

7 ROULETTE BETTING STRATEGIES DECODED

TheRouletteCode.com

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What is a Betting Strategy?

If you entered that question into Google, it will kick out approximately 13,300,000 results though not all are relevant. So, let's start with a definition:

“A betting strategy or betting system is a highly organized methodology adopted by gamblers who are attempting to beat the game or the casino to make a profit. Most betting strategies are based on analysis of game statistics.”

There are many critics of betting strategies and betting systems and they all make similar statements such as this example:

“No matter what system to use, it is impossible to overcome the house edge and therefore you can never beat the <game>” - where <game> can be any game.

The above statement is downright wrong. Let me explain!

It is not the game that cannot be beaten – actually, it is the casino itself. What do I mean by that? Let's take roulette as the <game> to beat. If there were no restrictions placed on the game itself or on the player in any way, roulette is easily beaten by simply using the Martingale i.e. the simple double-up as you lose system. So, let's all get this right – all games, in fact, can be beaten if it was a level playing field. If the games can never be beaten, then the casinos will not need to impose betting limits for the games. Games themselves do not have such rules – all betting limit rules are set by the casino otherwise, anyone with sufficient bankroll would be able to kick their butt every time they play.

So, what casinos have done by imposing betting limits is to make it more difficult to beat the game. However, our purpose, when we hit the tables is NOT to beat the game. Our primary purpose is to make a profit and leave with the profit! If that is not your objective, then you might want to think through your primary purpose before your next visit to the casino.

It is because of table limits that gamblers have had to resort to creative betting strategies to try and win consistently on each casino visit. Most betting strategies are

simply a sequence of bets as dictated by the system and takes absolutely no consideration of bet selection and that's where the danger lies.

Do you need a Betting Strategy?

That depends on what your primary objective is when you go to the casino. If you are going there just for some fun with a small wager, then you have no real need of a betting strategy – just go try your luck and have fun!

On the other hand, if you are going to the casino to win some money and you plan to do this regularly, then absolutely, YES! - you should learn about betting strategies and see how they can be adapted to suit your own game plan.

7 Popular Roulette Betting Strategies Decoded

The most popular and well known betting strategies include the following:

1. Martingale / Grand Martingale / Reverse Martingale
2. Labouchere / Reverse Labouchere
3. D'Alembert / Reverse D'Alembert
4. Fibonacci
5. Parlay
6. Guetting
7. Oscar's Grind

Let's look at each of the above and understand how they all work and I'll illustrate with case studies using some of these strategies and see what works, what doesn't work and why.

1. Martingale

The Martingale is a double-up after a losing bet strategy, and you keep doing that until you have a winning bet; at that point, you have won one unit of whatever you started with. See the example below: (B = BLACK and R = RED)

<u>Bet no:</u>	<u>Bet amount</u>	<u>Cum. Layout</u>	<u>Bet on:</u>	<u>Outcome</u>
#01	1 unit	1 unit	R	B - LOSING BET
#02	2 units	3 units	R	B - LOSING BET
#03	4 units	7 units	R	B - LOSING BET
#04	8 units	15 units	R	B - LOSING BET
#05	16 units	31 units	R	B - LOSING BET
#06	32 units	63 units	R	B - LOSING BET
#07	64 units	127 units	R	R - WINNING BET

Winning on the 7th bet gives you a nett win of 1 unit i.e. $(64 \times 2) - 127 = 1$

As you can see from the above, after 6 consecutive losses, it would require you to place a bet of 64 units on the 7th bet just to achieve a nett win of one unit.

At that point, your cumulative layout would be 127 units.

A win with your 64 units bet would return $64 \times 2 = 128$ units

Your nett win = $128 - 127 = 1$ unit

Grand Martingale

With the Grand Martingale, on top of doubling up your last bet, you add another unit to the next bet so that in the event of a win, you would have won a unit for each bet you placed prior. See the example below:

<u>Bet no:</u>	<u>Bet amount</u>	<u>Cum. Layout</u>	<u>Bet on:</u>	<u>Outcome</u>
#01	1 unit	1 unit	R	B - LOSING BET
#02	3 units	4 units	R	B - LOSING BET
#03	7 units	11 units	R	B - LOSING BET
#04	15 units	26 units	R	R - WINNING BET

Winning on the 4th bet gives you a nett win of 4 units i.e. $(15 \times 2) - 26 = 4$

This is a very aggressive form of Martingale and is extremely dangerous to adopt.

