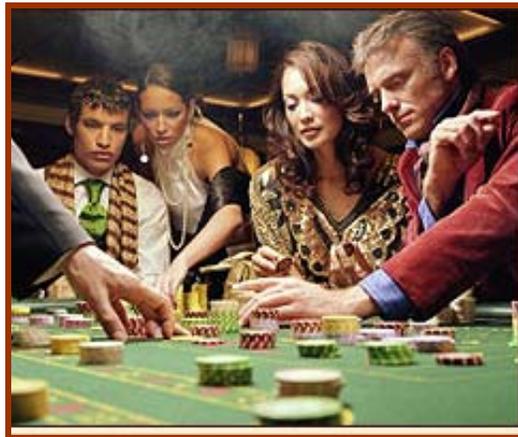


**Martin J Silverthorne**

# Super Fibonacci

How to Win a Fortune Using a  
Series of Numbers First  
Discovered in 1202



**Silverthorne Publications, Inc.**

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# **Super Fibonacci**

## **How to Win a Fortune Using a Series of Numbers First Discovered in 1202**

By Martin J Silverthorne

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## **Introduction**

It took us a full 16 months to develop and test all variations of Fibonacci Gambling.

However, the results were well worth the effort.

We took Fibonacci through all stages of development until we finally created the most powerful, yet easy to use version of Fibonacci Gambling ever created.

Super Fibonacci is really the ultimate gambling system.

First, it is a low bankroll system. You can get started online with just \$40 and instantly be winning \$173 an hour making \$1 bets.

It is also a quick win system. In long-term testing the average winning game took just 22 bets!

It is really easy to use. And, to make it even easier, you'll get a perfected Super Fibonacci Bet Tracker as well as a complete set of Super Fibonacci Player Cards when you download this system.

It is really reliable. The power of the Fibonacci sequence shines brightly in this ultimate version of the system.

However, I saved the best for last –

Super Fibonacci offers the highest return on your money possible!

## **Long-Term Testing Proves That Super Fibonacci Sounds Beats the Casinos!**

We used volunteers to help us test different versions of Fibonacci Systems throughout our testing period. Once we developed the ultimate Fibonacci System – Super Fibonacci – we wanted to run a very extensive test so that we could validate just how well it performed in real casinos!

Our players played in both online and land-based games.

They played against both single and double-zero roulette wheels and beat the game so soundly that one of our players decided to become a roulette pro after just two weeks of play!

They played baccarat and mini-baccarat in both land-based and online casinos. From Las Vegas and Atlantic City to online play they established that Super Fibonacci is the highest winning baccarat system of all time!

They played craps set up win rates that are hard to equal. One of our players combined Super Fibonacci with a 6-8 craps system and is winning a fortune at craps!

They overran all versions of blackjack including European Blackjack, games dealt with continuous shuffling machines and games with reduced 6:5 blackjack payoffs. Their extraordinarily high profits indicate that this may be the strongest blackjack system yet!

Our players logged 5,425 games of documented play. Because of this extensive test we can confidently tell you –

Super Fibonacci is simply the best all around system you can find today!

### **Super Fibonacci Is the Ultimate System For High Wins Off a Low Bankroll!**

People often ask how much a \$5 bettor can win per hour using the system.

The answer is a stunning amount. A \$5 bettor playing online can easily win \$1080 an hour!

While this is a very high return for \$5 betting it is really the wrong question to ask.

Here's why –

The critical performance number is not how much you can win at different levels of betting but how much you can win with a given amount of bankroll!

### **Super Fibonacci is the Champ at Pulling In High Amounts With Low Bankrolls!**

If you have \$40 you have enough to become a winning Super Fibonacci player!

In fact, you can get started with half this amount if use play in an online offering a 100% sign up bonus. Here you can deposit just \$20 and the casino will match it with \$20.

But, let's keep it simple and assume you invest \$40 in Fibonacci play.

With a \$40 bankroll, you will be qualified to make \$1 bets.

What do you think you can win per hour with just \$40 at risk?

\$20 an hour would satisfy most gamblers. In fact a lot would settle for winning \$10 an hour with just \$40 risked. This would be a solid 25% return on your money for every hour played!

\$80 an hour would be exceed the requirements and expectations of just about every gambling expert. An \$80 per hour return on \$40 risked is an almost unbelievable return of 200% per hour on your money. A system with this kind of return would be in the top 1% of all winning systems.

I am going to give you a hint –

Think higher!

What about \$100 an hour in net winnings per \$40 risked? This is an excellent return but still not as high as Super Fibonacci's performance!

Try \$125 or \$150 an hour? Surely this system can't win more than that on just a \$40 investment!

But it does.

Super Fibonacci players win an average of \$173 an hour with \$40 buy-ins.

I'm not making this up.

This return is based on 5,425 carefully documented games!

This is the established hourly return for a \$1 bettor playing online with a \$40 bankroll!

**With Super Fibonacci, You'll Multiply Your Bankroll 4.33 Times Every Hour You Play!**

I just told you that our players won an average of \$173 per hour with \$40 bankrolls.

This is a proven fact.

It is not speculation or theory.

Now, I want you to consider what this will mean for you –

Once you learn the Super Fibonacci System you can multiply your money 4.33 times every hour you play!

Let's take a look at how you'll do with different amounts risked –

## **Super Fibonacci Returns on Bankroll With Online Play**

Amount Risked	Hourly Return
\$40	\$174
\$100	\$433
\$200	\$866
\$300	\$1299
\$500	\$2165
\$1000	\$4330

### **What a 4.33 Multiplier Means For You –**

The table above tells a simple but powerful story.

It shows how much you will win per hour with different amounts of bankroll.

Let's say you decide to risk \$100 in this system. With the 4.33 Multiplier in force you will turn \$100 into \$533 your first hour of play (Original bankroll of \$100 plus \$433 won).

You could continue to play at this level and pull in \$433 an hour as long as you like.

But, watch what happens if you decide to move up your level of play –

With a bankroll of \$533 you can step up to play with \$500 at risk. At this level of play you'll win \$2,165 every hour your play.

You can play at this level as long as you like knowing that you will win \$2,165 an hour with great consistency!

### **Looking For the Ultimate Retirement Strategy? You Just Saw It!**

An old friend of mine called me last week. He is a very brainy guy and he is developing a retirement calculator. We talked about it for a while. I almost dozed off as he talked about life expectancy issues, alternative investment returns and so on.

After I hung up it occurred to me –

Using Super Fibonacci is the simple one-step retirement solution.

I didn't tell him that because his approach is based on plugging thousands of pieces of information into a complex software program.

My approach is pretty simple –

Just use Super Fibonacci's extraordinary profit multiplying power to create your own retirement!

### **If You Have Ever Wanted to Make a Living Off Land-Based Play, This Is Your Chance!**

If you can raise just \$200 you can launch your career as a highly paid professional gambler.

While you can use Super Fibonacci to play and win at roulette, craps, baccarat or blackjack, I am going to recommend that you play mini-baccarat or at uncrowded blackjack tables.

The reason I am suggesting this is simple –

You want to play in a game where you can make about 100 bets an hour. You will find this rate of play in mini-baccarat and playing one-on-one against a blackjack dealer.

You'll get started by using your \$200 risk money to make \$5 bets. Then you will use the power of profit multiplying to rapidly move up your level of play.

The next table shows the hourly returns for Super Fibonacci in land-based games with 100 bets per hour.

### **Super Fibonacci Returns on Bankroll With Land-Based Play**

Bet Level	Amount Risked	Hourly Return
\$5	\$200	\$288
\$10	\$400	\$576
\$25	\$1000	\$1440
\$50	\$2000	\$2880
\$100	\$4000	\$5760
\$200	\$8000	\$11520

### **Let's Take a Look At How You'll Progress as a Professional Gambler Using Super Fibonacci**

You'll get started making \$5 bets in your game of choice. As shown in the table above you'll risk \$200 at this level and you'll net \$288 an hour.

Just so we are clear, this win rate and the other win rates shown in the table are all based on long-term testing. There is nothing speculative about these winnings. They are based on solid evidence!

Let's get back to your betting. If you put in one hour's play as a \$5 bettor, you are going to win \$288 bringing your bankroll up to \$488.

It you look at the table again you can see that you now have enough to move up to \$10 betting. If you play an hour and a half at this level you'll win another \$864.

### **Let's recap at this point.**

You started with \$200 and won \$288 making \$5 bets.

You moved up to making \$10 bets and won another \$864.

You now have \$1,352 (original bankroll of \$200 + \$5 winnings of \$288 + \$10 winnings of \$864).

You have played two and a half hours and turned \$200 into \$1,352.

This is an amazing accomplishment.

I suggest you take a break because your next step is \$25 betting where you will win \$1,438 an hour!

### **The Road to Wealth**

Imagine only working five hours a week

Does this sound good?

It gets even better –

Let's say you decide to use Super Fibonacci to play in land-based casinos.

You only play min-baccarat and blackjack at uncrowded tables.

And, you have followed our Wealth Building Plan and built a bankroll of \$4,000.

Congratulations. You can now make \$100 base bets and bring in \$5,750 an hour.

At this level, five hours a week will net you close to \$29,000.

Sound a little scary playing at this level?

Try making \$25 bets. You'll need \$1,000. Fortunately, you can win this amount in two and a half hours, starting with \$200.

At this level, you'll win \$1,438 an hour.

Five hours play will net you \$7,190 a week.

And, whenever you want a raise you can give yourself one!

### **Winning a Fortune From Home**

Home-based businesses are the rage again. All it takes is a little economic slowdown and all kinds of people get attracted to working from home.

Warning: Most home-based business take so much time that you'll earn less than minimum wager or may even lose money.

Home-based business are like anything else –  
They take a lot of effort with no guarantee of success.

That's why I am going to suggest that you consider doing what several of my players have done –

And, that's set up an online gambling business using the Super Fibonacci Strategy!

## **Super Fibonacci Players Making \$25 Bets Are Killing the Online Casinos!**

You've heard about how \$1 bettors win \$174 an hour online.

And, \$5 bettor net \$854 an hour even in slower games.

The sweet spot for only play is that of the \$25 Bettor. You'll need \$1,000 to play at this level. And, you'll average winning \$4,330 an hour.

Now, let's do some calculations –

Five hours a week will bring in \$21,650.

Seven hours a week will give you \$30,310 every week.

And, if you really want to haul in the cash, try ten hours play in one week. You'll net an astounding \$43,300 for the week!

## **Gain a Six Figure Income For Life!**

Imagine this. You sleep in if you feel like. You can pretty much do what you want because your time is your own.

You get the morning paper, make yourself some coffee and scan the news. Looks like the same old stuff.

After a leisurely shower, you decide to make your daily profit. Since you live within driving distance of a casino your decision of the day is whether to drive to the casino or play online. You decide that you'll like to finish in about an hour so you opt for online play.

You log on to one of the three online casinos where you have accounts. You check to see which one has the highest balance. You have a balance of \$1,100 in one account and you decide to play there for an hour.

You decide to play at mini-baccarat because it is the faster game. Your object this morning is to play fast for one hour and then order a withdrawal. Withdrawals come in the form of courier delivered checks and you know that you'll get this one four days.

You set up the Super Fibonacci Bet Tracker next to your keyboard. You pull out the Player Card for \$25 betting. One more sip of coffee, and its time to rock and roll.

You log on to your account and click on the screen for baccarat. The screen comes up and you start playing, using the Bet Tracker to keep track of every bet.

Your objective today is to win another \$5,000. As a \$25 bettor, playing at a fast rate you hope to reach your goal in less than an hour. You hit \$5,328 in winnings 55 minutes after your logged on.

It takes you a little longer to log off because you go through the proceeds to make a withdrawal of \$5,000. You complete the entire process one hour and five minutes after your logged on.

There. You've completed another day's work. Now it time to move on to better things.

This could be you. Or you could accomplish the same thing in a land-based game.

The key points are –

You set your win goals

You continue when and where you play.

The rest depends on just following the Super Fibonacci Strategy with its proven record of reliable and predictable profits!

## The Fibonacci Series

The Fibonacci Series is a sequence of numbers first created by Leonardo of Pisa, who was also known as Fibonacci. Fibonacci's 1202 book *Liber Abaci* introduced the sequence to Western European mathematicians, although the sequence had been described earlier by Indian mathematics.

The Fibonacci numbers are a sequence of integers, starting with 0, 1 and continuing 1, 2, 3, 5, 8, 13 . . . , each new number being the sum of the previous two numbers. The Fibonacci numbers and in conjunction with them the Golden Ratio are a popular theme in cultures. These numbers have been involved in novels, films, television shows and songs. The numbers have been used in the creation of music, visual art, architecture, stock trading and are found throughout nature.

The golden ratio (symbol is the Greek letter "phi") is a special number approximately equal to 1.618.

It appears many times in geometry, art, architecture and other areas.

If you divide a line into two parts so that: the longer part divided by the smaller part is also equal to the whole length divided by the longer part then you will have the golden ratio.

The Golden Ratio is equal to: 1.61803398874989484820... (etc.)

The digits just keep on going, with no pattern. In fact the Golden Ratio is known to be an Irrational Number.

### Fibonacci Sequence

There is a special relationship between the Golden Ratio and the Fibonacci Sequence:

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ...

(The next number is found by adding up the two numbers before it.)

And here is a surprise: if you take any two successive (one after the other) Fibonacci Numbers, their ratio is very close to the Golden Ratio.

In fact, the bigger the pair of Fibonacci Numbers, the closer the approximation. Let us try a few:

A B B/A

2 3 1.5

3 5 1.666666666...

5 8 1.6

8 13 1.625

... ..

144 233 1.618055556...

233 377 1.618025751...

The Golden Ratio is also sometimes called the golden section, golden mean, golden number, divine proportion, divine section and golden proportion.

### **Fibonacci in Nature**

The Fibonacci numbers are Nature's numbering system. They appear everywhere in Nature, from the leaf arrangement in plants, to the pattern of florets of a flower, the bracts of a pinecone, or the scales of a pineapple. The Fibonacci numbers are applicable to the growth of every living thing, including a single cell, a grain of wheat, a hive of bees and even all of mankind.

In the seeming randomness of the natural world we can find many instances of mathematical order involving the Fibonacci numbers themselves or the closely related “golden elements.”

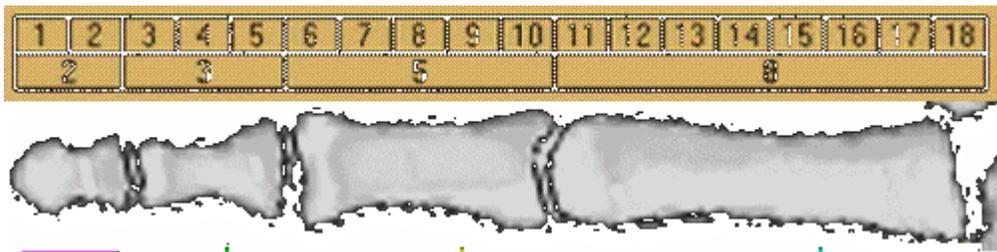
### Fibonacci in Animals

The shell of the chambered Nautilus has Golden proportions. It is a logarithmic spiral.

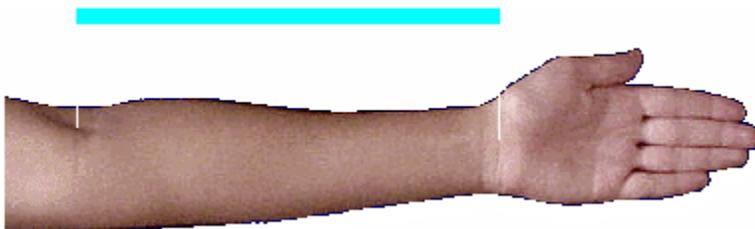
The eyes, fins and tail of the dolphin fall at Golden sections along the body.

A starfish has 5 arms (5 is the fifth Fibonacci number).

Humans exhibit Fibonacci characteristics too. The Golden Ratio is seen in the proportions of sections of a finger.



The ratio between the forearm and the hand is the Golden Ratio!



It is also worthwhile to mention that we have 8 fingers in total, 5 digits on each hand, 3 bones in each finger, 2 bones in 1 thumb, and 1 thumb on each hand. Each of these numbers is a Fibonacci number.

The cochlea of the inner ear forms a Golden Spiral.



### **Fibonacci Numbers in Popular Culture**

Along with the golden rectangle and the golden spiral, the Fibonacci sequence is mentioned in Darren Aronofsky's independent film *π*. They are used to find the name of God (1998).

In the *Da Vinci Code*, the numbers are used to unlock a safe. They are also placed out of order in a message to indicate that the message is also out of order.

In *Mr. Magorium's Wonder Emporium* (2007), Magorium hires accountant Henry Weston (Jason Bateman) after an interview in which he demonstrates knowledge of Fibonacci numbers.

In *21* (2008), the first eight numbers of the sequence are written in icing on a birthday cake which has twenty-one candles.

In the Japanese film *L: change the WorLd* the child character, Near, is said to be a mathematical genius and is seen arranging candies in a pattern that the protagonist, L, says corresponds with Fibonacci numbers.

John Waskom postulated that stages of human development followed the Fibonacci sequence, indicating that the unfolding psychology of human life would ideally be a "living proof" of the Golden Mean. This theory was developed and published by Norman Rose in two articles

The Fibonacci sequence plays a part in unravelling the Atlantis Code in Stel Pavlou's best selling novel *Decipher*.

A part of the Fibonacci sequence is used as a code in Matthew Reilly's novel *Ice Station*. In Philip K. Dick's novel *VALIS*, the Fibonacci sequence (as well as the Fibonacci constant) are used as identification signs by an organization called the "Friends of God".

In the collection of poetry *Alphabet* by the Danish poet Inger Christensen, the Fibonacci sequence is used to define the number of lines in each poem.

The Fibonacci sequence is one of many mathematical topics in Scarlett Thomas's novel *PopCo* whose main character has an affinity for mathematics.

The Fibonacci sequence is one of the main sources of math-based magic for the main character, Reason Cansino, in Justine Larbalestier's trilogy, *Magic or Madness*

The Fibonacci sequence is mentioned in the children's book *Math Curse* by Jon Scieszka. It was briefly included (and recognized by Charles Wallace) in the television film adaptation of *A Wrinkle in Time*.

The Fibonacci sequence is frequently referenced in the 2001 book *The Perfect Spiral* by Jason S. Hornsby.

The Fibonacci sequence is mentioned in the movie *The Oxford Murders*. In the movie a professor and a grad student work together to try to stop a potential series of murders seemingly linked by mathematical symbols.

The Fibonacci sequence and golden ratio are briefly described in John Fowles's 1985 novel *A Maggot*.

The Fibonacci sequence is explored in Emily Gravett's 2009 book *The Rabbit Problem*.

Rap group Black Star's song, "Astronomy (8th Light)" from the 1998 album "Mos Def & Talib Kweli are Black Star," features the Fibonacci sequence in the chorus:

Now everybody hop on the one, the sounds of the two  
It's the third eye vision, five side dimension  
The 8th Light, is gonna shine bright tonight.

Tool's song "Lateralus" from the album of the same name features the Fibonacci sequence symbolically in the verses of the song. The syllables in the first verse count 1, 1, 2, 3, 5, 8, 5, 3, 13, 8, 5, 3. The missing section (2, 1, 1, 2, 3, 5, 8) is later filled in during the second verse. The time signatures of the chorus change from 9/8 to 8/8 to 7/8; as drummer Danny Carey says, "It was originally titled 9-8-7. For the time signatures. Then it turned out that 987 was the 16th number of the Fibonacci sequence. So that was cool."

Ernő Lendvai analyzes Béla Bartók's works as being based on two opposing systems, that of the golden ratio and the acoustic scale. In the third movement of Bartók's Music for Strings, Percussion and Celesta, the opening xylophone passage uses Fibonacci rhythm as such: 1:1:2:3:5:8:5:3:2:1:1.

The Fibonacci numbers are also apparent in the organization of the sections in the music of Debussy's Image, Reflections in Water, in which the sequence of keys is marked out by the intervals 34, 21, 13 and 8.

Polish composer Krzysztof Meyer structured the values in his Trio for clarinet, cello and piano according to the Fibonacci sequence.

Fibonacci numbers have also been used in knitting to create aesthetically appealing patterns.

The artist Martina Schettina uses Fibonacci numbers in her paintings. Her "Mathemagic paintings" were shown at the Museumsquartier Vienna in 2010.

The scientist character Walter Bishop in the television show Fringe recites the Fibonacci sequence to fall asleep. It is later revealed to be the key sequence identifying a series of safe deposit boxes he had maintained.

Square One Television's Mathnet series had a storyline that featured a parrot belonging to a deceased individual who was fascinated by the Fibonacci numbers. When "1, 1, 2, 3" is said in the parrot's presence, it responds "5, eureka!" This proves to be the key to the case; tiles in a garden wall are found to follow the Fibonacci sequence, with a secret compartment hidden behind the lone misplaced tile.

The Criminal Minds episode "Masterpiece" in season 4 features a serial killer who uses Fibonacci sequences to choose both the amount of victims at a given time and the location of their hometowns.

Aliens use Fibonacci's sequence in the Taken episode "God's Equation".

In the Disney Channel T.V. show "So Weird," the Fibonacci sequence is used to build a house. The house becomes a nexus for lost spirits, Fiona is given a choice to use it to free her father as well as the builder of the house, but ultimately chooses to free the spirits and destroys the nexus.

The Fibonacci sequence is a main plot theme in the 2012 television show, Touch, produced by Fox Network and starring Kiefer Sutherland.

## List of Fibonacci numbers

The first 21 Fibonacci numbers  $F_n$  for  $n = 0, 1, 2, \dots, 20$  are:

$F_0$	$F_1$	$F_2$	$F_3$	$F_4$	$F_5$	$F_6$	$F_7$	$F_8$	$F_9$	$F_{10}$	$F_{11}$	$F_{12}$	$F_{13}$	$F_{14}$	$F_{15}$	$F_{16}$	$F_{17}$	$F_{18}$	$F_{19}$	$F_{20}$
0	1	1	2	3	5	8	13	21	34	55	89	144	233	377	610	987	1597	2584	4181	6765

## **Fibonacci Numbers Used In Technical Trading**

Technical Market Indicators are used to trades stocks, commodity futures and other securities. In technical analysis, the interpretation of Fibonacci numbers is used in many technical trading programs. For examples, MetaStock® offers visual studies based on the Fibonacci sequence. Fibonacci Arcs, Fans and Retracements are based on a line the user may draw connecting any significant price low and high point.

Fibonacci Arcs and Fibonacci Circles offer support and resistance as well as possible trend line changes.

Fibonacci Fans offer support and resistance. There are many other Fibonacci-based uses in technical trading including the Fibonacci Pentagon/Star, Fibonacci Time Zones and Fibonacci Time-Cycle Ratios.

## **The Fibonacci System in Gambling**

The Fibonacci series consists of a series of numbers where each number equals the sum of the two preceding numbers as:

1 2 3 5 8 13 21 34 55 89 144 233 Total Risked = \$608

To use this series for gambling, you will start with the smallest number and move up one level each time you lose. When you win a bet, you back up one level. Whenever you win two bets in a row, you end that series and start a new one.

Several years ago this system was sold at \$100 per copy with instructions to use it at craps, betting the don't pass.

**If a player used a bet selection method which followed trends, like the Power Pivot System used in this book, instead of just betting on don't pass, this would be a winning system.**

## The Player's Edge

As powerful as the casinos may seem to be, you can walk into a casino knowing that you have an edge over the house. As a successful gambler you have to be able to win more than you lose. What are the tricks you will use to gain an edge over this formidable adversary?

Your edge could consist of the following actions:

1. When you are losing, you can quit.
2. When you are winning, you can walk out with the casino's money.
3. You can vary the size of your wagers.
4. You can pick where to play.
5. You can modify your strategy based on table results and conditions.
6. You can use discipline to develop a winning plan and then stick to it.

Most players never realize what an advantage these offer. The casino cannot be flexible. It must continue to offer the same games, with the same rules, without the ability to react to changing conditions. The nimble player can weave and dodge and even choose not to play a particular game. Let's elaborate on the player's edge:

**1. When you are losing, you can quit.** You can always control your losses while the casino must continue to offer its games regardless of the outcomes. I have seen hot baccarat tables where the casino lost over a hundred thousand dollars in less than an hour. All the casinos can do is order in more chips and hope that the hot streak will end.

**2. When you are winning, you can walk out with the casino's money.** As a player you can always control when you stop playing. While the casino must continue offering its games twenty-four hours a day, you can jump in, grab a win and pull off. You have ultimate flexibility while the casino does not.

**3. You can vary the size of your wagers.** One approach a player can use is to increase the size of his wagers when he is winning and reduce them when losing. He may also choose to raise his wagers after losses so that only a win or two out of many wagers will put him ahead. A player can set up options where he doesn't have to win the majority of his bets. Using these techniques effectively goes a long ways towards minimizing the house edge and even turning it into a player edge!

**4. You can pick where to play.** You can play at tables offering the best situations for you. You can choose to play at tables that are almost empty by playing during slack periods. This can significantly increase your hourly win rate. You can also make it your business to know where the best payoffs are. The casinos, which pay triple on a field roll of 12, turn this wager from a weak one to one with acceptable risk.

If you are looking for certain table conditions, you can scout for the right table before you play. You have numerous options while the house must offer the game to anyone who is old enough to play, conforms to fairly lax casino standards and has some money to begin play.

