

**Martin J Silverthorne**

# Mini-Max Roulette Strategy

Ten-Dollar Bettors  
Make Over \$600 an Hour!



**Silverthorne Publications, Inc.**

## **Mini-Max Roulette Strategy**

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## Introduction

If you are ready to learn about a method that provides super fast profits with almost no downside, just keep on reading.

The *Mini-Max Roulette Strategy* is the penultimate strategy we have been trying to develop for years!

It is a super quick winner. For example, you can log on to almost any online casino and in just four minutes pull in a substantial profit!

It has the smallest bankroll requirements of any winning roulette strategy ever released. All you need is a six-unit buy-in. This means you can get started online making \$1 bets with just a \$6 buy-in.

The total bankroll requirements are just five times the size of your buy-ins. You can get started as a \$1 bettor with a total bankroll of only \$30!

With its ultra-low bankroll requirements and blazing fast win rate, you can build a large bankroll faster than with any other strategy!

**No Roulette Wheel is Safe From Mini-Max Roulette!**

There are several roulette systems designed to use whenever you can find a wheel that is unbalanced so that the ball lands in one area of the wheel more often than pure chance would dictate.

In order to win with one of these systems you must first record several thousand spins and then do a statistical analysis to see if there are winning opportunities.

Most of the time there aren't as it is almost impossible to find a biased roulette wheel. Even if you could, the casino bosses quickly catch on to someone's biased wheel style of play and then they will close down the wheel. Other roulette strategies depend on finding a dealer who unconsciously controls where the ball might land.

This is called a “dealer’s signature,” and it is almost as hard to find as a biased wheel. These represent the so-called scientific approaches to beating roulette.

Then there are a whole bunch of systems based on unproven betting schemes, unrealistic betting progressions of all types and systems that try to combine bets to somehow reduce the house odds.

The *Mini-Max Roulette Strategy* does not depend on finding a biased roulette wheel. It has nothing to do with trying to find a dealer with a playable “signature.” It is not a system of “combo bets” that do nothing to change the house odds against the player. And, it is definitely not based on some roulette betting system that has been around a hundred years.

*Mini-Max Roulette* is a mathematically proven strategy that will gain an edge over every version of roulette offered today!

What’s more, it is so versatile, that – A physical wheel is not even necessary. This strategy beats online and video versions of roulette just as well as the physical games.

No tracking, counting or observing is needed to find a beatable wheel. Every wheel will immediately become your “personal ATM” when you use the *Mini-Max Roulette Strategy!*

You won’t have to write down long strings of roulette decisions to get started. This strategy is so effective that all you have to do is start playing. The strategy itself will put you on the winning path!

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## Quick Start Guide

If you are new to casino gambling and have never played baccarat you should read this entire book in the order in which it is presented.

If you are an old hand at casino gambling and already know how to roulette you can concentrate on just the chapters marked with an \*.

\* You should read this chapter to understand how to use the strategy. If you don't know how to play roulette, see the appropriate bonus manuals.

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## About Roulette

Roulette — the name means "little wheel" — became the gambling game of choice in nineteenth century France. Although originally associated with Monte Carlo, it is now played in casinos all around the world.

Roulette is the queen of all gambling games. We thrill to the spin and a chance of winning a small fortune with each turn of the wheel. With a practiced flick of the wrist, the skilled croupier sets in motion the spinning wheel and clicking ivory ball. In a swirl of red and black our bet's fate is decided – sometimes we win and sometimes we lose – yet we still continue to bet on the alluring spinning wheel.

The great nineteenth century Russian novelist, Fyodor Dostoevski was an inveterate gambler. He begged and borrowed rubles from his acquaintances to gamble on roulette always hoping that the next spin would be his big win. It was almost as if this bearded genius were hypnotized by roulette and its accouterments – the colorful spinning wheel, the eccentric crowd of gamblers, and the celebrated directions of the croupier – *Faites vos jeux, messieurs!* and as the wheel begins to slow down, *Rien ne va plus!* Roulette has an attraction that can be most addictive!

Spinning games show up in many early civilizations. Ancient Greeks and Romans played gambling games by spinning shields and chariot wheels. Picture a group of burly, battle hardened gladiators, in an area especially cordoned off for these heroes of the arena, spinning a chariot wheel to determine who would be the next challenger in the ring.

These games of chance were not limited to the Mediterranean either. Early Eskimos enjoyed a primitive version of roulette. The direction of a hunting trip was sometimes determined by the direction of a spun arrow.



In these days, Eskimo customs permitted an exchange of wives, and more than once the fate of the little woman was determined by a spin of the wheel. One story which has become a part of gambling lore is that of a young Eskimo gambler who had such a hot hand that he won seventeen wives in one game. It is not reported whether he considered this extraordinarily good luck or bad.

The origins of the modern version of the game are somewhat obscure. One story has the seventeenth century French mathematician Blaise Pascal devising the game while he was in retreat in a monastery, working on numbers theory.

Others believe that an old Chinese game whose object was to arrange 37 statuettes of animals into a symbolic square of "666" was the forerunner of roulette.

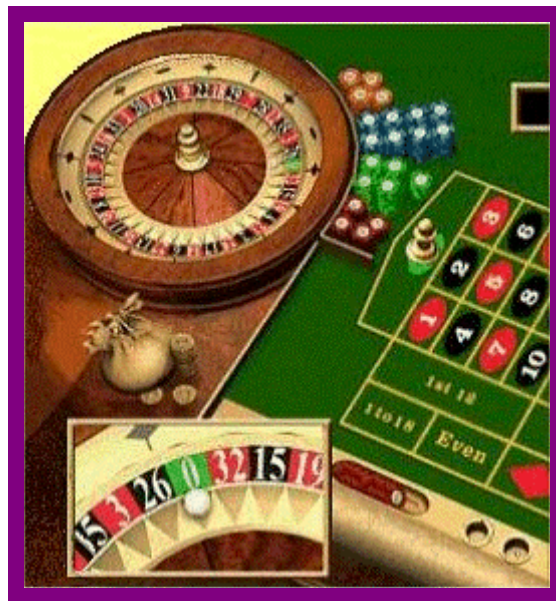
*Hoca* was an early version of roulette played in the seventeenth and eighteenth centuries in Germany, Austria, Hungary and France. The French statesman Cardinal Mazarin proposed that hoca be used to replenish the depleted coffers of Louis XIV and envisioned hundreds of gaming tables spread about the kingdom. However, this scheme met with considerable government resistance, and after Mazarin's demise the game was prohibited with death as the penalty for any practitioners!

With almost magnetic appeal, different forms of roulette would spring forth to enchant and mesmerize European royalty. The Turkish ruler, Selim III, introduced the game to his realm after learning of it from captured French soldiers.

In the imperial Russian court of Catherine II, roulette tables were set up in luxurious rooms especially appointed for such diversions. Russian nobility was entertained and seduced by the elegance, and of course by the chance to win or lose fortunes, which they proceeded to do.

By the time of Waterloo in 1815, legal casinos had spread to several German towns as well.

One of the favorite German gambling resorts was found in the town of Bad Homburg near Frankfurt. The casino was founded by a Frenchman, François Blanc, who also opened the Monte Carlo Casino in the principality of Monaco, a few miles from Nice.



An English journalist of the period, George Augustus Sala, reported on his experience in the Bad Homburg casino in 1866:

The gaming salons, if not conveniently crowded, had their full compliment of players. There were the same calculating old fogies, the same supercilious-looking young men, the same young girls and full-blown women, with a nervous quivering about the lips, and the same old sinners of both sexes whom one has known at these places the last ten or fifteen years, busily engaged at trente-et-quarante.

At the roulette table, too, one had no difficulty in recognizing the old familiar set. The handsome-looking young Russian noble who 'spots the board' with gold coins – the fat bejeweled-fingered Jew who seeks to emulate the Muscovite lord with silver florins – the Englishman and his wife, evidently residents, who play against each other, quite unconsciously, at opposite ends of the table – the youthful, yet 'used up' little French marquis, who dresses in the English fashion, and brings with him his own private pocket rake, that he may hook in his golden winnings the more readily – the elegantly dressed, shriveled, hag-faced woman who plays for the run on colors – the nervous, care-worn young Englishman, who plays heavily against the see-saw, with other nervous fellow-countrymen staking their gold on the first, second, or last dozen numbers – professional gamblers, well and ill-dressed, with sharply defined Mephistophelean features, quick restless eyes, and villainously compressed lips, who, after trying all systems, generally get landed croupiers or swindlers in the end – seedy-looking Poles of the last emigration, who prudently place their florins on two, three or four numbers alone, and deep-calculating Germans, who make ventures with painful hesitation, and after long intervals of abstention, and, as a matter of course, almost invariably lose; prostitutes – French, German, English, Polish, Italian, and Jewish – of every nationality – most of them young – so young in fact that the world well may be called their mother, robed like princesses, and becoiffured, bejeweled, and begloved as only prostitutes ever seem to be, and who lay down their gold with charming indifference, though with a decided partiality for zero and the first four numbers.

These, with watchful old women and Germans of hang-dog look that beset every public gaming table, waiting for a chance to pounce upon the stakes of the more unsuspecting players, are some of the characters whom we recognized around the roulette table that night, when the play ran high and the players were more than usually eager." (George A. Sala, "Gambling Sketches," *London Society*, vol. 9 [1866] pp. 491-500).

An interesting sketch of the worldly gamblers found in Germany in the 1860s. I think many of them, or rather their progeny, still find their ways into casinos today. I am sure that you recognize one or two of them.

One reason to play roulette is that the game has a history that is known and respected by many of its devoted players. There's a bit of that Monte Carlo magic in every roulette wheel - even in the crudest sawdust joints. Dice players have no idea that they are playing a game with a history and most could care less if they knew the history of dice games. Often roulette aficionados ensconce themselves in the past. They can even tell you the names of the greatest roulette players in history and can describe the stories of their greatest scores and often, even bigger falls.

Here's a description of Monte Carlo about the year 1900 as taken from *The Sealed Book of Roulette*.

Monte Carlo may be described as the *multum in parvo* of the Riviera, since every amusement, entertainment and pleasure can be tasted and enjoyed until the appetite is satiated. There is nothing wanting.

The Casino proper is a cosmopolitan rendezvous for *toute le monde*, where from ten o'clock in the morning till midnight you will find, seated or standing, the groups of all nationalities playing seriously all manner of systems, and many armed with books and ledgers to check and counter-check their calculations with mathematical precision. Here gambling is carried on as a business, and the social side of life is a secondary consideration.

According to the author, the real world of Monte Carlo is found in the luxurious Sporting Club. He describes his experience here -

The gambling that takes place here, whether at Roulette or Baccarat, is noticeably in the real sporting spirit. There is joyousness in the air compared with the atmosphere of ordinary casinos, mainly because the club members can mostly afford to play and lose cheerfully. Coolness and courage may be seen exemplified among the players for high stakes, in contrast to the hectic flush caused by desperate anxiety which changes the countenance of the spasmodic gamblers in the public rooms across the way.

From midnight to dawn, all through the season, the Sporting Club of Monte Carlo becomes the ballroom of Europe. One can sit about in easy chairs and smoke and gossip with friends or stroll through the heterogeneous throng, listening to wit and admiring beauty, till one realises "the inspiration and mental tonic of gaiety." Truly here will be found gaiety *in excelsis*.

Today, roulette has spread to all parts of the globe. It can be found in locations from Castle Harbour in St. John, Antigua, to the Fairmont Hotel in Livingstone, Zambia.

Roulette is the third most popular casino table game in the United States, and worldwide it is by far the most popular casino table game. The latest information I have available shows that there are 170 roulette wheels in Las Vegas, 155 in Atlantic City, 300 in the United Kingdom, and over 1,500 in Europe.

