasively or even negatively. This is a big mistake. By rating your play, the casino is evaluating your ability to receive comps or freebies from the casino. Comps can really add to your bottom line and can be very profitable once you learn to play the comp game. Another reason to become rated is that being rated and receiving comps from the casino is what gamblers normally do. And you want to look like just another gambler. Even if you are a low to mid-range player and want to get full RFB, which stands for Room, Food and Beverages comped, there are many casinos which will accommodate you.

Gamble for Free presents a complete system for getting the maximum amount of comps out of your casino. Using casino comps, you can travel just about anywhere and get full VIP treatment. Many casinos will even pay your airfare. But you have to know how to work the system to maximize these benefits. I suggest that you learn how to get the maximum amount of comps and let a casino pay for all of your gambling excursions. As a Target Roulette player, you are in the perfect position to get and benefit from comps. No matter what your level of play, you can increase your enjoyment and profits by availing yourself of casino comps.

Learn to play another casino game

I highly recommend that you learn to play at least one other table game besides [roulette](#). My number one choice of the game to learn is blackjack. Blackjack is still a favorite game of many high rollers. Just by learning basic strategy you can play almost even with the house. If you add a winning strategy on top of this, such as the unique betting system revealed in Power Blackjack, then you are on the way to having a second **casino** game you can beat. You can read more about the Power Blackjack Strategy at www.silverthornepublications.com/PowerBlackjack Blackjack, using the Power Blackjack Strategy, is an excellent game for using hit and run tactics. If you have been playing roulette and are tired of concentrating on your wagers, blackjack may give you just the break you need. This can't hurt your reputation with the casino. Because many high rollers now favor blackjack, you will enhance your appearance as a high roller when you add this game to your repertoire. By mixing a little blackjack play in with your roulette games, you will look more and more like another gambler to the casino bosses.

You may be surprised how well you do at blackjack. On a typical casino visit, I usually make almost as much money playing blackjack as I do playing [roulette](#). Silverthorne Publications is the premier publisher for winning blackjack systems. You can check out some of their fine publications in a listing at the back of this book or by checking their web site at www.silverthornepublications.com You are almost ready to take on the casinos. I have presented a system which has been proven to win against casino [craps](#). Perhaps you have been practicing the Target Roulette Strategy. You have figured out how to put together your bankroll. However, the greatest battle still awaits you. The casinos have even more powerful weapons at their disposal than the house edge. They are masters at a whole number of psychological traps set to ensnare you, with the end goal of relieving you of as much of your money as they can in the shortest and most pleasant way possible. Let's take a look at the casino's battery of weapons and see what you can do about them.

Discipline and Control

At this point, you should have a good understanding about how to use the Target Roulette Strategy to win money at roulette. You should know when to bet, how much to [wager](#), and when to quit. You know about how your bankroll determines the size of your wagers and about using game bankrolls. You should have some definite ideas about how you want to interact with casino personnel. You have learned some ways to improve playing conditions by interacting with and tipping the dealer. You also have been introduced to the idea of playing

on casino credit and playing for comps. Now you have to deal with the largest obstacle to your success. The greatest single threat to your success is not the casino personnel. It is not a bad run at the tables. It is not the risk of consecutive losses eating up your bankroll. It is not the wine, the women, and the atmosphere. The greatest single threat to your playing career will be yourself. Surprised? Read on.

Self Control

Ultimately, success at casino [gambling](#), business, romance or life, for that matter, largely depends on self-control. Winning at gambling is all about self-control. It is about controlling the amount of money used for gambling. It's about reducing losses. It's about limiting the amount of money used for any session of play. And ultimately, it's about walking out the door a winner. Gamblers are a lot like fishermen. They like to talk about the one that got away. How many times have you been in a [casino](#) winning and ended up leaving a net loser? In the real world, the only wins that count are the ones you go home with.

Actually, it is no great feat to get ahead playing [roulette](#). Probably over 75% of all roulette players are ahead sometime in their play. But do they walk out the door winners? No. Probably close to 90% of all roulette players end up losing money. The typical casino hold is about 20% for a roulette table. Hold is a term referring to the amount the casino keeps as its win out of the money dropped at the table — e.g. the drop. If you buy in for a hundred dollars and play for thirty minutes and leave with \$85, you have lost \$15 out of \$100. Your contribution to the drop was \$100 and your loss gave the casino a hold rate of 15%. Winning at gambling is first about controlling yourself. It is about accepting responsibilities for your own actions.

