

Double-streets-to-winning-numbers System

By Bo

Input variables:

1. Select a win goal in units for each sequence in session.
2. Select the Bankroll for the entire session (can be many sequences).
3. Choose how many spins to track each time
4. Choose whether to track double streets by either fewest or most hits.
5. Choose how many remaining numbers will trigger abandoning of sequences (important because of the mathematical probability of occasional numbers “sleeping” for over 100 spins.
6. Choose starting Unit to place bets.
7. Choose how many sequences before ending Session.

Steps:

A: When beginning any session, track spins with no bets for User input #3 above ignoring zeros.

B: Select from the tracked spins, the four double streets with the fewest (or most) hits selected from User input #4 above. Note: for this system, any two adjacent streets is considered a double street, however for the selected double streets, no street is shared in another double street. For example: 1-6, 4-9, 7-2 are all double streets which may at various times be selected as double streets, but we could never have 4-9 and 7-12 in the same selection.

C: Then, bet units selected from User input #6 above on each of the selected double streets for five (5) bets, unless if any double street wins then that double street is removed from the selection.

D: If after five (5) bets any double streets remain, then bet units selected from User input #6 on each of the single streets contained in the remaining selection for six (6) bets.

E: If any street wins, then that street is removed from the selection.

F: If after six bets, any street remains then bet units from User input #6 on each of the splits in the remaining streets for six (6) bets. (The middle number in each remaining street will therefore be overlapped and covered by two units).

G: If either number covered any split is hit then those two numbers are removed from the selection. If a middle number, covered by two (2) splits bets is hit then ALL three (3) numbers (forming a street) are removed from the selection.

H: If after six (6) bets any numbers remain then bet units from User input #6 on each of those numbers for 18 bets.

I: If any number is hit on this or any subsequent bet sequence then that number is removed from the selection.

J: If after 18 bets any numbers remain then bet units from User input #6 (DOUBLED) on each of those numbers for 18 bets. (For example: if User input #6 was 1 unit, then DOUBLED will be 2 units). If after 18 DOUBLED unit bets any numbers remain, then bet User input #6 (DOUBLED, DOUBLED) on each of those numbers for 18 bets. (For example: if User input #6 was 1 unit, then DOUBLED, DOUBLED will be 4 units).

K: If at any time only the User input #5 remaining numbers or less occur during H,I and J, or the WIN GOAL User input #1 is met or completion of J above, then again bet a unit from User input #6 on the four (4) least/most hit double streets tracked from the previous User input #3 spins.

Stop Session completely if User input #7 sequences are met or Bankroll is depleted.

Note: Bankroll depletion means the bankroll entered from User input #2 above. For example: if the Bankroll was 100 units for the entire session and your win goal was 5 units/sequence, and you selected 10 sequences, then if you successfully satisfied 5 sequences, that would give you approx. 25 unit profit. If during sequence #6, you depleted your 100 units Bankroll, you still retained your 25 unit profit and will be noted at the end of your Session.