In the United States, roulette has not enjoyed the popularity of craps and blackjack. The usual explanation is that the average house take of 5.26% in the American version of roulette compares too unfavorably with the line bet odds of 1.4% in craps, and the chance of even gaining an advantage over the casino offered by blackjack.

I think the explanation for roulette lagging behind the other casino table games is a bit more subtle. Craps gained in popularity in World War II, when many GIs were

exposed to the game. If you have been in U.S. casinos over the past ten years, you will have noticed that the interest in craps is waning as the World War II generation ages.

Blackjack has received tremendous publicity because of card counting escapades, starting with Edward O. Thorp's revelations in the 1960s that blackjack could be beaten by card counting.

In other words, the greater popularity of craps and blackjack in this country has been more a matter of exposure and publicity than the rational thought processes of gamblers seeking to avoid a casino table game with slightly higher odds than its competitors.

The average craps and blackjack players, with their poor playing, give the house a much greater advantage than the average roulette player, to say nothing of the legions of slots players.

There are three basic approaches to playing the game. The first and most common way of playing is to use no system at all. This is the way the typical person plays, scattering chips all over the layout, playing favorite numbers based on his birth date, lucky numbers or just plain randomly. While it is possible to win playing this way, any winnings would have to be attributed to luck.

A second approach is to apply a mechanical system to the game. There have been more systems devised for roulette than for any other casino table game as the roulette layout lends itself to almost endless combinations of wagering. Some of the roulette systems have exotic sounding names such as Martingale, Labouchere, d'Alembert and Ascot. Sizable winnings have been attributed to some of these mechanical approaches.

A third approach is to look for biased wheels. Since it is impossible to make a physically perfect roulette wheel, the biased-wheel player will seek to detect mechanical defects in the wheel by "clocking the wheel." To clock the wheel entails recording large numbers of roulette decisions, statistically analyzing the results, and then determining whether an advantage can be gained over the casino because of the defective wheel.

The objective of this book, however, is not to just present an overview of roulette but rather to demonstrate a powerful and effective way of playing and beating the game on a consistent basis. The background information is presented so that you, the reader, will gain better insight and understanding of the game so that you may apply what you have learned to become a consistent winner in roulette.

The *Mini-Max Roulette Strategy* is a system developed using the best aspects of the mechanical approaches and wheel clocking. With it, you will be able to win a high percentage of your roulette games in any casino in the world.

Casinos don't give money away. To beat them we must target a specific set of objectives and using the right tools, with the right game, beat the casinos at their own game. To this end, you will find the *Mini-Max Roulette Strategy* most admirable.

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## Odds and Probabilities

Throughout this book, I am going to use terms like "odds" and "probabilities." These terms can be expressed as ratios, percentages or fractions and each has a slightly different meaning. Just in case you slept through your course Statistics 101, or even managed to escape the experience altogether, I am going to attempt to clear things up.

### Probability

A general definition of probability is *the likelihood that a given event will occur*. When we apply this concept to gambling, we usually end up with a specific expression like 1 out of 2 or 1:2.

When probability is expressed as two numbers, the first number represents the expected frequency of a specific event occurring. The second number is the total number of possible events or outcomes, including the specific event and all other events that can occur.

Let's take a look at the concept of probability applied to coin flips. Consider this question - "What is the probability of a head showing on the next coin flip?"

Since there are two possible outcomes (heads or tails) and we are looking for only one event (heads), this probability can be expressed as 1 out of 2, 1 to 2 or 1:2 or even  $1/2$ .

This two number expression can also be converted to a percentage by dividing the first number by the second number, which, in this case, will give us: 1 divided by 2 equals 0.50, which can also be expressed as 50%.

Therefore, the probability of getting heads on the next coin flip is 1 to 2 or 50%.

Let's apply this concept to the game of roulette. The American version of the game has the numbers 1 to 36, plus a zero and a double-zero, for a total of 38 numbers. This gives



us 38 possible outcomes on any spin of the wheel. If your favorite number is 17, and you wanted to know how likely this was to show on the next spin of the wheel, you could express this as 1 out of 38, 1 to 38, 1:38 or  $1/38$ .

To determine this probability as a percentage means - 1 divided by 38 equals 0.026 which is 2.6% as a percentage.

Interpretation? There is a 2.6% probability or chance of your wager on the number 17 winning on the next spin of the roulette wheel.

## **Odds**

The definition of odds is the *likelihood (or probability) of a given event occurring, compared to the likelihood of that same event not occurring.*

Odds, like probabilities, can be expressed as two numbers in the form of a ratio. The first number represents the expected frequency of a specific outcome occurring, which is the same as with probabilities. However, unlike probabilities, the second number states only the number of all the *other possible outcomes*. This figure excludes the specific event - that is, the first amount.

Going back to our coin toss, we can ask "What are the odds of a head showing on the next coin flip?"

If we decide to pick "heads" as our bet selection, we know that on a two-sided coin heads can only show one way. The only other option is a tails. We can show the odds of a heads showing on the next coin flip as 1 to 1, 1:1 or  $1/1$ .

Unlike probabilities, which can also be expressed as percentages, odds are always shown as ratios.

Now, let's calculate the odds of number 17 showing up on an American roulette wheel, with 38 numbers. Our number, 17, represents just one number. The remaining numbers,

excluding the number we chose, are 37, making the second figure in the ratio thirty-seven. The odds of a 17 showing on the next spin, or any other single number showing on the next spin of the wheel, is expressed as 1 to 37, 1:37 or 1/37.

If we reverse this ratio, we will show *odds against* a 17 showing. The odds against a 17 showing on the next spin of the roulette wheel are 37 to 1 or 37:1.

### **The House Edge in Roulette**

The house gains its edge over the player because of the appearance of a zero and a double-zero on American roulette wheels. European wheels have only one zero, giving the player a better chance of winning.

Let's calculate how the casino's edge affects the payoff of a wager on our favorite number, seventeen.

We have already calculated the probability of the number showing, which is 1 out of 38 or 1 to 38.

If the house did not have an edge over the player, the correct payout for winning the wager would be the real odds against winning the bet, which is 37 to 1. However, the house gains an edge by shortchanging the player on the payoff of a winning bet and only pays the wager at 35 to 1. The house keeps 2 out of the 38 numbers for itself. These numbers are the zero and double-zero.

The house edge over our bet on the number 17 can be calculated as follows:

Wheel with zero and double-zero -  $2/38 = 0.0526$  or 5.26%

Wheel with one-zero -  $1/37 = 0.027$  or 2.70%

As we shall see later, some casinos use a special rule for roulette's outside bets which allows the wager to stay up for an additional spin after a zero appears. In this case the bet is said to be imprisoned. This rule lowers the house edge even more.

### **The Gambler's Fallacy**

Many gamblers place wagers based on a poor grasp of the law of averages. They believe that because an event has not occurred for a while that it is due.

In one incident, when I first started playing roulette, I came up to a table and starting watching before I began wagering. One man was wagering on red, which showed three times in a row while I was watching. I exchanged my cash for chips and starting betting black since I knew that long streaks of a single repeating number are fairly rare. I wagered \$5 on black, feeling somewhat superior to the man who keep wagering on red. Red showed again. Next spin I wagered \$10 on black, feeling more confident that black was "due" to show. The ball landed on red again.

I continued to double my wagers until I had lost six bets in a row. At this point I backed off and watched as red showed on eleven consecutive spins.

If I had not backed off wagering I would have run into the house betting limit before I eventually won a bet.

There are a couple of lessons to be learned here. First, no number or event is ever due in a game of chance. This includes all wagers in the games of roulette, craps and baccarat. We will talk about bet selection a lot in this book, as it will become an integral part of the *Mini-Max Roulette Strategy*. However, in general, bucking the trend is not a good idea. The trend is your friend in roulette just like it is when playing the stock market.

The second lesson is that it often pays to be flexible in selecting your wagers in roulette. Gambling probability is defined as the "likelihood" of an event occurring. It does not

mean "definite" and it certainly doesn't mean that the event will happen on the next spin or even the next two or three spins.

### **Approach Gambling with a Winning Attitude**

People have different reasons for gambling. For most people it is the excitement of the game, the escape from the humdrum of day-to-day existence, and the possibility of a potential cash windfall.

The price of this "casino entertainment" is the almost certainty of losing money. Surveys of visitors to Las Vegas show that most persons believe they are going to win. The reality is that most of them lose.

Approaching gambling with a positive attitude is important. You need to believe that you are going to win. However, in order to win consistently and not just once in a while, subject to the whims of blind luck, you have to have a total plan for winning.

This book will give you a complete plan for winning. However, even with a "blueprint" for success, you can still influence the outcome with your attitude. It pays to have a positive attitude as well as a proven way of winning.

With this combination, you will be able to consistently gamble and win. As you read this, there are players using the *Mini-Max Roulette Strategy* to amass small fortunes. If you want to skip ahead to the chapters describing the system itself, go ahead. However, don't forget that winning consistently requires not only the "mechanical means" that the system provides, but the attitude, skill and discipline to follow the system. That's why if you do skip ahead, you should still come back and read all of the material you skipped. It will pay you in spades, trust me.

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## **Money Management**

One of the most talked about and least understood concepts in gambling is money management. Nearly every article, pamphlet or book written about gambling will attempt to deal with money management.

However, most experts don't even agree that money management works. Some express disdain about a concept that can't be quantified by mathematical expressions. Others believe that money management is the only way to come out ahead.

I fall into the second camp. I know that if you want to win consistently then you have to manage your gambling money very carefully.

The essential goal behind money management is to safeguard your gambling bankroll. I have expanded this concept to include setting win goals for each gambling session and using loss limits to minimize the damage caused by occasional losses. I even record the results of every gambling game and keep a careful record of my wins and losses.

If this sounds like a lot of trouble to go through, let me assure you that it isn't. Once you start using my approach to roulette, every aspect of the system will make sense to you. You will know exactly when to "lock up" a profit for each game and what to do when you encounter a losing game.

Once you start thinking along these lines, you will rapidly develop the habits to perceive your roulette sessions as a new business venture that you can and will be successful in.

### **Your Gambling Bankroll**

Another area that the experts don't agree on is the amount of money needed for a comfortable gambling bankroll.

Once you agree to the concept that you need money set aside for gambling that is separate from the money needed to buy groceries, make the car payment or pay the rent, then you can begin to refine just what constitutes an adequate bankroll.

With the *Mini-Max Roulette Strategy*, I let the system determine the cash needs. By having a reliable system, we can determine every piece of information needed to precisely define the amount of bankroll you need for each level of play.

Not surprisingly, if you want to consistently play using green \$25 chips, you need a larger bankroll than a player using red \$5 chips. The grain of knowledge you need to gain at this point is that both your level of betting and the performance of the system will determine your bankroll. Once the system is explained and numerous examples are offered, this will become crystal clear to you.

### **Bankroll Strategies**

Like many other situations involving money, money management often has more to do with how you budget your bankroll than simply the size of your bets. In our approach to gambling, we will set both win goals and loss limits. These are not some arbitrary amounts that are constantly subject to change dependent on your whims. The size of your bankroll will determine the amount of money you use for any given game of roulette. The amount used for a game, or your "buy-in," will determine the bets you use, the size of your bets, your loss limit for that game and your win goal as well.

For instance, if you are traveling to a casino destination for a two-day stay with a \$2,000 bankroll, you can divide it into two \$1,000 sessions. You could further divide each session bankroll into four \$250 game bankrolls.

You might go a step further. You might decide to limit your losses to 50% of your buy-in. If you buy in for \$250, then that game would be over whenever you are down by \$125.

Likewise, you might set a win goal of \$100 per game. As soon as you hit this target amount, you could quit playing or at least become more conservative so that you don't lose your winnings back to the casino.