In the long run, you don't win because you were lucky, and you don't lose because you had a string of bad luck. Using the Mini-Max Roulette Strategy will help you create your own luck. Used properly, you will be able to play at an advantage over the [casino](#) and be a net winner. If you think about the times you were ahead in a casino and ended up giving it all back plus whatever additional cash you scrounged, who is to blame? The casino? The game? The house edge? Don't get angry with me for pointing this out. What is wrong with setting aside your winnings when you are ahead? And what is wrong with limiting your losses when you hit a losing streak? And what is wrong with leaving a losing table? I hope you answered "nothing." Doing these things requires self-control.

They are easy to think about doing but may be much harder to actually accomplish. I am a former smoker. I always thought I could quit smoking when I wanted to. But I failed to quit a

number of times. When I finally quit, I realized how difficult the process really was. It was easy to think about quitting smoking but doing it was quite challenging. Now that I have quit, I am out of the woods, right? Well, not quite. I believe that smoking is much like a drug addiction, and as a former addict, I am never cured. I am only one cigarette away from becoming a smoker again. Control in a casino may require much the same discipline as that of a reformed smoker. Having a large monetary loss only requires a temporary loss of control. Trust me, winning is habit forming. Losing, especially at a game like [roulette](#) when you know you are using a winning strategy, is tough. Some professional gamblers, especially traditional blackjack card counters, will lose for months at a time. I am not sure that I could continue to play blackjack under those circumstances. The documented losing streaks for the Target Roulette Strategy tend to be fairly short. If you play roulette regularly using this strategy, it is highly unlikely that you will ever encounter two back to back losing casino visits. But it can happen. Once you are in a losing streak, you will be hard pressed to continue with your set game plan. You will begin to question everything about the strategy.

The dice rolls will not seem right. The shooters will all be lousy. You will start to feel like no matter how you wager, your bets will lose. When your larger bets lose, you will begin to question the betting strategy. After you have encountered a few very cold tables, you will even question whether selecting the time you make your wagers is really worth all of the effort. Trends are a dominant factor in [gambling](#). Every roulette table has streaks. If you are in a winning streak, you may begin to feel omnipotent. However, when a losing streak hits, you may start to question every aspect of your playing strategy. Perhaps the best thing you can do whenever you encounter losing tables is to first change tables.

Your next option is to quit playing roulette for a time. Depending on your feelings, you should either quit gambling altogether during your break, or if you are still in the mood to play, switch casino games. I have found on many occasions that a switch of games was exactly what I needed to improve my mood. Many players seem to become chained to a particular table at some point in their play. This may be fine when the table is winning, but could spell disaster during a prolonged losing spell. While losing is tough, winning may be even tougher for some people. Many players subconsciously feel that gambling winnings are "ill begotten gains." Many times persons raised with a strong work ethic cannot adjust to the reality that winning at gambling requires a great deal of effort too.

Gambling winnings may not seem real or may even seem shameful. Many people feel guilty when they win. For these people, walking out with some of the casino's money doesn't feel

right. Gamblers never cease to amaze me. Gambling falls into some special category of human behavior that escapes the normal rules we usually live by. People change their behavior dramatically in casinos. Consummate misers can't wait to throw their money away in casinos. People who clip coupons every week to save ten bucks on groceries think nothing of dropping a hundred, five hundred or even a thousand in a casino. Discipline is all about the ability to develop a winning plan. Control is about being able to follow it.

Ego Needs

We all share a need for recognition. We like to talk about our triumphs. Once you become a successful consistent winner at roulette, you are going to feel the need to talk about it occasionally. You need to curb the urge to discuss the fact that you are a winner, especially while you are in a casino. If you have a big win at the [roulette](#) wheel, feel free to comment on your success. The casino is not concerned with roulette winners, because they do not believe that anyone can gain an advantage over them in this game, at least not without cheating. Obviously, you should never discuss your roulette winnings with any casino employees. Your goal is to look as much like another losing gambler as possible.

Casinos don't like winners, and you are much more likely to get the royal treatment if you look like another losing gambler. Occasionally I have been asked about how my strategies work outside of the [casino](#). When I first learned to beat the casinos, I was quite enthusiastic and wanted to share my enthusiasm with other people. The typical reaction when I have revealed that I have a winning roulette system is total disbelief. I am simply not believed. My best advice is to act like the vast majority of casino patrons who don't have a clue as to how to win.

Play the Part

I have given a number of suggestions about looking like a gambler. Everyone has his own style, and I am not suggesting that you disguise yourself physically or change your identity. However, persons who look serious, never drink, never tip, or don't talk to dealers or floormen do not look like gamblers and will not get the full benefit of casino generosity, including comps. I have tried to give you as much ammunition as I can, but you can add your own finishing touches. Using casino credit is a must if you are a black chip player. You simply don't want to walk around with ten thousand dollars or more on your person. Not only are you literally risking your life should a mugger decide to target you, but you could run afoul of U.S. laws if you leave the country with more than \$10,000 on you and don't declare it. Using the casino's credit and signing markers will make you look much more like a gambler, and it actually is a very

convenient way to play. You should also play for comps. Once you are playing with black chips, you will have comps offered to you and you might as well enjoy them. Even mid-range gamblers and low rollers can avail themselves of substantial comps.