**5. You can modify your strategy based on table results and conditions.** Every table develops different trends at different times. Some tables favor bettors who play numbers, while others favor players who bet from the dark side, wagering on the don't pass or don't come. Most tables are choppy, favoring neither right nor wrong bettors. You can adjust to the changing playing conditions as they occur. If the table is repeating numbers, you can modify your strategy to take advantage of this trend. If the table is ice cold, you can make still different moves. In short, you have the ability to bob and weave, duck and thrust, parry and counter punch. The table can't react to anything. Every casino table game is like an inanimate object that must endlessly grind out numbers, while you circle and pounce.

**6. You can use discipline to develop a winning plan and then stick to it.** The house has ultimate discipline. The very structure of the casino games and

atmosphere exhibit a carefully planned approach designed to transfer funds from the players' pockets into the casino coffers in the shortest time possible. Of course, to a large extent this relies on most players' lack of discipline. Once you gain the discipline to set up a winning game plan and then follow it, you can effectively neutralize much of the casino's edge over the crowd of players.

I played a couple of hours of roulette in a local casino last night. I played for low stakes, buying in for \$500. I used the Fibonacci Super System (a powerful variation of basic Fibonacci betting). The table varied from choppy to cold the whole time I was there. I don't believe that anyone else at the table won any money but me. The difference between the rest of the players and me was that I had a plan for the evening and I stuck to it. With a \$500 buy-in, I set \$500 as my profit goal. After less than two hours of play I checked my chips, found I was up \$493 and cashed in.

The player's edge comes from all of the points listed above, plus the ability to hide your wins from the casinos. There is really no reason that anyone other than you and your significant other should know about your casino prowess. There are people who would kill you for fifty bucks. Casinos really don't like winners. That's why a number of Las Vegas casinos still bar blackjack card counters. It may not be fair, but even with all of its advantages, if you somehow manage to win, the casino can deny you access to their games.

The book *How to Survive and Prosper as a Professional Gambler* available from Silverthorne Publications offers some excellent suggestions on how to consistently beat the casinos and still stay on the bosses' good side. I recommend it to you.

The net effect of applying all of the elements of the player's edge is to neutralize and even overcome the casino's advantage. Your biggest edge will come from your discipline. Interestingly, this is the same kind of discipline the casinos expect from their dealers, floor bosses and staff. If it works for them, you know that it will work for you too!

## Betting Strategies

Nearly every gambler uses some kind of system even if his system merely consists of guessing what to do next. In July 1891, Charles Wells, an Englishman, arrived at the casino at Monte Carlo with 10,000 francs. Within a few days he had won over a million. He retired for a few months to relish his accomplishment, then returned and proceeded to win another million francs. His exploits inspired the song "The Man Who Broke the Bank at Monte Carlo."

Unfortunately, he would not quit while he was ahead. He returned the next year and lost it all. Later he resorted to illegal shenanigans, was imprisoned and eventually died in poverty. But his play gave Monte Carlo worldwide fame. Many studied his play and tried to emulate him. He finally confessed before he died that he had no system. His winnings were attributable to an amazing run of luck!

Betting systems or betting progressions have been devised for every gambling game. Many of them had their origins in eighteenth and nineteenth century roulette played on the French Riviera. While the particulars of different betting systems vary greatly, the systems fall into three broad categories:

1. Flat: Keep bets constant, waiting for a streak of successes.
2. Negative progressions: raise bets after losses, trying to recover an eventual win.
3. Positive progressions: raise bets after wins, hoping to use the "house money" to create a large win.

Each of these systems has positive and negative characteristics, but the approach, which catches the most flack from gaming experts, is the negative progression. The advocates of positive progressions don't think much of increasing your wager after a loss. By their thinking, increasing a bet after you have lost amounts to throwing

good money after bad, with the probable outcome being that you will just lose more money. However, as we shall see, in the short run just the opposite is likely to be true.

Assume that we are going to bet player for eight decisions. Three different players will help us in this illustration.

Player A does not believe in ever changing the size of his bet. He bets *flat*, that is the same amount on every hand, regardless of the outcome of his preceding hand. In our example, he will bet \$10 a hand.

Player B likes to follow the system many experts recommend and he will *press* or double his bet after each win, gradually betting more and more as he uses the house's money. He will start with a \$10 bet, increase it to \$20 after a win, then wager \$40 if he wins again. If his bet reaches as high as \$160, he will stay at this level until he loses a wager. After any loss, he will drop back to betting \$10.

Player C has heard that increasing his bets after losses is the "surest way to win." He will start with a \$10 bet. If he loses this bet he will wager \$20. If this bet loses, he will increase his bet to \$40, then \$80, followed by \$160 if this wager also loses. His maximum wager is \$160. If he reaches this level he will continue to wager \$160 until he has a win. After any win, he will regress to a \$10 bet.

The following table compares the results of eight decisions, consisting of six losses and two wins.

### Comparison of Bet Selection Methods

<i>Decisions</i>	<i>L</i>	<i>L</i>	<i>W</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>W</i>
<i>Player A</i>								
<i>Bet</i>	10	10	10	10	10	10	10	10
<i>Win (loss)</i>	-10	-10	+10	-10	-10	-10	-10	+10
<i>Net Win</i>	-10	-20	-10	-20	-30	-40	-50	-40
<i>Player B</i>								
<i>Bet</i>	10	10	10	20	10	10	10	20
<i>Win (loss)</i>	-10	-10	+10	-20	-10	-10	-10	-20
<i>Net Win</i>	-10	-20	-10	-30	-40	-50	-60	-50
<i>Player C</i>								
<i>Bet</i>	10	20	40	10	20	40	80	160
<i>Win (loss)</i>	-10	-20	+40	-10	-20	-40	-80	+160
<i>Net Win</i>	-10	-30	+10	-0-	-20	-60	-140	+20

W= Win, L= Loss of wager

In this series of wagers, Player A loses \$40, Player B loses \$50, while Player C comes out \$20 ahead. I purposely set up this example to illustrate some of the characteristics of each of the betting strategies.

For a given session, flat betting leads to sessions with the narrowest, most balanced range of expected wins and losses. In this series, we lost 75% of our wagers; therefore, we expect to have a loss.

Positive progressions, like the progression used by Player B, offer more likelihood of an adverse than a favorable session, with intermittent large wins. In this example, increasing wagers after wins caused this player to lose \$50, a greater loss than the one realized betting flat.

Negative progressions, like the one used by Player C, offer a greater chance of winning any given session but have the characteristic of generating many small wins with occasional large losses.

The exact result of sessions played in casinos depends on the details of each game and on variations applied to systems by individual players. However, by ignoring variations, using each system in its rawest form, we can test how each system performed against the same set of decisions and comment on general characteristics of each approach to wagering.

A test was created assuming that wagers are made on pass line only. Each game was 100 decisions long. Limits on the progressions were imposed which required any progression to end immediately if the next bet required in the series exceeded 256 units.

The following systems were tested. Please note that these are not presented as practical systems but are used to emphasize the differences you can expect in each approach to wagering.

1. Flat Betting: Single units are bet and the amount never varies.
2. Positive Progression: In this parlay type of progression, bets are doubled after every win and reduced to one unit after every loss. Assuming a string of nine consecutive wins, this progression would be: 1, 2, 4, 8, 16, 32, 64, 128, 256.

3. Negative Progression: A *Martingale* type of progression is used where bets are doubled after every loss and reduced to a single unit after any win. Assuming a string of nine consecutive losses, this series would consist of the following wagers: 1, 2, 4, 8, 16, 32, 64, 128, 256.

The results of a 2,000-session computer run using each technique are presented in a table on the following page.

This table shows some of the trade offs among the systems. Notice that while the average size bet for flat betting was 1 unit, it increased to 3.8 units using a positive progression, and was highest at 5.2 units for the negative progression. The average size bet was larger for negative than positive progression because runs of losing bets were longer, and therefore, required higher wagers than runs of winning bets. In this contest, which is also analogous to blackjack, the losing streaks tended to be longer than the winning streaks.

Flat betting won 38.70% of the games and lost 59.85% of them. The positive progression showed the lowest win percentage of all, winning only 9.60% of the games while losing over 90% of them.

The negative progression won over 85% of the games and lost only about 15% of them. This strategy was clearly the winner in terms of the number of individual games won.

The last column in the table "Equivalent Amount Won or Lost" shows how much the amounts would have been if the flat and positive betting strategies' wagers had been raised so that the averages were the same as with the negative progression.

**2,000 Session Computer Run Testing**  
**Flat, Positive and Negative Betting Systems**

<i>Betting System</i>	<i>Outcomes</i>	<i>Percent of Sessions</i>	<i>Average Amount Won or Lost</i>	<i>Equivalent Amount Won or Lost</i>
<i>Flat (1 unit is the average size bet)</i>				
	Break even	1.45%		
	Won	38.70%	7	37
	Lost	59.85%	9	48
<i>Positive (3.8 units is the average size bet)</i>				
	Break even	0.05%		
	Won	9.60%	56	56
	Lost	90.35%	412	412
<i>Negative (5.2 units is the average size bet)</i>				
	Break even	0.00%		
	Won	85.35%	359	492
	Lost	14.65%	43	59

There are a number of variables which affect your ability to avoid losing your bankroll. These variables include the type of betting system used, the size of your bankroll, the games you play, the length of time you play, and your luck at winning any given gaming contest.

Let's compare the effects of using different betting systems on our ability to play without losing our bankroll. The betting systems we will use are:

1. Flat betting. We will bet \$25 regardless of previous outcomes.

2. Positive Progression. We will start with a \$10 base bet. After each win we will double our bet with a maximum wager of \$80. If we reach the \$80 betting level we will continue to wager \$80 until we lose a wager. After any losing wager we will drop back to betting \$10. The bets we would make in a winning streak would be: \$10, \$20, \$40, \$80, \$80, until we have a loss.

3. Negative Progression. Again we will use a \$10 base bet. After each loss we will double our bet, with our maximum bet to be \$80. If we reach the \$80 bet, we will continue to wager \$80 until we have a win. After any win we will drop back to betting \$10. A losing series would consist of: \$10, \$20, \$40, \$80, \$80, until we have a win.

Here's the game we will face. We will play in a coin-tossing contest and we will always wager heads. Heads wins even money less a 2 percent house commission. When tails shows we lose the wager. The chances here are 50-50 and the house edge is 1 percent.

The next table shows how each betting system fares, varying the size of our bankroll and the number of games played. Each game consists of 100 bets.

Flat betting offers the least chance of losing your bankroll. If you are willing to use a bankroll of \$2,000 in playing this coin-tossing game, you will have a 99% chance of not losing your bankroll if you flat bet.

Using a positive progression gives you almost as good a chance of keeping your bankroll intact as flat betting. A \$500 bankroll offers a 94% chance of not losing all of your bankroll as compared to 96% for flat betting and only 83% for the negative progression at this level.

**Computer Run Testing Different Betting Systems**  
**Comparing the Bankroll Used and the Length of Time Played.**

<b><u>Bankroll Size</u></b>	<b><u>Number of Games Played</u></b>	<b><u>Chance of Not Losing Bankroll</u></b>		
		<b><u>Flat Bets</u></b>	<b><u>Positive Progression</u></b>	<b><u>Negative Progression</u></b>
250	100	69%	66%	56%
500	100	96%	94%	83%
750	250	93%	87%	80%
1,000	500	90%	81%	76%
2,000	750	99%	98%	94%

Increasing your bets after losses greatly increases your chance of losing all of your bankroll. Using the negative betting progression, the chance of keeping your bankroll is only 56% using a \$250 bankroll, playing for 100 games. The pattern of much higher risk of losing your bankroll with a negative progression continues until we increase our bankroll to \$2,000. With a \$2,000 bankroll, we can play the coin-toss game for 750 rounds with only a 6% chance of losing our bankroll (94% chance of keeping it as shown in the table). This compares favorably with the flat bettor's percentage of 99% and the positive progression bettor's percentage of 98% at this level.

The moral of this comparison should be obvious. Using a negative betting progression greatly increases your likelihood of losing your bankroll unless you increase your bankroll to an adequate level. In this example, by increasing our bankroll to \$2,000, we only give up 5% of the chance of losing our bankroll using a negative progression as compared to betting flat (94% as compared to 99%).

All gambling strategies involve compromises. Betting flat offers the greatest likelihood of keeping your bankroll, but the poorest chance of winning. You may recall in the earlier table comparing betting strategies that flat betting only won about 39% of its games.

Using a positive betting progression wins only 9.6% of its games (shown in earlier table), but you won't risk losing your bankroll much more using this system than with betting flat.

Referring again to the earlier table, we notice that using a negative progression gave us a win rate over 85%. At first glance at the table on the preceding page, it would seem that this high win rate came only by increasing our risk of losing our bankroll by a large factor. But please note the following. Once we increase our bankroll to a larger amount, \$2,000 in the example here, our risk of losing our bankroll using a negative progression is only 6%, not much greater than the 2% chance of losing with a positive progression, or the 1% chance of losing our bankroll betting flat.

If we are willing to use a somewhat larger bankroll, using a negative progression gives us the best of all worlds: A high probability of winning and a low possibility of losing our bankroll. This is something that almost no gambling experts will ever tell you. Experts invariably recommend only the first two approaches to win any gaming contest.

The first approach is to gain a mathematical edge over the game. This is the strategy card counters hope to use at blackjack. At roulette, wheel watchers hope to gain an edge by finding an unbalanced wheel where the ball lands in one section of the wheel

a higher percentage of the time than chance would explain. With baccarat, advantage seekers look to precision shooting to alter the casino's edge against the players.

The second approach to gambling, almost universally recommended by the experts, is to use a positive betting progression. That this is the best system for capitalizing on winning streaks is the number one reason cited for using this system. Almost never mentioned by the experts is that this system has a dismal winning rate, losing about 9 out of every 10 sessions. As we have seen, the betting strategy with the greatest chance of winning is the negative progression. With an adequate bankroll, the risk of loss can be reduced to a reasonable amount.

The examples and simulations used in this chapter were for games of chance, rather than a game of skill like blackjack. The examples also assumed games where the house had an edge over the player. Our examples serve to illustrate the varying characteristics of betting flat versus using either a positive or negative betting progression.

In the next chapter we will take a look at different betting systems. Several of these approaches are over one hundred years old. Let's see if our not so dumb ancestors had any meaningful insights on how to beat the baccarat game!

## Betting Progressions

Betting systems fall into the broad categories of betting the same after each decision, known as flat betting, raising wagers after wins, called positive progressions, and raising money after losses, named negative progressions.

There are also systems which have characteristics of one or more of these types, such as the Baccarat Attack Strategy Betting System which we will encounter in a few more chapters. Many of the classical betting systems were developed for roulette in the eighteenth and nineteenth centuries, but can be used for other games with even-money wagers such as craps, baccarat and blackjack. Although none of these systems in its pure form is a winning system, it is worthwhile to study the efforts of our ancestors as these betting systems are the grandparents of every modern betting system.

### Martingale

Martingale is one of the oldest betting systems using a negative progression. It is named after Henry Martingale, an English casino owner in the 1700s who is reputed to urge losing punters to "double 'em up" with their wagers.

This system is very simple. You will use a betting series where each bet in the series is twice as large as the preceding one, as with 1, 2, 4, 8, 16, 32. So long as you win a bet, you will continue to bet at the lowest level, e.g. wager 1. If you lose a bet, you will move up to the next wager, doubling the amount of the previous wager. Use of the system ensures that whenever your wager eventually wins, you will win the amount of the original wager, in this instance 1.

One of my gambling friends once told me about an amazing system he had developed for craps. He had gone to Las Vegas on two consecutive trips and returned a winner. He was wagering only on don't pass at casino craps using a betting series starting with a \$1 bet and doubling his bet after each loss. He was

certain that his risk of loss was very small and planned to continue to use the system. He was reluctant to share the system with me but he finally confessed that he was using the following betting series, increasing his wager one level following a loss: 1 2 4 8 16 32 64 128 256. He correctly pointed out that he would have to lose nine times in a row to lose the betting series, and he just didn't think that this was possible.

I pointed out to him that there was a very real possibility that he could lose nine decisions in a row; in fact, this would happen once about every 500 pass line - don't pass decisions. With craps decisions averaging fifty to sixty per hour, a loss of all nine wagers could happen once every eight to ten hours. I asked him to consider whether he was winning enough to sustain a loss of \$511.00 (the total amount he was risking) in order to win the sum of \$1. This must have impressed him as I don't think he ever used this system again (or at least he didn't tell me about losing with it).

The Martingale system would be just about unbeatable if you could continue to double your wagers until you finally won a bet. Modern casinos are very aware of Martingale, and they know that the easiest way to thwart the system is to narrow the spread between maximum and minimum bets allowed. In other words, the minimum wager must be high enough and the maximum wager low enough that no more than eight or nine doublings can occur. If you find a table with a low minimum, such as \$1 and a high maximum, such as \$3,000, you may wish to try using a Martingale system against the table.

You could use the following series of wagers: 1 2 4 8 16 32 64 128 256 512 1,024 2,048. With 12 bets in the series, you would be an odds-on favorite to win any weekend gambling contest involving even-money wagers. However, you might want to consider one thing. If you try this, sooner or later you will lose bet number 11, for \$1,024. You will now have lost \$2,047 and will be called on to bet \$2,048 in order to win the grand sum of \$1. Are you willing to risk it? If you win, you will be up exactly one buck for your efforts. However, if you lose your last wager of \$2,048, you will have lost \$4,095 in the gaming contest. While the risk of loss is

low, it will happen at some time if you continue to wager this way, and there is no guarantee that it won't happen during your first casino excursion using this system.

### **Mini-Martingale**

Martingale in its purest form is too risky for the amount of reward offered. Nearly every gambling expert likes to cite Martingale as an example of a losing system and then jump into a gloating mode and proclaim that all betting systems are losers. However, a Martingale system can be used with very good results if it is used on a spot basis. Assume that you are wagering on an even-money game and that you have lost the last four consecutive wagers. Usually, a three-stage Martingale against this trend continuing for three more decisions will be quite profitable and the reward will be reasonable as compared to the amount risked.

A five-stage Martingale progression can be used very profitably when it is used against a betting pattern which is less likely to occur than would normally be expected.

### **Grand Martingale**

One criticism of Martingale is that too much is risked as compared to the potential return. For example, in the first Martingale series shown, you would have had to wager \$256 in order to win a net \$1. With Grand Martingale, additional chips are added to each increased wager, so that when a win finally occurs, the amount won will be greater than just the amount of the first wager. A typical Grand Martingale series is: 1 3 5 15 35 75.

Martingale in all forms risks a lot to win a little. When the losses come, they will wipe out hours of profits. Another twist to using a Martingale series is to play Martingale in reverse, called an "Anti-Martingale" betting series. With this system, winning wagers will be pressed (doubled). Whenever you encounter a long winning streak this system can produce phenomenal profits. Assume we use the following

Anti-Martingale series: 5 10 20 40 80. With five consecutive wins, we will \$155, while our total risk is only the amount of our first wager, \$5. The high-risk reward ratio is a major reason raising your wagers after wins is recommended by many gaming experts. However, as we saw two chapters back, this type of system wins very infrequently, and the many small losses overwhelm most gains, so that over 90% of all games will end with a loss.

### **Labouchere**

With Labouchere, also known as the Cancellation System, the player sets up a series of numbers which will add up to the profit he will make if he wins this betting series. If he picks 1 2 3 as his series, his expected profit for winning this series is  $1 + 2 + 3 = 6$ . Like the variations of Martingale, this series is used with even-money bets.

To start the series, a player will wager the sum of the two outside numbers, in this case 4 ( $1 + 3 = 4$ ). If he wins this wager, he will cancel the two outside numbers by scratching them out, and wager the sum of the next two outside numbers. In this simple series, only the single number of 2 is left, so the player would wager 2. If he also wins this wager, he will have won the series, having won 4 on the first round and 2 for the second wager, for a total of 6, the total of all bets in the series.

Any time the player loses a wager, he will add the amount lost to the series and continue to wager the sum of the two outside wagers. Let's assume the player lost the first bet of 4. He would add this wager to the series, which would now become: 1 2 3 4. His next wager would be for 5, the sum of the two outside wagers. We will assume that this bet wins. Having won the bet, our players cancels the outside numbers of 1 and 4 leaving the series as: 2 3. He next wagers the sum of these two numbers, betting 5. If this wager wins the series is completed. If he loses this wager, the losing bet of 5 will be added to the series and he will continue the series.

The principal appeal of this system is that it appears to be a two for one proposition in that each win cancels two numbers while a loss only adds one number to the series. However, this isn't the case, as the player is not paid two for one on winning bets.

In testing this system, I have had bets escalate to wagers of hundreds of dollars all too frequently. This is probably the most insidious of the old time roulette systems. It is said to have been responsible for more suicides on the French Riviera than any other system. Part of the problem with this system is that the small stream of steady wins tends to lull the player into believing that the system can't lose. Unfortunately, a long enough losing streak will occur that the wagers called for will either be larger than the player's bankroll or will exceed the house limits and not be allowed. In either case, the series will be over with the end result that the player suffers a substantial loss.

This system can also be played in reverse, known as Reverse Labouchere. With Reverse Labby, as many punters call it, the amount of each win is added to the series, and the two outside numbers are canceled whenever a loss occurs. Each wager is still the sum of the two outside numbers. This system produces many small losses in exchange for an occasional win over 1,000 times the amount at risk.

Use of this approach is recounted in Norman Leigh's fascinating account of his successful effort to beat the casino in Monte Carlo by playing Labouchere in reverse (*Thirteen Against the Bank*, William Morrow & Co., 1976). Norman Leigh theorized that the reason so many players lose with Labouchere is that they run into the house limits or lose their playing capital and are unable to recoup losses. Since the bank has almost unlimited capital in comparison to the players, the bank can out wait most player assaults, knowing that either the house betting limit or the player's own limited financial resources will bring about the player's demise.

In using the reverse betting strategy, Leigh reasoned that this approach would most closely resemble the bank's approach to most other players. *He would wait out the*

*small losses until a large win occurred.* Leigh spent months recruiting and training a team to play against the casino. His trials in pulling off this coup make for fascinating reading. I believe that one of the reasons he was eventually able to beat the casino in Monte Carlo was that his starting wagers were fairly low and the house maximums large in comparison. Consequently, he was able to keep his losses fairly low while his team played on, waiting for the monster win.

It is doubtful that this system could be used successfully now, as the spread between minimum and maximum wagers is not large enough in most casinos. The losses realized while waiting for the large win would be enormous, with the house limits on maximum wagers limiting the systems' ability to ultimately recoup the losses.

### **D'Alembert**

This system was invented by a French mathematician, based on the assumption of *equilibrium* in gaming contests. D'Alembert reasoned that since winning and losing bets must eventually equal one another, a system of adding one chip after each losing bet and subtracting a chip after a winning bet would ultimately result in a win as winning wagers would always be greater than losing ones.

It is not unusual to win only ten of the first thirty wagers in an even-money betting contest. With d'Alembert's system, the player will wager higher and higher amounts until he eventually runs into our old nemesis, the house limit.

D'Alembert can be fairly successful if it is modified to include no more than nine or ten bets in a series of wagers, so that potential losses are limited. An additional modification to improve the system is to space the bets so that the win of two consecutive wagers will offset prior losses. A series which accomplishes this is 1 2 3 4 7 11 18. With this series, a player would drop back to the lowest bet after winning two consecutive wagers, such as 7 and 4. This system can be fairly successful if used by two partners betting the opposite in roulette, craps or baccarat.

### **Contra-d-Alembert**

Like Reverse Labouchere, the idea behind Contra-d'Alembert is to reduce the amount risked while allowing profitable runs to rise to great heights. With this strategy we will increase our wager one level after a win and reduce it a level following a loss.

The only positive aspect to the strategy is that when you hit a prolonged losing streak the size of your wagers is quickly reduced. In this respect this system can help protect your bankroll.

However, the upside of using any system requiring increasing your wager following wins is limited. Trends of long, uninterrupted winning streaks are fairly rare in gaming and a system relying on piling up win after consecutive win is not going to win very often.

Here's an example. Your first bet is for one unit. You win and move up to betting two units. With another win, you wager three units and have a loss. You have won two out of three bets and have absolutely nothing to show for it. All of your profit evaporated with that single loss.

If you could always pick your spots, this system would have merit. Of course, if pigs could fly . . . well, you get the idea. It is just about impossible to know in advance when a three-wager consecutive win might occur so that you could jump in with a Contra-d'Alembert. Like so many systems, this one sounds good on paper, but is difficult to squeeze profits out of in real world gaming.

### **Ascot**

This is another of the old time roulette systems that can be adapted to any game offering even-money bets. With Ascot, winning wagers are increased one unit at a time in a predetermined series of wagers while losing bets are lowered one step using

the same betting series. An Ascot betting series can be from seven to eleven numbers. A typical series is: 2 3 5 8 13 20 30. The player's first wager would be a middle number such as 8. If this wager wins, the next wager would be 13. If this wager also won, the succeeding wager would be for 20, and so on, with each win followed by an increase of one level in the betting series. The series would end with the win of the last bet in the series. For a win, that would be a win of 30. A losing series would be terminated with the loss of the lowest bet of 2.

The greatest problem with Ascot is that alternating wins and losses at the higher levels of wagers will destroy the profit potential of the series. This can be a serious flaw in any system calling for a large reduction in the amount wagered following a loss.