One way to lock up profits is to physically remove them from play. Let's say you just won \$100 on a \$250 buy-in. You can take this \$350 and put it away. The casino's safe deposit box is a convenient place to keep winnings. Some players even bring envelopes for this purpose. When they reach their win goal, they slip the cash into an envelope and mail it home.

If you can't afford a \$2,000 bankroll, you can use a similar formula geared to the size of your gambling bankroll.

Also, please remember that when you win you are not playing with the "casino's money." It is only the casino's money when it is sitting in the chip rack on the roulette table. Once the money reaches your side of the table, it is yours, not the casino's. If you continue to think of it as the casino's money there is a good chance it will make a round trip and end up back on the casino's side of the table.

If you hit your loss limit, you take a walk. There's no point in setting loss limits unless you have the guts to stick to them. Walking away from a loss takes a lot of discipline. Most people won't do it if they still have money on the table. They will wait until every chip is gone, and even then, many will reach for more money rather than accepting a loss and walking away.

Whatever you do, leave the table following a loss. You can sit in the lounge. Or take a walk around the casino. I find that doing something physical works well for me. A brisk 30-minute walk is highly recommended.

The one thing you don't want to do after a loss is reach for more money and continue playing.

## **Maximize Your Winnings**

The most important thing to do when playing roulette is to remember that your main goal is to win, to come out ahead. One way to do this is to minimize your losses, by leaving the table after a loss. When you learn the Maximum Advantage Roulette Strategy, you will also learn very specific adjustments to make in your play after any loss

Many gamblers become addicted to an occasional winning streak. Sometimes the biggest losing gamblers are gamblers who have sometimes had the largest wins. The reason?

They become addicted to the idea of the winning streak. Therefore, when they have a little winning streak, they don't want to quit, because they remember how good they felt when they won a lot of money. They will stay too long at the table until the winning streak becomes a losing streak and they end up with a loss.

One of my former gambling buddies fell into this category. He would never quit when he was ahead, because he never wanted to end a winning streak. However, he would never quit when he was behind either because he didn't like the negative feelings he had walking away a loser. Consequently, there was only one thing that would make him stop gambling. He had to lose every bit of his bankroll, plus one or two credit card cash advances. Only when he was flat broke would he quit gambling.

Safeguarding your winnings should be your primary concern. There is no such thing as a "small win." Every win is worth keeping.

I am a great a believer as anyone that you should not quit in the middle of a hot streak. The *Mini-Max Roulette Strategy* incorporates this concept into its rules. While setting a win goal is part of the strategy, you never have to quit immediately after hitting the target win amount. Instead, what you can do is modify your behavior. What I like to do is to continue to play but set myself a limit on play. For example, let's say your target win is \$500. You can continue to play after hitting this goal, but with another trigger to pull you off with your winnings intact when the trend ends.



Here's one way to do this. After hitting your win goal, reduce the size of your wagers and continue to play. However, if you lose two bets in a row, quit. This is a very simple rule. If you are in a prolonged winning streak you will seldom lose more than one bet before resuming the winning streak. Whenever you have two consecutive losing bets consider this a reliable signal that your winning streak is over. When it happens, calmly quit betting, and as soon as the dealer has a moment, ask him to "color you up," and prepare for departure.

Your behavior following a nice win should be similar to what you do after a loss. Take a break, go for a walk, have a snack or go to your room and take a nap. The key thing is to remove yourself from the table at least long enough so that you don't let any feelings of euphoria overcome your safeguards about losing.

Any winnings should be considered a *return on your investment* (ROI). The ROI principle is further explained in the next section.

### **The Return on Investment (ROI) Concept**

I like to think of returns made from roulette in terms of a return on my investment. The ROI concept is simply a way of relating the amount of money earned to the amount of money at risk. If you invest \$1,000 in a bank, leave it there for a year and make \$30 in interest, your ROI would be 3 percent. When gambling, it is useful to think of your ROI as the return you earn on the money at risk.

At its most basic level, I like to relate the amount of bankroll used in a game as the amount of my investment. Win goals, loss limits and ROI are all based on the amount of your buy-in. For some gamblers, "buy-in" is not equal to their investment in a game. They may start out giving the dealer \$200 to convert to chips, lose those chips, give the dealer another \$200 and after losing this amount as well disgustingly throw in a final \$100 in currency to convert to chips. Here the original buy-in of \$200 does not equal the total amount risked, which is \$500.

I don't recommend that you play this way. Generally, your original buy-in should be the total amount you are willing to put at risk in this gambling contest.

With the *Mini-Max Roulette Strategy*, many other factors are tied to the amount used in a game, including the size of your wagers, the spread between your smallest and largest wagers, your loss limit, your win goal and your ROI for a game.

In general, any ROI greater than 20% of your game bankroll is an acceptable win. With our system, your target win will usually be larger than this, but nonetheless, I want you to consider 20% of your game bankroll a respectable win. Furthermore, I want you to be willing to pick up your chips and walk away with a win as small as 20% of your game bankroll.

If you only buy in for \$200, then a 20% game ROI would be equal to \$40. Before you protest that this is too small a win, please remember that the *Mini-Max Roulette Strategy* will let you make this level of winnings in a very short time period, usually less than half an hour. If you want to win more, the recommended procedure is to buy in for a larger amount.

Don't worry that I am going to require you to gamble with a higher amount than you can afford. My preferred tactic is to always start small and to increase your bankroll through casino winnings.

Keep the idea of ROI in mind. Not only is the concept a handy way to compute minimum acceptable winnings, it is also useful because it will get you in the habit of thinking of gambling as a form of higher risk investing or speculation, much like "playing the stock market."

However, as we shall see, when you use the *Mini-Max Roulette Strategy*, your risk may be a lot lower than investing in stocks.

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## Playing Roulette

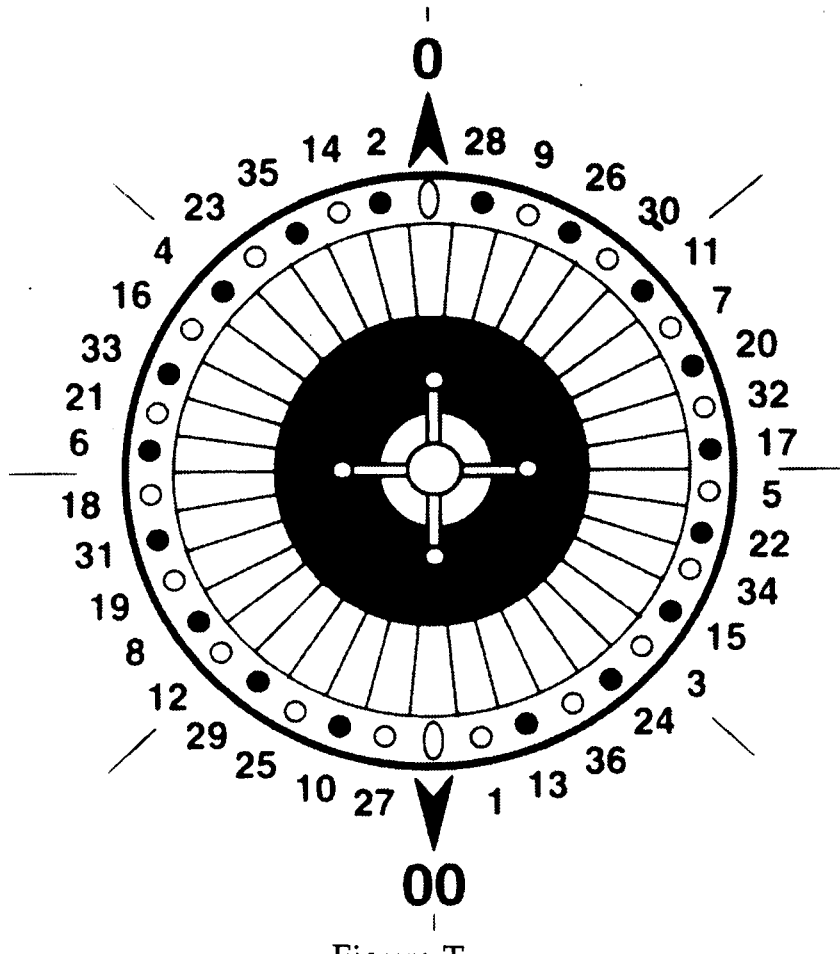
Roulette is easy to play and a wide variety of wagers can be made. The American version is fairly fast with the dealer spinning the wheel from 80 to 110 times per hour.

The French version of the game is more leisurely with only 30 or 40 spins per hour.

The bets are basically the same in the French and American versions of the game, with the principal difference being that the American wheel has both a zero and a double-zero on it.

The French wheel has numbers 1 to 35 plus a zero. It is the zero that accounts for the house edge of 2.70%. This percentage is cut in half on the even-money wagers in European casinos, where these bets are placed *en prison* when a zero shows up. They remain on the table "in prison" until the next spin. For even-money wagers that win, the bets are returned; for those that lose, the casino takes the wager. A second option is also offered, that of *le partage* (sharing). With this option, when a zero comes up, a player with an even-money bet keeps half his wager and gives up half. In Britain no choice is allowed, only *le partage* is allowed.

### The American Roulette Wheel

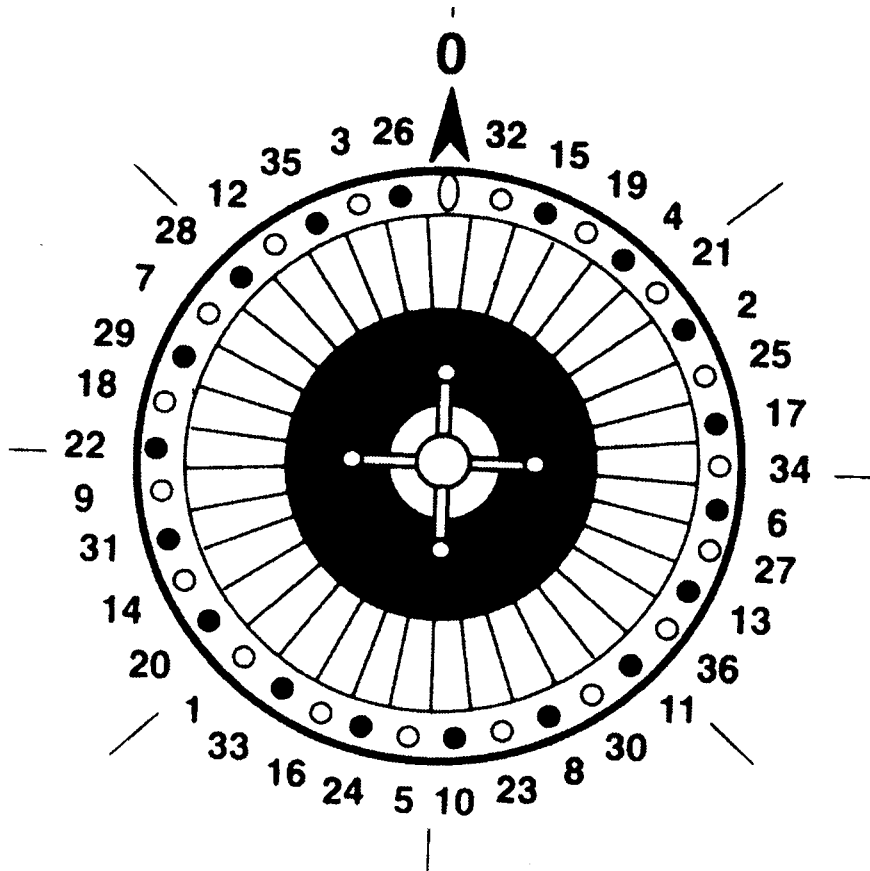


With the *en prison* and *le partage* rules in force, the house edge is reduced to about 1.38% for even-money wagers.

The American wheel, with the addition of the double-zero, offers the same payoffs on wagers, but the extra zero increases the house edge to 5.26%. When a zero or double-zero occurs, all wagers lose, including all even-money bets.

