

I was again trying to dream up short-term hit-and-run roulette strategies last night, that would work online.

## I thought of this:

You play Red-Black-Black - Red-Black-Black all the time, increasing one chip if you lose and decreasing one (or even 2) if you win. You go back to one chip when you're even, or winning.

This system hits quite often, but I reckon it should be used just to make say 5-10 units profit then get out in case Black-Red-Red hits twice, which it does sometimes but this is quite rare.