The Casino is Not Your Enemy

The dealers, floormen, cocktail waitresses, pit bosses, shift bosses and [casino](#) hosts are not your enemy. While pit bosses often scrutinize the play of high rollers, they are just doing their jobs. Many of the casino employees are actually rooting for you to win. We have discussed how to get a dealer on your side by being friendly and using your tips advantageously. But your floorman, who, incidentally, is just as likely to be a woman called a floorman, is not against your winning. As long as you are not perceived as a threat to the casino's bankroll and are not engaged in behavior the casino objects to, e.g. card counting, you are free to win occasionally. Just don't rub it in their faces. Floormen are the primary decision-makers on the amount of comps you get, and I always chat with the nearest floorman. Starting a conversation is easy. Once you are a credit player, you will interact with the floorman as soon as you buy in, by signing a marker. After establishing some rapport with a floorman, I will occasionally ask him or her for advice on certain roulette wagers. It is always better to down play just how knowledgeable you are. Most floormen enjoy helping players and like to show off their own expertise. In dealing with all [casino](#) personnel, your goal is to always be a polite, friendly person who likes the casino, enjoys talking to pit personnel, is impressed by the floorman's tremendous knowledge of roulette, makes large wagers and doesn't quite know how to play roulette correctly. This act will buy you a tremendous amount of unrestricted playing time, and your comp rate should go up exponentially. You are the perfect player from the casino's viewpoint, and the casino bosses will be willing to pay to ensure that you play in their casino.

Things to Avoid

There are some things I just won't tolerate when I play [roulette](#). Top on my list of "the things I like least" is a crew of rude dealers. If the dealers start making comments about my play, or are rude to other players, my advice is to just leave. I don't need this kind of aggravation. If there are extremely obnoxious players at the table, just leave. If you have a bad feeling about the table, trust your instincts and leave. I also refuse to play with rude players. I recall one instance years ago at the Desert Inn when there was a young and obviously drunk player at the opposite end of the table. He made comments about every shooter and was constantly harassing the female dealer next to him, making off color comments about her clothes, her shape and her dealing. I finally told him that no one thought he was funny and that it was time

to back off. He told me to f___ off and I told him that it was time for him to go. By this time the boxman had signaled security. Up walked two burly security guards. Mr. Jerk was escorted out of the casino. After the uproar had subsided, the dealer he had been harassing gave me one of her biggest smiles and thanked me for supporting her. The floorman gave me a thumbs up and he comped me to a delicious gourmet meal.

Drinking

You've been waiting for this part, haven't you? I have yet to read a book on [gambling](#) where the author does not admonish the reader not to drink. Professional roulette players, I guess, are too engrossed in observing the game to even lift a glass to their beleaguered lips. If they do manage a drink, it has to be Evian water. For the bosses and for most players, having a drink while you play is part of the fun. Gamblers do it for sure. And you want to look like a gambler, right? I generally have a few drinks while I gamble. I also drink straight orange juice, coffee, iced tea and even ice water at the tables. Drinking something alcoholic at the [roulette](#) table is one more signal to the pit that you are not a threat. I generally go slow on the alcoholic drinks and time my drinks. In general, the fact that you are a roulette player will go a long way towards enhancing your reputation as a gambler.

Superstitions

Superstitions really have no effect on the outcome of cards or dice or little balls spinning around inside of larger wheels or do they? Most gamblers and many pit personnel are superstitious. [Gambling](#) itself seems to breed superstitions. What happens is that we remember certain events that occurred prior to, or in connection with other events, and we assume that there is a causal relationship between two seemingly unrelated occurrences. The dice game is rife with superstitions. Lady shooters are lucky, as are virgin shooters, who have never rolled the dice before. If a die or the dice fly off the table, many old pros call their odds, place and buy bets off on the next roll, as everyone knows that sevens come after the dice fall on the floor.

Blackjack players have their own superstitions. Many of these concern upsetting the natural order of the cards. If you have been playing one hand of blackjack and suddenly spread to two hands, the other players may become unglued at the move. Likewise playing a hand differently than they would have can cause a barrage of negative comments. [Poker](#) players may wear

their lucky hats, and where would a slots player be without her lucky charm bracelet? Many casino bosses have lucky and unlucky dealers.