The game is played with a wheel containing 37 numbers in the European version (1-36 plus zero) and 38 numbers in the United States version (1-36 plus zero and double-zero). The numbers are printed on spaces marked on a wheel and separated by metal dividers called frets. The numbers do not run consecutively and there are different layouts for the French and American wheels.

### The European (French) Roulette Wheel



## An America Double-Zero Wheel



Wagers are made by placing chips in various positions on the table. The American tables are much smaller than the French ones, and the players can usually reach the portion of the layout on which they wish to wager and therefore place their own wagers. In the French version, the table is much larger, and the croupiers use a rake to place and pay wagers.

In either game, the croupier or dealer will assist a player wishing to make a wager.

The casino allows you to bet all of the numbers, including the 0 and 00. If you bet any of the numbers "straight up" and your number comes up on the next spin of the wheel, you will be paid 35 to 1 (you will have your original wager, plus chips equal to 35 times your wager). You can also bet different combinations of wagers, including two, three, four, five and six number bets, as well as dozens, columns, red or black, odd or even and high or low.

The players make their wagers by placing chips on the spaces of the layout in any manner allowed by the rules. The dealer starts the wheel spinning, then flips the ball on the bowl's back so that it travels in the opposite direction of the spinning wheel. Players may continue to place bets while the ball and wheel are still in motion until the dealer announces "no more bets." In the French version, the dealer will state "*rien ne va plus*", meaning the same thing. Bets placed on the layout after this announcement are not valid and will be returned to the player.

When the ball comes to rest, it marks the winning number, the winning color and any other combination bet made. The dealer announces the winning number.

On the first spin, the dealer has no fixed point from which to spin the wheel or ball. Thereafter, he will spin both from the position of the winning pocket of the preceding spin.

## The American Roulette Layout

The image shows a portion of an American roulette table. It features a grid of numbers from 1 to 36, arranged in three columns labeled '1st 12', '2nd 12', and '3rd 12'. The numbers are colored in an alternating pattern: red (1, 3, 5, 7, 9, 12, 14, 16, 18, 19, 21, 23, 25, 27, 30, 32, 34, 36) and black (2, 4, 6, 8, 10, 11, 13, 15, 17, 20, 22, 24, 26, 28, 29, 31, 33, 35). At the top of the grid are the numbers 0 and 00, and at the bottom right is the number 000. The numbers 0 and 00 are in white, while 000 is in black.

00	3	6	9	12	15	18	21	24	27	30	33	36	000
0	2	5	8	11	14	17	20	23	26	29	32	35	2 to 1
	1	4	7	10	13	16	19	22	25	28	31	34	2 to 1
	1st 12			2nd 12			3rd 12						



<b>Type of Bet</b> American term <i>French term</i>	<b>Maximum Bet Allowed</b>	<b>Payout</b>	<b>Reference</b>
Straight or single number <i>En plein</i>	\$25	35 to 1	A
Split or two numbers <i>A cheval</i>	50	17 to 1	B
Street or three numbers <i>Transversale pleine</i>	75	11 to 1	C
Square or Four numbers <i>En carre</i>	100	8 to 1	D
Line or Six numbers <i>Sixaine or transversale simple</i>	100	5 to 1	E
Dozen (1st, 2nd, 3rd) <i>Douzaine (premiere, moyenne, derniere)</i>	250	2 to 1	F
Adjacent dozens (only on French wheel) <i>Douzainea cheval</i>	500	1 to 2	G
Column <i>Colonne</i>	250	2 to 1	H
Adjacent columns (only on French wheel) <i>Colonnea cheval</i>	500	1 to 2	I
Red or black <i>Rouge or noire</i>	500	1 to 1	J
Odd or even <i>Impair or pair</i>	500	1 to 1	K
High (19-36) or Low (1-18) <i>Passe or Manque</i>	500	1 to 1	L

A single number bet is made by placing a chip on the number itself without touching any lines. Bets on two numbers are placed on the line between numbers. Three number wagers are made on the outside line of the layout. Four number bets go on the intersection of four numbers.

A five number wager is made on the American wheel and covers 1, 2, 3, 0 and 00. This wager is placed on the line separating the 1, 2, 3 from the 0 and 00 spaces at a corner intersection. This becomes a four number wager on the French wheel. Incidentally, the five number American wheel wager has the distinction of giving the house an edge of 7.89% as compared to 5.26% for all other wagers on the American wheel.

A six number bet is made by placing the chip at the intersection of the side line and the line between two rows of numbers. Bets on columns are made by placing chips on one of the three spaces on the bottom of the layout, under the columns of numbers. Dozens are wagered by placing the wager in the appropriate box. On the French table, 12<sup>P</sup>, 12<sup>M</sup> and 12<sup>D</sup> correspond to 1st, 2nd and 3rd 12s. Bets on adjacent columns or dozens are placed on the line between the two columns or dozens. Bets on even-money chances are made by placing the wager inside the box corresponding to the wager. For instance, a wager on red is made by placing the bet in the red box on the outside of the layout.

In the American version of the game, each player is issued a different colored chip, so that no two players play with the same color chips. Typical colors used are: white, yellow, brown, red, green and purple. These chips themselves have no value as a player determines the value of the chips when he buys in. For instance, one player's chips may represent \$.25 each, while another player's chips may be worth \$1.00 each. The dealer "marks" the value of each color chip with a button.

A player using the colored roulette chips should never leave the table with the colored chips, as they may not be cashed in or used in any other casino game. When you are ready to leave the table, ask the dealer for color and he will change the roulette chips for regular casino chips.

In the French game, chips represent fixed amounts, such as five francs, twenty five francs and so on. You need to watch your own wagers like a hawk as *there is no difference in color to differentiate your wager from anyone else's*. Consequently, there are many more disputes in the French game, and more than once another player has tried to grab my winnings. I have found that it pays to stand firm in these matters and that if the dispute can be resolved in no other way, the house will pay both players.

Because of the size of the French table, you will require the croupier's assistance in playing many of your wagers. An experienced croupier will remember your wager (especially if you tip after winning a large payoff) and can be your ally when these disputes arise.

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## 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 will 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. Most roulette players buy a fixed amount of chips and then don't quit until all of the chips are gone. There is no law that says you have to lose your entire buy-in before you lick your wounds and call it a game. Smart players learn to read a losing session long before all of their chips are gone and know how to walk away with at least some of their game bankroll intact.

**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.

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 casinos 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. Since we are going to concern ourselves only with even-money bets, we will take a hard look at patterns, streaks and other occurrences. You can adjust to the changing playing conditions as they occur. If the table is repeating a particular color, you can modify your strategy to take advantage of this trend. If the chop from one color to another, seemingly in an unpredictable manner, 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 roulette table 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.

A few days ago I played a couple of hours of roulette in a local casino. I played for low stakes, buying in for \$300.

This was a typical roulette table with the other players scattering their bets all over the layout. I was the only player who seemed to have a plan for his play.

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. In a little over an hour, I checked my chips, found I was up \$922 and cashed in. Most players don't have this kind of discipline, but once you learn it, you can walk away with win after win!



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* offers some excellent suggestions on how to consistently beat the casinos and still stay on the bosses' good side. I recommend it to you. You can grab a copy free by visiting the Power Blackjack web site and signing up for the free newsletter. See -

<http://www.silverthornepublications.com/PowerBlackjack/>

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!

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## How the Casino Sees Players

The first reason most gamblers would give for why casinos win more than they lose is the house edge. While most persons have no idea how a house edge is calculated, they vaguely know that somehow the casino has an edge over them.

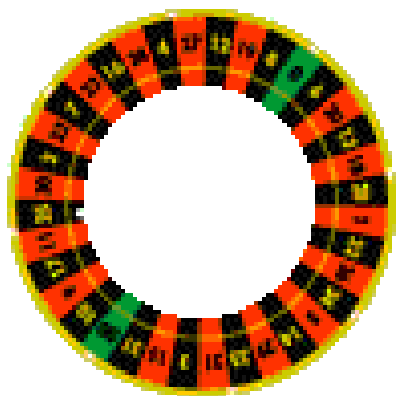
There is no question that the house edge is like an insurance policy the casinos carry, insuring them that if the mob of players play long enough the casino will grind out its inevitable win percentages. However, the casinos rely on a lot more than percentages to beat most players. Casinos are experts at creating the psychological triggers that give them a much bigger edge than the house edge.

The *Mini-Max Roulette Strategy* is a winning strategy which will help you win consistently at roulette. But, using it or any other winning strategy is still no guarantee that you will win. The casino's power and charms are formidable, and when you face the casino in a battle for its money, it will employ every resource at its disposal to relieve you of your money, hopefully in the most pleasant manner possible.

### **The House Edge**

The house edge is the mathematical edge the casino has over most bets. This edge is gained by paying players less than the correct payoff for winning bets. There is a precise probability for each bet in a casino. If you were paid the mathematically correct payoff, in theory, the house would have no edge over you.





Let's take a look at roulette to illustrate how the house edge works. The American version of the game has thirty-eight numbers on a wheel: 1 to 36, plus 0 and 00. If you placed a bet on one of these numbers, you would be paid 35 to 1 for your winning bet.

Does this sound right? Your probability or chance of winning is one in 38, which can also be expressed as 37 to 1. By only offering you 35 to 1 on a 37 to 1 risk, the casino is gaining an edge by reducing the amount it pays you for winnings.

On an American wheel, the casino's edge is 5.26%. This means that on the average, you will lose \$5.26 to the casino out of every \$100.00 wagered.

The house edge is the casino's ultimate weapon to insure that in the long run it will have a profit. However, it is just insurance for the casinos. The majority of most casinos' winnings are created because the players find ways to beat themselves.

### **The Casino Environment**

Casinos go out of their way to create attractive, appealing and often unique environments. No expense is spared to create an environment filled with hospitality and enough other attractions to rapidly put you in a daze. In addition to the constant racket created by the slot machines, you will see dazzling lights, custom designed carpets, and scantily clad cocktail waitresses who will bring you free drinks just for playing a game. You will see players with piles of chips in front of them enjoying extraordinary runs of luck. On top of all this, you are presented the charming prospect of making huge amounts of money in just a few turns of the card, spins of the wheel or rolls of the dice.

When you walk through a casino, you will notice that there are usually no windows to the outside and no clocks visible. This is part of the illusion created for you. You have entered

a land where time doesn't matter, within its own protected cocoon, well insulated from the realities of the outside world.

Casinos want you to be undistracted by outside influences when you are risking your money. Even more, they want you to become so beguiled by the games offered that you lose your sense of time and the money you are risking. Casino checks or chips help create part of this illusion, as they do not seem as real as currency. Casino wins don't seem quite real when they only consist of piles of chips. Losses can be shrugged off until you run out of chips.

All of this is designed to trigger your compulsive nature. You may feel that in this timeless wonderland, lady luck is just waiting to bestow great sums of money on you.



Many persons who travel to casinos find that they have trouble even sleeping while in a casino. They can't bear to think that they might miss out on all of the action happening on the casino floor.

A few years ago, my aunt, who was nearing ninety at the time, visited Las Vegas with one of her grown children and his family. My cousin, Jim, had made sure that his mother was nice and secure in her room about 10:00 p.m. He went downstairs to play a little longer. After a very successful blackjack session, he decided to have a midnight snack in the coffee shop and thought his mother might like to join him. He debated waking her, but finally decided to call her anyway - after all this was a vacation and normal rules did not have to apply.

He got no answer when he called her room. He called his own room next and spoke to his wife, Ann, asking if she had seen his mother. But Aunt Angie was no where to be found.

His anxious wife met him in the casino. They checked the coffee shop, thinking his mother might have decided to eat a snack. She wasn't there. They walked up and down numerous aisles between hundreds of slot machines looking for Aunt Angie. She seemed to have pulled off a very successful disappearing act.