Reverse Martingale

The Reverse Martingale is the complete opposite of the Martingale. Here, instead of doubling up your bet on a loss, you double up, instead, on a win. This is referred to as positive progression whereas the Martingale and Grand Martingale are referred to as negative progressions.

I believe that it is very important to incorporate a positive progression strategy if you are using a negative progression but without a bet selection strategy, it is also extremely dangerous and unreliable.

When you use the Reverse Martingale, you need to set a cut-off point obviously as it is not possible to win consecutively forever. Do not be greedy thinking that you can double up just one more spin because that one-more-spin could wipe you out. Let's look at an example below:

<u>Bet no:</u>	<u>Bet amount</u>	<u>Cum. Layout</u>	<u>Bet on:</u>	<u>Outcome</u>	
#01	1 unit	1 unit	R	R	- WINNING BET
#02	2 units	1 unit	R	R	- WINNING BET
#03	4 units	1 unit	B	B	- WINNING BET
#04	8 units	1 unit	B	B	- WINNING BET

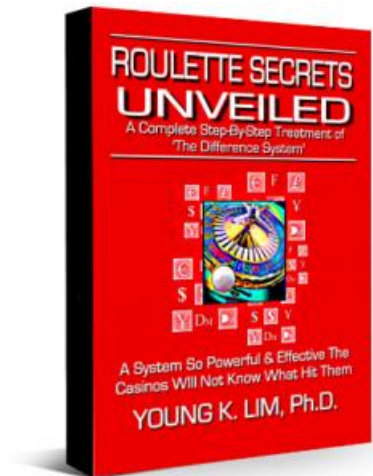
In the above example, you noticed the 'Cum. Layout' always stayed at 1 unit? This refers to the original 1 unit when you started the first bet. If you won all 4 spins above, your 1 unit would now be equal to 16 units, giving you a net profit of 15 units. Had you lost at any stage above, you would technically have only lost 1 unit from when you started.

Note also that the bet selection does not have to remain strictly with the last winning bet selection; you can change to whatever bet selection you want.

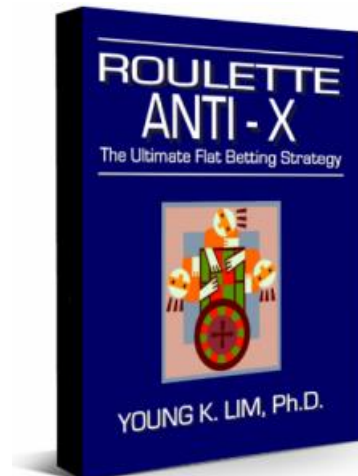
The Paroli System is exactly as above except it is limited to 3 consecutive wins.

The importance of having a bet selection strategy cannot be stressed enough and this is usually missing in most players' arsenal when they take on the casinos.

To learn the 3 keys ingredients that make up a successful strategy, please refer to the following publications:



[Roulette Secrets Unveiled](#)



[Roulette Anti-X](#)

2. Labouchere

The Labouchere is basically a ‘cancellation’ system and there are numerous variations of it. Fundamentally, you begin by writing down a ‘series’ of numbers such as:

1 1 2 2 3 3 4 4 5 5

The series can be as long or as short as you like. In the above example, adding up all the numbers will give you a series total of 30.

Each bet is based on adding the first and last number in the series. In the above example, your first bet would be $1 + 5 = 6$ units. On a win, you then cross out the two numbers in the series and on a loss, you add the losing bet to the end of the series on the right spin side:

Bet: $1 + 5 = 6$ units

WIN ~~1~~ 2 2 3 3 4 4 5 ~~5~~ : Note that the series reduces by 2 on a win

LOSE 1 1 2 2 3 3 4 4 5 5 6 : Note that the series increase by 1 on a loss

The next bet is always based on the sum of the left-most and the right-most numbers remaining in the series that have not been ‘cancelled’ out. Once you have cancelled out all numbers in the series, your session is over and you would have won 30 units as in the above sample series.