A [roulette](#) crew which loses too much money may find itself fired, or at least broken up and the members rotated into different crews. If a blackjack player is winning too much money, a boss may bring in a lucky dealer. In the good old days when [Vegas](#)

was mobbed up, the lucky dealer may well have been dealing seconds, with a real reason behind the luck. In this day of corporate casinos, a cheating dealer is unlikely, as a casino is not willing to risk its license over one winning player. However, many bosses believe certain dealers are lucky for the house, just as other dealers are unlucky. If a boss decides a dealer is unlucky, the hapless dealer is not likely to have a fruitful career with that casino. Because gamblers and bosses are superstitious, it makes sense for you to at least appear to be superstitious too. If you lose, it is because the table is too cold, or in the alternative, if you win, you are on a hot streak. Hot and cold streaks do occur, but it doesn't hurt to play them up. Talk of hot shooters and hot rolls helps spice up any conversation with a boss as well. In addition to enhancing your conversation with bosses, you can use your superstitions to influence dealers as well.

More than once I have told a dealer that I feel that the next shooter will be lucky and placed a larger bet when the floorman was watching. Use superstitions to justify certain plays when you are talking to the bosses. Just don't get caught up in believing too many casino superstitions yourself. Your lucky hat is not likely to have been responsible for your last win, nor is a particular casino necessarily unlucky. I will admit that I partially subscribe to the "unlucky casino syndrome." There are some casinos where I never seem to do well. I have no rational explanation for this. However, since I tend to play in [Las Vegas](#) where dozens of casinos vie for my attention, I can easily avoid the casinos that are unlucky for me.

Moving Up Your Betting Levels If you devote much time to roulette using the Target Roulette Strategy, at some point you will want to increase the size of base bets — jumping from a 10-20-40-80-160 line betting series to a higher level for example. Many players find that an emotional adjustment is required to make these moves. The size of the wagers required may intimidate them to the extent that they feel compelled to modify the Target [Roulette](#) Betting Strategy. Of course, you must adhere to all of the requirements I have described before you decide to increase the size of your base wagers.

You never want to over-bet your bankroll, and you should only increase the size of your wagers when your bankroll is large enough to justify it. If you are undercapitalized, then you clearly are out of your league to jump from green chip to black chip play. However, once you have built the prerequisite bankroll, you should be able to increase the size of your wagers. To acclimate yourself to making larger wagers, try moving in steps. You might increase from being a \$5 line bettor to using \$7 wagers as your starting point. There is no law that says you have to jump to from the 5-10-20-40-80 series to the 10-20-40-80-160 series next. Create your own betting series using \$7 as a base place bet if you are uncomfortable in making the leap from \$5 to \$10 base wagers. Probably your biggest hurdle will be moving up to black \$100 chip play. You will receive a great deal more attention from the [casino](#) than when you were a red chip or green chip player. Most of the attention will be positive. When you play with black chips, you automatically join an exclusive club with significant casino comps to be made available. However, your play will also be under greater scrutiny, and this bothers many players. In addition to being showered with comps, you will also find that black chip play has other privileges. It is usually much easier to find uncrowded tables as a black chip player. I suggest that you start wagering at a comfortable level for you. Your comfort level may be as a \$5, \$10 or a \$25 player. Stay at this level until you have thoroughly mastered, not only the technical side of playing correctly, but the emotional side of dealing with players, bosses and dealers. When you are ready, both psychologically and with adequate bankroll, try moving up just one step and then playing at this level for awhile. Continue to hone your casino people skills at each new level and don't forget to look and act the part. Black chip players do act differently than nickel chip players.

The Casino As Your New Office

If you are unfamiliar with casino surroundings, you may want to progress into your new role as a winning roulette player on a step-by-step basis. You can first play using only the smallest bets allowed. This is an excellent approach, and you will win plenty of money using this approach. Only after you have mastered all the Target [Roulette](#) elements should you consider moving up to black chip status. At this point, you should feel that the casino is your new office, and the casino personnel are your fellow workers. Remember that the casino is not your enemy. The primary functions of modern casino personnel, including bosses, are to make sure the casino patrons have a good enough experience that they will become repeat customers. Once you become known in a casino, you will find yourself interacting with the casino personnel even more. Dealers will welcome you by name.

Cocktail waitresses will remember your favorite drink. Bosses will invite you to coffee. A casino host will work with you to make sure that you get all of the comps to which you are entitled. Once you sense that everyone in the casino is genuinely rooting for you to win, you will know that you have done your job well. In order to reach this level, there is no substitute for putting in your hours. You will need to demonstrate that you are not only friendly, but reliable, honest and consistent in your fair treatment of all you encounter. Too many players complain to bosses, dealers and anyone else who works in the casino. Grumpy players are all too common, and you want to make sure that you don't present this face to your "fellow workers." If you are tired or grumpy, don't play. It is important to take breaks frequently and use the time to relax. You should be at your peak emotionally when you play, and this includes having a positive mental attitude and interacting with players and [casino](#) personnel on a friendly and helpful basis. Eventually the casino will recognize you as congenial, reliable and dependable. And, if you decide to make playing [roulette](#) your new profession, your relationship with your new associates will serve as the foundation for your new business.