They were getting ready to go back to their room and decide on their next course of action when Jim heard a familiar voice coming from the craps pit.

"Gimme a big seven, come on baby. Great, now how about a yo-leven."

They saw that Aunt Angie was rolling the bones at a crowded craps table. The players were two deep surrounding the table with bets stacked on almost every square inch of layout. Angie was on a hot roll and there was no holding her back. She almost seemed to be in a daze, calling for her favorite numbers. When the dice were passed back to her, she would swoop them up, shaking them vigorously in her right hand then releasing them in a graceful arc usually followed by screams of delight from the crowd as more bets were won.

When Angie finally sevens-out, there was spontaneous applause from the entire table, and numerous green and black chips were tossed to her from the grateful winners.

Jim walked up and asked if she would like to take a little break and celebrate. She responded with, "I'll take a break, but you're not getting me back in that room. I want to stay where the action is!"

Unfortunately, not all players are as lucky as Aunt Angie. For most, the siren call of the games proves to be no more than one of the many tools the casinos expertly use to relieve the uninitiated of their money.

### **Length of Games**

While many players can't wait to play against the casino, often extending their playing sessions way beyond what they might have intended, casinos have all the time in the world. Casino games move fast. Decision follows hurried decision. Twenty-four hours a day, seven days a week, the games continue. This is another tool in the casino's arsenal of weapons. The casino has all the time in the world to play, but you don't. If you play long enough, sooner or later you are likely to engage in one of many player self destruction acts, like betting too large.



A friend of mine is an inveterate craps player. He loves craps, anywhere, anytime it is played. He is fairly good at beating the casinos for short stretches, but he nearly always loses and goes home a loser. How can that be?

What happens to him is what happens to many players. They are able to get ahead at some point, but they will not stop playing. The siren call of the game is too strong. The casino bosses can afford to be patient. If they can just keep the player playing, the combination of player errors, player fatigue, foolish betting and other aspects of loss of control will cause the player to lose.

Casinos know a lot about human frailty. Gambling can be a pressure cooker environment for most players with great highs followed by even greater lows. Meanwhile, the casino games continue 24/7, but, of course, they let their dealers take a twenty-minute break every hour. They know how taxing the game can be. Do you?

### **Player Compulsion**

The casino atmosphere and the adrenaline rush of gambling are tough opponents for any player to overcome. Players constantly have to fight the twin compulsions of greed and despair.

If you have ever flown to Las Vegas on a plane loaded with passengers all heading to the gambling Mecca of the world, you will notice that the passengers' behavior is much different on the flight arriving than it is on the one returning home.

On the flight coming into Vegas, passengers are revving up for a party. Nearly everyone is boisterous, drinking, talking too loudly or even pulling out cards and playing a few blackjack hands to warm up. As the plane nears its destination, you can almost feel the crowd enthusiasm rising until it has almost reached a fever pitch by the time the plane lands. The would-be players eagerly depart the plane, almost dashing to be the first to hear the sound of the slot machines residing in the lobby of McCarran International Airport.

The return trips are always much different. What talking there is, is subdued, almost like a whisper. Some passengers just close their eyes and press their heads back into the seat cushions, while others quietly pull out the airline magazines and pretend to read. Many of the passengers are almost in a state of shell shock. They are recalling events of the past several days in crystal clarity and wondering how they could have acted the way they did.

One man, who was up almost \$5,000, is returning home with a loss of \$3,000. He is still not quite sure what happened.

Across the aisle is a lady sitting quietly thinking how she lost her Christmas money. She didn't mean to. Her original plan was to take the \$800, win at least \$500 and then quit. Her second day she was up almost \$400, but decided to keep on playing. After all, she was on a lucky winning streak. A couple of hours later, she was down to her last \$100 hoping to at least break even.



There may be a winner or two on the plane, but not many more. Sadly, many of the passengers could have returned home winners or small losers, even playing against games with ferocious house edges. But they didn't.

I asked my friend the craps player why he wouldn't quit while he was ahead. "Hell, I can't quit them, I've got the casinos just where I want them."

I then asked him why he wouldn't pull off and take a break when he was losing.

"I can't stand to quit when the casino is ahead. If I lose all of my money I have to quit, but I don't like to give up and I won't."

Compulsion. It may be the casino's greatest weapon against the players.

## **Money**

Compared to your bankroll, the casino has all of the money in the world. And you don't. The casino limits the maximum size of wagers it will accept from players so that it never risks too much of its bankroll on a single hand or a single roll of the dice.

However, most players don't do this. When you are losing, it is easy to slip into a state of panic. You can't possibly absorb the losses you just took. You're hurt and a little bitter over what the casino has done to you. The main thought racing through your mind is how you are going to get your money back.

Maybe now is the time to place a few large bets. After all, since the casino has beaten you by winning many smaller wagers, it makes sense that if you can just win a few larger bets, you can win back all of your losses and maybe even get ahead.



You muster your resources and put together another five hundred dollars. But this time it will be different. Your plan is to wager \$50.00 on a hard 6 or 8 for five consecutive tries. Since the payoff for a win is 9 to 1, if you can just win a couple of times, you will recoup most of your losses. You further reason that since a 6 or 8 is almost as easy to hit as a 7, this bet really isn't that risky, forgetting that the house edge is over nine percent.

You lay your cash on the table and ask the dealer for chips. You toss two green \$25 chips, saying, "Give me a hard 8." The shooter rolls a 5, and then an 8, 5-3, the easy way. The stickman removes your bet and asks you, "Would you like your hard 8 back up?"

The game continues. You may win, which will encourage more of the same type betting. Or you may lose quickly. But one thing is for certain. You are now out of control. Your original plan has been thrown out the window. You are now playing the game the casino wants you to play. You are over betting on a long-shot proposition heavily favoring the house and your emotions are shot. The odds are very great the casino will wear you down in short order and keep your last heroic buy-in.

Many players come inadequately bankrolled to play against the casino. If you bring \$500 and expect to make \$1,000, you have great odds against you. If you bring \$1,000 and will settle for making \$200, then you have a much greater probability of success. I will have quite a bit more to add on bankroll in a few more chapters, but just remember that the casino has the bankroll to wait until you stumble, but you don't have that kind of money on your side. Generally, instead of trying to grind a win out of a casino, you will be much better off to use "hit and run" tactics, where you can put a comparatively small bankroll to good use by hitting the casino over and over for small wins. This is much like the strategy used by a mongoose fighting a cobra. The cobra will strike again and again at the mongoose. The mongoose knows that one successful strike will cause its demise and it jumps and weaves out of the cobra's strike path until finally the weary cobra leaves an opening and the mongoose grabs the cobra with lightening speed, overcoming a lethal adversary by using stealth and speed. The mongoose's approach is not a bad lesson for casino payers.

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Compulsion, the casino environment and the house edge are the big guns in the casino's arsenal and should be feared in that order. I believe that most casinos would still be profitable even without the house edge as player compulsion is the greatest single contributor to casino profits.



Compulsion entails keeping tabs on yourself at all times. Having a plan will help you greatly. Most players just grab whatever amount of money that can find and play games that are most familiar to them, with no plan other than "winning." When you use the *Mini-Max Roulette Strategy* you will know exactly how much to risk in each game, how much you expect to win, your maximum acceptable loss, when to leave a table. The value of having and following a plan is almost immeasurable. It will help you more than any other thing you might conceive of to beat the casinos.

Although the house edge is the least harmful of the casino's weapons, I am assuming that you will have the good sense to avoid the bets with the highest house edge against you. At roulette if you consistently wager large amounts on the inside bets using your favorite numbers, the odds are very good that you will lose much more often than if you stick to betting on even-money bets and columns or dozens.



## Betting Progressions

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 the color black at roulette 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 spin, regardless of the outcome of his preceding hand. In our example, he will bet \$10 per roulette decision.

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 the color black 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.

<u>Bankroll Size</u>	<u>Number of Games Played</u>	<u>Chance of Not Losing Bankroll</u>		
		<u>Flat Bets</u>	<u>Positive Progression</u>	<u>Negative Progression</u>
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. 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.

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.

One of the greatest advantages of using the *Mini-Max Roulette Strategy* is that it combines the best features of flat betting and positive and negative betting progressions. The key to the success of this strategy is that each of the betting methods is used moderately in a limited range where it enjoys its greatest strengths.

The examples and simulations used in this chapter were for games of chance such as roulette. 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.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2

## Elements of the Mini-Max Roulette Strategy

There are several parts to the *Mini-Max Roulette Strategy*. This book is set up like a manual where one chapter builds on the material in the previous chapter.

Before you start learning to use the strategy, you should know how to play roulette. If you have never played before, sign on to an online casino offering free roulette play and practice making bets on red and black. Don't worry about where you bet or how much you bet. Start with minimum bets and make equal bets by betting that the previous decision will repeat. If you are making \$1 bets and red shows on a spin, then bet that red will show again on the next spin.

This practice will show you just how easy the game really is. Even with just a basic understanding of the game, you will be ready to learn how to make a fortune off roulette using the *Mini-Max Roulette Strategy*.

### Part 1. Learning Where to Make Each Bet

The first part of the strategy is covered in the next Chapter –*Interactive Adaptive Betting*. This is your starting point.

With *Mini-Max Roulette* you will only be making even money (outside bets) at roulette. You can pick which pair of even money bets you like – red and black, odd and even or high and low. I prefer betting on colors (red and black) and all of the examples in this book use bets on the colors.

### Part 2. Determining How Much to Bet On Each Spin

While *Interactive Adaptive Betting* shows you where to place your wager, the *Mini-Max Betting Strategy* determines how much you bet on each wager.

In the next two chapters we will present the bet placement strategy (Intelligent Adaptive Betting) and determine the amount of each bet (Mini-Max Betting).

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## Intelligent Adaptive Betting

While there are many bets you can make at roulette, you will only make one wager at a time on an even-money bet with *Mini-Max Roulette*.

In this chapter we will cover how you determine where to place your even-money bets.

You will make one bet, an even-money wager, every spin of the wheel. Your choice is only between red or black, odd or even or low or high.

You will not mix these bets. If you choose to bet on red and black then you will never wager on odd or even or low or high. I prefer to wager on red or black and all of the examples in this book are on red or black wagers.

Before every spin you have a simple choice. You will place a bet on either the color red or the color black.

In the next chapter you will learn the exciting new approach to determining the size of each bet. For now we will only concern ourselves with where you place each bet.

Here are some of the common methods players use to determine where you bet.

1. **The hunch method.** Here, you simply place each bet based on how you feel at the moment. Black has showed three times, so I think I will pick red. This system is only as good as your ability to guess and is impossible to test because it is very erratic.
2. **Wager on a Repeat.** You may want to wager that the last decision that occurred will repeat. Here, if red showed, you will bet red. If black showed, you will bet black. This system may be better than the hunch method. However, a pattern of alternating decisions will cause you to lose every wager. If, for instance, we have (where r=red and b=black) r b r b r b, you will lose every bet. This happens more often than you might think.
3. **Wager that the 2<sup>nd</sup> preceding decision will repeat.** To counter the problems inherent

with the second method of picking a wager, you may decide to wager the same as the second preceding decision. Here if the wheel shows r b, you will bet on r, the same as the second preceding decision. A series of decisions in the form of repeating doublets will defeat this bet selection method. Here, a pattern of: r r b b r r b b will cause you to lose every wager.