The series can keep increasing with accumulated losses or with alternating wins and losses that just cannot seem to close out the series, and at some point, it is likely that your next bet would breach the table limits or you have insufficient bankroll to carry

on. Being totally mechanical and **without any bet selection guidelines**, it is not advisable to use the Labouchere in any serious manner as the series can really escalate and subsequent bet sizes can increase very rapidly indeed. The main difference between the Martingale and the Labouchere is that the Martingale only requires one win to close, while the Labouchere requires many more wins to close a series.

Let's look at an example whereby bets are placed on R - RED only:

<u>Series</u>	<u>Bet</u>	<u>Outcome</u>
1 1 2 2 3 3 4 4 5 5	6	B LOSE
1 1 2 2 3 3 4 4 5 5 6	7	B LOSE
1 1 2 2 3 3 4 4 5 5 6 7	8	B LOSE
1 1 2 2 3 3 4 4 5 5 6 7 8	9	R WIN
1 1 2 2 3 3 4 4 5 5 6 7 8	8	R WIN
1 1 2 2 3 3 4 4 5 5 6 7 8	8	B LOSE
1 1 2 2 3 3 4 4 5 5 6 7 8 8	10	B LOSE
1 1 2 2 3 3 4 4 5 5 6 7 8 8 10	12	R WIN
1 1 2 2 3 3 4 4 5 5 6 7 8 8 10	10	B LOSE
1 1 2 2 3 3 4 4 5 5 6 7 8 8 10 10	12	B LOSE
1 1 2 2 3 3 4 4 5 5 6 7 8 8 10 10 12	14	B LOSE

1 1 2 2 3 3 4 4 5 5 6 7 8 8 10 10 12 14	16	R WIN
1 1 2 2 3 3 4 4 5 5 6 7 8 8 10 10 12 14	15	B LOSE
1 1 2 2 3 3 4 4 5 5 6 7 8 8 10 10 12 14 15	18	R WIN

...and on and on until you either cancel out the series or run out of bankroll or reach table limits. It has been known to further split a series once it has reached certain limits, but again, this is just prolonging the eventual downfall. **Bet selection is critical!**

Reverse Labouchere

The Reverse Labouchere again involves a series of numbers. The series again can be anything you like, but a win will now add the winning bet to the end of the series, and a losing bet will cancel out the 2 numbers that formed the losing bet. If the series is canceled out, you would have lost the series total units for that session. Unless the series cancels out, you have not lost your bankroll. With this reverse system, it is still necessary to set an exit point as bets can also escalate as you keep winning and a few consecutive losses can also wipe out a good chunk of the gains you made previously.

A session target of say +20 units is very respectable and reasonably easy to achieve. The series can be set to have a total maximum loss of 20 units so that in the event of a losing session, it will require just one winning session of +20 to recoup that loss.

Let's simulate a Reverse Labouchere application:

(we will use this series: 1 1 1 1 1 1 1 2 2 2 2 2 = 20 units in the series)

<u>Series</u>	<u>Spin #</u>	<u>Win/Lose</u>	<u>Bet</u>	<u>Balance</u>	<u>Comments</u>
1 1 1 1 1 1 1 1 2 2 2 2 2 2	1	W	3	+3	Win: add 3
1 1 1 1 1 1 1 1 2 2 2 2 2 2 3	2	W	4	+7	Win: add 4
1 1 1 1 1 1 1 1 2 2 2 2 2 2 3 4	3	L	5	+2	Loss: cancel 1,4
± 1 1 1 1 1 1 1 1 2 2 2 2 2 2 3 4	5	W	4	+6	Win: add 4
± 1 1 1 1 1 1 1 1 2 2 2 2 2 2 3 4 4	6	W	5	+11	Win: add 5
± 1 1 1 1 1 1 1 1 2 2 2 2 2 2 3 4 4 5	7	W	6	+17	Win: add 6
± 1 1 1 1 1 1 1 1 2 2 2 2 2 2 3 4 4 5 6	8	W	7	+24	Win: add 7

The Labouchere and the Reverse Labouchere have one thing in common; they require multiple wins and therefore prolong your game and force you to grind for an eventual net gain. With the Martingale, if you win it, you are done. On the other spin, if an effective bet selection strategy was in place, the Labouchere, like all the other betting strategies, could be very profitable. [Learn about bet selection strategies here.](#)

3. D'Alembert'

The Martingale's double-up after a loss is a scary proposition for most players even with the promise of recovering all losses plus a profit with just a single win. The D'Alembert is a milder progression that attempts to win back accumulated losses in small bits rather than win everything back with a single win.