CASINO COMPS

Whether you chose to become a rated player at the casino table games, join a slot club or both, once you get into the system, you can start getting your share of comps. There are a number of tried and proven ways to multiply the number of comps you get. Here are some pointers. Chose a primary casino and then play there. A basic premise of the whole comp system is to reward loyal players. Casinos offer comps to lure new players to their casino and to make sure that their current customers remain their customers. If you think you have it tough trying to use the comp system to your advantage, just think what the casinos are up against with new competition springing up every day. If you are a whale, you can ignore my advice. Just plan on either bringing or setting up a credit line of \$100,000 or larger, and wherever you decide to land will be glad to comp you. If you are in the million dollar plus range, the casino will not only comp you, but anyone else you chose to bring with you.

They'll even charter a 737 and fly in as many of your friends as you want to bring along. If you are not quite in this range, then it will pay to find a primary casino and reward it with your patronage. A player with as little as \$1,000 can get RFB treatment in some of the downtown casinos in [Las Vegas](#). A player with a \$2,500 bankroll will have an even greater choice of hotel casinos. Move up to the \$5,000 to \$10,000 range, and a whole other batch of casinos become available. But, in order to get noticed and adequately comped with a bankroll from \$1,000 to \$10,000, you have got to be willing to reward a casino with your playing time.

A friend of mine visits Las Vegas about ten times a year. He usually takes \$5,000 to \$10,000 and manages to lose between half and three quarters of it per trip. I won't comment on his approach to [gambling](#). Quite frankly, it stinks. Anyway, the subject is comps. Believe it or not, he doesn't get any. He stays at a different casino every trip. I think he believes the constant changes might improve his luck. This is not necessarily bad, if he would play at the casino where he stays. He invariably changes casinos every hour or two and ends up playing in ten to twelve different establishments over the course of two or three days.

Because of the size of his buy-ins, he is constantly asked if he wants to be rated. He always declines. He confesses that he doesn't want the casinos to know how much he is losing. I think that he is trying to kid himself about his losses. I have explained the comp system to him. As long as he is losing, he might as well have the casinos kick in \$750 to \$1,000 per trip. This money is there for the asking if he would only pick a primary [casino](#) and give it a reasonable amount of play. I can't convince him to change his ways. But, maybe I can influence you. There are many other benefits to playing more in a primary casino. The first benefit is the application of the old saw, "If you scratch my back, I'll scratch yours." The casino will accelerate the rewards offered you the more you play. Some casinos formalize this process and actually accelerate the comps to slot club members as their total number of points increases.

Many casinos offer more and more free rooms and entertainment the more you patronize them. The key to maximizing your benefits from this whole process is to find a casino which matches your needs and then start playing there. If you have picked correctly, your loyalty will be well rewarded. Join a slot club and/or get a VIP card. The start of getting comps is to be into the casino comp system. If you bet \$25,000 a hand, the host will find you. If you bet \$5 to \$25 a pop, you have to get the casino's attention. And the easiest way to do this is with a little piece of plastic which looks just like a credit card.

Once you have a card, getting comped will become part of your routine. The first thing you will do as a machine player is to insert your club card in the card reader. When you sit down at a roulette, blackjack or [craps](#) table you will present your VIP card when you buy in. Your card will go down with your cash at the [roulette](#) table when you lay five hundred in front of the dealer and tell him, "Chips please." Once you have the cards and use them, all of your play will count towards something. Get to know your casino host. The casino host or the slot host will be your key to getting the most comps in most casinos.

If you are a member of the casino's slot club, you will get nearly all of your comps by asking the casino slot host. Many times comps for food, rooms, shows and merchandise are built right

into the slot club payoffs. If you have just joined a slot club, try giving them some play for an hour or two and then asking the slot host for a buffet comp. My experience with comps from playing slots or video poker is that the [slot](#) hosts are much more likely to be generous with comps than the personnel at the slot club booths. If you want brochures on the slot clubs or general information on the slot club, talk to the clerks at the booth. If you want a particular comp, ask the slot host.