4. **Try a number of variations of these bet selection methods.** Here are some that I have tried:

a. Bet the same as the preceding decision until you lose two in a row. If you lose two in a row, you will switch to betting the opposite of the preceding decision until you lose two in a row.

b. Bet the same as the preceding decision until you lose two in a row. Then switch to betting the opposite of the preceding decision until you lose one bet. If you lose one bet, resume betting the same as the preceding decision.

c. Bet the same as the preceding decision until you have a loss. Then switch to betting the opposite of the preceding decision until you have a loss. If you lose three bets in a row, then stick with the last pattern for at least two decisions.

d. Observe two decisions. If the decisions are rr or bb, then bet the opposite for the next decision. For example, if you observe rr, then bet b. If any other pattern is observed, such as r b or b r, then bet the same as the last decision. Continue to change with the pattern throughout the game.

e. Bet the same as the preceding until losing a bet. Then switch to betting the opposite of the preceding until losing a bet. If you lose three wagers in a row, then stick with the last pattern for two decisions.

f. Bet the same as the second preceding decision.

You can go on and on in this fashion. If you decide to test any of the many variations for

picking your bets, you may do so. However, I will save you many hours of testing and reveal which method works the most consistently and produces the most wins, when coupled with the other components of ***Mini-Max Roulette***.

In testing and perfecting ***Mini-Max Roulette*** I used a very different approach from other roulette strategies.

Most roulette strategies focus almost exclusively on how much to bet each time. This is the essence of the mechanical betting strategies, such as Martingale and the other classical roulette betting systems.

Early in my roulette playing I recognized that where you place your bet is just as important as the amount wagered. ***Intelligent Adaptive Betting (IAB Strategy)*** focuses exclusively on where you will place each bet.

However, with ***Mini-Max Roulette*** we go one step further than adding a bet placement system to a bet sizing method or progression. ***We tested both aspects of the strategy in unison so the results produce much higher profits than any other combination of bet placement and bet sizing strategies!***

You may think of the ***Mini-Max Roulette Strategy*** as consisting of two parts, bet placement and bet sizing optimized to maximize the profitability of the complete strategy.

For this reason, if you use the ***IAB Strategy*** but change the betting method to something different from ***Mini-Max Betting***, your results will not be consistent with our results.

Likewise, if you use ***Mini-Max Betting*** with a different method of choosing your bets, you will have much different and most likely greatly inferior results from those we have obtained.



Simply put, you must use both parts of this strategy together as they are intended. If you do, you will beat roulette consistently and have in your possession quite possibly the best roulette strategy ever created.

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## Using Intelligent Adaptive Betting

When you use *Mini-Max Roulette* you will always use the *IAB Strategy* to determine where you place each even-money bet. Here are the rules for using the *IAB Strategy*:

1. Bet the Same (S) as the preceding decision until you have two consecutive losing bets. After two consecutive losses, change the betting pattern to betting the Same (S2) as the second preceding decision until you have two consecutive losses.
2. Start a game by betting the same (S) as the preceding decision.
3. If you have the results of the previous spin, start out betting the same as the previous spin. If you don't know the previous spin, such as when you start playing roulette online, always start with the pattern Same and bet on Red.
4. If a zero or double-zero shows, ignore it in determining where to place each bet.  
Example: The last decision as B and you are betting the S as the preceding decision. You place a bet on B and a zero shows, causing the loss of your wager on B. For the next bet you will continue to use the same pattern selection, betting S and you will again wager on B, ignoring the fact that the last decision was a zero.

The following tables show a series of bets using this strategy:

**Example 1.**  
**Using the IAB Strategy**  
**B=Black R=Red O=Bet Opposite S=Bet Same**  
**W=Win L=Loss**

No	Observed Decision	Bet Pattern	Bet on	Bet Outcome	Comments
1	B				Observe decision, no bet.
2	R	S	B	L	Bet the same as previous, Bet B.
3	B	S	R	L	Bet the same as previous, Bet R.
4	R	S2	R	W	We have two consecutive losses. Change the bet pattern to S2 and bet the same as the second preceding decision. Bet on R.
5	R	S2	B	L	Continue with S2 pattern and bet on B.
6	R	S2	R	W	Continue with S2 pattern and bet on R.
7	R	S2	R	W	Continue with S2 pattern and bet on R.
8	B	S2	R	L	Continue with S2 pattern and bet on R.
9	B	S2	R	L	Continue with S2 pattern and bet on R.
10	B	S	B	W	With two consecutive losses, change pattern back to S pattern and bet on B.

**Example 2.**  
**Using the IAB Strategy**  
**B=Black R=Red O=Bet Opposite S=Bet Same**  
**W=Win L=Loss**

No	Observed Decision	Bet Pattern	Bet on	Bet Outcome	Comments
1	R				Observe decision, no bet.
2	R	S	R	W	Bet the same as the previous decision, bet R.
3	B	S	R	L	Following a winning bet continue with the same pattern and bet same as previous, bet R.
4	R	S	B	L	Continue with S pattern and bet on B.
5	B	S2	B	W	With two consecutive losses, change pattern to S2 pattern and bet on B.
6	R	S2	R	W	Continue with S2 pattern and wager on R.
7	R	S2	B	L	Continue with S2 pattern and wager on R
8	Zero	S2	R	L	Continue with S2 pattern and wager on R.
9	R	S2	R	W	Ignore loss to zero and continue with S2 pattern and wager on R.
10	R	S2	R	W	Continue with S2 pattern and wager on R.

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## The Mini-Max Betting Strategy

Betting is controlled by the *Mini-Max Betting Strategy*.

The *Mini-Max Betting Strategy* uses a nine-unit buy-in. A *buy-in* is the amount needed to play one game of roulette using this strategy.

The length of a game is determined by how long it takes to win our *Pivot Bet* or to hit our *Loss Limit*. We will discuss these concepts in detail later.

A unit is the base bet you will make when you play.

A unit can be for \$1, \$5, \$10, \$25, \$50 or \$100.

There are roulette games currently being offered that will accommodate all of these levels of play.

For our examples, I will use betting units of \$10.

Ten-dollar betting units will work as minimum bets for most roulette games offered in “brick and mortar” casinos as well as games available in online casinos.

Using a nine-unit buy-in means that you will convert \$90 from cash into chips to play roulette in a land-based game.

Your nine units of chips may be thought of as three groups of Base Bets.

**Group 1** (three Base Bets) \$30

**Group 2** (three Base Bets) \$30

**Group 3** (three Base Bets) \$30

You will always start a game by pulling out three base bets and stacking them in front of you like :

10            10            10

Each of these stacks will have two \$5 chips in it representing our Base Bet of \$10.

These chip stacks will be used to track our betting using the *Mini-Max Betting Strategy (MM Betting Strategy)*.

We will always bet from left to right. To begin a game, we will wager the Base Bet in the lefthand position A.

So our first bet will be for \$10 taken from position A.

If we lose the bet, our first position will be empty, and our chip stacks will look like:

A                    B                    C  
                          10                    10

Assuming we lose our first bet, we will make our second bet using chips in the lefthand position, or in this case, in the B position.

For our second bet, we will wager the Base Bet in spot B. If this bet also loses, both the A and B chip positions will be empty and our remaining chip stacks will look like:

A                    B                    C  
  10

Continuing our example, following the loss of our wagers made using the chips in positions A and B, we will wager the chips remaining in the left most position and wager the Base Bet in spot C.

If this wager also loses, we will have lost all of our bets in Betting Group 1. To continue to play, we will have to set up three more \$10 Base Bets and start the second betting series.

You have just seen what happens when you lose three bets in a row. This is the loss of a betting series.

Now, lets take a look at what happens if we win three bets in a row.

We start with a betting series set up as follows:

A	B	C
10	10	10

Starting with the left most chip stack, we wager the Base Bet in the A position and win.

After a winning bet of A chips, we place our winnings on top of the chips in position B, so that we now have:

A	B	C
10	20	10

For the next bet, we will again wager the chips in the left most position and bet the \$10 in spot A. Assuming we win, we will place our winnings on top of spot C.

After winning the bet of B spot chips, our chips will be as follows:

A	B	C
10	20	20

Let's make our third bet. Again, we will always wager from left to right and bet with any chips in the A position. Since we have a \$10 Base Bets in position A, we wager these chips and win.

With our third win we will add our winnings to position A.

After three straight wins, our chip stacks are as follows:

A	B	C
20	20	20

Let's continue this example and make another wager. We wager the chips in the left most position and bet the chips in position A, making a \$20 bet. Let's assume this bet wins. We will place all of winning chips in Spot B. Our chip stacks are now as follows:

A	B	C
20	40	20

Let's make another bet. Since we still have chips in position A, we use these chips for our next bet of \$20 and win again.

Following this win, we place all of winning chips in Spot C. Our chip stacks are now as follows:

A	B	C
20	40	40

We make another wager, using the chips in position A again and making a \$20 bet. This time our bet loses. Following this loss our chips stacks look like this:



A	B	C
	40	40

We make a bet using chips in the leftmost spot, in this case in Spot B.

We bet \$40 from Spot B and win. With this win we will normally call a game completed, since our goal is to win at least one wager that is four times the size of our base bet.

If we decided to keep playing, we would replenish the lost chips in Spot A and our Bet Group would look like this:

A	B	C
40	40	40

We decide to follow the strategy's rule and call this game completed.

Our win is computed as follows:

Total in Group 1 after last win	\$120
Amount in Group 1 to start	<u>30</u>
Net Win	<u>\$ 90</u>

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## Summary of Mini-Max Betting Rules

The *Mini-Max Betting Strategy (MM Betting Strategy)* is a dynamic one in that the amounts we bet will change depending on our wins and losses

When we are losing, the bets will remain low, with only occasional higher wagers thrown in to "test the waters." When we are winning most bets, our wagers will increase in predetermined stages, but not so rapidly that we will suffer a major loss should the spins turn unfavorable again.

To accomplish this, we shall use the casino chips to assist us in determining our wagers.

To begin, we will segregate and remove from the rest of our chips three chips or groups of chips representing the minimum wagers we will be making while playing. We use the name *Base Bets* when referring to our starting betting units.

If we are \$5 bettors, we will remove three \$5 chips and set them up as our Group 1 Bets. If we are \$10 bettors, we remove six \$5 chips representing a set of three \$10 bets to be used for our wagers.

After removing these chips from the rest of our chips, we will line these chips up in front of us on the table so that we make our wagers from these chips. These chips are called our "betting chips." The remaining chips are our "reserve chips."

With our betting chips lined up, we will always bet from left to right. Starting with our chips lined up, we will always bet with the chips in position A first. If we have previously wagered and lost the first bet, our remaining betting chips will be positions B and C. If we have lost the A Spot wager, our next wager will consist of the chips in Spot B. If we have lost both of the wagers in the A and B positions, our final wager will be the chips in Spot C.

We will risk our betting chips in any particular game only twice. If we wager our betting chips and lose all three wagers, we will replace these chips with an identical set of betting

chips and try one more time at this table. If we also lose the second series of wagers, we will stop playing at this table.

Thus our maximum exposure to a loss is six Base Bets, the amount of our Buy-in.

In addition to using the loss of two Betting Groups as our loss limit, we will also set a special Loss Limit of four Base Bets per game.

If we are a \$10 bettor, we will convert \$60 in cash to chips, enough for two Betting Groups of \$30 in chips each.

We will never risk more than two Betting Groups in a single game. Thus, the maximum loss we can ever have in a single game is our buy-in of six Base Bets.

Our rationale here is that, at one roulette table, we are willing to risk six bets as our minimum wager, but no more. When we have lost the six wagers, we will change tables attempting to find a more favorable situation. Or, we will take a break before resuming play.

As we win wagers, we will add the winning chips to our betting chips. Our objective is to win a *Pivot Bet*.

A *Pivot Bet* is any wager that is four times our original Base Bet. If you are a \$10 Base Bettor, then your *Pivot Bet* is equal to \$40. The easiest way to determine when you have won a game is to quit after winning any *Pivot Bet*.

The rule for adding winning chips to our betting series is as follows:

We will always add winnings first to the chips in the Spot B position, next to the chips in the Spot C position, and finally to the chips in the Spot A position.

Here is an example of four winning plays, showing how we add chips to betting spots. In each of these cases I have underlined the chips used to make each wager.

