

This is a lot like Roulette Master which is located in this group. Putting this system and Roulette Master together, I have not lost a game yet out of a month of testing with Hamburg Spielbanks roulette spins.

Target Roulette  
Andrew Devereau

#### 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 a 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.

#### 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!

#### Appendix A

##### Tracking Forms

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

##### GROUPINGS DECISIONS

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

Betting Series 1 1 1 1 2 2 2 4 4 4 8 8 8 10 12 14 17 20  
GROUPINGS DECISIONS

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

Betting Series 1 1 1 1 2 2 2 4 4 4 8 8 8 10 12 14 17 20  
GROUPINGS DECISIONS

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

Betting Series 1 1 1 1 2 2 2 4 4 4 8 8 8 10 12 14 17 20  
GROUPINGS DECISIONS

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