Casino hosts, catering to the table game players, are at the top of the casino pecking order for granting comps. Their top priority is to cultivate new customers and to keep the current customers happy. The casino hostesses are the persons working for VIP Services who help you check in, arrange your limo service, make dinner and show reservations and so forth. The hostesses will handle most of your scheduling and reservation needs. The [casino](#) hosts are the people you need to talk to to arrange RB and airfare reimbursement. You can meet a casino host a number of ways. One way is to call a casino before coming and ask to speak to a host. This is a good way to ask about the casino's comp policy and to tell the host that you are interested in playing there. If you are playing with front money, you should meet your host after depositing your money with the cage but before you begin play.

If you are a cash player and make a large enough buy-in, you may have a chance to meet a host when the casino sets you up with a VIP card. After you have played in a casino, you can make reservations through the casino host. Making reservation through a host who knows you is a good way to get a room even if the front desk claims that no rooms are available. Casinos always reserve a block of rooms for their best customers, and a casino host can get you a room when a reservation clerk can't. I recommend taking a little time to develop a relationship with a host. Part of developing a relationship is consistency.

If you make one casino your primary casino and visit several times a year, it will be easier to become known to a host than if he only sees you every other year. If you are using a casino credit line, the host will introduce himself to you. With front money or cash, you will want to make a point of meeting the host. Treat your host with respect and nurture the relationship. He can shower you with all kinds of freebies, including gifts, food, a free room and VIP treatment. And he is paid to do this. For your part, you have to convince your host that your action is sufficient to justify the comps you want.

And being a nice person won't hurt either. Be a nice person. Or have I said that? You can get enormous leverage out of maintaining friendly relationships with the people who work in casinos. Start with the dealers and cocktail waitresses. These people have a couple of the

hardest jobs in the casino and are at the bottom of the casino hierarchy. A smile and a reasonable tipping policy will do wonders to get these folks on your side. I believe that creating a positive atmosphere starts with how you act towards the casino personnel. A positive atmosphere is conducive to winning as well as to getting your fair share of comps. You might look at it this way. If you are a grump, the dealer will probably reciprocate. This is contagious behavior, and soon the whole table will act the same way. The pit personnel not only will not be impressed with your play, they probably will be put off by the whole scene at your table. Not only will your rating likely suffer, you won't have nearly as much fun. You can't always control how dealers and other customers act. If I join a table where no one is talking, and the dealer barely grunts when spoken to, I will make my departure very quickly. Usually a few cheerful words followed by a toke for the dealer will turn the atmosphere around. However, if this fails, you can't be faulted for not trying. Life is too short to play under miserable conditions. It is always better to change tables than to continue to play with an out of sorts crew and crabby complaining customers. Under these conditions, you should just leave. Visit the casino at off times. I nearly always schedule my [casino](#) trips for the middle of the week. I will typically arrive on a Monday afternoon and stay until Thursday afternoon. The benefits of visiting during the week are many.

If there are any drawbacks to avoiding the weekend crowds, I haven't found them. I don't like waiting and I hate lines. By timing my visits to the middle of the week, I can usually walk into any coffee shop, make reservations for a gourmet restaurant just about any time I chose and get show tickets to the shows I want to see. If you want to really reduce the size of the crowds, travel in the middle of the week during off season. [Las Vegas](#) is slower during the middle of summer when it is hot and in the late fall and early winter when it's colder. The slowest time in Vegas is usually between Thanksgiving and Christmas.

But watch out for conventions. The Comdex is usually in town in November. Then it's impossible to get a room (unless you are a rated player or belong to a slot club). If you like to visit Atlantic City, try visiting during the middle of the week in the dead of winter. You'll not only avoid the larger crowds, but you'll find that the minimum [wagers](#) on many tables have been reduced. Visiting during an off time is also an excellent way to get noticed for purposes of getting rated and getting your comp career off to a roaring start. With fewer players to contend with, a host or a floorman is easier to meet and to visit with. Also, during slow times, casinos tend to be more generous with comps. After all, they are more likely to have a slew of vacant rooms just waiting to be given away to qualified players on a Wednesday night in December.

Ask for comps

If you play \$10,000 a hand at baccarat, you do not have to ask for comps. The casino will shower you with them. If you are like the rest of us wagering anywhere from \$5 to several hundred a hand, you need to ask for comps. Slot players have the more systematic approach as the card readers on the machines are tied into a centralized computer system, and comps are based on points. If you are a slots or [video poker](#) player, getting a comp is pretty straight forward with this system. Table game players have to deal more with people. And unless you are a whale, a boss will almost never offer you a comp unless you have just won big in a smaller [casino](#) which watches every loss. Facing a player who might walk out with their money in hand, some casinos will start throwing comps at the player. But most of the time, even rated players can play and play and never be offered a comp unless they ask for it. My advice? Always ask for the comp. I have given you several examples of how to do it. Maximize your comps. Anyone who follows the steps I have described can get comps. Your first step is to pick your primary casino and give it most of your business. Before you pick your casino you want to make sure that the casino has a reasonable comp policy and that it has beatable games. You should also like the casino as you will be receiving a lot of invitations there once you get into their comp system. After picking your primary casino, you need to join its slot club and get a VIP card. I usually do both.

