

### **1. THE TYPE OF BET.**

The strategy involves betting 2 squares of 4 numbers on the inside layout. (or corner bets as they are sometimes called) Therefore a bet will cover 8 numbers on the wheel/layout. Which 2 corners and when and how to bet them will be explained presently.

### **2. PRIOR PREPARATION.**

Before beginning a playing session of this roulette strategy you need some blank cards (or papers) which list the following corner bets in the centre of the card(s) like this:

1 2 4 5	2 3 5 6
7 8 10 11	8 9 11 12
13 14 16 17	14 15 17 18
19 20 22 23	20 21 23 24
25 26 28 29	26 27 29 30
31 32 34 35	32 33 35 36

### **3. SELECT YOUR ROULETTE TABLE.**

Find a quiet table if possible. I prefer sitting at one of those automatic roulette machines which accept banknotes. Spins are more regular on these and payouts are instantaneous. Or play online.

However,

it's essential that you are able to skip betting for several spins when necessary...

### **4. CHARTING THE NUMBERS. (INITIAL PHASE)**

Each time a number spins mark an 'x' on the card against the 4 numbers which contain it. Continue marking until there are just TWO corner bets on the list that have no x`s.

If you have already marked an 'x' no need to mark it again.

Once is sufficient. For example:

Assume that the following numbers spun next in sequence:

2, 13, 25, 25, 34, 35, 3, 11, 27, 0, 28, 30, 21.

x 1 2 4 5	2 3 5 6	x
x 7 8 10 11	8 9 11 12	x
x 13 14 16 17	14 15 17 18	
19 20 22 23	20 21 23 24	x
x 25 26 28 29	26 27 29 30	x
x 31 32 34 35	32 33 35 36	x

If a centre column number such as 14 or 2 spins then you will be marking an 'x' against TWO adjacent sets of numbers on the list.

On the thirteenth spin it can be plainly seen that there are now just two sets of 4 numbers that have yet to be marked on the chart.

The squares 19/23 and 14/18. These 8 numbers have not appeared since charting commenced.

**NOW THIS IS WHAT YOU ARE LOOKING FOR!!**

## 8 numbers in 2 squares of 4 that have not appeared for the LONGEST TIME...

The next step is to mark these 2 sets of numbers on your card with an identifying symbol such as an asterisk, a dot or a circle to act as a reminder that these numbers are the ones you are interested in betting and to also draw 2 vertical linestrokes to indicate that this initial pre-bet charting phase is now completed. For example:

x 1 2 4 5	2 3 5 6	x
x 7 8 10 11	8 9 11 12	x
x 13 14 16 17	14 15 17 18	*
* 19 20 22 23	20 21 23 24	x
x 25 26 28 29	26 27 29 30	x
x 31 32 34 35	32 33 35 36	x

### IMPORTANT CHARTING RULE #1:

It can occur in the initial charting phase that you are left with just ONE set of 4 numbers without the 'x'. If this happens then it is a NO BET. Draw the vertical lines and rechart from scratch in a new column...

### IMPORTANT CHARTING RULE #2:

It can also occur in the initial or subsequent charting phases that you are left with two ADJACENT sets of 4 numbers on the list that have not hit.

ADJACENT groups of four on the list are actually composed of only SIX numbers eg:

* 13 14 16 17	14 15 17 18	*
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If this happens there are 3 things you can do:

- 1) Always call it a **NO BET** and rechart from scratch in a new column. This is my preferred choice.
- 2) Continue on to the betting and subsequent charting phase. In the example you would bet the 2 corners 13/17 and 14/18. Incidentally, you would make **double** the profit indicated in the betting chart should one of the 'middle numbers' 14 or 17 hit!!
- 3) Continue on to the betting and subsequent charting phase. Bet the six number **Doublestreet** block 13/18 using a staking plan I have provided in Appendix 1. This stakeplan only puts 50 units of the bank at risk.

## 5. THE BET.

Having identified the 2 squares of numbers to play you now proceed to buy in and place your chips on the 2 corners in accordance with a 14 bet progression. You are to continue betting these 8 numbers (or 6 numbers if you opt for adjacent blocks) until a win is achieved after which you stop betting, collect your winning chips, and continue

charting until a new betting opportunity presents itself.

## **6. THE BETTING CHART.**

You should study this chart carefully and print it out for your convenience.

Operating on minimum stakes of 50p or 50c, a betting bank of 76 units is required eg: £76, \$76.

If you wish to play £1 or \$1 units then DOUBLE this bank to 152 units and

also DOUBLE the figures beneath the 'stake', 'cumulative loss' and 'profit'

headings in the betting chart below. This is my preferred level of bet.

14 bet progression. Minimum bank of 76 units required.

<u>Bet#</u>	<u>Stake/Chips</u>	<u>Cum.Loss</u>	<u>Profit on Win</u>
1.	2 x 0.5	1	3.5
2.	2 x 0.5	2	2.5
3.	2 x 0.5	3	1.5
4.	2 x 0.5	4	0.5
5.	2 x 1	6	3
6.	2 x 1	8	1
7.	2 x 1.5	11	2.5
8.	2 x 2	15	3
9.	2 x 2.5	20	2.5
10.	2 x 3	26	1
11.	2 x 4	34	2
12.	2 x 5	44	1
13.	2 x 7	58	5
14.	2 x 9	76	5

Using minimum stakes, the first bet to place totals 1 unit.

As the chart shows you play two 1/2 (half) units.

A 1/2 unit chip to cover each of the 2 squares. Total bet = 1 unit.