### **The Parlay**

A parlay or *paroli* is a positive progression method. In its simplest form, it consists of leaving a winning bet plus the winnings up for a second win. If you are betting \$10 on an even-money bet and win \$10, you parlay the wager by leaving \$20 up for the next decision. If this bet wins, you will have won \$30 while only risking \$10.

Probably the most attractive aspect of a successful parlay is that it wins three times as much as the amount risked. However, the probability of winning two bets in a row on even-money wagers is less than one in four. For this reason, one of the better ways to use a parlay is to combine it with a series of bets where the amount wagered is increased following a loss. For example the following parlay progression could be used: 2 2 3 4 6 8 12 16. To use this series, you would normally start with the first wager in the series. If this bet won, you would parlay it and next wager \$4. If either the original wager or the parlay lost you would move up one level in the betting series. Any time a parlay bet is won, you will start the betting series over. If the series is lost, you may either start the series over or leave the table.

Setting up parlay progressions like the one above can be the basis for some of the best performing betting progressions in gambling. To use such a series in blackjack, which requires additional money in order to handle pair splitting and doublings, requires adjustments to the series. One way to handle this is to modify basic strategy to reduce the number of splitting and doubling plays. However, this is not a wise way to play blackjack as these moves represent one of the player's strongest winning options. A better way to handle the program of developing a winning parlay progression for blackjack is to modify the progression so that it allows for splitting and doubling opportunities.

### **Oscar's Grind**

If you want to use a system with very little risk of loss, here's the one you want.

Oscar has a target of winning one unit at the end of any successful betting series.

That's it. One unit. Here are the rules:

1. Increase your bet by one unit after every win; provided that winning the wager won't result in a series gain larger than one unit.
2. Never change the size of your bet following a loss.

Assume that your betting unit is \$5 and you are betting don't pass. You find yourself fighting a hot streak and you have lost six bets in a row for a cumulative loss of \$30. You continue to bet \$5 since you never change the size of your wager following losses. You bet \$5 again and win. Now, with one win and six losses, you are down a net \$25. Following the win, you raise your bet one unit and wager \$10. This wager also wins. You have reduced your net loss to \$15. You raise your next wager one more unit to \$15 and win. You are now even. Your final wager will revert to \$5. Why? Because of the rule limiting the size of a wager to one which will not result in a gain larger than one unit.

Your last bet of \$5 wins. You now have a net win of \$5, having lost six bets and won four.

Even this system can take you to high levels on occasion. If you find yourself in a situation where you have occasional wins followed by multiple losses, the size of your wagers will continue to grow. If you run into this situation, you will be forced to stop the series at some point and accept a loss, rather than risking larger and larger amounts of money.

### **Patrick's System**

John Patrick, a professional gambler turned writer, presented another positive betting system for blackjack, which can also be used for baccarat. In his *John Patrick's Blackjack* (Carol Publishing Group, 1995) he describes his system. He uses a system with both progressive and regressive attributes. With his system, you will start with a wager at least twice as large as the table minimum so that you have room to reduce the size of your bet after wins. After your first win, your next wager will be one-half the size of the first winning wager. For instance, if your base bet is \$10 and you win, you will wager \$5 next. After any net loss you will revert to the original starting bet. However, if you can manage to win the second bet in a series, you will return to the two-unit bet and increase the amount wagered after any additional win.

A series of six wins at a \$10 minimum table would look like: 20 10 20 30 40 50 for a total of \$170 won.

Patrick suggests a way to limit losses by quitting if you lose the first four hands in a shoe or deck.

## Even Money Bets

*Super Fibonacci* is designed for even-money wagers in the games of craps, roulette, baccarat and Sic Bo.

In craps, you will make pass line and don't pass wagers.

In roulette, you will pick and play one of the three types of even-money bets – colors (red and black), high and low numbers (1 to 18 or 19 to 36) or odd or even numbers.

With baccarat you will wager on either player or banker.

And with Sic Bo you will bet on small or big.

You won't make any other wagers with the *Super Fibonacci System*. With craps, you can forget all about the long shot proposition bets in the center of the table.

With roulette, you won't be betting dozens or columns, combinations of numbers or straight up number bets. You will only make even-money outside bets.

With baccarat you will never wager on tie. Just player or banker wagers.

And, with Sic Bo you can forget about wagering on totals of 10 and 11, two-number combo bets and betting on doubles. You will only wager on big and small.

This simplifies our process. In any of our games we will get a 1:1 return on a winning wager.

If we bet \$5 and win, we are paid \$5 in winnings.

While none of the games are quite 50-50 propositions like flipping a coin, it is helpful to think of them as similar to coin flipping.

With *Super Fibonacci* each wager consists of two decisions:

How much do we bet? And,

Where do we place our bet?

We have a chapter devoted to each aspect – how much to bet and where to bet.

## Classic Fibonacci

Using a Fibonacci sequence to determine the bet size will be our starting point in developing the optimum Fibonacci-Based Gambling System which we call Super Fibonacci.

We will devote several chapters to making modifications to the Betting System to develop the best overall Fibonacci Based betting system.

Then we will take a look at where we place our bets. Finally we will combine the optimum bet sizing and bet placement systems into the Super Fibonacci System.

In this chapter we will see how Classic Fibonacci performs

### Parameters of Testing:

We will assume that we are playing in an even-money game such as roulette, craps or baccarat.

In roulette we will wager on a pair of the even-money bets, such as colors (red or black), high and low (1-18 or 19-36) or odd or even.

In craps we will bet on pass line or don't pass.

In baccarat or mini-baccarat we will wager on player or banker.

We will assume that we are playing in a game with \$5 minimum and \$250 maximum bets.

We will use the following Fibonacci Series: 5 8 13 21 34 55 89 144  
Total Risked = \$369

### Betting Rules:

1. Start with the lowest bet in the series. If the bet loses the next bet will be one level higher.
2. After losing bets, increase the next bet one level. After winning bets, reduce the next bet one level.
3. If you win two bets in a row, drop back to the lowest bet in the series.

Below is a sample game using Classic Fibonacci.

### Sample Game Using Classic Fibonacci

Round	Amount Bet	W/L	Net Win for Round	Cumulative Win
1	5	W	+5	+5
2	5	W	+5	+10
3	5	L	-5	+5
4	8	L	-8	-3
5	13	W	+13	+10
6	8	L	-8	+2
7	13	W	+13	+11
8	8	L	-8	+3
9	13	L	-13	-10
10	21	L	-21	-31
11	34	L	-34	-65
12	55	L	-55	-120
13	89	L	-89	-209
14	144	W	+144	-65
15	89	W	+89	+24
16	5	W	+5	+29

Here is a round by round review of this game:

1. We start the wagering with a \$5 bet which wins.
2. Following a win of the lowest level bet, we repeat the bet and win.
3. Following the last win we stay at the lowest bet and lose.
4. With a loss we raise our bet one level and wager \$8 which loses.
5. Following the loss of an \$8 bet, we raise our bet one more level and wager \$13. We

win the bet.

6. Following a win we drop our bet one level and bet \$8. We lose the bet.
7. Following a loss we increase our bet one level and bet \$13 which wins.
8. With a win we drop our bet one level, wager \$8 and lose.
9. With a loss we increase our bet one level and bet \$13. We lose the bet.
10. After losing the last bet we increase our bet another level and wager \$21. We lose the bet.
11. We move our wager up another level after the loss, wager \$34 and lose.
12. With a loss we increase our bet another level, bet \$55 and lose.
13. Following another losing bet we increase our bet another level and wager \$89. We lose the bet.
14. With a loss we move our bet up one level and bet \$144. We win the bet.
15. With a win we drop our bet one level, bet \$89 an win.
16. With two consecutive wins we have completed the series. If we wish to continue playing we start the series over with a \$5 bet as was done in this example.

## **Comments About This Game**

In the previous Sample Game we had a losing streak of six straight bets from round 8 through round 13. This losing streak brought us to our highest bet in the betting series of \$144. If we had lost this bet we would have lost the betting series. If we had lost the \$144 wager made in round 14 we would have had a loss of \$353 at the end of round 13.

One way to counter this would be to use a longer Fibonacci series such as:

5 8 13 21 34 55 89 144 233. Total Risked = \$602.

Using a longer betting series would have allowed us to ride out the seven bet losing streak we encountered. However, we would have increased the amount risked with a loss

of the series from \$369 for the original series to \$602 for the longer series. We can reduce the risk of losing to eight consecutive losses in an easier and safer way by changing our betting rules. We take a look at using this option in the next chapter.

## Safer Fibonacci

**In the previous chapter we used the following Fibonacci Series:**

5 8 13 21 34 55 89 144

Total Risked = \$369

Using Classic Fibonacci, as shown in the last chapter, a six bet losing streak took us to the highest level bet. This occurred because the first bet we lost in this series was a wager in the amount of \$8. If the first bet had been \$5, one bet lower, we would have gained an extra margin of safety.

With Classic Fibonacci, Betting Rule 3 reads: If you win two bets in a row, drop back to the lowest bet in the series.

With Safer Fibonacci, we will change this rule to read: If you win two bets in a row, or win two out of three bets, drop back to the lowest bet in the series.

**Here are the Safer Fibonacci Betting Rules:**

1. Start with the lowest bet in the series. If the bet loses, the next bet will be one level higher.
2. After losing bets, increase the next bet one level. After winning bets, reduce the next bet one level.
3. If you win two bets in a row, or win two out of three bets, drop back to the lowest bet in the series

Keeping the parameters of play the same as the sample game played using Classic Fibonacci, we will replay the same decisions using the Safer Fibonacci Betting Rules.

Below is the sample game using Safer Fibonacci:

### Sample Game Using Safer Fibonacci

Round	Amount Bet	W/L	Net Win for Round	Cumulative Win
1	5	W	+5	+5
2	5	W	+5	+10
3	5	L	-5	+5
4	8	L	-8	-3
5	13	W	+13	+10
6	8	L	-8	+2
7	13	W	+13	+15
8	5	L	-5	+10
9	8	L	-8	+2
10	13	L	-13	-11
11	21	L	-21	-32
12	34	L	-34	-66
13	55	L	-55	-121
14	89	W	+89	-32
15	55	W	+55	+23
16	5	W	+5	+28

The following tables compare the bets, outcomes wins and losses and cumulative win for the same decisions played using Classic Fibonacci and Safer Fibonacci:

The highest wager was lower using Safer Fibonacci. While Classic Fibonacci wagered \$144 in round 14, Safer Fibonacci's bet was \$89.

This difference was due to how the win in round 7 was handled. With Classic Fibonacci we dropped one level following a win and wagered \$8 in round 8. With Safer Fibonacci, we dropped two bet levels after winning the wager in round 7. We did this because the round 7 win was the second win in the last three rounds of play, triggering the new rule allowing for reduced bets after winning two out of three decisions.

As a result of lowering our bet in round 8, we were able to keep our highest bet lower using Safer Fibonacci.

### Comparison of Classic Fibonacci and Safer Fibonacci played against same decisions

Rd	-----Classis Fibonacci-----				-----Safer Fibonacci-----			
	Amount Bet	W/L	Net Win for Round	Cumulative Win	Amount Bet	W/L	Net Win for Round	Cumulative Win
1	5	W	+5	+5	5	W	+5	+5
2	5	W	+5	+10	5	W	+5	+10
3	5	L	-5	+5	5	L	-5	+5
4	8	L	-8	-3	8	L	-8	-3
5	13	W	+13	+10	13	W	+13	+10
6	8	L	-8	+2	8	L	-8	+2
7	13	W	+13	+11	13	W	+13	+15
8	8	L	-8	+3	5	L	-5	+10
9	13	L	-13	-10	8	L	-8	+2
10	21	L	-21	-31	13	L	-13	-11
11	34	L	-34	-65	21	L	-21	-32
12	55	L	-55	-120	34	L	-34	-66
13	89	L	-89	-209	55	L	-55	-121
14	144	W	+144	-65	89	W	+89	-32
15	89	W	+89	+24	55	W	+55	+23
16	5	W	+5	+29	5	W	+5	+28

### Comparison of Classic and Safer Fibonacci Games

	Classic Fibonacci	Safer Fibonacci
Highest Bet	144	89
Largest loss	-204	-121
Number of Rounds	16	16
Net Win	+29	+28

In the next chapter we will concentrate on improving the win rate while reducing the risk even more.

## Advanced Fibonacci

With Advanced Fibonacci we are going to add two new rules to Safer Fibonacci.

Rule 4. If you win on the first or second level bets, parlay the bets on the next round of play.

We noticed that in many games we would have multiple wins on the first and second levels of bets. With Safer Fibonacci, if we win a second level bet we will drop our next bet to the bottom level. If we win a bottom level bet we will repeat the bet.

We decided to add some more juice to the system and added the parlay rule. Let's take a look at four consecutive winning bets, comparing Classic Fibonacci with Advanced Fibonacci:

### Comparison of Four Consecutive Wins –Classic Vs Advanced Fibonacci

Round	W/L	-----Classic Fibonacci-----			-----Advanced Fibonacci-----		
		Bet	Round Win	Cumulative Win	Bet	Round Win	Cumulative Win
1	W	8	+8	+8	8	+8	+8
2	W	5	+5	+13	16(p)	+16	+24
3	W	5	+5	+21	5	+5	+31
4	W	5	+5	+26	10(p)	+10	+41

For this comparison we assume that our first win was on a second level bet of \$8. With Classic Fibonacci we drop to a level one bet of \$5 on round 2. With Advanced Fibonacci we parlay the round 1 win and wager \$16 in round 2.

We win round 2. With Classic Fibonacci we continue to make level 1 wagers. With Advanced Fibonacci, we drop to a level 1 bet after winning the parlay bet in round 2. Our wagers are the same in round 3.

Following the win in round 3, we keep the same \$5 bet with Classic betting and parlay the win with Advanced Fibonacci.

For this series of plays we won \$26 using Classic Betting and \$41 using Advanced Betting.

Incidentally, if we had lost round 2, with Classic Betting we would have raised our bet one level and bet \$8 in round 3. With Advanced Betting, we would have raised our bet one level for the normal bet of \$8 and bet \$13 in round 3.

### **Adding a Rule to Reduce the Size of Bets During Losing Streaks**

In the sample games played using Classic and Safer Fibonacci, we faced six-bet losing streaks. With Classic Fibonacci our highest wager was \$144, while with Safer Fibonacci, we reduced the highest bet to \$89.

While we took a step in the right direction with Safer Fibonacci, we didn't go far enough. What if we could play against the same decisions and reduce our highest bet to just \$40? This would be a substantial improvement, wouldn't it?

We can do this by adding the following rule:

Rule 5. If we lose three wagers in a row, we will set up a different betting series as follows: 5 10 20 40 80. We will make these wagers until we win one bet. With any win, we will resume the original Fibonacci Series one level higher than our last Fibonacci loss.

With Rule 5 we will use a Martingale betting series of five wagers following a losing streak of three consecutive losses. Before you dismiss this as too risky I am going to ask you to be patient. A few chapters from now we are going to add a bet selection method to our strategy that greatly reduces the occurrence of long losing streaks. Once we combine ***Power Pivot Bet Selection*** with our betting system we will be able to use Rule 5 without close to zero risk of loss.

## Summary of Betting Rules for Advanced Fibonacci

1. Start with the lowest bet in the series. If the bet loses, the next bet will be one level higher.
2. After losing bets, increase the next bet one level. After winning bets, reduce the next bet one level.
3. If you win two bets in a row, or win two out of three bets, drop back to the lowest bet in the series.

Rule 4. If you win on the first or second level bets, parlay the bets on the next round of play.

Rule 5. If you lose three wagers in a row, you will set up a different betting series as follows: 5 10 20 40 80. You will make these wagers until you win one bet. With any win you will resume the original Fibonacci Series one level higher than your last Fibonacci loss.

## Sample Game Using Advanced Fibonacci Rules

We'll apply the Advanced Fibonacci Betting Rules to the same decisions we played against using Classic and Safer Fibonacci.

Playing against the same decisions we win \$33 which is greater than the \$29 won using Classic Fibonacci, or the \$28 won using Safer Fibonacci.

The highest wager made using Advanced Fibonacci occurred in round 14 when a \$40 wager was made using the Martingale Series. Classic Fibonacci's bet in this round was \$144 while Safer Fibonacci's wager was \$89.

Using Advanced Fibonacci, we won more money with less risk than with either Classic or Safer Fibonacci.

### Sample Game Using Advanced Fibonacci

Round	Amount Bet	W/L	Net Win for Round	Cumulative Win
1	5	W	+5	+5
2	10 P	W	+10	+15
3	5	L	-5	+10
4	8	L	-8	+2
5	13	W	+13	+15
6	8	L	-8	+7
7	13	W	+13	+20
8	5	L	-5	+15
9	8	L	-8	+7
10	13	L	-13	-6
11	5 M	L	-5	-11
12	10 M	L	-10	-21
13	20 M	L	-20	-41
14	40 M	W	+40	-1
15	21	W	+21	+20
16	13	W	+13	+33

### Comparison of Classic, Safer and Advanced Fibonacci Games

	Classic Fibonacci	Safer Fibonacci	Advanced Fibonacci
Highest Bet	144	89	40
Largest loss	-204	-121	-41
Number of Rounds	16	16	16
Net Win	+29	+28	+33

The comparison of Classic, Safer and Advanced Fibonacci tells the story.

The largest bet required fell from \$144 for Classic, down to \$89 with Safer and finally was just \$40 using Advanced Fibonacci.

The largest loss in each game fell from \$204 with Classic to \$121 with Safer down to \$41 with Advanced Fibonacci.

On top of everything else our net win was the highest with Advanced Fibonacci. Can we do even better? We'll see in the next chapter.

## Maximum Fibonacci

We are going to make several changes to Advanced Fibonacci to develop Maximum Fibonacci.

The first change is a big one. We are going to change how we handle winning bets throughout the betting series.

In all versions of Fibonacci to this point we have required winning two consecutive bets or two out of three bets to complete a winning betting series. Now we are going to change the way we bet.

With Maximum Fibonacci we will parlay any winning bet. If we win the parlay the betting series will be completed and we can either call the game completed with a win, or continue playing starting with the lowest level wager.

If we lose a parlay attempt, we will resume betting at the next higher level.

We will also change the betting series used for Maximum Fibonacci. For \$5 base betting we will use the following betting series: 5 8 13 20 35 50 60 80 100

### Summary of the Betting Rules for Maximum Fibonacci

1. Start with the lowest bet in the series. If the bet loses, the next bet will be one level higher.
2. After losing bets increase the next bet one level. After winning bets, add the amount won to the original bet to parlay the bet.
3. With a winning parlay the series is completed and you may drop back to the lowest bet to continue playing or quit playing with a win.
4. With three losing wagers in a row, you will set up a different betting series as follows: 5 10 20 40 80. You will make these wagers until you win one bet. With any win you

have completed the series with a win.

5. After winning a Martingale bet, resume betting in the Fibonacci series one level higher than the last losing bet. For example, if your last losing bet was a \$13 bet before starting the Martingale Series, you will make a \$20 bet after winning a Martingale bet.

### Sample Game Using Maximum Fibonacci

Round	Amount Bet	W/L	Net Win for Round	Cumulative Win
1	5	W	+5	+5
2	10P	W	+10	+15
3	5	L	-5	+10
4	8	L	-8	+2
5	13	W	+13	+15
6	26P	L	-26	-11
7	20	W	+20	+9
8	40P	L	-40	-31
9	35	L	-35	-66
10	50	L	-50	-116
11	5	L	-5	-121
12	10	L	-10	-131
13	20	L	-20	-151
14	40	W	+40	-111
15	50	W	+50	-61
16	100P	W	+100	+39

Maximum Fibonacci plays by a different set of betting rules. Maximum Fibonacci relies on winning parlay bets to complete a betting series. As a result, a game will play out very differently from the previous versions of Fibonacci.

### Round by Round Review of Maximum Fibonacci Sample Game

1. We begin the game with the minimum bet of \$5. With a win we parlay the bet.
2. We parlay the winning bet from round 1 and win the bet.

3. Following any parlay win we drop back to the lowest bet. We wager \$5 and lose.
4. Following a loss we raise our bet one level to \$8. We lose the bet.
5. We increase our bet to \$13 and win.
6. We attempt a parlay with the win in the last round, wagering \$26. We lose the bet.
7. Following the losing parlayed bet of \$13, we increase our bet one level to \$20 and win.
8. We attempt to parlay the last winning bet, wagering \$40. We lose the bet.
9. With a loss we increase our bet one level beyond the attempting parlay bet and wager \$35. We lose the bet.
10. With a loss we move up a notch, wagering \$50. We lose the bet.
11. We have now lost three consecutive bets. We change to using the Martingale series: 5 10 20 40 80. We will stay with this series until we win one bet. After a win we will revert to the Fibonacci series. We wager \$5 and lose.
12. Continuing with the Martingale series we bet \$10 and lose.
13. We move up another bet in the Martingale series, wager \$20 and lose.
14. We move up another Martingale step, bet \$40 and win. This completes the Martingale series.
15. We resume using the Fibonacci series, one level higher than our last losing bet. We wager \$50 and win.
16. We parlay the last winning bet of \$50, wagering \$100 this round. We win the bet.

## Comparison of Classic, Safer, Advanced and Maximum Fibonacci Games

	<b>Classic Fibonacci</b>	<b>Safer Fibonacci</b>	<b>Advanced Fibonacci</b>	<b>Maximum Fibonacci</b>
Highest Bet	144	89	40	100
Largest loss	-204	-121	-41	-151
Number of Rounds	16	16	16	16
Net Win	+29	+28	+33	+39

We achieved our highest win using Maximum Fibonacci. However, we can see that we still need to make some more improvements. Before we adjust Maximum Fibonacci betting, let's take a look at how we will decide *where to make each wager*.

## Power Pivot Bet Selection

There are numerous ways to determine where you place each bet in a game with even-money bets.

One of the most popular bet selection methods is to pick one side and always wager on it. For example, at baccarat you could always bet on Banker.

Another popular bet selection system is to play “follow the leader” and wager that the last bet will repeat.

Follow the leader systems can become quite elaborate. Some versions require that you track the last three decisions and bet on the dominant pattern to repeat. For example, playing roulette and betting on Red (R) and Black (B), if the last three decisions were B B R, you would bet on B next.

Other systems look for wagers to balance out. If you were looking for decisions to balance out and you encountered the decisions B B R in roulette, you would bet on R, expecting that the red decisions (R) will catch up with the black.

Another method of betting is to bet chop. Here you will always bet the opposite of the last decision. If you were playing craps and the last decision was a Pass Line win, you would bet Don't Pass next.

There are many variations of these bet selection systems. All of them try to use past decisions to forecast future trends.

We tested all of these methods plus many more before coming up with ***Power Pivot Bet Selection***. ***Power Pivot Bet Selection*** has a number of advantages. With it we only have to track the last decision. This makes it very easy to use and it can be used without having to write down the outcomes of previous decisions.

In developing this system, we determined that bet selection does not improve by using two, three, four or more previous decisions in determining where to bet. Basing your

next bet on the outcome of the previous wager is all that is needed to have the optimum betting strategy.

With the Power Pivot System we will change our pattern of bet selection as often as needed to set up wins.

With the Power Pivot System, our goal is to match whatever the table is doing and to quickly react to changing conditions.

If decisions are repeating, we will bet the Same as the preceding decision until we lose a bet.

If decisions are alternating (chopping), we will bet the Opposite of the preceding decision until we lose a bet.

If we are in a trend of repeating decisions, we will follow the trend until it ends.

If we are in a chop trend, where decisions are alternating, we will catch this trend.

The key to this system is to continue the betting mode you are using until we have a loss. With any losing bet we will change to a different mode on the next round of play.

If we lose three bets in a row, we will Extend the last pattern.

The following table shows an example of three consecutive losing wagers and the patterns used where S = Bet the same as the previous decision, O = Bet the opposite of the previous decision and E = Extend the last betting mode. We are using this system to play the colors Red (R) and Black (B) at roulette.

### Example of Changing Betting Modes

Ref	Roulette Decision	Pattern	Bet On	\$ Bet	W/L	Cum Win	Comments
1	R						Observe first decision.
2	R	S	R	5	W	+5	S Mode, bet on R to repeat.
3	R	S	R	5	W	+10	With win, continue S Mode.
4	B	S	R	5	L	+5	With win, continue S Mode
5	R	O	R	5	W	+10	After loss, change to O Mode, bet opposite of previous decision.
6	R	O	B	5	L	+5	With win, continue O Mode
7	B	S	R	5	L	-0-	After loss, change to S Mode, bet same as previous decision.
8	R	O	B	5	L	-5	After loss, change to O mode, bet opposite of previous decision.
9	B	O(E)	B	5	W	-0-	Following three consecutive losses extend the mode used on the last bet and use O Mode again.

#### Comments about play:

In this game we bet flat, that is, we bet the same amount of \$5 each round of play. With four winning and four losing bets we ended up breaking even.

#### Round by Round Review:

1. We observe the first round so that we have a decision to base our pattern betting on. The first decision is R.
2. We begin by betting the Same (S) as the preceding decision. We bet on R and win.
3. Following any winning wager we continue with the current betting mode. We use the S mode and wager on R. We win the bet.
4. Sticking with the S Mode we bet on R again and lose.
5. Following a loss we change Bet Modes to betting Opposite (O) and bet that R will show. We win the bet

6. With a win we stick with the O Betting Mode and bet that B, the opposite of the previous decision will show. Our bet loses.
7. A loss signals a switch. We change back to S mode and bet that R will repeat. Our bet loses.
8. We change betting modes back to O Mode. We bet the opposite of the previous decision and wager on B. Our bet loses.
9. We have had three consecutive losses. We Extend the previous betting mode of O to this decision and bet on B. Our bet wins.