Some casinos, like Rio in [Las Vegas](#), combine rating slot, video poker and table players on one card. Others track machine and table action separately. However, it usually pays to join the slot club, even if you are mostly a table game player. In many ways, slot club players have an advantage over the table game players. Their rating is automatic, they don't have to get the attention of some boss. By joining the [slot](#) club, they start receiving mailing from the casino. I have received offers of free rooms from casinos where I had never played a slot machine, but had joined their slot club. If you are just establishing your rating and want to get a room on a crowded weekend, your slot club membership can be invaluable.

After the reservation clerk tells you there are no rooms available, tell her you are a member of the slot club or ask to speak to a slot host. Chances are, the casino will find a room for you. Getting to know the casino personal is critical. The more the casino personnel know and like you, the more comps are likely to flow your way. This is even true for slot players with their automated rating system. A slot host can easily "bump up" your comp from a buffet for two to a coffee shop comp for two, even if your rating is not quite there. With table players, interacting with the pit personnel is critical.

A boss can make or break you in terms of your rating. If your average wager is \$25, your goal is to be rated as at least a \$50 to \$75 player. It is not enough to increase your wagers when the boss is looking, you need to be a nice person. Playing with front money gives the casino a real shot at beating you. When you deposit the money in the cage, the casino knows that they have a shot at winning all of your front money. If you are willing to risk \$10,000, this will open the door to full RFB at most establishments. When you play with front money, be sure to put it all in play. If you deposit \$10,000, draw markers for the full ten grand. This doesn't mean you should lose the money. If you look like a loser and the casino sees that you have put all of your front money into play, your rating will increase. Remember to look like a loser. You can save your bragging for when you get home. Appear to lose, but lose gracefully. Dealers and bosses hear players gripe about losing every day. Look like a loser but don't complain. If you run into a fantastic winning streak, don't worry about disguising the fact that you are a winner. The bosses will know that you are winning. If you try to hide enough chips to turn a big win into a loss, they'll know. When you have a big win, act like a winner. Go ahead and tip a little more. If you are playing roulette, shouting is not out of line.

I have had some of my best comps come out of big wins as casinos hate to see winners walk out the door with their money. Once you know how to play the comps game, you will be able to milk the casinos for every dime your action entitles you to. I have given you some pointers on how to get a quarter's worth of comps for a dime's worth of action. When you combine getting the maximum number of comps with the Target [Roulette](#) Strategy, you are in the best position to maximize your profits from casino [gambling](#). If you at least break even, then the comps you receive constitute a profit for your play. If you are able to win money at the casino games, then your profit will be even greater.

PUTTING THE SYSTEM INTO ACTION

If you are going to gamble, you had better know what you are doing. You can't expect to win if you don't understand the game. The first step to becoming a winning roulette player is to learn the game and thoroughly understand the Target [Roulette](#) approach to the game. You can't hope to win at something that you haven't mastered. The rules for Target Roulette are straight forward, but it will take an investment in time to learn them. There is no substitute for learning the rules thoroughly and practicing them before risking any money in a [casino](#). An essential element of learning and practicing these rules is to not only learn how to use this strategy, but to gain a level of confidence that the strategy will work for you.

I have this sense of confidence because I have successfully used it to win large sums of money. I have tried to convey to you my approach and to explain the validity of the concept. However, it is up to you to prove to yourself that it works for you, without taking my or anyone else's word for it. My publisher tells me that many customers request a "rush" on book orders and probably barely have time to skim the material they receive before rushing off to a casino. If you read this book quickly, skimming or skipping certain portions of it, gain what you feel is a "general idea" of how to play and then lose your shirt, don't blame me for not preparing you. Most people approach casino [gambling](#) as a lark, and little consideration is given to the amount of time, money or psychological preparation necessary for winning. Some attention is given to finding a "system" or "gimmick" and off the player goes to try his hand at winning. Needless to say, this approach hardly ever works. Some work and advance preparation are essential to becoming a consistent winner at [roulette](#) or any other casino game. The advance preparation is fairly easy. First, read and understand this book. You may wish to purchase a home roulette set and practice the system. I encourage and recommend this. For those who have computers, there are a number of casino game packets available which include roulette. Whichever way you go, practice is essential for two reasons. First, by practicing you will gain a greater understanding of the system than you ever will by just reading about it. Secondly, practicing the system will give you a greater feel for it than I can ever convey by describing it. In practicing the system you will gain a level of confidence in your play which is important before you ever venture forth to take on a casino.