<b>Action</b>	<b>A</b>	<b>B</b>	<b>C</b>
<b>1. Begin</b>	<b><u>10</u></b>	<b>10</b>	<b>10</b>
<b>2. Win</b>	<b><u>10</u></b>	<b>20</b>	<b>10</b>
<b>3. Win</b>	<b><u>10</u></b>	<b>20</b>	<b>20</b>
<b>4. Win</b>	<b><u>20</u></b>	<b>20</b>	<b>20</b>

We start with three \$10 wagers. After winning our first wager, we add our winnings to the Spot B bet and our betting chips look like those on line 2. Our next wager will still be the Spot A chips. After winning the second wager, our bets are as shown on line 3. Finally, after winning our third wager, our bets look like those on line 4 where all wagers have been doubled.

At this point, we will continue to play, but our base wager is now \$20. The next step is to double our wagers again so that our betting series is now 40 40 40 . At this stage, we are seeking to win only one \$40 wager, which is our *Pivot Bet* for this level of play

We have done a great deal of testing on how far to take a winning session. You could, for example, continue to add winning bets to the original with no stopping point. Thus a betting series of 40 40 40 could grow to 80 80 80 or even 160 160 160.

However, this is not likely to happen. Winning streaks tend to be of short duration and you will not often continue to win this long.

Therefore, we need a stopping point. Using this strategy versus thousands of roulette spins gave us the optimal stopping spot for a winning betting series.

Here is the rule for calling a betting series complete:

Call the game over whenever you win a single bet four times the size of your Base Bet. We call this wager the *Pivot Bet*.

Let's assume that we continue to win and our first Betting Group becomes:

A	B	C
40	40	40

Now we are looking for any win of \$40. If we wager Spot A's chips and win, we will consider the game completed.

Now consider what might happen. We might wager Spot A's chips and lose. In this case we would bet Spot B's chips. If we win this wager, we will have won a \$40 bet and we will call the game over.

The examples so far have assumed straight up losses or straight up wins. These are the exceptions rather than the rule as it is seldom that wins and losses will occur in this fashion.

The following rules are used for positioning bets throughout a betting sequence:

1. Always wager from left to right.
2. If a wager wins after previous losses in a betting series, always replace lost wagers before doubling any wagers.
3. If all three bets have chips in their spots and a wager wins, always double the position B bet first.
4. If the position B wager is already doubled and another bet is won, the position C wager is doubled next.

5. If both position B and C bets have been doubled, the next win goes in the position A space.
6. If all wagers have been lost, a new series of minimum wager bets is set up.
7. If there are empty spots in the Betting Group because of previous losses, first replace empty spots before adding chips to other spots.
8. The only time that the betting chips are rearranged is after a win.

How this works is best illustrated by a series of wagers. The following table shows a series of wagers resulting in a winning sequence. The beginning wagers consist of three \$10 wagers.

Ref	Betting Group Before Making a Bet			Wager Made	Outcome of Bet	Betting Group After Making the Bet		
	A	B	C			A	B	C
1	10	10	10	A-10	W	10	20	10
2	10	20	10	A-10	L		20	10
3		20	10	B-20	W	10	20	20
4	10	20	20	A-10	W	20	20	20
5	20	20	20	A-20	L		20	20
6		20	20	B-20	L			20
7			20	C-20	W	10	20	10
8	10	20	10	A-10	W	10	20	20
9	10	20	20	A-10	W	20	20	20
10	20	20	20	A-20	W	20	40	20
11	20	40	20	A-20	L		40	20
12		40	20	B-40	W	20	40	40

Let's review these plays spin by spin.

1. We set up our chips in three spots A, B and C. We always wager from left to right, so our first wager comes from Spot A for \$10. The bet wins and we add the \$10 to Spot B.
  
2. We wager the chips in Spot A (leftmost spot) and lose.
  
3. There are no chips in Spot A. We wager the \$20 in chips in Spot B (leftmost spot) and win. Following any win, we first replenish any spots with no chip. We first replace the chips used to make the wager, putting \$20 in Spot B. Then we replenish Spot A, placing \$10 in chips in it. This leaves \$10 in winnings still to distribute. Since Spot B already has \$20 in it, we add \$10 to Spot C. After this win, our bets look like this: 10 20 20.
  
4. We wager Spot A's chips (leftmost spot) for \$10 and win. Since Spots B and C have already been increased to \$20 each, we add \$10 to Spot A.
  
5. We bet Spot A's \$20 in chips and lose. With a loss we do not redistribute any of our stacks of chips.
  
6. We bet with Spot B's \$20 in chips and lose. We are now down to just one betting spot consisting of the chips in Spot C.
  
7. We wager the \$20 in chips in Spot C and win. Following a win, our first objective is to replenish any spots with no chips. We now have \$40 in chips. We first replenish all three betting spots and have: 10 10 10. This leaves \$10 still available. We add these chips to Spot B and have 10 20 10.
  
8. We bet Spot A's \$10 in chips and win. These winnings are added to Spot C. After the win and distribution of chips, we have 10 20 20.
  
9. We bet Spot A's \$10 and win. Since spots B and C are at \$20 each, we add the \$10 winnings to Spot A. We now have doubled each betting spot and our betting group looks like this: 20 20 20.

10. We bet Spot A's \$20 and win. We first replenish the wager, placing \$20 back in Spot A. This leaves us \$20 in winnings which we add to Spot B. Our betting spots are now 20 40 20.

11. We bet Spot A's \$20 and lose. After a loss we never redistribute chips. We are left with no chips in Spot A.

12. We wager Spot B's \$40 in chips and win. With any \$40 win, which is our *Pivot Bet* for this level of play, we will call the game completed. For your information, if we redistributed this win, our betting spots would look like this: 20 40 40.

How well did we do in this series of plays?

We started out with \$30 in Group 1 wagers, distributed in Spots A, B, and C. When the game was completed, we had \$100 in chips in our betting group, for a net gain of \$70.

Playing by our rules requiring that we call a game completed after winning any \$40 bet, we pulled in \$70 in profits in just 12 spins. In a 60-spin per hour game in a land-based casino, this works out to a gross rate of \$350 an hour.

In a faster online roulette game, played at 250 spins per hour, our hourly win rate with no losses is an amazing \$1,459 an hour.

In actual play, we will have losing games as well. A little later I will show you the results of playing 4,521 games of roulette and our actual net win rates over long-term play.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2



## Hedging the Zero

You can use the *Mini-Max Roulette Strategy* as presented, using the rules for *Intelligent Adaptive Betting (the IAB Strategy)* to determine where to bet and the *Mini-Max Betting Strategy (MM Betting Strategy)* to determine the amount of each bet.

This is a winning strategy as presented. However, we have added another element to the complete strategy –

We hedge against the appearance of the zero or double zero.

The zero is the destroyer of roulette systems using outside bets. Assume that you are wagering on red and black decisions, and along comes a zero. Whatever we have wagered on red or black is lost. If the *en prison* rule is used, it helps, but we still face the reality of the zero destroying our betting system.

If you are making a minimum wager, the zero doesn't seem to hurt as much. But what if you have just made your maximum bet? There is no question that the zero will have a large and detrimental effect on your results for that game.

We have devised a simple way to neutralize the zero and at times turn it into a great source of profits.

We call this technique of zero hedging our *Bankroll Protection Strategy (BPS Betting)*.

Using it is very simple. We will make a wager on the zero in addition to the wager made on red or black.

If you decide to use this strategy, you should use a buy-in of nine units instead of six betting units.

Then you will make a bet on the zero each time you place a bet on the colors.

In general, your starting bet on the zero will be an amount equal to one-tenth the size of your base bets. You will continue to bet the same amount for up to thirty consecutive spins or until you win this wager.

If you have made thirty wagers without the zero showing, you will increase your wagers on the zero to \$2 a spin.

Anytime you win a bet on the zero, you will start over with the beginning wager in the zero betting series.

The table below shows the wagers on zero for a single zero wheel, where \$1 is the starting bet for wagers on zero.

**Bets on a Single-zero Wheel  
(Base Bets of \$5 to \$10)**

Spin No	Amount per Bet	Cumulative Bet at end of Series	Value of Win	Net Win If Won on Last Bet in Series
1-30	\$1	\$30	\$35	+5
31-45	\$2	\$60	\$70	+10
46-60	\$3	\$105	\$105	-

If you are playing on a double-zero wheel, my advice is to find a single-zero wheel. If you have no other option and decide to play on this wheel, you will hedge the zero and double-zero by making one wager covering both numbers.

The following table shows the wagers on zero and double-zero for a double zero wheel.

**Bets on a Double-zero Wheel  
(Base Bets of \$5 to \$10)**

Spin No	Amount per Bet	Cumulative Bet at end of Series	Value of Win	Net Win If Won on Last Bet in Series
1-15	\$1	\$15	\$17	+2
16-24	\$2	\$33	\$34	+1
25-30	\$3	\$51	\$51	-

In the next chapter we put it all together.

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**

## Games Played Using the Mini-Max Roulette Strategy

Winning with this strategy is surprisingly easy. You can use stacks of chips to keep track of your wagers, including where to bet each time. I will show you how to do this a little later. However, first I will demonstrate some games played where all aspects of the strategy are used.

Game 1 is a game where I continued to play after winning the *Pivot Bet*. This game shows the tremendous short-term winning ability of the *Mini-Max Roulette Strategy*.

Game 1 lasted just 25 spins. We bought in for \$90 and used \$10 Base Bets. We also incorporated *BPS Betting* so that we made two wagers on each spin –

1. One wager on red or black using the *IAB Strategy* to determine where to place the bet and the *MM Betting Strategy* to determine the size of the bet.
2. One wager on zero using BPS Betting.

In Game 1 we won \$392 in just 25 spins. We could have continued playing, but we stopped after losing the \$40 bet on spin 25.

Here is a legend of what each column represents:

**No.** The number of the spin. This is for reference only.

**Observed Decision.** The result of each wheel spin.

**Bet Pat.** The betting pattern used. Pattern “S” means we wagered on the same color as the previous Observed Decision. Pattern “S2” indicates we wagered on the same color as the second previous Observed Decision.

**R/B Bet.** Our bet on R (red) or B (black).

**Betting Spots.** The chips in our betting spots before each wager. The chips used to make the wager are shown in **bold**.

**Amount Bet.** The amount of each wager.

**W/L Spin.** The outcome of the wager, where W = a win and L = a loss.

**Net Amt W/L on Spin.** The net amount won or lost on each spin.

**Cumulative Win.** A running total of our profit or loss in each game.

## Game 1

No.	Observed Decision	Bet Pattern	R/B Bet	Zero Bet	Betting Spots	Amt Bet	W/L Spin	Net Amt W/L on Spin	Cum Win
1	B	S	R	1	<b>10</b> 10 10	11	L L-0	-11	-11
2	R	S	B	1	<b>10</b> 10	11	L L-0	-11	-22
3	B	S2	B	1	<b>10</b>	11	W L-0	+9	-13
4	R	S2	R	1	<b>10</b> 10	11	W L-0	+9	-4
5	R	S2	B	1	<b>10</b> 10 10	11	L L-0	-11	-15
6	0	S2	R	1	<b>10</b> 10	11	L W-0	+25	+10
7	0	S2	R	1	<b>10</b>	11	L W-0	+25	+35
8	R	S2	R	1	<b>10</b> 10 10	11	W L-0	+9	+44
9	R	S2	R	1	<b>10</b> 20 10	11	W L-0	+9	+53
10	R	S2	R	1	<b>10</b> 20 20	11	W L-0	+9	+62
11	R	S2	R	1	<b>20</b> 20 20	21	W L-0	+19	+81
12	B	S2	R	1	<b>20</b> 40 20	21	L L-0	-21	+60
13	R	S2	R	1	<b>40</b> 20	41	W L-0	+39	+99
14	B	S2	B	1	<b>20</b> 40 40	21	W L-0	+19	+118
15	R	S2	R	1	<b>40</b> 40 40	41	W L-0	+39	+157
16	B	S2	B	1	<b>40</b> 80 40	41	W L-0	+39	+196
17	R	S2	R	1	<b>40</b> 80 40	41	L L-0	-41	+155
18	B	S2	B	1	<b>80</b> 40	81	W L-0	+79	+234
19	R	S2	R	2	<b>80</b> 80 80	82	L L-0	-82	+152
20	B	S2	B	2	<b>80</b> 80	82	W L-0	+78	+230
21	R	S2	R	2	<b>80</b> 80 80	82	W L-0	+78	+308
22	B	S2	B	2	<b>20</b> 20 20	22	W L-0	+18	+326
23	R	S2	R	2	<b>20</b> 40 20	22	W L-0	+18	+344
24	B	S2	B	2	<b>20</b> 40 40	22	W L-0	+18	+362
25	0	S2	R	2	<b>40</b> 40 40	42	L W-70	+30	+392

Let's review this game spin by spin.