The system of progression here is based on increasing the last bet lost by one unit, or decreasing the last bet won by one unit, until the number of wins in the sequence is equal to the number of losses plus one when the sequence ends with a profit. However, it is often not necessary to have the number of wins equal the number of losses plus one in order to be in a position of profit and this offers the player an opportunity to end the sequence profitably instead of letting the sequence drag until it reaches the prescribed criteria of 'Wins = Losses + 1' before ending the sequence.

For example, if we are just betting on R - RED:

<u>Outcome</u>	<u>Sequence</u>	<u>Balance</u>	
B	1	-1	
B	2	-3	
B	3	-6	
B	4	-10	
R	5	-5	
R	4	-1	
B	3	-4	
B	4	-8	
R	5	-3	
R	4	+1	* Exit point #1
B	3	-2	

B	4	-6	
R	5	-1	
R	4	+3	* Exit point #2

This is very much milder compared to the heart pounding Martingale and as shown in the example, there were two possible exit points that were profitable without the sequence closing on a 'Wins = Losses + 1' position.

This progression may give you the false hope that you can now, with a bit of luck, beat the house easily. The truth is, if you are just randomly betting without proper bet selection, it is not difficult to sustain a string of consecutive losses which will not only frustrate you, but will drag the sequence into a heavily negative position that will be extremely difficult to pull out of as you increase your bets and subsequently increasing your losses one bet after another.

A variation of the above is to decrease by one unit after a loss and doubling the units after a win until you are in profit, or until you have reached or exceeded your target units. Special condition to note: if the sequence is the same as the starting unit after a win, the next bet must be = 3 x Starting Unit as denoted by *** in the example below. This is definitely a more aggressive and interesting variation, but ultimately, **without proper bet selection, it will succumb** to the house if the losses climb and the size of your bets escalate.

<u>Outcome</u>	<u>Sequence</u>	<u>Balance</u>
B	1	-1
B	1	-2
B	1	-3
B	1	-4
R	1	-3
R	3 ***	0

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B	6	-6	
B	5	-11	
R	4	-7	
R	8	+1	* Exit point #1
B	16	-15	
B	15	-30	
R	14	-16	
R	28	+12	* Exit point #2

4. Fibonacci

The Fibonacci is based on adding the last two numbers in the sequence to get the next number. The sequence normally starts off with just 1, and you simply keep betting just one unit when you win. However, on a loss, you continue with another 1 unit, and another loss would make the next bet = $2 = 1 + 1$ (last two numbers in the sequence):

1 1 2 3 5 8 13 21 34 55 89 144 233 377.....etc

Basically, on a loss, you move on to bet the next number of units in the above sequence. On a win, you will step back one level in the sequence and bet the number of units indicated, and upon a second win, the sequence is closed and you return to the first number in the sequence to start all over again.

Although the Fibonacci system requires two consecutive wins in order to complete, there are, however, possible exit points with two wins out of the last three, whereby either the progression has been neutralized, or you are in profit, and the sequence resets back to restart at 1 unit. This reduces the risk of a progression running wild, and even with a string of 10 losses, the progression can still be closed by just 2 consecutive wins and in some cases, by only winning just 2 out of the last 3 spins.

With 2 consecutive wins, the sequence ends but usually with a profit of just 1 unit in the early stages of the progression where most wins are secured. This is the part that can easily frustrate most players and braver ones have been known to kick-off their Fibonacci sequence at step 4 to add a bit of excitement to their game and also to enjoy a higher payoff.

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It is also possible to design a more aggressive sequence with a higher unit payoff and the Fibonacci is flexible in that respect, without compromising the safety aspects or escalating bets drastically.