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Power Pivot Bet Selection is a powerful way to determine where to place each bet. It will catch repeating trends, chopping trends and most of what occurs in between. While no bet selection method is perfect, this is an amazingly accurate one that combines well with Fibonacci-based betting.

## Maximum Fibonacci With Power Pivot Bet Selection

In this chapter we will combine bet sizing, determined by the Maximum Fibonacci Betting Strategy with bet placement using Power Pivot Bet Selection.

Before we get started, let's review the rules we will use.

### Maximum Fibonacci Playing Rules

#### Nine-Bet Series Used With \$5 Base Bets:

Level	1	2	3	4	5	6	7	8	9
Bet	5	8	13	20	35	50	60	80	100
Loss before wager		-5	-13	-26	-46	-81	-131	-191	-271
Net Win after winning parlay	15	19	26	34	59	69	49	49	20

Total Risk = \$371

Maximum Fibonacci's original version is based on using a Nine-Bet betting series as shown above.

**Level** – the level of each bet ranging from 1 to 9.

**Bet** – the bet amount at each level

**Loss before wager** – the accumulated loss of the losing bets prior to reaching this bet level. For example, we show -13 in the column for Level 3. The loss of -13 consists of Level 1 and Level 2 losing bets of  $5 + 8 = 13$ .

**Net Win after winning parlay** – the amount won at each level after winning a parlayed bet at that level. For example, for Level 3 a parlay win will be three times the amount of the bet for that level, or  $3 \times 13 = \$39$ . The net win is computed by deducting the amount lost before that level from the parlay win, or  $39 - 13 = 26$ .

## **Betting Rules for Maximum Fibonacci**

1. Start with the lowest bet in the series. If the bet loses, the next bet will be one level higher.
2. After losing bets, increase the next bet one level. After winning bets, add the amount won to the original bet to parlay the bet.
3. With a winning parlay the series is completed and you may drop back to the lowest bet to continue playing or quit playing with a win.
4. With three losing wagers in a row, you will set up a different betting series as follows: 5 10 20 40 80. You will make these wagers until you win one bet. With any win you have completed the series with a win.
5. After winning a Martingale bet, resume betting in the Fibonacci series one level higher than the last losing bet. For example, if your last losing bet was a \$13 bet before starting the Martingale Series, you will make a \$20 bet after winning a Martingale bet.

### **Power Pivot Bet Selection:**

1. Bets are based of the previous outcome or decision. You will either bet the that same decision will occur again (Same Mode) or that the opposite decision will occur (Opposite Mode). All bets will be either the same or the opposite of the previous decision.
2. Observe one decision before starting betting. If you are playing online and must make a wager to activate the game you can assume an arbitrary starting bet and mode. For example, playing roulette you might bet on Red with an assume Same Betting Mode.
3. You will start a game betting the Same as the previous decision. For instance, if the roulette decision is Red, you will bet on Red when using the Same Mode.

4. You will continue to use the Same Mode until you lose a bet. With any losing bet you will change betting modes on the next round. For example, if you are using the Same Mode and lose, you will change to Opposite Mode on the next round.

5. After changing to Opposite Mode, you will continue in that mode until you have a loss.

6. With any loss you will change betting modes for the next round of play. If you lose while in Same Mode, you will change to Opposite Mode in the next round of play. If you lose a bet determined by Opposite Mode, you will change to Same Mode in the next round.

7. Anytime you lose three consecutive bets you will extend the current mode one more round and then follow the normal rules. For example, you have three losses in a row where your betting pattern was S O S. With the third loss you will extend the S pattern to the next round and bet Same. If you lose this bet you will change modes and bet O on the next wager. If you win the bet you will continue in this mode until you have a loss.

The best way to understand this system is to see it in action. Below follows a game played at mini-baccarat using this strategy

### **Sample Game #1 Maximum Fibonacci**

Game Parameters:

Game = Mini-Baccarat Online

Game Bankroll = \$400

Betting Series: 5 8 12 20 35 50 60 80 100

Win Goal = \$80 to \$100

B = Banker, P = Player, Tie = Tie

S = Same Mode, O = Opposite Mode, Par = Parlay, W = Win, L = Loss

### Sample Game #1 Mini-Baccarat With \$5 Betting Series

No	Decision	Bet Mode	Bet On	Bet Level	Amount Bet	W/L	Amount Won for Round	Cumulative Win
1	B	S	P	1	5	L	-5	-5
2	B	O	P	2	8	L	-8	-13
3	B	S	B	3	13	W	+13	-0-
4	B	S	B	3-Par	26	W	+26	+26
5	P	S	B	1	5	L	-5	+21
6	B	O	B	2	8	W	+8	+29
7	P	O	P	2-Par	16	W	+16	+45
8	P	O	B	1	5	L	-5	+40
9	P	S	P	2	8	W	+8	+48
10	T	S	P	2-Par	16	T	-	+48
11	B	S	P	2-Par	16	L	-16	+32
12	B	O	P	3	13	L	-13	+19
13	B	S	B	4	20	W	+20	+39
14	P	S	B	4-Par	40	L	-40	-1
15	P	O	B	5	35	L	-35	-36
16	P	S	P	6	50	W	+50	+14
17	P	S	P	6-Par	100	W	+100	+114

#### Round by Round Explanation of Sample Game 1

1. This game was played online. Instead of observing the first decision, we arbitrarily chose to bet on P using the S Mode. We wagered \$5 on P and lost.
2. With a loss we change to O Mode and bet the opposite of the last decision. We raise our bet one level and wager \$8 on P. Our bet loses.
3. A loss triggers a mode change and we change to S Mode betting that B will repeat. We bet \$13 on B and win.
4. With a win we stick with the S Mode. We parlay the last bet, betting \$26 on B and win.
5. With a parlay win we have the choice of continuing to play or quitting with a win of \$26. We elect to keep playing. Staying with the S Mode we bet \$5 on B and lose.
6. A loss triggers a switch and we change to O Mode. We increase our bet to \$8, wager on B and win.

7. Keeping the O Mode we parlay the win and wager \$16 on P. We win.
8. With a parlay win we have the option of stopping play with a winning game. We check our winnings and see we are up \$45 for the game. We elect to keep playing and drop back to a Level 1 bet of \$5. Staying with the O Mode we wager \$5 on B and lose.
9. With a loss goes a switch. We change betting mode from O to S. We increase our bet to \$8 and bet on P. We win the bet.
10. In S Mode we parlay our win and wager \$16 on P. The round is a Tie.
11. Following a Tie we keep the same bet in place. We lose the bet.
12. With a loss we change to O Mode. We increase our bet to \$13, bet on P and lose the bet.
13. We change modes back to S Mode, increase our bet one level to \$20, wager on B and win.
14. Keeping the S Mode, we parlay our win and wager \$40 on B. We lose the bet.
15. We change to O Mode and increase our bet to \$35. We bet on B and lose.
16. We change to S Mode, raise our bet to \$50, bet on P and win.
17. Keeping the S Mode, we parlay the win, betting \$100 on P and win the bet. With a parlay win we check our winning for the game and see that we are up \$114. Since this is greater than our Win Goal of \$80, we stop play and take a break.

## Super Fibonacci

We played a number of games of Maximum Fibonacci as presented in the previous chapter. As we played more and more and analyzed our play we decided to see if we could actually win more with less risk.

The original version of Maximum Fibonacci uses the following betting series for \$5 betting: 5 8 13 20 35 50 60 80 100.

As we accumulated more and more data from using the system we started wondering if we could actually win more by reducing the number of bets in the Fibonacci sequence.

Our reasoning was as follows. The system is very sound especially when coupled with Power Pivot Bet Selection. We wondered what would happen if we left off the highest bets in the series.

As a test we decided to play a number of games and keep track of every bet. Then we reviewed the games in detail and compared how we would have done if we had used shortened versions of Maximum Fibonacci.

Here is how we set up the tests:

Test 1. We used the full betting series of nine bets as follows: 5 8 13 20 35 50 60 80 100.

Test 2. We dropped off the highest bet and used an eight bet series to replay the same games. We used this betting series: 5 8 13 20 35 50 60 80

Test 3. We knocked off the two highest bets in the betting series, using a seven bet series as follows: 5 8 13 20 35 50 60 .

We played twenty-three games and compared the results. The summaries follow:

### Test 1. Full Series

Level	1	2	3	4	5	6	7	8	9
Bet	5	8	13	20	35	50	60	80	100
Loss before wager		-5	-13	-26	-46	-81	-131	-191	-271
Net Win after winning parlay	15	19	26	34	59	69	49	49	20

**Total Risked = \$371, rounded up to \$400**

### Results of Test 1 Play

Game	Total Rounds	Highest Bet Made	Net for Game
1	24	60	+90
2	24	13	+105.75
3	20	13	+88.35
4	23	20	+83.50
5	17	35	+52
6	16	50	+107.35
7	25	20	+94
8	22	20	+84.75
9	23	20	+100.50
10	19	35	+85.25
11	22	35	+103.25
12	22	50	+95
13	22	50	+106
14	33	100	-356
15	23	20	+98.35
16	22	35	+65.25
17	25	20	+87
18	19	50	+89.50
19	19	13	+99.25
20	21	20	+89.25
21	16	13	+93
22	28	100	-370.50
23	29	50	+67.75
<b>Total</b>	<b>514</b>		<b>1065.55</b>

Win Rate:  $\$1065.55 / 514 = \$2.07$  per round

## Test 2. Eight Bet Series

Level	1	2	3	4	5	6	7	8
Bet	5	8	13	20	35	50	60	80
Loss before wager		-5	-13	-26	-46	-81	-131	-191
Net Win after winning parlay	15	19	26	34	59	69	49	49

**Total Risked = \$271, rounded up to \$300**

**Revised Games With Top Bet of \$80**

## Results of Test 2 Play

Game	Total Rounds	Highest Bet Made	Net for Game
1	24	60	+90
2	24	13	+105.75
3	20	13	+88.35
4	23	20	+83.50
5	17	35	+52
6	16	50	+107.35
7	25	20	+94
8	22	20	+84.75
9	23	20	+100.50
10	19	35	+85.25
11	22	35	+103.25
12	22	50	+95
13	22	50	+106
14	30	80	-256
15	23	20	+98.35
16	22	35	+65.25
17	25	20	+87
18	19	50	+89.50
19	19	13	+99.25
20	21	20	+89.25
21	16	13	+93
22	27	80	-270.50
23	29	50	+67.75
Total	512		1265.55

Win Rate:  $\$1265.55 / 512 = \$248$  per round

### Test 3. Seven Bet Series

Level	1	2	3	4	5	6	7
Bet	5	8	13	20	35	50	60
Loss before wager		-5	-13	-26	-46	-81	-131
Net Win after winning parlay	15	19	26	34	59	69	49

**Total Bets = \$191, rounded up to \$200**

### Results of Test 3 Play

Game	Total Rounds	Highest Bet Made	Net for Game
1	24	60	+90
2	24	13	+105.75
3	20	13	+88.35
4	23	20	+83.50
5	17	35	+52
6	16	50	+107.35
7	25	20	+94
8	22	20	+84.75
9	23	20	+100.50
10	19	35	+85.25
11	22	35	+103.25
12	22	50	+95
13	22	50	+106
14	32	60	-176
15	23	20	+98.35
16	22	35	+65.25
17	25	20	+87
18	19	50	+89.50
19	19	13	+99.25
20	21	20	+89.25
21	16	13	+93
22	25	60	-190.50
23	29	50	+67.75
<b>Total</b>	<b>509</b>		<b>1425.55</b>

Win Rate:  $\$1425.55 / 509 \text{ rounds} = \$2.80 \text{ per round}$

### Comparison of Tests 1, 2 and 3

Test	Game Bankroll	Highest Bet	Number of Bets in Series	Number of Rounds of Play	Net Amount Won	Net Amount Won Per Round
Test-1	\$400	\$100	9	514	\$1065.55	\$2.08
Test-2	\$300	\$80	8	512	\$1265.55	\$2.48
Test-3	\$200	\$60	7	509	\$1425.55	\$2.80

### Hourly Win Rates at Different Playing Speeds for \$5 Bettor

System	Win Rate per Round	Hourly Win at 60 RPH	Hourly Win at 300 RPH
Test-1	\$2.08	\$124.80	\$624.00
Test-2	\$2.48	\$148.80	\$744.00
Test-3	\$2.80	\$168.00	\$840.00

### Summary of Comparison of Different Versions of Maximum Fibonacci

Test-1 of the original version of Maximum Fibonacci was a strong performer. These games were played using a nine bet betting series. We won a total of \$1,065.55 in 23 games. While this was compelling, the eight bet version of Maximum Fibonacci did better.

Test-2 was of the eight-bet version of Maximum Fibonacci. We reduced our Game Bankroll, the amount needed to play each game, from the \$400 per game required for Test-1 to just \$300 a game. Even with the reduced bankroll, our net winnings increased from \$1,065.55 to \$1,265.55.

If you are looking for the highest performance with the lowest amount at risk you have to pick the Seven-bet version, played in Test-3. Here we reduced our Game Bankroll to just \$200 per game making this a true low bankroll system. Yet, even with the reduced bankroll we won \$1,425.55 over the games played.

The Seven-Bet version of Maximum Fibonacci was the clear winner in this playoff. We were so impressed with its performance that we gave it a new name – Super Fibonacci!

After discovering the awesome win power of Super Fibonacci, we decided to subject it to extensive long-term testing. We report the results of this testing in the next chapter.

## Long-Term Testing of Super Fibonacci

I assembled a group of players to test Super Fibonacci in real world play.

We played in both online and land-based games.

We played against different versions of roulette including both single and double zero wheels. We wagered on the colors of red and black using the system. When zeros showed we ignored them in terms of determining the Bet Mode. However, we would count losses to zeros as lost bets and increased the size of our bets following a loss.

We played at both mini-baccarat and full size baccarat tables. Tie bets were ignored and had no effect on the Bet Mode or the bet size. Any time a Tie showed we kept the same bet on the following round of play.

We also played a number of craps games. While we had excellent results at craps we decided not to include the results of the craps games in our test because the play was much slower at craps than at roulette or baccarat.

At this point we have not finalized our testing of blackjack although the results look very good.

While we are comfortable in representing Super Fibonacci as a winning system for roulette, baccarat, craps and blackjack, the long-term testing only includes roulette and baccarat play.

We played 5,425 games in the long-term test and kept careful records of our play. Baccarat was the fastest winning game of the table games played. Whenever we complete testing blackjack, we suspect that its win rate will be as fast or even faster than baccarat play.

Our players played at many different levels of play with base bets ranging from \$1 to \$200 in their play. In order to make the results of their play comparable, we converted all results to the equivalent of \$5 base betting.

The following parameters represent our level of play as adjusted to \$5 Base Bets:

### Super Fibonacci Betting Series

Level	1	2	3	4	5	6	7
Bet	5	8	13	20	35	50	60
Loss before wager		-5	-13	-26	-46	-81	-131
Net Win after winning parlay	15	19	26	34	59	69	49

Game Bankroll (buy-in per game): \$200

Win Goal: \$80 to \$100

The results of playing and documenting 5,425 game follows.

### Results of Long-term Testing of Super Fibonacci

The following table summarizes the results of our long-term test of Super Fibonacci:

Total Games	5,425
Games Won	4,991
Games Lost	434
Win Percent	92.00%
Loss Percent	8.00%
Total Rounds Played	119,567
Net Amount Won	\$344,932
Average Winnings per Round of Play	\$2.88
Average Winnings per Game (all games)	\$63.58
Total Won Excluding Losing Games	\$424,484
Average Winnings per Winning Game	\$85.05
Average Loss per Losing Game	\$183.25
Average Number of Rounds Played per Game	22.04

The statistics based on these games will be representative of what you can expect in long-term play using the Super Fibonacci System.

We won 4,991 games out of 5,425 games played for a win rate of 92%. While there are systems available that offer higher game win rates, we like this system because of its low bankroll requirements.

Let's compute Super Fibonacci's return on the amount risked. Using \$5 Base Bets requires a Game Bankroll of just \$200. We won an average of \$2.88 per round of play at this level.

The table below shows hourly returns and the return on the money risked for land-based play (60 bets per hour) and online play (300 bets per hour).

### **Super Fibonacci Hourly Return on Money Risked**

<b>Source of Play</b>	<b>Winnings Per Round of Play</b>	<b>Rounds per Hour</b>	<b>Winnings per Hour</b>	<b>Money Risked</b>	<b>Hourly Return on Money Risked</b>
Land-based Casino	\$2.88	60	\$172.80	\$200	$\$172.80/\$200 = 86.4\%$
Online Casino	\$2.88	300	\$864.00	\$200	$\$864.00/\$200 = 432\%$

As shown in the table, a \$5 bettor in a land-based game, played at 60 rounds of play per hour, can expect to win \$172.80 an hour. This is a return of 86.4% per hour on his Game Bankroll.

Online, a \$5 bettor will average winning \$864 an hour using this strategy. With only \$200 at risk, this is a 432% return on the money at risk per hour played.

Even though this system's long-term win rate was just 92%, it more than overcomes the occasional losing game by its ultra high win rate.

Just so we are clear on this, the Winnings per Round of Play used in the table above is a Net Win amount with the effects of losing games deducted.

## **Expected Winnings at Different Levels and Rates of Play**

Your hourly winnings using Super Fibonacci will be determined by your betting level and the speed of the game you are playing.

All things being equal, if you play with \$10 base bets you will win twice as much per hour as you would making \$5 bets.

Likewise, your rate of play will affect your win rate. Online games are much faster than land-based games, and you can expect to win at a faster rate online than in your favorite casino.

The following table shows hourly win rates for Base Bets ranging from \$1 to \$500. Land-based play will vary from 30 to 100 decisions per hour. We use 60 rounds of play per hour as an average.

Online play will range from 200 to 400 bets per hour dependent on the game and how fast it is played. We use 300 rounds of play as the average speed for online play.

You can use the hourly win rates as fairly accurate forecasts of your win rates when you use Super Fibonacci. They are based on 199,567 rounds of real world play and are representative of what you can expect using this strategy.

As a beginning player you have to consider starting out as a \$1 better playing online. To play at this level you only need a bankroll of \$40, yet you will win an average of about \$173 an hour.

This is more than the average attorney nets and I know many people who could easier retire on a \$173 an hour income.

However, if you like making \$173 an hour making \$1 bets, you'll love winning \$346 an hour making \$2 bets. Five hours a day at this level of play will net you \$1,730 a day. Five days a week would bring in \$8,650. Pretty amazing when you realize that all you need is a Game Bankroll of \$80 to set this up.

## Super Fibonacci Hourly Win Rates

Base Bet	Average Win Per Round of Play	Hourly Winnings at 60 Rounds per Hour	Hourly Winnings at 300 Rounds per Hour
\$1	\$0.576	\$34.56	\$172.80
\$2	\$1.152	\$69.12	\$345.60
\$3	\$1.728	\$103.68	\$518.40
\$5	\$2.88	\$172.80	\$864.00
\$8	\$4.60	\$276.48	\$1382.40
\$10	\$5.75	\$345.60	\$1728.00
\$15	\$8.64	\$518.40	\$2592.00
\$20	\$11.52	\$691.20	\$3456.00
\$25	\$14.40	\$864.00	\$4320.00
\$35	\$20.16	\$1209.60	\$6048.00
\$50	\$28.80	\$1728.00	\$8640.00
\$75	\$43.20	\$2592.00	\$12,960.00
\$100	\$57.60	\$3456.00	\$17,280.00
\$200	\$115.20	\$6912.100	NA
\$300	\$172.80	\$10,368.00	NA
\$400	\$230.40	\$13,824.00	NA
\$500	\$288.00	\$17,280.00	NA

Online you can win \$173 an hour as a \$1 bettor. Move up to \$2 bets and you will net \$346 an hour. As a \$5 bettor you will pull in \$864 an hour!

Perhaps you would rather play in a land-based game. As a \$5 bettor you'll net \$173 an hour. Ten dollar betting will bring you \$346 an hour, while \$25 betting will net you \$864 an hour.

You should take a hard look at becoming a \$25 bettor in your favorite land-based casino. With a Game Bankroll of just \$1,000 you will pull in a consistent \$864 an hour. Four hours a day will net you \$3,456 a day. If you play five days a week you'll pull in \$17,280 a week.

And, that's just making \$25 bets! After a week or two at this level you'll want to become a \$50 bettor and net a very cool \$1,728 an hour. Or, why not move up to \$100 betting and net \$3,456 an hour.

If you play mini-baccarat or blackjack one-on-one against the dealer you can easily play 90 rounds an hour. At this rate of play you'll win 50% an hour more than the amounts shown in the table. This means that as a \$100 bettor you can win \$5,184 an hour in land-based play!

## Betting, Bankroll and Bets

You can use Super Fibonacci for all levels of play. If you choose to play online, you will find plenty of games allowing \$1 minimum wagers and you very well may wish to start using the \$1 betting series. For this betting level, you only need a Game Bankroll of \$40 and a total bankroll of \$120.

This is the ideal level for someone who has little money or gambling experience. Most online casinos allow play in “practice mode” so that you can try out Super Fibonacci without risking a cent of your money.

A betting series using base bets ranging from \$1 to \$35 will commonly be used for online play. You may have a problem using the higher level betting series online as many online casinos limit the upper level of bets allowed.

With play in land-based casinos, you probably won't use a betting series smaller than \$5 and in some venues, you may have to use a \$10 betting series.

**A word of caution:** Always make sure that you have the required bankroll before playing with a higher level betting series. If you use the \$10 Betting Series, you will need at least \$400 as your Game Bankroll and a Total Bankroll of at least \$1,200.

The next table summarizes different betting series as well as bankroll requirements.

**Many online casinos give bonuses from \$10 to \$200 just for signing up and making a minimum deposit. If you sign up with a casino offering a 100% *sign-up bonus*, you may be able to get started playing for as little as \$20 (your Game Bankroll would consist of your \$20 deposit and the casino's \$20 sign-up bonus).**

**Super Fibonacci Base Bets, Bankrolls,  
Win Goals, Fibonacci and Martingale Bets**

Base Bet	Game Bankroll	Total Bankroll	Win Goal	Fibonacci Bets	Martingale Bets
\$1	\$40	\$120	\$16-\$20	1 2 3 5 8 12 18	1 2 4 8 16
\$2	\$80	\$240	\$32-\$40	2 4 6 10 16 24 36	2 4 8 16 32
\$3	\$120	\$360	\$48-\$60	3 6 9 15 24 36 54	3 6 12 24 48
\$5	\$200	\$600	\$80-\$100	5 8 13 20 35 50 60	5 10 20 40 80
\$8	\$320	\$960	\$125-\$160	8 13 21 32 56 80 96	8 16 32 64 128
\$10	\$400	\$1200	\$160-\$200	10 16 26 40 70 100 120	10 20 40 80 160
\$15	\$600	\$1800	\$240-\$300	15 24 39 60 105 150 180	15 30 60 120 240
\$20	\$800	\$2400	\$320-\$400	20 40 52 80 140 200 240	20 40 80 160 320
\$25	\$1000	\$3000	\$400-\$500	25 40 65 80 175 250 300	25 50 100 200 400
\$35	\$1400	\$4200	\$560-\$700	35 56 91 140 245 350 420	35 70 140 280 560
\$50	\$2000	\$6000	\$800-\$1000	50 80 130 160 350 500 600	50 100 200 400 800
\$75	\$3000	\$9000	\$1200-\$1500	75 120 195 240 525 750 900	75 150 300 600 1200
\$100	\$4000	\$12000	\$1600-\$2000	100 160 260 400 700 1000 1200	100 200 400 800 1600
\$200	\$8000	\$24000	\$3200-\$4000	200 320 520 800 1400 2000 2400	200 400 800 1600 3200
\$300	\$12000	\$36000	\$4800-\$6000	300 480 720 1200 2100 3000 3600	300 600 1200 2400 4800
\$400	\$16000	\$48000	\$6400-\$8000	400 640 1040 1600 2800 4000 4800	400 800 1600 3200 6400
\$500	\$20000	\$60000	\$8000-\$10000	500 800 1300 2000 3500 5000 6000	500 1000 2000 4000 8000

## Tracking and Recording Your Play

When I record bets in a game, I prefer to record them in a horizontal format writing from left to right. This is a more natural method for me than using columns.

I set up my form as follows:

<b>No</b>	Bet play number. This is for reference only.
<b>Decision</b>	The actual decision. It is P or D for craps, R or B for roulette and P or B for baccarat
<b>Pattern</b>	The Pattern Selector where S = bet the same as the last decision and O = bet the opposite of the last decision.
<b>Bet on</b>	Where the bet is made. For craps, it is either P or D (Pass Line or Don't Pass). For roulette, it is R or B (red or black) and for Baccarat P or B (Player or Banker).
<b>Amount</b>	The amount of the wager: \$5, \$10, \$20, etc.
<b>W/L</b>	W or L. Did my wager win or lose?
<b>Balance</b>	The amount won or lost for this game

Sample Game 1 is shown below in the horizontal format, where each column shows a round of play.