In a casino, your enemy is not the [casino](#) or the dealer, it is you. If you can control yourself and have a mastery of your approach, you will become a winner. If you can't, then it is unlikely that Target Roulette or any other system can make you a winner. After you have learned and practiced Target Roulette, you will want to begin planning to apply it in a casino. What, you say, planning? I just spent some time learning the darned thing, what's this planning? Why can't I just jump in my car or on a plane, arrive at a location that has roulette wheels and jump in and start playing? Planning begins with determining the size of bankroll you will take for your Target Roulette Sessions.

The amount you will take for an excursion to a casino(s) is called the Trip Bankroll, and it is three times the size of bankroll required to play a session (a game). It is necessary to use a larger bankroll for a trip to provide for an adequate cushion against losses. If, for example, you decided that since the Target Roulette loss rate is so low (about one in twenty games), you would only take the amount needed to play one session, what would you do if the loss occurred in the first session, or even the first half dozen sessions? You would not have a large

enough bankroll to continue to play the game, and you would be "tapped out" even with a winning system. It is far better to plan for the worst and then do your best to prevent it from occurring. The table below summarizes the session and trip bankrolls required for each level of wagering.

Target Roulette Session and Trip Bankrolls

Bet Size Session Bankroll

Trip

Bankroll

\$1 \$120 \$360

\$2 240 720

\$3 360 1080

\$4 480 1440

\$5 600 1800

The amounts required for each session have been rounded up to the next even amount. Using this table, you can plan on the amount of capital you will need for a trip using Target [Roulette](#). Needless to say, this bankroll should come from money that is extra and will not be needed for living expenses. If you take the money needed to pay mother's medical expenses for gambling, the psychological pressure will probably be too much for you, and in general, this is just not a good way to approach any speculative venture. After building your bankroll and practicing the system until you can perform flawlessly, you may begin your final preparations for a gambling excursion. You should have an adequate number of tracking forms, a notebook for recording the results of your play and a game plan for your trip.

A trip game plan can be very informal consisting of an itinerary with playing time scheduled in a general way. You don't have to have every minute scheduled, but I have found that my mental attitude is improved if I have planned a definite amount of time for [gambling](#) as well as other activities. If you wish to approach the Target Roulette endeavor in an extremely organized and professional manner, you may wish to develop a plan to let the system help build your bankroll. Assume that your bankroll is only \$360, which qualifies you to play with \$1

unit value wagers. It is your desire and wish to advance to the \$5 betting level as quickly as possible, but the only feasible way is to let your casino winnings provide the capital.

In order to accomplish this safely, you must accumulate enough winnings to qualify for play at a higher level. To advance to a \$2 unit value [wager](#), your Trip Bankroll should be \$720. A \$3 value wager requires \$1080 playing capital. Target roulette returns, on the average, 30% of the session bankroll for each hour played. Using this information, and the bankroll requirements for each level of play, the table following shows the amount of playing time needed, on the average, to advance up each rung of unit wager value.

Time Required to Advance to Higher Unit Wager

Unit

Wager

Session

Bankroll

Average

Win per

Hr

Trip

Bankroll

for Next

Level

Playing

Hrs. to

move up

one level

\$1 \$120 \$36 \$720 20 hrs.

\$2 240 72 1080 15 hrs.

\$3 360 108 1440 13.33 hrs

\$4 480 144 1800 12.50 hrs

\$5 600 180 NA NA

If we start with the lowest bankroll of \$360, the table shows that it will take approximately 20 hours to double this bankroll to \$720, which qualifies us to make \$2 unit wagers. Another 15 hours is required to reach the \$3 unit [wager](#) tier, 13.33 more hours to achieve the \$4 wagering level, and only 12.50 hours to move from \$4 to \$5 unit wagers. To move from \$1 to \$5 unit value wagers would require about 61 hours. Of course, we can start at any level, say \$3 unit wagers, and calculate the amount of time required, on the average, to move up a level (to move from \$3 to \$4 wagers takes 13.33 hours). If you are so inclined, you may very well decide to schedule an adequate amount of playing time on a trip to achieve a certain goal, such as moving from \$1 to \$2 unit wagers. If you take this approach, you should add about 25% additional time to take care of any extraordinary losses.

When you arrive at your choice of [gambling](#) locale, you will arrive prepared, confident that you have mastered the Target [Roulette](#) approach, brought the materials with you which you will need, planned the correct bankroll and developed a playing schedule for your trip. Come to the roulette table confident about yourself and your game plan. Although you will undoubtedly enjoy the edge you have over other players, make sure that your enjoyment never interferes with your plan to win at the wheel of fortunes. Follow this approach. You will become one tough player and a consistent winner.

GOOD LUCK!