Like all the other progressions, **the Fibonacci cannot win on its own and will require an appropriate bet selection method**, in combination with effective money management strategies, for a successful campaign against Roulette.

In the example, again let's assume we are just betting on R - RED only:

<u>Outcome</u>	<u>Sequence</u>	<u>Balance</u>	
B	1	-1	
B	1	-2	
B	2	-4	
B	3	-7	
R	5	-2	
R	3	+1	Sequence is closed #1
B	1	-1	
B	1	-2	
R	2	0	Progression neutralised
R	1	+1	Sequence is closed #2
B	1	-1	
B	1	-2	
R	2	0	Progression neutralised
R	1	+1	Sequence is closed #3
B	1	-1	
B	1	-2	
B	2	-4	
B	3	-7	
B	5	-12	

B	8	-20	
R	13	-7	
B	8	-15	
R	13	-2	
B	8	-10	
R	13	+3	Possible Exit Point
R	8	+11	Sequence is closed #4

In attempting to overcome the lack of an effective bet selection method, some players have used the Fibonacci by playing with a partner betting on opposite sides and achieving reasonable success. This, of course, requires twice the bankroll if adopted.

5. Parlay

To 'parlay a win' means to place the winnings of your previous bet to try and secure a second consecutive win. Like all betting systems, parlay betting has its pros and cons. It is viewed as a high-risk, high-payout type of bet and players are drawn towards parlay betting mainly because of the lucrative returns.

If we play only the even-odds bets for Roulette like RED / BLACK, EVEN / ODD, HIGH / LOW, then a Parlay type system can slow down the rate of bet escalation compared to say using the Martingale. However, unlike the Martingale, you will need to achieve back-to-back wins in order to recoup all your cumulative losses and still be profitable. Parlay progressions can be as mild or as aggressive as you want it to be:

<u>Step #</u>	<u>Units</u>	<u>Cumulative</u>	<u>Win Payout</u>	<u>Net Win</u>
1	1	1	4	3
2	1	2	4	2
3	2	4	8	4
4	2	6	8	2
5	3	9	12	3
6	4	13	16	3
7	5	18	20	2
8	7	25	28	3
9	9	34	36	2
10	12	46	48	2
11	16	62	64	2
12	22	84	88	4
13	29	113	116	3
14	39	152	156	4
15	52	204	208	4
16	69	273	276	3

17	92	365	368	3
18	123	488	492	4
19	164	652	656	4
20	218	870	872	2

The number of steps is restricted only by the table limits. With Roulette, rules for table limits vary from casino to casino but it is not unreasonable to expect a ratio of at least 100 to 1 between the maximum and the minimum bet limits imposed.

In the following example, assume we are placing bets on R - RED only:

<u>Outcome</u>	<u>Sequence</u>	<u>Balance</u>	
B	1	-1	
B	1	-2	
B	2	-4	
B	2	-6	
R	3	-3	
R	6	+3	Sequence is closed #1
B	1	-1	
B	1	-2	
R	2	0	
R	4	+4	Sequence is closed #2
B	1	-1	
B	1	-2	
R	2	0	
R	4	+4	Sequence is closed #3
B	1	-1	
B	1	-2	
B	2	-4	
B	2	-6	

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B	3	-9	
B	4	-13	
R	5	-8	
B	10	-18	
R	7	-11	
B	14	-25	
R	9	-16	
R	18	+2	Sequence is closed #4

Overall, the results of the parlay system closely resemble the results of the Fibonacci we looked at earlier.

An alternative progression that requires a similar bankroll gives two additional steps in the progression but with seven closing positions (denoted by *** below) that can, at best, only put you back to the starting position without any gains or losses:

<u>Step #</u>	<u>Units</u>	<u>Cumulative</u>	<u>Win Payout</u>	<u>Net Win</u>
1	1	1	4	3
2	1	2	4	2
3	1	3	4	1
4	1	4	4	0 ***
5	2	6	8	2
6	2	8	8	0 ***
7	3	11	12	1
8	4	15	16	1
9	5	20	20	0 ***
10	7	27	28	1
11	9	36	36	0 ***
12	12	48	48	0 ***
13	16	64	64	0 ***

14	22	86	88	2
15	29	115	116	1
16	39	154	156	2
17	52	206	208	2
18	69	275	276	1
19	92	367	368	1
20	123	490	492	2
21	164	654	656	2
22	218	872	872	0 ***

Let us now use the same outcome as the previous example and apply the above progression and compare the results.