### Sample Game 1 – Mini-Baccarat With \$5 Betting Series

Game Parameters:

Game = Mini-Baccarat Online

Game Bankroll = \$200

Betting Series = 5 8 12 20 35 50 60

Win Goal = \$80 to \$100

B = Banker, P = Player, Tie = Tie

S = Same Mode, O = Opposite Mode, p = Parlay, W = Win, L = Loss

### Sample Game 1 – Mini-Baccarat With \$5 Betting Series

No	1	2	3	4	5	6	7	8	9	10	11	12
Decision	B	B	B	B	P	B	P	P	P	T	B	B
Pattern	S	O	S	S	S	O	O	O	S	S	S	O
Bet on	P	P	B	B	B	B	B	B	P	P	P	P
Amount	5	8	13	26-p	5	8	16	5	8	16-p	16-p	13
W/L	L	L	W	W	L	W	W	L	W	T	L	L
Balance	-5	-13	-0-	+26	+21	+29	+45	+40	+48	+48	+32	+19

No	13	14	15	16	17	18	19	20	21	22	23	24
Decision	B	P	P	P	P							
Pattern	S	S	O	S	S							
Bet on	B	B	B	P	P							
Amount	20	40-p	35	50	100-p							
W/L	W	L	L	W	W							
Balance	+39	-1	-36	+14	+114							

I like to use this format because it is easier to use with narrow ruled notebook paper using one ruled line for each row in the table. This is the form in which I record all of my games. I also find that a single game, comprising 10 to 25 decisions, will easily fit on the space across one page, simplifying my record keeping.

If you compare this recording form with the longer form used to present the original Sample Game 1, you will notice that the horizontal form has less information in it. This form leaves out information on the betting Level (1 through 9). This is done on purpose to simplify recording each decision.

While we didn't record the betting level, the size of each bet tells us where we are in the betting series. When we parlayed a bet we wrote *p* next to the amount bet to show that it was a parlayed bet. When I play, I usually just circle the amount to show that it was a parlay bet.

When you are using this format you will not need to write down the number of each round or the balance at the end of the round. The critical information is the Decision, the Pattern, where you wagered (Bet On), the amount bet and whether the wager won or lost. With this information you can easily keep track of your wagers.

Another way of tracking your bets is using chips. I use the horizontal form to record my play when I play online and use chips to track my play in a casino.

## **Using Chips to Track Your Play**

You can use chips to track your play by setting up chips in three spots.

Spot 1 – Here you will use chips to track the previous decision. You can use a \$1 chip to represent one outcome and a \$5 chip to represent a different outcome. For baccarat, a \$1 chip could represent a Player Decision and a \$5 chip a Banker decision. After each decision you will make sure to change the chip played in Spot 1 so that you can always glance at it and see what the previous outcome was.

Spot 2 – You will place the amount of the next higher bet you will make if you lose the current bet. For example, if you are making a Level 1 bet for \$5, place \$8 in chips here. If you lose the first round you can use these chips to make the next wager. By keeping the next wager in this spot you will always know where you are in the betting series.

Spot 3 – Here you will keep track of your current betting pattern. You can use a \$1 chip to indicate betting the Same and a \$5 chip to indicate betting Opposite.

At the end of each round, you will change the chips in each spot as needed to track your play. You will keep a separate count of winnings. It is not necessary to count chips after each round. You can keep an approximate tally of your position by keeping your remaining chips arranged by size.

Once you practice using chips to track your play, you will find that it is a very fast and effective way to keep track of your play. However, it does take a little practice. I recommend that you buy some poker chips and practice using chips playing in practice mode online before you try this in real play.

## Using Super Fibonacci at Craps

Craps is a busy, engrossing and captivating game. It is also a vicious devourer of bankrolls. *Of the casino games of craps, roulette and baccarat, craps may be the hardest game in which to maintain discipline while you play.*

For one thing, watching the other players can be distracting. The player next to you may be winning more than you by betting on the hardway bets, yet you are stuck with making boring old Pass Line and Don't Pass wagers. You may be tempted to toss a nickel chip down to the stickman saying, "Give me a hard six."

My advice is **don't**.

Another distraction at craps is watching the shooters. Here's an example. You have been following the rules of Super Fibonacci and you are called on to make a Don't Pass wager. Just after you place your wager, you notice that an attractive young woman will be the next shooter. She also appears to be a "virgin shooter" at craps. Now, all craps players know that pretty young females shooting the dice for the first time are lucky and you should bet with them. So what do you do?

Stick with the system and keep your Don't Pass wager. The shooter may be lucky, she may not be lucky. You don't know. And, you are better off following the discipline inherent in using the formula.

Here's another situation that will come up when you play craps. Your turn will come to shoot as the dice pass around the table. The stickman will push five dice toward you, inviting you to pick a pair to shoot. You notice that your wager is on the Don't Pass. Do you pick up the dice and shoot from the "dark side?" Do you change your bet to Pass Line, so that you can feel better about shooting and cheering for the point number?

The easiest way to handle this situation is to decide before you begin playing whether you will shoot the dice or not.

In general, when you are using Super Fibonacci at craps you will be better off not shooting the dice. This way, you won't have to worry about making a Don't Pass wager when you are shooting (a move most players and dealers consider strange and unusual to say the least).

Besides deciding whether you will shoot the dice when it becomes your turn to be the shooter, there are several other items which should be on your checklist before you start a game of craps.

### **Check the minimum wager for the table before you convert your cash to chips.**

There is nothing more embarrassing than buying into a table, making a \$5 wager and the being told by a dealer, "The minimum wager on this table is \$25, sir."

I have had this happen to me more than once playing in Las Vegas. The five-dollar minimum table I played on in the afternoon became a \$25 table in the evening when the crowd picked up.

Casinos are notorious for upping the minimum wagers required when they get busy. The bosses reason – "What are you going to do about it. If you want to play, you'll have to come up with the required minimum wagers."

Don't ever let yourself be coerced into playing at a higher level than you are prepared to play. If you don't want to play at tables with higher minimum wagers, you may have to stick with playing in smaller, older casinos. If you play in the newest "hot spots," you may have to play at off times, like the mornings, before the bosses increase the minimum wagers for the evening trade.

### **Buy in for the Correct Amount.**

Each betting series has a required amount of *Game Bankroll*. The Game Bankroll is the correct amount you will use to buy into a game. If you are a \$5 bettor and plan on using the \$5 Betting Series, you should buy in for \$200.

Don't try getting by with buying in for just \$150 to save a little. If you do, you won't have the right amount of money to play the system correctly.

### **Set a Win Goal Before Starting a Game.**

The time to set a Win Goal is before you buy into a game. If you buy in for \$200, you should know that your Win Goal is from \$80 to \$100. However, in order for this rule to work, you have to actually believe in it and follow it. If you don't like pulling off when you are winning, here's how you can continue to play when you have hit your Win Goal and you still want to continue playing.

After reaching your Win Goal, pull out enough chips to make the two lowest level bets in the betting series. As a \$5 bettor you would pull out \$13 in chips, enough to make a \$5 and \$8 wager. All of your other chips go into your pocket or at least into the far rail on the table where they will not be touched and will be considered "locked up" and untouchable.

Now, you can continue to play as long as you like. If you run out of chips, the game is over and you quit, with your win locked up. If you continue to win, then every four or five decisions, you would repeat the lock up process, removing all of your chips from play except the amount required to make the two lowest bets in the betting series.

### **Set a Loss Limit Before Starting a Game.**

In addition to knowing how much you expect to win, you will also need to set the largest amount you are willing to lose before you begin playing.

The amount of your Game Bankroll serves as one *Loss Limit*. You will never risk more money at a table at one session than the amount of your buy in. If you buy in for \$200, then this is the largest amount you could possibly lose.

However, you will want to refine your Loss Limit even more than this. Anytime you don't have the chips to make a wager, then the game is over. If you have \$50 in chips

and are called upon to make a \$60 wager, you will quit. You won't wager \$50 and call it "close enough." You won't repeat the \$35 wager hoping that it wins the second time.

*You will pick up your chips and walk away.*

### **What You Will Do When a 12 is Rolled on a Come Out Roll.**

Most casinos bar the 12 as a winning number for a Don't Pass wager on Come Out rolls, even though a 12 rolled on a Come Out roll causes a loss for a Pass Line bet. As discussed earlier, this is done so that the casino can maintain an edge over the Don't Pass wager, which would have an edge over the house if the 12 were not barred. In Northern Nevada, as well as in some Native American casinos, the 2 is barred instead of the 12. This has the same effect as barring the 12.

The different effect of Come Out 12s on Pass Line and Don't Pass wagers can cause some confusion as to how Super Fibonacci is applied. Here is how you will handle a Come Out 12 (or 2 when applicable):

1. If you are wagering Pass Line, treat the loss of the Pass Line wager as a Don't Pass win even though the Don't Pass wager doesn't win or lose. If you lose your Pass Line wager to a Come Out 12, you will increase your next wager one level, per the normal betting rules.
2. If you are wagering Don't Pass when a 12 is rolled, you will record the wager as a Don't Pass win even though you will not be paid on the bet. You will repeat the same level wager on the next roll on the spot determined by the Pattern Method of Bet Selection.

### **Take a Break After a Win or Loss.**

Win or lose, you need to take a break from play after a game is finished. This is a good time to pick up your chips, walk away from the table and update your record keeping.

While you are away from the table, take a walk and stretch your legs. If the casino is smoky, you should go outdoors for a while and give your lungs a break.

## **Be Sure to Track the Decisions at the Table.**

When you are playing online you can record the decisions as they occur by writing them down. You can also write them down while playing craps, but most players would prefer not to do this because it calls too much attention to the fact that they are playing using a system. I have found that chips work very well for tracking the table. Here's how I do it.

I use chips to represent decisions. I use \$1-chips to represent Pass Line Decisions and \$5-chips to represent Don't Pass decisions. When you buy in, ask for five \$1-chips and five \$5-chips if the dealer doesn't give them to you. After you convert your cash to chips, place all of your chips in the tray closest to you. This tray is for your playing chips. As decisions occur, place chips tracking decisions in the far tray to represent each decision.

Assume that there is a Come Out roll in process when you first start. The shooter rolls a craps number, a win for the Don't Pass. Take one of your \$5-chips and place it in the left hand side of the far tray to represent the Don't Pass decision. Let's say the shooter's next roll is a 5. Now he has a point and a Pass Line-Don't Pass decision won't be made until he either makes his point, or rolls a seven, sevening out. Assume he makes his point. Now you will place a \$1-chip next to the \$5-chip you placed earlier. Now by glancing at your "tracking chips" you can see that the decisions made were Don't Pass followed by Pass. Since you will begin a craps game betting the Opposite of the second preceding decision, you will wager the Opposite of the Don't Pass decision and place your first wager on Pass.

## **Use chips to track the size of your bets.**

You can also use chips to track the size of your wagers so that you never experience the aggravation of not remembering your previous wager and therefore being clueless as to your next wager.

When you make a wager, place the next smaller and next higher wagers in the closest tray containing your “Playing chips.” If your wager wins, then your next wager will be the smaller bet. If your wager loses, your next bet will be the larger wager.

Let’s assume you are using the \$5 betting series consisting of the bets: 5 8 13 20 35 50 60.

Your current wager is \$8. Place \$13 in chips representing your next higher wager. If you lose the \$8 wager, just place the \$13 in chips on the craps layout as your new wager. Be sure to consult your tracking chips to see where you will place the bet (Pass Line or Don’t Pass).

### **Use Chips to Track Your Betting Pattern**

You can also use chips to keep track of your current betting pattern. Place these chips in the far rail on the right hand side. Use a \$1 chip to represent betting the Same and a \$5 chip to represent betting the Opposite of the last decision.

### **Watch the Dealers, Especially When You Have a Don’t Pass Wager.**

Using Super Fibonacci, you will be frequently switching from wagering on Pass Line to Don’t Pass. Your Pass Line wagers shouldn’t be any problem, but you may have a problem getting paid on your winning Don’t Pass wagers.

Here’s a situation that has happened to me twice playing at an Indian Casino. I had wagers on the Don’t Pass when the shooter sevens out. This is a win for a Don’t Pass wager. Each time either the dealer on stick or the standing dealer nearest me swept all Pass and Don’t Pass wagers in as losing bets. Each time I had to ask the boxman to make a decision as the standing dealer couldn’t remember that I had had a Don’t Pass wager. Each time the boxman acted like he was doing me a huge favor to pay off my legitimate winning bet.

Now that I have vented, let me offer a suggestion. Whenever you switch from betting Pass Line to Don't Pass, make sure that the dealer sees your wager. Tell the dealer, "I have x amount on the Don't Pass," and make sure he or she acknowledges you.

## **Don't Make Side Bets or Hedge Bets While Using Super Fibonacci**

Assume you placed \$50 in chips as a wager on the Pass Line on a Come Out roll. You may be tempted to toss \$5 to the stickman for an "Any Craps" wager. Since this wager wins when a craps is rolled, winning this wager would partially compensate your loss on the Pass Line. My advice? Forego the Any Craps bet. Also avoid Horn bets, Whirl or World bets, bets on Big Red, Hardways and one-roll hopping bets.

Don't make Field Bets, Come Bets, Don't Come bets or Place bets. Don't make Lay bets and never take or lay odds.

Even though you will forgo some of the excitement the gunslingers beside you at the table are having, the odds are you will win money while they end up losing.

If you are not an experienced craps player and have no idea what these bets I have mentioned are, then you undoubtedly have an edge over the more experienced players and very likely will out win them.

## **Recording a Game at Craps**

Using Super Fibonacci at craps will give you a 92% win rate. Just so you are clear on using this strategy, I am presenting a recent craps game for your reference. In this game I won \$75 using the \$5 Betting Series, consisting of: 5 8 13 20 35 50 60

### **Sample Game 2**

Game =Craps

Base bet = \$5

Betting Series = 5 8 13 20 35 50 60

Bet Selection = Power Pivot (S and O)

Game Bankroll = \$200

Target Profit = \$80 - \$100

P= Pass Line, D = Don't Pass, p = Parlay,

## Sample Game 2 – Craps With \$5 Betting Series

No	1	2	3	4	5	6	7	8	9	10	11	12
Decision	P	D	D	D	D	D	D	D	D	D	D	P
Pattern	S	S	O	S	S	S	S	S	S	S	S	S
Bet on	P	P	P	D	D	D	D	D	D	D	D	D
Amount	5	10-p	8	13	26-p	5	10-p	5	10-p	5	10-p	5
W/L	W	L	L	W	W	W	W	W	W	W	W	L
Balance	+5	-0-	-8	+5	+31	+36	+46	+51	+61	+66	+76	+71

No	13	14	15	16	17	18	19	20	21	22	23	24
Decision	D	P										
Pattern	O	O										
Bet on	D	P										
Amount	8	16-p										
W/L	W	W										
Balance	+79	+95										

In this game I won \$95 over 14 dice decisions. I Played this game online which is much faster than in a land-based casino. This game lasted five minutes during which time I not only made all of the wagers, but recorded them as shown above.

You should be able to follow the pattern of my wagers and understand why I placed each wager on either Pass (P) or Don't Pass (D) and why I wagered each amount. In this game I never changed the mode of pattern selection and used the Dominant Pattern Selection method the whole game.

If you have trouble following my wagers, then you need to review this manual more before you attempt to try this strategy.

I recommend that you first try this strategy in an online casino, playing in “practice mode.” This will give you a chance to practice and learn the strategy before you risk any money.

## Using Super Fibonacci at Roulette

Roulette first appeared as a game with a wheel in the 17<sup>th</sup> century. The game was called *hoca* and was used by the French statesman Cardinal Mazarin as a means to increase the treasury of King Louis XIV. Mazarin opened many casinos in France and the money rolled in for him and King Louis. When Mazarin died *hoca* was outlawed and anyone found playing the game was executed.

Millions of people love to play roulette. But it is not only Europeans who love the game. Even though it is third in popularity among table games in the U.S. (behind blackjack and craps) it is growing in popularity with American players. There are now more roulette tables and roulette players than at any time in history. Roulette games are offered in the major casinos of Las Vegas, Reno, Lake Tahoe, the Midwest, Mississippi, Atlantic City and in most of the Native America casinos spread across America. This is in spite of the fact that most games found in America are of the double-zero variety, which gives the house a much larger edge than the European version of the game using a single-zero wheel.

In addition to all of the land-based games, roulette games are found in nearly all of the online casinos, where single-zero games are common and much easier to find than in heartland USA.

### Picking the Best Game.

This is going to sound like heresy to American roulette players, but I am going to stick to my guns on this issue –

**If you can't find a single-zero wheel, or at least a double-zero wheel using Atlantic City rules, then don't play roulette.** The house edge of 5.26% in the standard American double-zero game is just too tough to overcome. With a single-zero wheel the house edge drops to a less formidable 2.70%. Atlantic City roulette, using a double-zero wheel with the *en prison* rule, has a house edge of 2.63%. European roulette offers far better odds to the player with a house edge of just 1.35%. This is comparable to craps

1.40% house edge on pass line and don't pass bets and baccarat's house edge of a little over one percent.

If you are in a casino which only offers double-zero roulette, played with standard US casino rules, don't play roulette there. Your next best option is to play mini baccarat. And your third choice is to play craps. Since many smaller casinos and most of the Indian casinos don't offer any form of baccarat (the odds are too favorable for the players is my theory), you should pick craps as your game of choice in many American casinos.

So, even if you are a little apprehensive about playing craps, I strongly suggest that you learn to play this game even if roulette is your first choice.

If you prefer to play online, then European roulette may well be your first choice of casino table games.

## **Should You Play Roulette Using Casino Chips or Roulette Chips?**

When I play roulette using Super Fibonacci, I prefer to use casino checks or chips, with their standard denominations of \$1, \$5, \$25, \$100 and so on, as compared to using the special chips issued to roulette players. When you first convert your chips to cash, if you tell the dealer you will only be making wagers on red and black and your system calls for making larger bets, she will probably give you casino chips for your play rather than the special colored roulette chips. If she insists that you must use colored roulette chips then ask for a value equal to the smallest wager in your betting series. For example, if you are using a \$5 betting series, ask for chips with a value of \$5. If the table is not crowded, the dealer may be willing to issue two different colored chips with values of \$5 and \$25. The reason you would prefer this is simple. If you are called on to make a larger wager, say \$100, it is a lot easier to make the bet using four \$25-valued chips than twenty \$5-valued chips.

## **Check the Table Minimum Wagers Before You Start Playing.**

Roulette games are offered with minimum bets from as low as 25 cents to as high as \$100. You don't want to feel foolish and try to make a \$5 wager at a table with \$10 or \$25 minimum wagers.

The general guidelines for minimum wagers are pretty straightforward. More upscale casinos are likely to have higher minimum wager games. The same holds true for roulette games in high stakes playing areas.

Since roulette is not as popular in the US as craps or blackjack, it is generally easier to find roulette games with lower minimum bet requirements than the other table games.

Don't let yourself be conned into playing at a roulette game with higher stakes than you are prepared to play. If all of the roulette games available are \$10 minimum and you only have the bankroll and the disposition to wager in a \$5 minimum game, then don't play.

## **Buy In for the Amount Needed for Your Level of Play.**

I am sure you are aware that using Super Fibonacci entails matching your bankroll to your level of play. Whenever you exchange your cash for chips, you must buy enough chips to correctly play at the level of your proposed Betting Series.

If you are using a \$3 based betting series, then \$210 is all you need for your *game bankroll*.

As a bettor using the \$5 based betting series, you will need to buy in for \$350. Ten-dollar base bets require that you exchange \$700 in cash for chips, while \$25 bettors need to convert \$1,750 cash to chips before beginning play.

There are no shortcuts allowed here. To correctly play, using Super Fibonacci, you must have the correct bankroll.

## **Know How Much You Expect to Win Before You Start Playing**

Gambling, using the approach advocated by Super Fibonacci, allows you to fine tune your play to the point of knowing, within a few dollars, how much you can expect to make in a winning game.

I suggest that you actually write down your *Win Goal* before you start a roulette game. You can write it on the paper you will use for record keeping as you play. The reason I am suggesting that you do this is not that you are likely to forget the dollar amount of your win, rather it is to increase the sense of commitment you will have to sticking with this amount.

Once you write down the amount you expect to win, and do it before you start playing, it is harder to play the kinds of mind games so many players engage in which entail changing the target to fit the circumstances. Rather than playing roulette like a gunslinger, hoping for another kill, I want you to play more like a cautious banker, willing to accept your percentage, and knowing that as a percentage player you will not only live longer than the gunslinger, but that you are likely to make a whole lot more money.

## **Know Your Loss Limit as Well as Your Win Goal.**

While thinking about how much you will win is a lot more pleasant than considering a possible loss, losing about one game in thirteen is a known attribute of using Super Fibonacci.

Since you never know in advance when this “one in thirteen” event is going to happen, the best way to play is to always know before you start a game just how much you are willing to lose in a losing game.

Over my years of gambling, I have observed that a most common sight is watching my fellow players reach into their pockets and lay more cash on the table as they play. They may have started by converting just \$100 into chips, but by the time they repeat this process several times, their losses for a single game can grow quite large.

So here is your first rule about losses. **You will never lose more in any single game than the amount you first convert to chips.** And, this amount will always be equal to the Game Bankroll needed for your level of play.

As a \$5 bettor, you will always convert \$200 into chips. Two hundred dollars becomes by default the maximum amount you can lose.

But, you may end up losing less than your game bankroll and still have a losing game. Anytime you don't have enough chips to make a wager called for in the betting series, you will have a losing game. Let's say your chips are down to \$55 and you are called on to make a \$60 wager. What do you do? Which would you pick?

- a. Wager \$55, since this is all you have.
- b. Convert another \$20 in cash to chips so that you have enough to make the bet.
- c. Call the game over and accept a loss of less than the full amount of your game bankroll.

I hope you chose answer c – accept a smaller loss. Here is your other rule for determining when you have a losing game –

**If you don't have enough to make a wager, then the game is over.** Count up your chips, and if you are playing with the special chips given to roulette players, be sure to give the dealer your chips and let her convert them to casino chips before leaving the table.

### **What Do You Do After A Zero or Double Zero Shows?**

What you do following the appearance of a zero or double zero depends on the rules used in the version of roulette you are playing.

If you are playing on an American double zero or single zero wheel, where your outside wager (bet on red or black, odd or even, high or low) loses, then your next wager will be for the next higher wager in the betting series you are using.

If you are playing a version of roulette using the *en prison* rule, then you will count the wager as lost only if you ultimately lose the wager. If your bet breaks even, then your next wager will be for the same amount. If your wager eventually loses, then your next wager will be for the next higher wager in the betting series.

If the game used the *la partage* rule, whereby half of the wager is lost when the zero shows, count the wager as a loss.

The next question becomes, how do you count the appearance of a zero or double zero for purposes of determining where to wager? The answer is that you ignore the zero or double zero for purposes of determining where to bet.

Let's assume you have the following spins -

Red

Black

Zero

Black.

For purposes of using the Bet Selection Method, you will ignore the zero and see this pattern as

Red

Black

Black.

In a couple of pages, where I show how I recorded a game of roulette that I played, I will show you an example of a zero showing so that you can follow how this rule operates.

## **Take a Break Whenever a Game is Completed.**

Whenever you finish a game, either because you hit your target win amount and called the game over, or lost most of your chips and had to quit, you need to remove yourself from play for a short time period.

If you are in a casino, you should take a break from the table and at least walk around to clear your head and get a little exercise.

If you are playing online where games last no more than four or five minutes, it may seem a little silly to get up and walk around every time a game is completed. Here you will at least log off the casino where you are playing and perform some other task like checking your email before resuming play.

I have found that while taking a break after a win may help me relax, that taking a break after a loss is critical. Losing a game is never pleasant and all kinds of unhappy thoughts may pop into your head if you just keep playing. You may decide to double up your bets and try to win your loss back. Or you may decide to change the way you play and “go out on your own.” That is why it is especially important that you take a break after a losing game. Usually even ten minutes away from the table is enough to improve your attitude and allow you to continue playing without engaging in self-destructive behavior.

## **Track Your Decisions as You Play.**

You will need to record your decisions as you play roulette. The easiest way to do this is to record them in the format I have suggested. You will record the results of each spin as it occurs, as well as information on how much you wagered, where you wagered and the outcome of each spin.

If you prefer to use chips for tracking, you can set up a system similar to the one I described for craps. However, since there are no rails for organizing your chips at roulette like there are for craps, it is not as easy to use chips for tracking at roulette as it is at craps.

Since many roulette players use systems, you will find that there is very little stigma to writing information down as you play roulette. The dealer will not likely comment on note taking although a fellow player may be curious. My recommendation is that you never discuss this system when you are playing. If a player persists in questioning you just answer that you like to wager on patterns in roulette and let it go at that. Chances are they won't have a clue what you are talking about and not wanting to appear ignorant they will not ask any more questions.

## **Don't Make Wagers Other Than the Ones Called for in Super Fibonacci**

Roulette, with its 35 to 1 payoffs for wins on single numbers, offers the highest potential single decision payoffs of any of the casino table games. As you play roulette you will probably be aware of other players, especially those that hit some of the higher return payoffs and the dealer sets whole stacks of chips on their winning wager.

You are expecting me to advise you to never make any other wagers, aren't you? But I am a fun loving guy as well as a person who likes to win at roulette. I'll let you have a little fun too. As soon as you are ahead at least by the amount of your lowest bet, you can set that amount aside and use it for wagers on inside numbers.