In the above example the corners to bet were:

1/2 unit on square 14/18.

1/2 unit on square 19/23.

If one of your 8 numbers hits - you win 3.5 units.

If you don't win the first bet continue betting each spin with the number of chips indicated in the betting chart until a win is achieved.

You will profit by the amount shown according to the spin number you are successful.

ALWAYS keep track of your bet and bet number so that you know exactly

where you stand by referring to the betting chart.

After a win, the betting phase stops - but continue charting until there are 2 further qualifying sets of 4 numbers on your chart as before.

## **7. CHARTING THE NUMBERS. (DURING AND AFTER THE BETTING PHASE)**

From the time you start betting and also after a win it is important to

continue charting. For example: You have commenced betting on squares 14/18 and 19/23

The following numbers then spin in sequence:

4, 5, 24, 17

x x	1	2	4	5	2	3	5	6	x x
x	7	8	10	11	8	9	11	12	x
x x	13	14	16	17	14	15	17	18	* x
*	19	20	22	23	20	21	23	24	x x
x	25	26	28	29	26	27	29	30	x
x	31	32	34	35	32	33	35	36	x

The numbers 4, 5, 24 and 17 are located on the list and marked with an x in the new column as above. The fourth number spun - 17 results in the sought after win, producing a profit of 0.5 units as per the betting chart.

Betting now stops, but charting continues until only 2 sets of 4 numbers are available for betting again.

When this happens the relevant squares to be bet are marked on the chart with the identifying symbol and the vertical lines are again drawn to start a new column of recording... For example:

After 4, 5, 24 and 17(win number) the following numbers are spun. 9, 34, 34, 5, 19, 10, 25.

x x	1	2	4	5	2	3	5	6	x x
x x	7	8	10	11	8	9	11	12	x x
x x	13	14	16	17	14	15	17	18	* x
x *	19	20	22	23	20	21	23	24	x x
x x	25	26	28	29	26	27	29	30	x *
x x	31	32	34	35	32	33	35	36	x *

The chart is updated with x`s to reflect these new numbers and it becomes apparent and is easily spotted by glancing at the chart that there are now 2 new squares/corners available for betting.

In the above example corners 26/30 and 32/36 now qualify.

The asterisk mark is written against these on the list and a new column created using the vertical lines as above. The betting phase now restarts from bet #1, betting the corners 26/30 and 32/36 whilst charting continues towards locating what will be the next bet...

### **IMPORTANT CHARTING RULE #3:**

Immediately after a win and after updating your chart with the 'x', it could be that there CANNOT POSSIBLY BE 2 qualifying squares available for betting in the current column either because ALL or ALL BUT ONE of the sets of 4 numbers now have x`s against them. If this is the case then rule off a new column and just place an 'x' against the set(s) that contain the last number (winning number) in the new column and continue charting the x`s until a bet situation arises.

## **8. CONTINUE PLAYING AS ABOVE...**

You will find your chart grows outward from the centre of the card as you add new columns to search for your qualifying squares.. Always carry some spares handy. See also Appendix 2.

The idea is to gradually build up little minor wins and then cash in. Today I played a trial on an random number generator (simulator) and won 4 sessions of 25 games each averaging around 50 units profit per session.

Only once did I have to play a bet 13 and never a bet 14.

I suggest you test and trial out this on some roulette software or go to Casino and play an imaginary session without betting any monies first before you risk any real cash!

Of course nothing is infallible and I can't make any promises, but this strategy has rarely, if ever let me down so far.

I see this system as cautious but relatively strong and safe.

You will need the qualities of patience, tolerance and determination to grind out a respectable profit as it can be quite time consuming!

I usually play it for a couple of hours, take my profit, have a break and often return to the table or machine for a further hour after refreshment.

Follow the system faithfully and don't be tempted to deviate.

\*Remember you can cash in and take your profit any time after a win.

## **9. THE ORIGINAL METHOD.**

Simply rechart from scratch in a new column after each win.

Slower, but still effective.

I hope you find my strategy of interest and some value.

***Do not underestimate the power or simplicity of this method of attack on the Casino.***

## **APPENDIX 1.**

Optional Staking Plan for betting a block of six numbers (DoubleStreet) when indicated by the roulette strategy.

14 bet progression. Minimum bank of 50 units required.

<u>Bet#</u>	<u>Stake/Chips</u>	<u>Cum.Loss</u>	<u>Profit on Win</u>
1.	1 x 1	1	5
2.	1 x 1	2	4
3.	1 x 1	3	3
4.	1 x 1	4	2
5.	1 x 1	5	1
6.	1 x 2	7	2
7.	1 x 3	10	8
8.	1 x 3	13	5
9.	1 x 4	17	7

10.	1 x 4	21	3
11.	1 x 5	26	4
12.	1 x 6	32	4
13.	1 x 8	40	8
14.	1 x 10	50	10

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## **APPENDIX 2.**

Alternative Charting method. Some people prefer charting left to right, as I do - Example:

1, 2, 4, 5 |x|x|\*  
2, 3, 5, 6 |x|x|x  
7, 8, 10, 11 |x|x|x  
8, 9, 11, 12 |x|x|x  
13, 14, 16, 17 |\*|x|\*  
14, 15, 17, 18 |x|x|x  
19, 20, 22, 23 |x|\*|x  
20, 21, 23, 24 |x|x|x  
25, 26, 28, 29 |x|x|x  
26, 27, 29, 30 |x|\*|x  
31, 32, 34, 35 |x|x|x  
32, 33, 35, 36 |\*|x|x