Once again, we will assume we are placing bets on R - RED only:

<u>Outcome</u>	<u>Sequence</u>	<u>Balance</u>	
B	1	-1	
B	1	-2	
B	1	-3	
B	1	-4	
R	2	-2	
R	4	+2	Sequence is closed #1
B	1	-1	
B	1	-2	
R	1	-1	
R	2	+1	Sequence is closed #2
B	1	-1	
B	1	-2	
R	1	-1	

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R	2	+1	Sequence is closed #3
B	1	-1	
B	1	-2	
B	1	-3	
B	1	-4	
B	2	-6	
B	2	-8	
R	3	-5	
B	6	-11	
R	4	-7	
B	8	-15	
R	5	-10	
R	10	0	Sequence is closed #4

Take note that using the first parlay progression (that went as high as step-9) resulted in +13 units whereas using the second progression (that went as high as step-5 only), however, resulted in only +4 units. It is also interesting to note that the Fibonacci only went as high as step-7 (13 units) before closing with a total gain of +14 units overall.

6. Guetting

The original Guetting Progression has 4 levels where each level (except Level-1) has 3 'gears' and looks like this:

	UNITS	UNITS @ GEAR			UNITS @ GEAR			UNITS @ GEAR		
LEVEL-1	1									
LEVEL-2		1.5	2	3						
LEVEL-3					4	6	8			
LEVEL-4								10	15	20

You start off at Level-1 and your bet will be 1 unit as there is only 1 gear at this level.

If you win, you will repeat 1 unit for the next bet.

If you win the 2nd bet, you then move up to the next level i.e. Level-2.

On Level-2 you begin with the 1st gear and bet 1.5 units.

If you win, you again repeat a second bet of 1.5 units.

If you again win the 2nd bet, you now move on to the 2nd gear i.e. your bet will be 2 units and so on and so forth.

There are 2 scenarios of losses and how to handle them:

1. You had 2 consecutive wins but lost the 1st bet of the next gear you progressed to; in this case, you must resume at the 1st gear of the next lower level. Let's say you are on Level-3, and you just won both bets at the 2nd gear i.e. 6 units and you progressed to the 3rd gear and placed an 8 unit bet. If you lost this bet you will have to step back to Level-3 and start at the 1st gear with a bet of 1.5 units.

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2. If you suffer 2 consecutive losses, you must also resume at the 1st gear of the next lower level. Again, using the same example as above; you place your 8 units bet and won and you now place a repeat bet of 8 units but this time you lost. A win followed by a loss negates each other, so you remain at the same gear at the same level but you are now considered to have suffered a loss. You then place another 8 units bet and if you now lose this bet you have suffered 2 consecutive losses and you must resume at the 1st gear of Level-2 i.e. 1.5 units.

You may be forgiven for asking how do you bet 1.5 units; what does that mean?

To normalize the situation, you simply double up everything in the original Guetting Progression and play with the following instead:

	UNITS	UNITS @ GEAR			UNITS @ GEAR			UNITS @ GEAR		
LEVEL-1	2									
LEVEL-2		3	4	6						
LEVEL-3					8	12	16			
LEVEL-4								20	30	40

The Guetting Progression is a slow grinding positive progression and can be very effective. **It can be formidable if supported by a sound bet selection strategy.**

The various levels and gears are designed to take advantage of winning streaks while minimizing your losses on a losing streak. The stepping down process also helps to protect any gains you have secured at earlier stages of a winning streak.

With this system, you do not have to worry about table limits as the progression is mild and it is quite possible to secure very respectable and meaningful wins by playing at higher unit values. It is definitely more desirable and achievable to win just 5 units @ \$500 than to try winning 50 units @ \$50!

7. Oscar's Grind

Oscar's Grind, also known as 'The Pluscoup System' and 'Hoyle's Press' is very similar to the Reverse D'Alembert or Contra D'Alembert.