Here's how this will work. Assume that you are using the \$5 Betting Series. You win your first \$5 wager. Take your winning chip and ask the dealer to give you five \$1-chips in exchange for it. This is now your "mad money." Anytime you feel lucky and just want to have more fun, place one of your \$1 chips on a straight up number or a combination of numbers. You will also make the wager called for in using Super Fibonacci so that your little side bet will not affect your system betting.

With this procedure, you have five chances to score big on the inside numbers. If you lose all of your mad money, then you are finished making inside bets for that game. If you should have a win, you should set aside all of the winnings from this extraordinary win except for five \$1 chips to use if you want to continue making inside bets.

That's it. You risk \$5 of your winnings for a little fun. Sometimes you will actually win one of your mad wagers and you too will get a nice little stack of chips paying off your winning inside bet.

### **Recording a Game of Roulette.**

I like to use the same format as was used to record a craps game. I prefer using the horizontal format, where I record decisions left to right. If you are more comfortable recording a game in columns, just flip the form over 90 degrees so that each row becomes a column and use this format for recording your play

Below is a recent game I played in a local Indian casino with a double-zero wheel. Okay, I remember what I advised – don't play on double-zero wheels. I guess this shows that even gambling writers are human. At any rate, I won the game. Here is what my game looked like when I finished playing:

#### **Roulette Game Played on Double-zero Wheel**

##### **Sample Game 3**

Game = Roulette

Base bet = \$5

Betting Series = 5 8 13 20 35 50 60

Bet Selection = Power Pivot (Same and Opposite)

Game Bankroll = \$200

Target Profit = \$80 - \$100

R= Red, B = Black, p = Parlay

### Sample Game 3 – Roulette With \$5 Betting Series

No	1	2	3	4	5	6	7	8	9	10	11	12
Decision	B	B	-0-	R	B	R	B	R	-0-	B	R	R
Pattern	S	S	S	S	O	O	O	O	O	O	O	O
Bet on	B	B	B	B	B	R	B	R	B	B	R	B
Amount	5	10-p	5	8	13	26-P	5	10-p	5	8	16-p	5
W/L	W	W	L	L	W	W	W	W	L	W	W	L
Balance	+5	+15	+10	+2	+15	+41	+46	+56	+51	+59	+75	+70

No	13	14	15	16	17	18	19	20	21	22	23	24
Decision	R	R										
Pattern	S	S										
Bet on	R	R										
Amount	8	16-P										
W/L	W	W										
Balance	+78	+94										

In this game I won \$94 over 14 decisions. This game lasted 14 minutes played in a land-based casino.

Your attention is drawn to spin #3 where a zero showed. While I responded to losing my bet by increasing the size of the following wager, I ignored the occurrence of a zero for purposes of using the bet selection pattern and placed the next wager using the S pattern and betting on B.

In reviewing this game, you should be able to understand why I wagered the way I did for each spin of the wheel. If you have trouble understanding the logic behind my bets, you should review the portions of this manual describing how to use Super Fibonacci.

In the next chapter, we'll learn how to use Super Fibonacci at baccarat.

## Using Super Fibonacci at Baccarat

Australia's wealthiest billionaire, Kerry Francis Bullmore Packer, played in the baccarat pit in the MGM Grand in Las Vegas. He took breaks from baccarat and played a little blackjack at \$250,000 a hand. In less than two hours, he left the casino with \$24 million in winnings, money he made off the baccarat tables.

As a result of Packer's success, top executives at MGM Grand were fired by owner Kirk Kerkorian. Before the firing, one of the executives flew to Australia to deliver the news to Packer that his action was no longer welcome at the MGM Grand.

Baccarat is by far the simplest and potentially the most profitable game you can play in the casino.

There are no decisions for the player to make as the cards are dealt. Unlike blackjack, the rules of play are automatic and the player does not decide on the draw of cards. The player's only decisions are whether to wager on player or banker and how much to wager.

Baccarat is very exciting because the action is fast, especially at the speeded up mini-baccarat version of the game. Because there are no decisions to be made, it is a perfect game for using a system. And Super Fibonacci is a strong performer at this game.

The casino edge is the smallest of all of the casino games. The house edge is only a fraction above 1%.

The biggest disadvantage of the game is that it is hard to find in smaller casinos. Most Indian casinos don't offer even mini-baccarat, much less the full sized version of the game.

However, with online casinos, it is a different story. Baccarat games are found in nearly every online casino; therefore it is an excellent game to play online.

One big advantage to playing baccarat is that there is no single event that will cause both player and banker hands to lose. On ties, neither player nor banker hands lose. With roulette, the threat of zeros causing all other wagers to lose is always present. And with craps, we have the single situation of a 12 showing on a Come Out roll causing a Pass Line wager to lose, but barred as a winning wager for a Don't Pass wager (casinos using Northern Nevada rules accomplish the same thing by barring the 2).

With baccarat, you can play either player or banker hands knowing that one of them is going to win, or at worst, neither win nor lose with tie hands. This is a huge advantage for a system player and makes Super Fibonacci an excellent choice for playing and winning at baccarat.

### **Always Start a Game by Betting the *Same* as the Preceding Decision.**

After exchanging cash for chips, your first task in baccarat is to observe one decision before beginning play. This is easy to do in land-based casinos where there are other people at the table and you can watch a couple of decisions before beginning play. However, most online casinos won't allow you to play out a hand without a wager. The way to resolve this is to make a minimum wagers for the decision you need to observe before starting to use Super Fibonacci. This procedure holds true for playing craps or roulette online as well. An alternative I often use is to always start with the Same Pattern and bet on Player when playing baccarat. With craps I'll bet on Don't Pass and with Roulette I'll start with a bet on Red.

### **Check the Table Minimum Wager Before You Start Playing**

I will repeat the same caution I gave you for craps and roulette – Look before you leap! Check the minimum wagers at a table before you start playing.

With baccarat played on the full sized table, minimum wagers of \$20, \$25 or even \$100 are common. With the mini version of the game, you will find many \$5 and \$10 minimum games in land-based casinos and in online games, \$1 minimum wager games are common.

## **Practice Playing Before You Risk Real Money.**

I recommend that you practice playing before you risk a cent of real money. The easiest way to practice baccarat or the games of craps or roulette is in an online casino. As of the date of writing this, you can play any of these games at Bovada ([www.bovada.lv](http://www.bovada.lv)), formerly Bodog.com, in practice mode without having to register or download any software. The practice version of roulette is a double-zero game, but you can still learn the system and win at this version of roulette. Just be sure to find a European roulette game before risking any real money.

## **Buy In for the Correct Amount Needed for Your Level of Play**

I know I am starting to sound like a broken record on this point. However, it has been my experience that gamblers are notoriously sloppy about anything related to gambling that requires discipline, such as using the correct bankroll, playing for target wins, using stop losses to limit losses and keeping good records. All of these items are essential aspects of winning with Super Fibonacci. And, every aspect of winning is tied to the discipline inherent in successfully managing your gambling funds.

The starting point of controlling your gambling is to always buy in for the appropriate amount for your level of play. In practice, this means matching your Game Bankroll (another name for the amount you buy in with) to your Betting Level. As you know, each Betting Series has a required Game Bankroll and Total Bankroll. These amounts are not optional or mere suggestions. To be successful using Super Fibonacci, you must start every game with the correct amount needed for your level of play as all other elements of the system are based on using the correct Game Bankroll.

## **Set Your Target Win and Loss Limits Before You Start a Game**

You should know how much you expect to win or will accept as a loss before you ever start a baccarat game. Of course, this is fairly easy to do as these amounts are part of using Super Fibonacci.

It all begins with using the correct Game Bankroll. Let's assume that you are a \$10 minimum bettor playing at the MGM Grand in Las Vegas. You will need a Game Bankroll of \$400 and you will use the following Betting Series:

10 16 26 40 70 100 120

Once you accept these playing parameters, everything else falls in line.

Your Win Goal is will be a win from \$160 to \$200.

Let's examine what this means when you play.

Let's assume that you are playing a game of mini baccarat at the MGM Grand and notice that your winnings just hit \$170. You now have several options:

1. You can call the game over and depart the table, winnings intact.
2. You can continue to play and see if you can increase your win.

These are your only choices and the option you chose depends to a large extent on where you are in the betting series when your winnings first reach or exceed the minimum Target Win of \$160.

If you have had a longer than normal game and somewhat of a difficult time winning, you should quit immediately.

If you are at the first or second bet in the betting series and the game has been short and fairly easy, you will probably continue playing, looking now to hit a Target Win of \$170.

If your next wager is at the third level bet or higher, you should do one of two things:

1. Quit immediately, recognizing that you are at too high a level in the betting series to continue playing when you have already hit your Win Goal.
2. Drop your next wager back to the minimum bet in the Betting Series.

Depending upon my mood when I hit the minimum Win Goal level, I will normally lean towards taking the second option. If I am tired, I may opt for quitting immediately, but if I feel like playing a little longer, I will take the second option of dropping my wager back down to the first level bet.

Whenever you drop back to the lowest level bet, you are reducing your level of risk of loss, simply because you would have to lose more wagers before losing the entire betting series.

In making this move, you are in a sense “*locking up*” your profits by reducing your risk of losing should you continue playing.

This move works equally as well when you are playing craps or roulette, and I recommend that you incorporate it into your routine.

## **Observe Your Loss Limits**

Setting Loss Limits is just the flip side of playing for Win Goals. If you lose a game don't keep playing. The loss of your Game Bankroll tells you that its time for a break. If you have a losing game, which occurs when you lose the top bet in your betting series, always take a break.

### **Sample Game 4**

Game = Baccarat

Base bet = \$10

Betting Series = 10 16 26 40 70 100 120

Bet Selection = Power Pivot (Same and Opposite)

Game Bankroll = \$400

Target Profit = \$160 - \$200

P = Player, B = Banker, T = Tie, p = Parlay

### Sample Game 4 - Baccarat With \$10 Minimum Bets

No	1	2	3	4	5	6	7	8	9	10	11	12
Decision	B	P	B	B	P	B	P	P	P	P	B	B
Pattern	S	O	O	O	S	O	O	O	S	S	S	O
Bet on	P	P	B	P	B	B	P	B	P	P	B	P
Amount	10	16	32-p	10	16	26	52-P	10	16	32-p	10	16
W/L	L	W	W	L	L	W	W	L	W	W	L	L
Balance	-10	+6	+38	+28	+12	+38	+90	+80	+96	+128	+118	+102

No	13	14	15	16	17	18	19	20	21	22	23	24
Decision	B	B										
Pattern	S	S										
Bet on	B	B										
Amount	26	53-p										
W/L	W	W										
Balance	+128	+180										

This game was played in a land-based game one-on-one against the dealer. The game was dealt very fast, easily exceeding 100 hands per hour. It took me about nine minutes to win this game.

## Special Rules for Blackjack Play

With blackjack there is no choice of where to place a bet. Thus, with blackjack, you will only be playing the bet-sizing portion of the strategy.

Because blackjack allows doubling and splitting bets you will need a larger bankroll than the original bankroll requirements. The following table shows the higher bankroll needed to use Super Fibonacci at blackjack.

### Super Fibonacci Base Bets, Bankrolls, Win Goals, Fibonacci and Martingale Bets for Blackjack

Base Bet	Game Bankroll	Total Bankroll	Win Goal	Fibonacci Bets	Martingale Bets
\$1	\$50	\$150	\$16-\$20	1 2 3 5 8 12 18	1 2 4 8 16
\$2	\$100	\$300	\$32-\$40	2 4 6 10 16 24 36	2 4 8 16 32
\$3	\$150	\$450	\$48-\$60	3 6 9 15 24 36 54	3 6 12 24 48
\$5	\$250	\$750	\$80-\$100	5 8 13 20 35 50 60	5 10 20 40 80
\$8	\$400	\$1200	\$125-\$160	8 13 21 32 56 80 96	8 16 32 64 128
\$10	\$500	\$1500	\$160-\$200	10 16 26 40 70 100 120	10 20 40 80 160
\$15	\$750	\$2250	\$240-\$300	15 24 39 60 105 150 180	15 30 60 120 240
\$20	\$1000	\$3000	\$320-\$400	20 40 52 80 140 200 240	20 40 80 160 320
\$25	\$1250	\$3750	\$400-\$500	25 40 65 80 175 250 300	25 50 100 200 400
\$35	\$1750	\$5250	\$560-\$700	35 56 91 140 245 350 420	35 70 140 280 560
\$50	\$2500	\$7500	\$800-\$1000	50 80 130 160 350 500 600	50 100 200 400 800
\$75	\$3750	\$11250	\$1200-\$1500	75 120 195 240 525 750 900	75 150 300 600 1200
\$100	\$5000	\$15000	\$1600-\$2000	100 160 260 400 700 1000 1200	100 200 400 800 1600
\$200	\$10000	\$30000	\$3200-\$4000	200 320 520 800 1400 2000 2400	200 400 800 1600 3200
\$300	\$15000	\$45000	\$4800-\$6000	300 480 720 1200 2100 3000 3600	300 600 1200 2400 4800
\$400	\$20000	\$60000	\$6400-\$8000	400 640 1040 1600 2800 4000 4800	400 800 1600 3200 6400
\$500	\$25000	\$75000	\$8000-\$10000	500 800 1300 2000 3500 5000 6000	500 1000 2000 4000 8000

You will use a different Basic Strategy than standard basic strategy. You will use the Modified Playing Strategy shown on the next page.

## Super Fibonacci Blackjack Playing Strategy

1. If the dealer has an up-card of 7 or higher, keeping hitting until you have a hard hand of 17 or higher.
2. If the dealer shows an up-card of 4, 5 or 6, stand at a hard hand of 12 or better. You will only hit if your hand is 11 or lower.
3. If the dealer has a 2 or 3, stand at a hard hand of 13 or higher. You will only hit if your hand is 12 or lower.
4. Soft Hand – Hitting and Standing Rules:
  - Soft 17. Always hit it
  - Soft 18. Stand on any dealer up-card of 2 to 8. Otherwise, hit it.
  - Soft 19 and 20. Always stand.
5. Only double down as follows:
  - 11 vs a dealer 2-9
  - 10 vs a dealer 4-7
  - 9 vs a dealer 5-6
6. Splits are handled as follows:
  - Split pairs of 2s, 3s and 7s versus a dealer up-card of 2 to 7.
  - Split pairs of 4s against dealer up-cards of 5 and 6.
  - Split 6s against dealer up-cards of 3 to 6.
  - Split 9s against dealer up-cards of 2 to 9 except when dealer shows a 7.
  - Always split aces and 8s
7. Never take insurance.

## Super Fibonacci Blackjack Strategy Card

### Super Fibonacci Blackjack Strategy

#### Splitting:

A,A 8,8 vs All dealer hands  
9,9 vs 2-9 except 7  
6,6 vs 3-6  
4,4 vs 5-6  
2s, 3s and 7s vs 2-7

#### Doubling Down:

11 vs 2-9, 10 vs 4-7, 9 vs 5-6

#### Hitting & Standing:

Hard 11 or lower always hit  
Hard 17 or higher always stand  
Hard 12-16 stand vs dealer 4,5, or 6  
Hard 13-16 stand vs dealer 2 or 3  
Soft 17 Hit till Hard 17 or better  
Soft 18 Stand 2-8, otherwise hit  
Soft 19-20 Always stand

#### Insurance

Never take insurance.

## Skilful Play

There are a number of decisions you need to make to become a successful *Super Fibonacci System* player. For example, you must decide where to play and whether you will tip or not.

You will also need to make decisions on setting up and using a casino credit line as well as having your play rated. How you handle these situations can have a great bearing on your long-term success as a winning gambler.

### Picking where you play

Your first choice in deciding to become a roulette winner is deciding where to play. I rate casinos on several different aspects. My first concern is whether the casino offers games that I find playable.

Every casino sets minimum and maximum bets for its table games. Typical minimum and maximum bets for roulette games offered by small casinos might be \$5 minimum bets and \$500 maximum bets. These limits will be acceptable for 90% of the players using a Fibonacci system. But a few players may require higher betting limits.

A more typical problem faces players in casinos which set minimum bets too high. Some East Coast casinos set their minimum roulette bets at \$10.

Many casinos will change their minimum wagers depending on the time of day and day of the week. Minimum bets are raised in the evenings and on weekends. If you are an Atlantic City player looking for tables with lower minimum bets, you will find more roulette tables with lower minimums if you play during the week instead of on weekends.

Besides table limits, I also consider the atmosphere of a casino. I absolutely refuse to play in casinos with rude dealers. I can tolerate slow dealers, dealers still in training and dealers who don't talk much. But I refuse to put up with dealers who make sarcastic remarks to other players or criticize my play. Life is too short. Change tables or, if necessary, change casinos.

Fortunately, casino employees are reasonable people and problematic dealers are not seen too often.

Some casinos have other annoying quirks. Can you tolerate a lot of smoke? Some casinos have poor ventilation systems so that a dull cloud of smoke seems to permeate the casino area. If this bothers you, don't play there.

Other casinos are dirty or have crowded, uncomfortable playing conditions. For several years there was a casino less than ten minutes from my house where I absolutely refused to play because the place resembled a dump (it has been updated and is now acceptable).

These are choices you must make. If you play in Las Vegas, you have just about every choice you can imagine available. If you want to play in a real players' joint, try Binion's Horseshoe downtown. Would you like some real elegance? You'll like the Venetian or Bellagio's.

One thing I don't do is discuss my system while I play. Some dealers will comment on it; most don't. You may get questions from other players. If you decide to discuss your system, keep it simple. You might state that you like to raise bets when you are winning, but sometimes you raise them after a loss as well.

If you start talking about the system, you will undoubtedly lose your concentration. In addition, it is almost a given that if you are trying to demonstrate the system to someone, you are going to have a loss. Call it bad luck or bad karma, but you can believe that discussing the system while you are playing is not a good idea.

### **Tipping**

If you don't like to tip, most international play will suit you fine. Most casinos in Asia, Europe and Commonwealth countries like England, Australia and New Zealand forbid tipping the dealers.

In the U.S., you really have no choice but to tip. Many players refuse to tip, arguing that tips come right off their bottom line. I can't argue with the logic, but I will question the results of a no-tipping policy.

I personally have a great deal of respect for most casino personnel and especially dealers. I enjoy tipping them in exchange for good service, and once it is established that I am a "George" (slang for a good tipper), the level of service increases appreciably.

When I tip, I never just give the dealer the tip. I only tip by making bets for the dealer.

I tip by making a bet for the dealers if I have been winning. If I continue to win I will make another bet for the dealer about every twenty to thirty hands of play.

### **Act like a gambler**

Play like a loser. If you are in a prolonged winning streak, don't rub it in the casino's face by continuing to play at the same table. If you do, make sure that you consistently make the kinds of moves which will throw the pit off. But your best ploy is not to overstay your welcome, especially if you are winning a bundle.

If you have a nice win and a floor person comments on it, you can casually mention that you dropped a bundle at craps last night and you are still not close to even. But don't do this if you never play craps. Make your story plausible.

### **Hide Chips**

As a winning player, you will want to look for ways to disguise the amount you are winning. The easiest way to do this is to pocket chips.

This is harder to accomplish if you are playing alone, and is easiest to accomplish if you have a playing partner.

*How to Survive and Prosper as a Professional Gambler*, published by Silverthorne Publications, has some excellent suggestions on chip hiding routines. With a female accomplice, it is easy to slip chips to her and let her hide them in her purse. Sometimes my wife carries a shopping bag with her which is a great place to stash chips and offers additional cover to help us look like a pair of happy, typical tourists.

If you are a black chip player, you are better off hiding green chips, as the bosses are more concerned with watching your stack of black chips. If you commonly wager \$500 or more, then you can get away with hiding \$100 chips, but don't try to stash the \$500 chips as the bosses may catch on.

### **Play for Cash or on Credit?**

There are many advantages to establishing credit with several casinos. Once you have established credit, it is there any time you want to use it. You don't have to carry cash, arrange for wire transfers or try to talk casinos into cashing checks. You generally will not be able to even cash a cashier's check in a casino until it has been verified. If you show up on a Saturday hoping to cash a cashier's check, you will be out of luck until your bank reopens on Monday and can verify the check.

Another advantage to establishing credit is that when you use casino credit, you get to sign markers at the table. You will look like a gambler, since most gamblers who play with black chips have casino credit lines.

I'll let you in on a dirty secret. Casinos are not in the business of loaning money to gamblers, at least not now. If you have a bad gambling habit and a weak bank account, your local friendly loan shark is more likely to accommodate you than your not-so-friendly casino.

When you establish a credit line, the casino is agreeing to advance you no more than the average balance in your checking account for the last six months.

Your creditworthiness has nothing to do with getting casino credit. These guys don't care whether you are employed, just filed for bankruptcy or are dodging your other creditors. Casino credit is based on how much bread you keep in your checking account.

Do you feel a little better about the high rollers signing the markers? They are signing magnetically coded checks which can be run through their checking accounts. Normally markers are not handled this way as the casino prefers to be paid by check, but if necessary, the casino markers can and will be deposited by the casino and will be presented for payment at your bank just like any other check you have written.

If you are a black chip player, casino credit is almost mandatory unless you want to carry a large amount of cash with you, which I don't recommend. If you know where you will be playing, you can arrange to have cash deposited with the casino cashier and sign markers against your own *front money* on deposit with the casino.

### **Rated Players**

Once you start playing with green or black chips, you are going to be asked by a floor person if you want to be rated. Many novice gamblers resent the intrusion of a floor person and answer evasively or even negatively. This is a big mistake. By rating your play, the casino is evaluating your ability to receive comps or freebies from the casino. Comps can really add to your bottom line and can be very profitable once you learn to play the comp game. Another reason to become rated is that being rated and receiving comps from the casino is what gamblers normally do. And you want to look like just another gambler.

Even if you are a low to mid-range player and want to get *full RFB*, which stands for Room, Food and Beverages comped, there are many casinos which will accommodate you.

Using casino comps, you can travel just about anywhere and get full VIP treatment. Many casinos will even pay your airfare. But you have to know how to work the system to maximize these benefits. I suggest that you learn how to get the maximum amount of comps and let a casino pay for all of your gambling excursions.

As a *Super Fibonacci System* player, you are in the perfect position to get and benefit from comps. No matter what your level of play, you can increase your enjoyment and profits by availing yourself of casino comps.

### **Learn to play another casino game**

I highly recommend that you learn to play at least one other table game besides roulette. My number one choice of the game to learn is craps.

Craps is still a favorite game of many high rollers. Just by making pass line bets with double odds you can play almost even with the house. If you add a winning strategy on top of learning craps, such as the unique betting system revealed in the *Power Craps Strategy*, then you are on the way to having a second casino game you can beat.

Craps, using the *Power Craps Strategy*, is an excellent game for using hit and run tactics. If you have been playing roulette and are tired of concentrating on your wagers, craps may give you just the break you need. This can't hurt your reputation with the casino. Because many high rollers now favor craps, you will enhance your appearance as a high roller when you add this game to your repertoire. By mixing a little craps play in with your roulette play, you will look more and more like another gambler to the casino bosses.

You may be surprised how well you do at craps. On a typical casino visit, I usually make almost as much money playing craps as I do playing roulette. Silverthorne Publications is the premier publisher for winning craps systems. You can check out the *Power Craps Strategy* at [www.silverthornepublications.com/PowerCraps](http://www.silverthornepublications.com/PowerCraps)

**And so, you are almost ready to start beating the casinos, but . . .**

You are almost ready to take on the casinos. I have presented a complete strategy which has been proven to win against casino roulette. Perhaps you have been practicing Super Fibonacci. You have figured out how to put together your bankroll. However, the greatest battle still awaits you. The casinos have even more powerful weapons at their disposal than the house edge. They are masters at a whole number of psychological traps set to ensnare you, with the end goal of relieving you of as much of your money as they can in the shortest and most pleasant way possible. Let's take a look at the casino's battery of weapons and see what you can do about them.

## Discipline and Control

At this point, you should have a good understanding about how to use Super Fibonacci to win money at roulette. You should know when to bet, how much to wager, and when to quit. You know about how your bankroll determines the size of your wagers and about using *Game Bankrolls*. You should have some definite ideas about how you want to interact with casino personnel. You have learned some ways to improve playing conditions by interacting with and tipping the dealer. You also have been introduced to the idea of playing on casino credit and playing for comps.

Now you have to deal with the largest obstacle to your success. The greatest single threat to your success is not the casino personnel. It is not a bad run at the tables. It is not the risk of consecutive losses eating up your bankroll. It is not the wine, the women, and the atmosphere. The greatest single threat to your playing career will be you. Surprised? Read on.

### Self Control

Ultimately, success at casino gambling, business, romance or life, for that matter, largely depends on self-control. Winning at gambling is all about self-control. It is about controlling the amount of money used for gambling. It's about reducing losses. It's about limiting the amount of money used for any session of play. And ultimately, it's about walking out the door a winner.

Gamblers are a lot like fishermen. They like to talk about the one that got away. How many times have you been in a casino winning and ended up leaving a net loser? In the real world, the only wins that count are the ones you go home with.

Actually, it is no great feat to get ahead playing roulette. Probably over 75% of all roulette players are ahead sometime in their play. But do they walk out the door winners? No. Probably close to 95% of all roulette players end up losing money. The typical casino hold is about 25% for a roulette table. *Hold* is a term referring to the amount the casino keeps as its win out of the money dropped at the table — e.g. the *drop*. If you buy in for a hundred dollars, and play for thirty minutes and leave with \$85, you have lost \$15 out of \$100. Your contribution to the drop was \$100 and your loss gave the casino a hold rate of 15%.

Winning at gambling is first about controlling yourself. It is about accepting responsibilities for your own actions. In the long run, you don't win because you were lucky, and you don't lose because you had a string of bad luck. Using the *Super Fibonacci System* will help you create your own luck. Used properly, you will be able to play at an advantage over the casino and be a net winner.

If you think about the times you were ahead in a casino and ended up giving it all back plus whatever additional cash you scrounged, who is to blame? The casino? The game? The house edge?

Don't get angry with me for pointing this out. What is wrong with setting aside your winnings when you are ahead? And what is wrong with limiting your losses when you hit a losing streak? And what is wrong with leaving a losing table?

I hope you answered "nothing." Doing these things requires self-control. They are easy to think about doing but may be much harder to actually accomplish. I am a former smoker. I always thought I could quit smoking when I wanted to. But I failed to quit a number of times. When I finally quit, I realized how difficult the process really was. It was easy to think about quitting smoking but doing it was quite challenging. Now that I have quit, I am out of the woods, right? Well, not quite. I believe that smoking is much like a drug addiction, and as a former addict, I am never cured. I am only one cigarette away from becoming a smoker again.

Control in a casino may require much the same discipline as that of a reformed smoker. Having a large monetary loss only requires a temporary loss of control.

Trust me, winning is habit forming. Losing, especially at a game like roulette when you know you are using a winning strategy, is tough. Some professional gamblers, especially traditional blackjack card counters, will lose for months at a time. I am not sure that I could continue to play blackjack under those circumstances. The documented losing streaks for the *Super Fibonacci System* tend to be fairly short. If you play roulette regularly using this strategy, it is highly unlikely that you will ever encounter two back-to-back losing casino visits. But it can happen.

Once you are in a losing streak, you will be hard pressed to continue with your set game plan. You will begin to question everything about the strategy. You may feel like the dealer has it in for you. You will start to think that no matter how you wager, your bets will lose. When your larger bets lose, you will begin to question the betting strategy.

Trends are a dominant factor in gambling. Every roulette or baccarat table has streaks. If you are in a winning streak, you may begin to feel omnipotent. However, when a losing streak hits, you may start to question every aspect of your playing strategy.

Perhaps the best thing you can do whenever you encounter losing tables is to first change tables. Your next option is to quit playing roulette for a time. Depending on your feelings, you should either quit gambling altogether during your break, or if you are still in the mood to play, switch casino games. I have found on many occasions that a switch of games was exactly what I needed to improve my mood.

Many players seem to become chained to a particular table at some point in their play. This may be fine when the table is winning, but could spell disaster during a prolonged losing spell.

While losing is tough, winning may be even tougher for some people. Many players subconsciously feel that gambling winnings are "ill begotten gains." Many times people raised with a strong work ethic cannot adjust to the reality that winning at gambling requires a great deal of effort too. Gambling winnings may not seem real or may even seem shameful. Many people feel guilty when they win. For these people, walking out with some of the casino's money doesn't feel right.

Gamblers never cease to amaze me. Gambling falls into some special category of human behavior that escapes the normal rules we usually live by. People change their behavior dramatically in casinos. Consummate misers can't wait to throw their money away in casinos. People who clip coupons every week to save ten bucks on groceries think nothing of dropping a hundred, five hundred or even a thousand in a casino.

Discipline is all about the ability to develop a winning plan. Control is about being able to follow it.

## **Ego Needs**

We all share a need for recognition. We like to talk about our triumphs. Once you become a successful, consistent winner at roulette, you are going to feel the need to talk about it occasionally.

You need to curb the urge to discuss the fact that you are a winner, especially while you are in a casino. If you have a big win at the craps table, feel free to comment on your success. The casino is not concerned with craps winners, because they do not believe that anyone can gain an advantage over them in this game, at least not without cheating.

Obviously, you should never discuss your roulette winnings with any casino employees. Your goal is to look as much like another losing gambler as possible. Casinos don't like winners, and you are much more likely to get the royal treatment if you look like another losing gambler.

Occasionally, outside of the casino, I have been asked about how my strategies work. When I first learned to beat the casinos, I was quite enthusiastic and wanted to share my enthusiasm with other people. The typical reaction when I have revealed that I have a winning roulette system is total disbelief. I am simply not believed. My best advice is to act like the vast majority of casino patrons who don't have a clue as to how to win.

## **Play the Part**

I have given a number of suggestions about looking like a gambler. Everyone has his (or her) own style, and I am not suggesting that you disguise yourself physically or change your identity. However, individuals who look serious, never drink, never tip, or don't talk to dealers or floor personnel do not look like gamblers and will not get the full benefit of casino generosity, including comps.

I have tried to give you as much ammunition as I can, but you can add your own finishing touches. Using casino credit is a must if you are a black chip player. You simply don't want to walk around with ten thousand dollars or more on your person. Not only are you literally risking your life should a mugger decide to target you, but you could run afoul of U.S. laws if you leave the country with more than \$10,000 in cash on you and don't declare it. Using the casino's credit and signing markers will make you look much more like a gambler, and it actually is a very convenient way to play.

You should also play for comps. Once you are playing with black chips, you will have comps offered to you and you might as well enjoy them. Even mid-range gamblers and low rollers can avail themselves of substantial comps.

### **The Casino is Not Your Enemy**

The dealers, floor persons, cocktail waitresses, pit bosses, shift bosses and casino hosts are not your enemy. While pit bosses often scrutinize the play of high rollers, they are just doing their jobs. Many of the casino employees are actually rooting for you to win. We have discussed how to get a dealer on your side by being friendly and using your tips advantageously. But your floor person is not against your winning. As long as you are not perceived as a threat to the casino's bankroll and are not engaged in behavior the casino objects to, e.g. card counting, you are free to win occasionally. Just don't rub it in their faces.

Floor persons are the primary decision-makers on the amount of comps you get, and I always chat with the nearest floor person. Starting a conversation is easy. Once you are a credit player, you will interact with the floor person as soon as you buy in, by signing a marker. After establishing some rapport with a floor person, I will occasionally ask him or her for advice on certain roulette wagers. It is always better to down play just how knowledgeable you are. Most floor persons enjoy helping players and like to show off their own expertise.

In dealing with all casino personnel, your goal is to always be a polite, friendly person who likes the casino, enjoys talking to pit personnel, is impressed by the floor person's tremendous knowledge of roulette, makes large wagers and doesn't quite know how to play roulette correctly. This act will buy you a tremendous amount of unrestricted playing time, and your comp rate should go up exponentially. You are the perfect player from the casino's viewpoint, and the casino bosses will be willing to pay to ensure that you play in their casino.

### **Things to Avoid**

There are some things I just won't tolerate when I play roulette. Top on my list of "the things I like least" are rude dealers. If a dealer starts making comments about my play, or is rude to other players, my advice is to just leave.

You don't need this kind of aggravation. If you have a bad feeling about the table, trust your instincts and leave.

I also refuse to play with rude players.

### **Drinking**

You've been waiting for this part, haven't you? I have yet to read a book on gambling where the author does not admonish the reader not to drink. Professional roulette players, I guess, are too engrossed in observing the game to even lift a glass to their beleaguered lips. If they do manage a drink, it has to be Evian water. For the bosses and for most players, having a drink while you play is part of the fun. Gamblers do it for sure. And you want to look like a gambler, right?

I generally have a few drinks while I gamble. I also drink straight orange juice, coffee, iced tea and even ice water at the tables.

Drinking something alcoholic at the roulette table is one more signal to the pit that you are not a threat. I generally go slow on the alcoholic drinks and time my drinks. In general, the fact that you are a roulette player will go a long way towards enhancing your reputation as a gambler.

### **Superstitions**

Superstitions really have no effect on the outcome of cards or dice or little balls spinning around inside of larger wheels or do they? Most gamblers and many pit personnel are superstitious. Gambling itself seems to breed superstitions.

What happens is that we remember certain events that occurred prior to, or in connection with other events, and we assume that there is a causal relationship between two seemingly unrelated occurrences.

The dice game is rife with superstitions. Lady shooters are lucky, as are virgin shooters, who have never rolled the dice before. If a die or the dice fly off the table, many old pros call their odds, place and buy bets off on the next roll, as everyone knows that sevens come after the dice fall on the floor..

Poker players may wear their lucky hats, and where would a slots player be without her lucky charm bracelet?

Many casino bosses have lucky and unlucky dealers. A craps crew which loses too much money may find itself fired, or at least broken up and the members rotated into different crews. If a roulette player is winning too much money, a boss may bring in a lucky dealer. In the good old days when Vegas was mobbed up, the lucky dealer may well have been dealing seconds, with a real reason behind the luck. In this day of corporation controlled casinos, a cheating dealer is unlikely, as a casino is not willing to risk its license over one winning player. However, many bosses believe certain dealers are lucky for the house, just as other dealers are unlucky. If a boss decides a dealer is unlucky, the hapless dealer is not likely to have a fruitful career with that casino.

Because gamblers and bosses are superstitious, it makes sense for you to at least appear to be superstitious too. If you lose, it is because the table is too cold, or in the alternative, if you win, you are on a hot streak. Hot and cold streaks do occur, and it doesn't hurt to play them up.

In addition to enhancing your conversation with bosses, you can use your superstitions to influence dealers as well. More than once I have told a dealer that I feel that the next wheel spin will be lucky and placed a larger bet when the floor person was watching.

Use superstitions to justify certain plays when you are talking to the bosses. Just don't get caught up in believing too many casino superstitions yourself. Your lucky hat is not likely to have been responsible for your last win, nor is a particular casino necessarily unlucky.

I will admit that I partially subscribe to the "unlucky casino syndrome." There are some casinos where I never seem to do well. I have no rational explanation for this. However, since I tend to play in Las Vegas where dozens of casinos vie for my attention, I can easily avoid the casinos that are unlucky for me.

### **Moving Up Your Betting Levels**

If you devote much time to roulette using the Optimzer, at some point you will want to increase the size of **Base Bets** — jumping from a betting series with a \$5 **Base Bet** to a

higher level, for example. Many players find that an emotional adjustment is required to make these moves.

Of course, you must adhere to all of the requirements I have described before you decide to increase the size of your base wagers. You never want to over-bet your bankroll, and you should only increase the size of your wagers when your bankroll is large enough to justify it. If you are undercapitalized, then you clearly are out of your league to jump from green chip to black chip play.

However, once you have built the prerequisite bankroll, you should be able to increase the size of your wagers. To acclimate yourself to making larger wagers, try moving in steps. You might increase from being a \$5 **Base Bet** bettor to using \$10 wagers as your starting point.

Probably your biggest hurdle will be moving up to black \$100 chip play. You will receive a great deal more attention from the casino than when you were a red chip or green chip player. Most of the attention will be positive. When you play with black chips, you automatically join an exclusive club with significant casino comps to be made available. However, your play will also be under greater scrutiny, and this bothers many players.

In addition to being showered with comps, you will also find that black chip play has other privileges. It is usually much easier to find uncrowded tables as a black chip player.

I suggest that you start wagering at a comfortable level for you. Your comfort level may be as a \$3, \$5 or a \$10 player. Stay at this level until you have thoroughly mastered, not only the technical side of playing correctly, but the emotional side of dealing with players, bosses and dealers. When you are ready, both psychologically and with adequate bankroll, try moving up just one step and then playing at this level for awhile. Continue to hone your casino people skills at each new level and don't forget to look and act the part. Black chip players do act differently than nickel chip players.

### **The Casino As Your New Office**

Walking up to a roulette tables the first time can be an intimidating experience. If you have not played much, you will not fully understand the roles of the dealer, the floor person, the

pit boss, the other casino personnel, and the eye-in-the-sky cameras following your every move.

If you are unfamiliar with casino surroundings, you may want to progress into your new role as a winning roulette player on a step-by-step basis.

You can first play using a lower level of play. This is an excellent approach, and you will win plenty of money using this approach.

Once you feel very comfortable playing roulette, you can gradually increase your betting level, using casino profits to build your bankroll. It may take a number of trips before you feel confident enough to move up to higher-level play.

Only after you have completely mastered the *Super Fibonacci System* should you consider moving up to black chip status. At this point, you should feel that the casino is your new office, and the casino personnel are your fellow workers.

Remember that the casino is not your enemy. The primary functions of modern casino personnel, including bosses, are to make sure the casino patrons have a good enough experience that they will become repeat customers.

Once you become known in a casino, you will find yourself interacting with the casino personnel even more. Dealers will welcome you by name. Cocktail waitresses will remember your favorite drink. Bosses will invite you to coffee. A casino host will work with you to make sure that you get all of the comps to which you are entitled.

Once you sense that everyone in the casino is genuinely rooting for you to win, you will know that you have done your job well.

In order to reach this level, there is no substitute for putting in your hours. You will need to demonstrate that you are not only friendly, but reliable, honest and consistent in your fair treatment of all you encounter.

Too many players complain to bosses, dealers and anyone else who works in the casino. Grumpy players are all too common, and you want to make sure that you don't present this

face to your "fellow workers." If you are tired or grumpy, don't play. It is important to take breaks frequently and use the time to relax. You should be at your peak emotionally when you play, and this includes having a positive mental attitude and interacting with players and casino personnel on a friendly and helpful basis.

Eventually the casino will recognize you as congenial, reliable and dependable. And, if you decide to make playing roulette your new profession, your relationship with your new associates will serve as the foundation for your new business.

## Getting Casino Comps

Whether you chose to become a rated player at the casino table games, join a slot club or both, once you get into the system, you can start getting your share of comps. There are a number of tried and proven ways to multiply the number of comps you get. Here are some pointers.

### **Chose a primary casino and then play there.**

A basic premise of the whole comp system is to reward loyal players. Casinos offer comps to lure new players to their casino and to make sure that their current customers remain their customers. If you think you have it tough trying to use the comp system to your advantage, just think what the casinos are up against with new competition springing up every day.

If you are a whale, you can ignore my advice. Just plan on either bringing or setting up a credit line of \$100,000 or larger, and wherever you decide to land will be glad to comp you. If you are in the million dollar plus range, the casino will not only comp you, but anyone else you chose to bring with you. They'll even charter a 737 and fly in as many of your friends as you want to bring along.

If you are not quite in this range, then it will pay to find a primary casino and reward it with your patronage. A player with as little as \$1,000 can get RFB treatment in some of the downtown casinos in Las Vegas. A player with a \$2,500 bankroll will have an even greater choice of hotel casinos. Move up to the \$5,000 to \$10,000 range, and a whole other batch of casinos become available.

But, in order to get noticed and adequately comped with a bankroll from \$1,000 to \$10,000, you have to be willing to reward a casino with your playing time.

A friend of mine visits Las Vegas about ten times a year. He usually takes \$5,000 to \$10,000 and manages to lose between half and three quarters of it per trip. I won't comment on his approach to gambling. Quite frankly, it stinks. Anyway, the subject is comps.

Believe it or not, he doesn't get any. He stays at a different casino every trip. I think he believes the constant changes might improve his luck. This is not necessarily bad, if he would play at the casino where he stays. He invariably changes casinos every hour or two and ends up playing in ten to twelve different establishments over the course of two or three days.

Because of the size of his buy-ins, he is constantly asked if he wants to be rated. He always declines. He confesses that he doesn't want the casinos to know how much he is losing. I think that he is trying to kid himself about his losses.

I have explained the comp system to him. As long as he is losing, he might as well have the casinos kick in \$750 to \$1,000 per trip. This money is there for the asking if he would only pick a primary casino and give it a reasonable amount of play.

I can't convince him to change his ways. But, maybe I can influence you.

There are many other benefits to playing more in a primary casino. The first benefit is the application of the old saw, "If you scratch my back, I'll scratch yours."

The casino will accelerate the rewards offered you the more you play. Some casinos formalize this process and actually accelerate the comps to slot club members as their total number of points increases. Many casinos offer more and more free rooms and entertainment the more you patronize them.

The key to maximizing your benefits from this whole process is to find a casino that matches your needs and then start playing there. If you have picked correctly, your loyalty will be well rewarded.

**Join a slot club and/or get a VIP card.**

The start of getting comps is to be into the casino comp system. If you bet \$25,000 a hand, the host will find you. If you bet \$5 to \$25 a pop, you have to get the casino's attention. And the easiest way to do this is with a little piece of plastic which looks just like a credit card.

Once you have a card, getting comped will become part of your routine. The first thing you will do as a machine player is to insert your club card in the card reader.

When you sit down at a craps, baccarat or a roulette table you will present your VIP card when you buy in.

Your card will go down with your cash at the roulette table when you lay five hundred in front of the dealer and tell him, "Chips please."

Once you have the cards and use them, all of your play will count towards something.

**Get to know your casino host.**

The casino host or the slot host will be your key to getting the most comps in most casinos.

If you are a member of the casino's slot club, you will get nearly all of your comps by asking the casino slot host. Many times comps for food, rooms, shows and merchandise are built right into the slot club payoffs. If you have just joined a slot club, try giving them some play for an hour or two and then asking the slot host for a buffet comp.

My experience with comps from playing slots or video poker is that the slot hosts are much more likely to be generous with comps than the personnel at the slot club booths. If you want brochures on the slot clubs or general information on the slot club, talk to the clerks at the booth. If you want a particular comp, ask the slot host.

Casino hosts, catering to the table game players, are at the top of the casino pecking order for granting comps. Their top priority is to cultivate new customers and to keep the current customers happy.

The casino hostesses are the persons working for VIP Services who help you check in, arrange your limo service, make dinner and show reservations and so forth.

The hostesses will handle most of your scheduling and reservation needs. The casino hosts are the people you need to talk to to arrange RFB and airfare reimbursement.

You can meet a casino host a number of ways. One way is to call a casino before coming and ask to speak to a host. This is a good way to ask about the casino's comp policy and to tell the host that you are interested in playing there.

If you are playing with front money, you should meet your host after depositing your money with the cage but before you begin play.

If you are a cash player and make a large enough buy-in, you may have a chance to meet a host when the casino sets you up with a VIP card.

After you have played in a casino, you can make reservations through the casino host. Making a reservation through a host who knows you is a good way to get a room even if the front desk claims that no rooms are available. Casinos always reserve a block of rooms for their best customers, and a casino host can get you a room when a reservation clerk can't.

I recommend taking a little time to develop a relationship with a host. Part of developing a relationship is consistency. If you make one casino your primary casino and visit several times a year, it will be easier to become known to a host than if he only sees you every other year.

If you are using a casino credit line, the host will introduce himself to you. With front money or cash, you will want to make a point of meeting the host.

Treat your host with respect and nurture the relationship. He can shower you with all kinds of freebies, including gifts, food, a free room and VIP treatment. And he is paid to do this. For your part, you have to convince your host that your action is sufficient to justify the comps you want. And being a nice person won't hurt either.

**Be a nice person.**

You can get enormous leverage out of maintaining friendly relationships with the people who work in casinos.

Start with the dealers and cocktail waitresses. These people have a couple of the hardest jobs in the casino and are at the bottom of the casino hierarchy. A smile and a reasonable

tipping policy will do wonders to get these folks on your side. I believe that creating a positive atmosphere starts with how you act towards the casino personnel. A positive atmosphere is conducive to winning as well as to getting your fair share of comps.

You might look at it this way. If you are a grump, the dealer will probably reciprocate. This is contagious behavior, and soon the whole table will act the same way. The pit personnel not only will not be impressed with your play, the whole scene at your table probably will put them off. Not only will your rating likely suffer, you won't have nearly as much fun.

You can't always control how dealers and other customers act. If I join a table where no one is talking, and the dealer barely grunts when spoken to, I will make my departure very quickly. Usually a few cheerful words followed by a token for the dealer will turn the atmosphere around. However, if this fails, you can't be faulted for not trying. Life is too short to play under miserable conditions. It is always better to change tables than to continue to play with an out of sorts dealer and crabby complaining customers. Under these conditions, you should just leave.

**Visit the casino at off times.**

I nearly always schedule my casino trips for the middle of the week. I will typically arrive on a Monday afternoon and stay until Thursday afternoon. The benefits of visiting during the week are many. If there are any drawbacks to avoiding the weekend crowds, I haven't found them.

I don't like waiting and I hate lines. By timing my visits to the middle of the week, I can usually walk into any coffee shop, make reservations for a gourmet restaurant just about any time I chose and get show tickets to the shows I want to see.

If you want to really reduce the size of the crowds, travel in the middle of the week during off-season. Las Vegas is slower during the middle of summer when it is hot and in the late fall and early winter when it's colder. The slowest time in Vegas is usually between Thanksgiving and Christmas. But watch out for conventions. If a large convention is in town, it may be impossible to get a room (unless you are a rated player or belong to a slot club).

If you like to visit Atlantic City, try visiting during the middle of the week in the dead of winter. You'll not only avoid the larger crowds, but you'll find that the minimum wagers on many tables have been reduced.

Visiting during an off time is also an excellent way to get noticed for purposes of getting rated and getting your comp career off to a roaring start.

With fewer players to contend with, a host or a floor person is easier to meet and to visit with. Also, during slow times, casinos tend to be more generous with comps. After all, they are more likely to have a slew of vacant rooms just waiting to be given away to qualified players on a Wednesday night in December.

### **Ask for comps.**

If you play \$1000 a hand at roulette, you do not have to ask for comps. The casino will shower you with them. If you are like the rest of us wagering anywhere from \$5 to several hundred a hand, you need to ask for comps.

Slot players have the more systematic approach as the card readers on the machines are tied into a centralized computer system, and comps are based on points. If you are a slots or video poker player, getting a comp is pretty straightforward with this system.

Table game players have to deal more with people. And unless you are a whale, a boss will almost never offer you a comp unless you have just won big in a smaller casino which watches every loss. Facing a player who might walk out with their money in hand, some casinos will start throwing comps at the player. But most of the time, even rated players can play and play and never be offered a comp unless they ask for it.

My advice? Always ask for the comp. I have given you several examples of how to do it.

### **Maximize your comps.**

Anyone who follows the steps I have described can get comps. Your first step is to pick your primary casino and give it most of your business. Before you pick your casino you

want to make sure that the casino has a reasonable comp policy and that it has beatable games. You should also like the casino, as you will be receiving a lot of invitations there once you get into their comp system.

After picking your primary casino, you need to join its slot club and get a VIP card. I usually do both. Some casinos, like Rio in Las Vegas, combine rating slot, video poker and table players on one card. Others track machine and table action separately. However, it usually pays to join the slot club, even if you are mostly a table game player.

In many ways, slot club players have an advantage over the table game players. Their rating is automatic; they don't have to get the attention of some boss. By joining the slot club, they start receiving mailing from the casino. I have received offers of free rooms from casinos where I had never played a slot machine, but had joined their slot club.

If you are just establishing your rating and want to get a room on a crowded weekend, your slot club membership can be invaluable. After the reservation clerk tells you there are no rooms available, tell her you are a member of the slot club or ask to speak to a slot host. Chances are, the casino will find a room for you.

Getting to know the casino personal is critical. The more the casino personnel know and like you, the more comps are likely to flow your way. This is even true for slot players with their automated rating system. A slot host can easily "bump up" your comp from a buffet for two to a coffee shop comp for two, even if your rating is not quite there.

With table players, interacting with the pit personnel is critical. A boss can make or break you in terms of your rating. If your average wager is \$25, your goal is to be rated as at least a \$50 to \$75 player. It is not enough to increase your wagers when the boss is looking; you need to be a nice person.

Playing with front money gives the casino a real shot at beating you. When you deposit the money in the cage, the casino knows that they have a shot at winning all of your front

money. If you are willing to risk \$10,000, this will open the door to full RFB at most establishments.

When you play with front money, be sure to put it all in play. If you deposit \$10,000, draw markers for the full ten grand. This doesn't mean you should lose the money. If you look like a loser and the casino sees that you have put all of your front money into play, your rating will increase.

Remember to look like a loser. You can save your bragging for when you get home. Appear to lose, but lose gracefully. Dealers and bosses hear players gripe about losing every day. Look like a loser but don't complain.

If you run into a fantastic winning streak, don't worry about disguising the fact that you are a winner. The bosses will know that you are winning. If you try to hide enough chips to turn a big win into a loss, they'll know. When you have a big win, act like a winner. Go ahead and tip a little more. If you are playing craps, shouting is not out of line. I have had some of my best comps come out of big wins as casinos hate to see winners walk out the door with their money.

### **Summary of the Comps Game**

Once you know how to play the comps game, you will be able to milk the casinos for every dime your action entitles you to. I have given you some pointers on how to get a quarter's worth of comps for a dime's worth of action.

When you combine getting the maximum number of comps with the *Super Fibonacci System*, you are in the best position to maximize your profits from casino gambling.

If you at least break even, then the comps you receive constitute a profit for your play. If you are able to win money at the casino games, then your profit will be even greater.

## Casino Etiquette

If you know how to dine in a fine restaurant without making a scene, or automatically open doors for others and say thanks when someone holds open a door for you, you will probably not have any trouble knowing how to conduct yourself in a casino. I normally don't think much about etiquette until I see some jerk raising hell with a dealer about his losses, or chewing out a cocktail waitress for taking too long with an order. Then I have to wonder how the concept of manners has escaped him completely.

I said *him*, because boorish, obnoxious behavior nearly always comes from males, with very few females managing to become the perfect asses that males seem to delight in being.

Casinos seem to attract a higher than normal number of persons with a need to blow off at some unfortunate casino employee. The times I have somehow gotten in the middle of these disputes, I nearly always take the side of the dealer or floor person, especially if a male patron is unjustifiably berating a female employee for no reason other than he has poor control over his gambling, managed to lose much more than that should have, and is now looking for a scapegoat.