The primary objective is to gain 1 unit.

You start off by betting 1 unit.

On a win, you have gained 1 unit and that sequence is over and you start all over again.

On a loss, you repeat the same bet i.e. 1 unit or whatever your last bet was.

On a win you increase your next bet by 1 unit i.e. your last bet + 1

The sequence is repeated in this manner until you have gained 1 unit.

The only time you do not increase your bet on a win is if the next bet only required the same bet as before to achieve a 1 unit gain.

Oscar's Grind is very dependent on the type of result patterns or trends. If the results exhibit streaks of losses and wins, Oscar's Grind is best suited for it.

On the other spin, a choppy trend of single or double chops can result in severe losses to the point of no return.

Needless to say, with Oscar's Grind, an effective method of analysis that can identify the type of on-going trend and provide a superior bet selection strategy would be a very powerful combination.

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Below is a sample session played using Oscar's Grind:

Once again, we will assume we are placing bets on R - RED only:

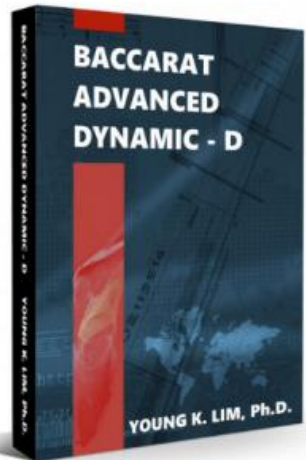
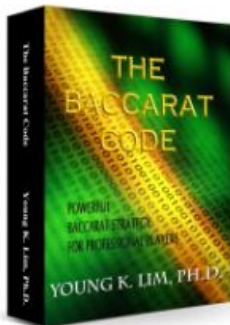
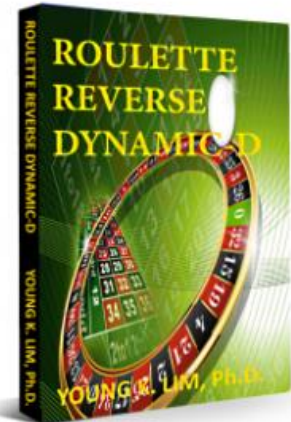
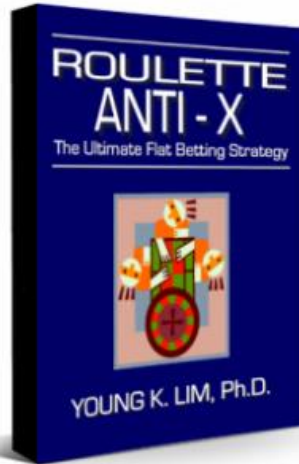
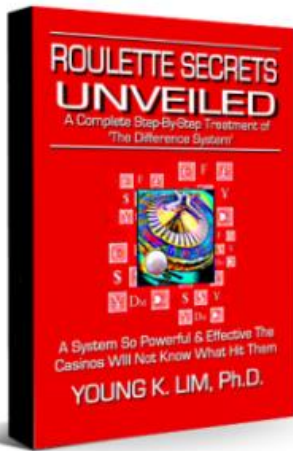
<u>Outcome</u>	<u>Sequence</u>	<u>Balance</u>	
B	1	-1	
B	1	-2	
B	1	-3	
B	1	-4	
R	1	-3	
R	2	-1	
B	2	-3	
B	2	-5	
R	2	-3	
R	3	0	
B	3	-3	
B	3	-6	
R	3	-3	***
R	4	+1	Sequence is closed #1

*** If the balance was -2, then the next bet would have remained at 3 instead of increasing to 4 as the next bet is based on betting an amount necessary to secure a gain of just 1 unit.

That brings us to the end of this free publication and we hope you have enjoyed reading it. In closing, please note that all the betting strategies presented are merely money management methods and they all lack one very important ingredient to make them winning systems and that is a sound bet selection strategy. Without a good bet selection

strategy, it doesn't matter how much bankroll you have; the house edge will eventually get you! Interested to find out how to overcome this limitation? Click the link below:

[I WANT TO KNOW HOW](#)



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