For most persons who visit casinos, etiquette is simply a matter of common courtesy. It's okay to get a little wild in a casino. These are supposed to be places of fun, and drinking a little too much may be part of the entertainment. But for a successful *Super Fibonacci System* player, the rules are not quite the same. The casino is your place of employment and drinking should be limited. It goes without saying, courteous behavior should be practiced at all times.

At all casino table games, the rules of etiquette are pretty simple. Treat the dealers and other players with respect and avoid being loud, pushy or belligerent. If you get into a disagreement with a dealer, stay calm and be gracious even if the dealer really is wrong. It does not make sense to win an argument over a single payoff.

Here are some guidelines for casino play.

1. When you have finished playing, you can ask the dealer to color you up before leaving the table. If you are playing with the special chips used at roulette tables only you must exchange those chips for regular casino chips before you leave the table.
2. Watch your own bets at all times. Your bets are easy to track as you handle the bets yourself and place them directly in front of you.
3. Don't force your way into a crowded table. If the table is crowded ask the nearest player if he minds if you join them.
4. Don't slow down the game by constantly asking the dealer basic questions about how the game is played or how bets are made. There are hundreds of books on how to play roulette including this one. You should learn the correct payoffs for the bets you will be making.
5. Try to be discrete about your wins and losses. No one really cares to know how much you are winning, and it doesn't do you any good to advertise that you are a consistent winner.
6. While playing, conduct yourself courteously at all times. If you drink, refrain from overdoing it and never get drunk. You will need to stay alert to correctly make the wagers required by the *Fibonacci Betting* and contrary to the opinion of some drunks, alcohol does not make you think clearer.
7. Take the dealers. Dealers call tips "tokens" as in a token of appreciation. Many players don't realize that dealers are not paid much more than minimum wage. Roulette dealers try very hard to please the public. Most dealers want the players to win and have a good time. They know that if the players enjoy themselves and win, they will get tokened. I always take the dealers. If I win more I will take them more, but even if I lose, I will make several bets for the dealer. This is not only the right thing to do but will pay you off in spades if you do it consistently. Even floor personnel know who the tippers are, and my experience has been that if you tip, you will be more than repaid by hard working dealers, who will watch out for your bets and by casino complimentarys, controlled by and large by pit personnel who rate your play.

## Keeping Records

Along with all of the new habits I am asking you to form, I am going to add one more. I want you to start keeping written records of how you do playing roulette. Actually, you want to keep a written record of all of your gambling, but since this book is about how to win at roulette, we'll just focus on this game.

There are a couple of reasons you will want to keep records. One is to honestly measure how well (or how badly) you are doing. Most players wince at this suggestion. They know that they have been long-term losers.

I am going to ask you to be honest and start writing down how you actually do. You don't have to show this to anyone else. But, aren't you at least a little curious about your roulette wins and losses?

Another reason I am suggesting that you start keeping written records is that you will eventually need them for income tax reporting. I'll tell you more about this later.

I have given you a couple of good reasons to start keeping written records of your gambling. They are –

First, to honestly measure how well (or badly) you are doing, and

Second, to have a record for income tax reporting.

How you set up your records is up to you. You may want to purchase a small notebook which fits in your pocket or purse. I like to keep records on individual sheets of standard size 8.5" x 11" accounting paper. I usually carry one sheet with me, neatly folded in my pocket. After each session of play, I will update the information I like to record on the piece of paper. Eventually, after I have returned home, the sheet will be filed in a loose-leaf notebook.

Whatever system you use is fine; just make sure that you use some kind of recording system.

Before I start a gambling excursion, I like to record some basic information about what I plan to do. This information will outline my strategy and would look like this:

Location      Las Vegas  
Profit Goal    \$6,000  
Gambling Bankroll    \$3,000  
Base Bet Size \$25  
Game Buy-in \$1000  
Days of Play  2 days  
Number of Sessions  7-8 a day  
Target Profit per Game      \$400- \$500  
Loss Limit per Game \$1000

The results of each session should be recorded as soon as possible after finishing play. The following information should be recorded:

Location: (City, casino, etc.)

Date and Time Played

Table Number.

Base Bet Size

Won (Lost): Amount that you won or lost for the session.

Total Won (Lost): A running total of the amount you have won or lost.

Your actual record might look like the record shown below:

<b>Location</b>	<b>Date &amp; Time</b>	<b>Table No.</b>	<b>Base Bet Size</b>	<b>Amount Won (Lost)</b>	<b>Cumulative Won</b>
LV – Golden Nugget	12-9-08 10 to 11 AM	31	\$25	\$475	\$475
LV – Golden Nugget	12-9-08 11 to 11:30 AM	31	\$25	\$515	\$990
LV – Orleans	12-9-08 2:10 to 2:40 PM	27	\$25	\$522	\$1512
LV – Orleans	12-9-08 3:30 to 4:10 PM	27	\$25	\$489	\$2001
LV - Orleans	12-9-08 5-20 to 5:50 PM	27	\$25	\$503	\$2503

For US players, the basic rules for gambling are that all gambling winnings should be reported on your tax return as other income. Gambling losses are deductible only to the extent that you report gambling winnings and then only as an itemized deduction. Home ownership with the attendant home mortgage interest is usually the deductible expense which allows people to itemize their deductions. If you don't own a home, or if your home mortgage interest is too low, or you have paid off your mortgage, you may not have enough expenses to itemize deductions. This could mean that you end up reporting gambling winnings as income but are not allowed to deduct gambling losses.

As a practical matter, most folks ignore their gambling wins and losses when filling out their tax returns because all they have is losses, and they couldn't document them if their lives depended on it. Because of the skill you now have using Super Fibonacci, you are more likely than ever to have reportable gambling income.

The easiest way to meet the IRS guidelines for documentation is to keep a daily record of roulette play, as well as invoices, receipts and other documentation from your trip. File this information in an envelope, a file folder or a notebook.

## Summary of Super Fibonacci

### Power Pivot Bet Selection

With the Power Pivot System we will change our pattern of bet selection as often as needed to set up wins.

With the Power Pivot System, our goal is to match whatever the table is doing and to quickly react to changing conditions.

If decisions are repeating, we will bet the Same as the preceding decision until we lose a bet.

If decisions are alternating (chopping), we will bet the Opposite of the preceding decision until we lose a bet.

If we are in a trend of repeating decisions, we will follow the trend until it ends.

If we are in a chop trend, where decisions are alternating, we will catch this trend.

The key to this system is to continue the betting mode we are using until we have a loss.

With any losing bet we will change to a different mode on the next round of play.

### Power Pivot Bet Placement Rules

1. Bets are based on the previous outcome or decision. You will either bet that the same decision will occur again (Same Mode) or that the opposite decision will occur (Opposite Mode). All bets will be either the same or the opposite of the previous decision.
2. Observe one decision before starting betting. If you are playing online and must make a wager to activate the game you can assume an arbitrary starting bet and mode. For example, playing roulette you might bet on Red with an assume Same Betting Mode.

3. You will start a game betting the Same as the previous decision. For instance, if the roulette decision is Red, you will bet on Red when using the Same Mode.
4. You will continue to use the Same Mode until you lose a bet. With any losing bet you will change betting modes on the next round. For example, if you are using the Same Mode and lose, you will change to Opposite Mode on the next round.
5. After changing to Opposite Mode, you will continue in the mode until you have a loss.
6. With any loss you will change betting modes for the next round of play. If you lose in Same Mode, you will change to Opposite Mode in the next round of play. If you lose a bet determined by Opposite Mode, you will change to Same Mode in the next round.
7. Anytime you lose three consecutive bets, you will extend the current mode one more round and then follow the normal rules. For example, you have three losses in a row where your betting pattern was S O S. With the third loss you will extend the S pattern to the next round and bet Same. If you lose this bet you will change modes and bet O on the next wager. If you win the bet you will continue in this mode until you have a loss.

## **Super Fibonacci Betting**

### **Summary of the Betting Rules for Super Fibonacci**

1. Start with the lowest bet in the series. If the bet loses, the next bet will be one level higher.
2. After losing bets increase the next bet one level. After winning bets, add the amount won to the original bet to parlay the bet.
3. With a winning parlay the series is completed and you may drop back to the lowest bet to continue playing or quit playing with a win.
4. With three losing wagers in a row, you will set up a different betting series as follows:  
5 10 20 40 80. You will make these wagers until you win one bet. With any win you

have completed the series with a win.

5. After winning a Martingale bet, resume betting in the Fibonacci series one level higher than the last losing bet. For example, if your last losing bet was a \$13 bet before starting the Martingale Series, you will make a \$20 bet after winning a Martingale bet.

### **Super Fibonacci Base Bets, Bankrolls, Win Goals, Fibonacci and Martingale Bets**

Base Bet	Game Bankroll	Total Bankroll	Win Goal	Fibonacci Bets	Martingale Bets
\$1	\$40	\$120	\$16-\$20	1 2 3 5 8 12 18	1 2 4 8 16
\$2	\$80	\$240	\$32-\$40	2 4 6 10 16 24 36	2 4 8 16 32
\$3	\$120	\$360	\$48-\$60	3 6 9 15 24 36 54	3 6 12 24 48
\$5	\$200	\$600	\$80-\$100	5 8 13 20 35 50 60	5 10 20 40 80
\$8	\$320	\$960	\$125-\$160	8 13 21 32 56 80 96	8 16 32 64 128
\$10	\$400	\$1200	\$160-\$200	10 16 26 40 70 100 120	10 20 40 80 160
\$15	\$600	\$1800	\$240-\$300	15 24 39 60 105 150 180	15 30 60 120 240
\$20	\$800	\$2400	\$320-\$400	20 40 52 80 140 200 240	20 40 80 160 320
\$25	\$1000	\$3000	\$400-\$500	25 40 65 80 175 250 300	25 50 100 200 400
\$35	\$1400	\$4200	\$560-\$700	35 56 91 140 245 350 420	35 70 140 280 560
\$50	\$2000	\$6000	\$800-\$1000	50 80 130 160 350 500 600	50 100 200 400 800
\$75	\$3000	\$9000	\$1200-\$1500	75 120 195 240 525 750 900	75 150 300 600 1200
\$100	\$4000	\$12000	\$1600-\$2000	100 160 260 400 700 1000 1200	100 200 400 800 1600
\$200	\$8000	\$24000	\$3200-\$4000	200 320 520 800 1400 2000 2400	200 400 800 1600 3200
\$300	\$12000	\$36000	\$4800-\$6000	300 480 720 1200 2100 3000 3600	300 600 1200 2400 4800
\$400	\$16000	\$48000	\$6400-\$8000	400 640 1040 1600 2800 4000 4800	400 800 1600 3200 6400
\$500	\$20000	\$60000	\$8000-\$10000	500 800 1300 2000 3500 5000 6000	500 1000 2000 4000 8000

## Winning With the Super Fibonacci System

Super Fibonacci is an excellent performer. It has been proven to win in rigorous long-term testing and we are confident of its performance capabilities.

The following rules and tips are suggested to help you win consistently and reliably using this strategy.

1. Pick a game and learn how to play the game correctly before trying the Super Fibonacci System.. Games are recommended in the following order, ranked from best to worst:

- a. Baccarat and mini-baccarat
- b. Blackjack
- c. Craps
- d. Roulette (single zero)
- e. Sic Bo
- f. Roulette (double zero)

**Note:** The games of baccarat, craps, roulette and Sic Bo can be played in the same manners as the examples in this book. To play blackjack, first read the chapter on modifications to play blackjack.

2. After picking your game, learn how to play Super Fibonacci. Pick one level of play, such as \$5 Base Betting, and stick with this one level of play until you have mastered the strategy. You should play in practice mode online before risking any money in either an online casino or in a land-based game.

3. Record each round of play when you practice. If you like, you can use the *Super*

***Fibonacci Bet Tracking Forms*** included with this manual to record the games as you play.

4. Keep good records of your actual play. As a minimum you should record information about each game played. The following format will work well for keeping track of your play:

### Record of Games Played

<b>Date and Time</b>	<b>Location</b>	<b>Game Bankroll</b>	<b>Win Goal</b>	<b>Game Net</b>	<b>Cumulative Net</b>	<b>Comments</b>

5. Play with an adequate bankroll. Each level of play has its own bankroll requirements. As a \$5 bettor you need a Game Bankroll of \$200. To move up to making \$10 Base Bets you need a Game Bankroll of at least \$400.

6. Don't ignore Total Bankroll requirements. Your Total Bankroll should be at least three times the size of your Game Bankroll. Don't try to overplay your bankroll level. If you don't have enough for \$10 play, you should drop back to \$5 play or wait until you have a large enough bankroll for \$10 betting.

7. If you lose a game take a break. You should never pull out more cash and continue playing if you lose your Game Bankroll. Losses are never much fun and you never want to compound a loss by playing more aggressively to win your loss back.

8. Watch your winnings as you play. As soon as you are near your Win Goal you should

be looking to quit. However, you can continue playing as every parlay win will reset your betting at level 1 and you can continue playing as long as you like. The cardinal rule about stopping play is to always quit right after winning a parlay bet.

9. Don't fight a losing game. If your Game Bankroll is depleted, you can stop with a loss. Losses are rare enough with Super Fibonacci that an occasional loss is not going to hurt you that badly. Just don't get stubborn. Some games you are just not going to win.

10. Increase your playing level as you build your bankroll using winnings. Take the increases one step at a time. For example, you can move from \$5 betting to \$10 betting and play there for a while before increasing your level of play again. Don't be afraid to take small steps. You can go from \$5 to \$10 and then \$15 betting. If you like, try \$20 betting before moving up to \$25 bets. Too many players jump their play to match the size of casino checks and jump from \$5 to \$25 play. Take it a little slower. You'll be a lot more comfortable moving up in smaller steps.

Good luck in your play!

## Tracking Your Bets

You can keep track of your bets either by using chips to represent decisions or by using the Super Fibonacci Bet Tracker

The table below shows a roulette game played using Super Fibonacci at the \$5 level.

### Roulette Game Played on Double-zero Wheel

Game = Roulette

Base bet = \$5

Betting Series = 5 8 13 20 35 50 60

Bet Selection = Power Pivot (Same and Opposite)

Game Bankroll = \$200

Target Profit = \$80 - \$100

R= Red, B = Black, p = Parlay

### Sample Roulette Game With \$5 Betting Series

No	1	2	3	4	5	6	7	8	9	10	11	12
Decision	B	B	-0-	R	B	R	B	R	-0-	B	R	R
Pattern	S	S	S	S	O	O	O	O	O	O	O	O
Bet on	B	B	B	B	B	R	B	R	B	B	R	B
Amount	5	10-p	5	8	13	26-P	5	10-p	5	8	16-p	5
W/L	W	W	L	L	W	W	W	W	L	W	W	L
Balance	+5	+15	+10	+2	+15	+41	+46	+56	+51	+59	+75	+70

No	13	14	15	16	17	18	19	20	21	22	23	24
Decision	R	R										
Pattern	S	S										
Bet on	R	R										
Amount	8	16-P										
W/L	W	W										
Balance	+78	+94										

Please see the Addendum for Super Fibonacci Bet Tracking forms.

# Super Fibonacci Bet Tracking Forms

**Super Fibonacci Game No** \_\_\_\_\_ **Location** \_\_\_\_\_  
**Date** \_\_\_\_\_ **Game Played** \_\_\_\_\_ **Bet Level** \_\_\_\_\_  
**Betting Series** \_\_\_\_\_ **Win Goal** \_\_\_\_\_

No	1	2	3	4	5	6	7	8	9	10	11	12	13
Decision													
Pattern													
Bet on													
Amount													
W/L													
Balance													

No	14	15	16	17	18	19	20	21	22	23	24	25	26
Decision													
Pattern													
Bet on													
Amount													
W/L													
Balance													

No	27	28	29	30	31	32	33	34	35	36	37	38	39
Decision													
Pattern													
Bet on													
Amount													
W/L													
Balance													

**Notes** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Super Fibonacci Player Cards

## \$1 Base Bets

<b>Super Fibonacci</b>		<b><u>\$1 Bets</u></b>					
Base Bet = \$1		Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.					
Game Bankroll = \$40							
Total Bankroll = \$120							
Target Win = \$16-\$20							
<b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.							
<b>Fibonacci Series</b>							
<b>Level</b>	1	2	3	4	5	6	7
<b>Bets</b>	1	2	3	5	8	12	18
<b>Martingale Bets:</b> 1 2 4 8 16 With win, return to Fibonacci							

## \$2 Base Bets

<b>Super Fibonacci</b>		<b><u>\$2 Bets</u></b>					
Base Bet = \$2		Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.					
Game Bankroll = \$80							
Total Bankroll = \$240							
Target Win = \$32-\$40							
<b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.							
<b>Fibonacci Series</b>							
<b>Level</b>	1	2	3	4	5	6	7
<b>Bets</b>	2	4	6	10	16	24	36
<b>Martingale Bets:</b> 2 4 8 16 32 With win, return to Fibonacci							

## \$3 Base Bets

<b>Super Fibonacci</b>		<b><u>\$3 Bets</u></b>					
Base Bet = \$3		Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.					
Game Bankroll = \$120							
Total Bankroll = \$360							
Target Win = \$48-\$60							
<b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.							
<b>Fibonacci Series</b>							
<b>Level</b>	1	2	3	4	5	6	7
<b>Bets</b>	3	6	9	15	24	36	54
<b>Martingale Bets:</b> 3 6 12 24 48 With win, return to Fibonacci							

## \$5 Base Bets

<p><b>Super Fibonacci</b>  <b>Base Bet</b> = \$5                  Game Bankroll = \$200                  Total Bankroll = \$600                  Target Win = \$80-\$100</p> <p><b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.</p> <p><b>Fibonacci Series</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td><b>Level</b></td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> </tr> <tr> <td><b>Bets</b></td> <td>5</td> <td>8</td> <td>13</td> <td>28</td> <td>35</td> <td>50</td> <td>60</td> </tr> </table>	<b>Level</b>	1	2	3	4	5	6	7	<b>Bets</b>	5	8	13	28	35	50	60	<p style="text-align: center;"><b>\$5 Bets</b></p> <p>Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.</p> <p><b>Martingale Bets:</b> 5 10 20 40 80 With win, return to Fibonacci</p>
<b>Level</b>	1	2	3	4	5	6	7										
<b>Bets</b>	5	8	13	28	35	50	60										

## \$10 Base Bets

<p><b>Super Fibonacci</b>  <b>Base Bet</b> = \$10                  Game Bankroll = \$400                  Total Bankroll = \$1200                  Target Win = \$160-200</p> <p><b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.</p> <p><b>Fibonacci Series</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td><b>Level</b></td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> </tr> <tr> <td><b>Bets</b></td> <td>10</td> <td>16</td> <td>26</td> <td>40</td> <td>70</td> <td>100</td> <td>120</td> </tr> </table>	<b>Level</b>	1	2	3	4	5	6	7	<b>Bets</b>	10	16	26	40	70	100	120	<p style="text-align: center;"><b>\$10 Bets</b></p> <p>Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.</p> <p><b>Martingale Bets:</b> 10 20 40 80 160 With win, return to Fibonacci</p>
<b>Level</b>	1	2	3	4	5	6	7										
<b>Bets</b>	10	16	26	40	70	100	120										

## \$15 Base Bets

<p><b>Super Fibonacci</b>  <b>Base Bet</b> = \$15                  Game Bankroll = \$600                  Total Bankroll = \$1800                  Target Win = \$240-300</p> <p><b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.</p> <p><b>Fibonacci Series</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td><b>Level</b></td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> </tr> <tr> <td><b>Bets</b></td> <td>15</td> <td>24</td> <td>39</td> <td>60</td> <td>105</td> <td>150</td> <td>180</td> </tr> </table>	<b>Level</b>	1	2	3	4	5	6	7	<b>Bets</b>	15	24	39	60	105	150	180	<p style="text-align: center;"><b>\$15 Bets</b></p> <p>Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.</p> <p><b>Martingale Bets:</b> 15 30 60 120 240 With win, return to Fibonacci</p>
<b>Level</b>	1	2	3	4	5	6	7										
<b>Bets</b>	15	24	39	60	105	150	180										

## \$20 Base Bets

<p><b>Super Fibonacci</b>  <b>Base Bet</b> = \$20                  Game Bankroll = \$800                  Total Bankroll = \$2400                  Target Win = \$320-400</p> <p><b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.</p> <p><b>Fibonacci Series</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>Level</th> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> </tr> <tr> <th>Bets</th> <td>20</td> <td>40</td> <td>53</td> <td>80</td> <td>140</td> <td>200</td> <td>240</td> </tr> </table> <p><b>Martingale Bets:</b> 20 40 80 160 320 With win, return to Fibonacci</p>	Level	1	2	3	4	5	6	7	Bets	20	40	53	80	140	200	240	<p style="text-align: center;"><b><u>\$20 Bets</u></b></p> <p>Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.</p>
Level	1	2	3	4	5	6	7										
Bets	20	40	53	80	140	200	240										

## \$25 Base Bets

<p><b>Super Fibonacci</b>  <b>Base Bet</b> = \$25                  Game Bankroll = \$1000                  Total Bankroll = \$3000                  Target Win = \$400-500</p> <p><b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.</p> <p><b>Fibonacci Series</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>Level</th> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> </tr> <tr> <th>Bets</th> <td>25</td> <td>40</td> <td>65</td> <td>80</td> <td>175</td> <td>250</td> <td>300</td> </tr> </table> <p><b>Martingale Bets:</b> 25 50 100 200 400 With win, return to Fibonacci</p>	Level	1	2	3	4	5	6	7	Bets	25	40	65	80	175	250	300	<p style="text-align: center;"><b><u>\$25 Bets</u></b></p> <p>Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.</p>
Level	1	2	3	4	5	6	7										
Bets	25	40	65	80	175	250	300										

## \$50 Base Bets

<p><b>Super Fibonacci</b>  <b>Base Bet</b> = \$50                  Game Bankroll = \$2000                  Total Bankroll = \$6000                  Target Win = \$800-1000</p> <p><b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.</p> <p><b>Fibonacci Series</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>Level</th> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> </tr> <tr> <th>Bets</th> <td>50</td> <td>80</td> <td>130</td> <td>160</td> <td>350</td> <td>500</td> <td>600</td> </tr> </table> <p><b>Martingale Bets:</b> 50 100 200 400 800 With win, return to Fibonacci</p>	Level	1	2	3	4	5	6	7	Bets	50	80	130	160	350	500	600	<p style="text-align: center;"><b><u>\$50 Bets</u></b></p> <p>Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.</p>
Level	1	2	3	4	5	6	7										
Bets	50	80	130	160	350	500	600										

## \$100 Base Bets

<p><b>Super Fibonacci</b>  <b>Base Bet</b> = \$100                  Game Bankroll = \$4000                  Total Bankroll = \$12000                  Target Win = \$1600-2000</p>	<p><b>\$100 Bets</b>                  Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.</p>																
<p><b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.</p>																	
<p><b>Fibonacci Series</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>Level</th> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> </tr> <tr> <th>Bets</th> <td>100</td> <td>160</td> <td>260</td> <td>400</td> <td>700</td> <td>1000</td> <td>1200</td> </tr> </table>		Level	1	2	3	4	5	6	7	Bets	100	160	260	400	700	1000	1200
Level	1	2	3	4	5	6	7										
Bets	100	160	260	400	700	1000	1200										
<p><b>Martingale Bets:</b> 100 200 400 800 1600 With win, return to Fibonacci</p>																	

## \$200 Base Bets

<p><b>Super Fibonacci</b>  <b>Base Bet</b> = \$200                  Game Bankroll = \$8000                  Total Bankroll = \$24000                  Target Win = \$3200-4000</p>	<p><b>\$200 Bets</b>                  Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.</p>																
<p><b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.</p>																	
<p><b>Fibonacci Series</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>Level</th> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> </tr> <tr> <th>Bets</th> <td>200</td> <td>320</td> <td>520</td> <td>800</td> <td>1400</td> <td>2000</td> <td>2400</td> </tr> </table>		Level	1	2	3	4	5	6	7	Bets	200	320	520	800	1400	2000	2400
Level	1	2	3	4	5	6	7										
Bets	200	320	520	800	1400	2000	2400										
<p><b>Martingale Bets:</b> 200 400 800 1600 3200 With win, return to Fibonacci</p>																	

## \$500 Base Bets

<p><b>Super Fibonacci</b>  <b>Base Bet</b> = \$2500                  Game Bankroll = \$20000                  Total Bankroll = \$60000                  Target Win = \$8000-10000</p>	<p><b>\$500 Bets</b>                  Bets: Up one after loss, parlay winning bet. With parlay win, back to Level 1 bet. If lose 3 bets in row, use Martingale series for 1 win, then return to Fibonacci.</p>																
<p><b>Bet Selection:</b> Same till loss, Opposite till loss. Lose 3 in row, repeat current pattern.</p>																	
<p><b>Fibonacci Series</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th>Level</th> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> </tr> <tr> <th>Bets</th> <td>500</td> <td>800</td> <td>1300</td> <td>2000</td> <td>3500</td> <td>5000</td> <td>6000</td> </tr> </table>		Level	1	2	3	4	5	6	7	Bets	500	800	1300	2000	3500	5000	6000
Level	1	2	3	4	5	6	7										
Bets	500	800	1300	2000	3500	5000	6000										
<p><b>Martingale Bets:</b> 500 1000 2000 4000 8000 With win, return to Fibonacci</p>																	