1. We start the game by setting up the Group 1 Bets in Spots A, B and C as 10 10 10 shown in the *Betting Spots* column.

Our first bet of \$10 consists of the chips in Spot A. The Betting Spots are shown as they were before each round of betting, with the chips used to make the bet shown in **bold**.

On our first round of play we start by betting on R using the S pattern. If there are no

observed spins, start by betting on R (red) using the S (same) pattern. We also make a bet of \$1 on the zero. Our total wager is \$11 as shown in the column *Amt Bet*. We lose both bets. The results of the spin are shown in the *W/L Spin Column*, which shows L L-0 in this case. The first L represents the loss of the bet on R, the second loss, shown as L-0, the loss of the wager on the zero. Our total loss for this spin consists of the \$10 bet on red and the \$1 bet on zero, for a total of -11, shown in the *Net Amt W/L on Spin* column. After the first wager we have a loss of -11 for the game, shown in the right-hand column *Cum Win*.

2. Following the loss of one bet we continue to use the S (same) pattern and bet that the preceding decision of B (black) will repeat. We wager the chips in Spot B of \$10 and lose the bet. We also make a bet of \$1 on zero which also loses. Our net loss for this spin is -11.

3. We just lost two consecutive bets using the S pattern. After losing two bets in a row, we change our betting pattern to S2, meaning that we will wager that the second preceding decision will repeat. Our only Betting Spot with chips is Spot C. Using the S2 pattern we bet Spot C's \$10 on B and win. In the *W/L Spin* column we record the win on B as "W" and the loss on the zero bet as "L-0."

With this win, we will have \$20 in chips on the color Black. Since we won we will replenish lost bets. We place \$10 in Spot C and \$10 in Spot B.

4. Following the win, we continue using the S2 pattern and we will wager on R. We place Spot B's \$10 in chips on R and wager \$1 on zero. We win the bet on R and lose the bet on zero for a net win of +9. Following this win we place \$10 in chips in Spot A. Our betting series has now been restored to its original position.

5. Continuing with the S2 pattern we will wager on B. We bet Spot A's \$10 on B and bet \$1 on zero. R shows and we lose both wagers.

6. We continue with the S2 pattern. We bet Spot B's \$10 in chips on R and lose. We also bet \$1 on zero. The bet on zero wins. Our net win for this round is +25. We win \$35 on the zero less the \$10 wager lost on R.
  
7. The only betting spot with chips left is Spot C with \$10 in chips. Using the S2 pattern we bet \$10 on R. To determine where to place this wager we ignore the zero showing on spin 6. Therefore we bet the same as the second preceding decisions of R which showed on Spin 4. We also make a bet of \$1 on zero. As so often happens in roulette, the improbable occurs and another zero shows. Our net win for this spin is +25. However, we have lost the last bet in Group 1 Bets. To continue the game, we set up Group 2 bets.
  
8. We ignore the last two decisions with zeros for purposes of determining where to bet. We continue with the S2 pattern and bet Spot A's \$10 on R. We also bet \$1 on zero. The \$10 wager on R wins and the bet on zero loses. Our net win is +9.
  
9. Still using the S2 pattern we wager Spot A's \$10 on R and we bet \$1 on zero. Our bet on R wins while the bet on zero loses. Our net win is +9.
  
10. S2 pattern continues. We bet Spot A's \$10 on R and wager \$1 on zero. R shows giving us a win on R with a loss on zero. Our net win is +9.
  
11. We are still using the S2 pattern. Our betting spots have now doubled \$20 in each spot. We bet Spot A's \$20 on R and win. Our \$1 bet on zero loses. Net win for the spin is +19.
  
12. We continue with the S2 pattern. We bet Spot A's \$20 on R which loses. We also wager \$1 on zero which loses. Our net loss for the spin is -21.
  
13. We are still using the S2 pattern. We wager Spot B's chips of \$40 on R. We also bet \$1 on zero. R wins and the bet on zero loses. Our net win is +39. Following the win we redistribute the chips in the betting spots. After redistribution our chips look like this:  
20 40 40.



14. Using the S2 pattern we bet \$20 on B. We also bet \$1 on zero. B wins and zero loses for a net win of +19.
15. We continue to use the S2 pattern. We wager Spot A's chips of \$40 on R and win. We also bet \$1 on zero which loses. Our net win for this spin is +39.
16. Continuing with the S2 pattern we bet Spot A's chips of \$40 on B. We also make a wager of \$1 on zero. B wins and zero loses. Our net win is +39.
17. The S2 pattern continues. We wager Spot A's chips of \$40 on R and lose. We also bet \$1 on zero which also loses. Net loss for the spin is -41.
18. With only one loss on the colors we do not change the betting pattern. We continue with the S2 pattern. We wager Spot B's chips of \$80 on B and win. We also bet \$1 on zero and lose. Net win is +79.
19. Using the S2 pattern to decide where we bet, we bet on R. We wager Spot A's \$80 in chips on R and lose. We decide to increase the size of our bet on zero and bet \$2 which also loses. We lose -82 on this spin.
20. Sticking with the S2 pattern we bet Spot B's \$80 in chips on B and win. We also bet \$2 on zero which loses. Net win for this spin is +78.
21. Using the S2 pattern we bet Spot A's \$80 on R and win. We bet \$2 on zero which loses. Our net win is +78. We decide to continue playing but reduce the size of our bets to \$20 in each spot.
22. We continue using the S2 pattern and bet on B. We wager Spot A's chips of \$20 and win. We also bet \$2 on zero and lose this wager. Net win for this spin is +18.
23. Using the S2 pattern we bet Spot A's \$20 on R and win. We also bet \$2 on zero which loses. Net win for the spin is +18.

24. Still relying on the S2 pattern we wager Spot A's \$20 on B and win. Our bet of \$2 on zero loses. Net win is +18.

25. Following the S2 pattern we bet Spot A's \$40 on R. We also bet \$2 on the zero. The zero shows. We lose the \$40 bet on R but win \$70 on zero for a net win of +30. We decide to call this game completed with a win of +392.

Game 1 is not a typical game. We won more in this game than we do in an average game using \$10 Base Bets.

However, this is a real game and I presented it so that you can gain some appreciation of the real power of *Mini-Max Roulette*.

Normally, we will call a game completed once we have won at least one bet four times the size of our Base Bet.

For this level of play using \$10 Base Bets, our Profit Goal would be to win one Pivot Bet equal to \$40.

We won a \$40 Pivot Bet on Spin 13 when we won Spot B's \$40 bet on R. If we had followed our standard rule for stopping after reaching a profit goal we would have stopped after this win with a Net Win for this game of +99.

However, I decided to continue playing by setting a stop loss of losing no more than \$40 of my winnings. My thinking was that even if I lost \$40, I would still have a net win of +59 and I was willing to take the risk.

As an alternative to the way I played this game, I could have reduced all of the wagers back down to \$20 each after winning Spin 12 and continued to play.

A more conservative option would have been to reduce the betting spots to \$10 each and then continue playing.

I made another deviation from standard play on Spin 19 when I increased the size of each bet on zero from \$1 to \$2 per spin. My reasoning here was two fold. First, zeros had already appeared twice in this game and it is not at all unusual for zeros to appear in bunches and then lie dormant for a while. I figured that another zero might show. I was also concerned with hedging my wagers. With \$80 bets coming up a zero wouldn't hurt too much if I won \$70 on its appearance. With these thoughts in mind from Spin 19 on I increased the size of the bets on zero to \$2 a spin. This strategy paid off on Spin 25 when zero showed again.

After winning Spin 20 I had \$80 in each of the betting spots. This is a lot to risk and I had won \$308 after Spin 20. I decided to take the bets down to \$20 each and continue playing.

By Spin 25 the betting spots had \$40 in each of them. On this spin a zero showed again. Because I had wagered \$2 on the zero I actually made money on the spin. However, I decided not to press my luck any more and I stopped the game.

If I had felt like it, I could have dropped all the bets down to \$10 each and continued playing with a net stop loss being the loss of this betting group.

### **The *Pull Back and Continue to Play Move***

You can see that this strategy offers you lots of options. In Game 1 we used the ***Pull Back and Continue to Play Move (PPCP Move)*** after winning Spin 21. We could have used this move after winning Spin 13 as well.

The ***PPCP Move*** is a way that you can continue to play after winning a ***Pivot Bet***.

When to use the ***PPCP Move*** is based on your own best judgment. If you have had an easy win, you may want to continue to play longer.

The safest way to use the *PPCP Move* is to reduce the betting spots down to the starting position for a new group of bets.

Thus, as a \$10 base bettor, you would drop back to the 10 10 10 betting series after reaching a profit goal.

I would go a step further as well. If I were up just \$40 to \$50, I would set up a Stop Loss of just \$20 before I continued to play.

If you use the *PPCP Move* judiciously, you will have some impressive wins. I will never know how much I might have won if I had continued to play Game 1. However, I do know that extending a game too long can be hazardous to your win, therefore I decide to call this game over and remove my winnings.

Game 2 was another interesting game. Again the zero played an important part in the outcome of this game. In fact, you might say zero was the major source of winnings in this game.

## Game 2

No.	Observed Decision	Bet Pattern	R/B Bet	Zero Bet	Betting Spots	Amt Bet	W/L Spin	Net Amt W/L on Spin	Cum Win
1	B	S	R	1	10 10 10	11	L L-0	-11	-11
2	B	S	B	1	10 10	11	W L-0	+9	-2
3	R	S	B	1	10 10 10	11	L L-0	-11	-13
4	B	S	R	1	10 10	11	L L-0	-11	-24
5	R	S2	R	1	10	11	W L-0	+9	-15
6	R	S2	B	1	10 10	11	L L-0	-11	-26
7	R	S2	R	1	10	11	W L-0	+9	-17
8	R	S2	R	1	10 10	11	W L-0	+9	-8
9	R	S2	R	1	10 10 10	11	W L-0	+9	+1
10	B	S2	R	1	10 20 10	11	L L-0	-11	-10
11	0	S2	R	1	20 10	21	L W-0	+15	+5
12	R	S2	R	1	10	11	W L-0	+9	+14
13	B	S2	B	1	10 10	11	W L-0	+9	+23
14	B	S2	R	1	10 10 10	11	L L-0	-11	+12
15	B	S2	B	1	10 10	11	W L-0	+9	+21
16	R	S2	B	1	10 10 10	11	L L-0	-11	+10
17	R	S2	R	1	10 10	11	L L-0	-11	-1
18	R	S	R	1	10	11	W L-0	+9	+8
19	R	S	R	1	10 10	11	W L-0	+9	+17
20	0	S	R	1	10 10 10	11	L W-0	+25	+42
21	R	S	R	1	10 10	11	W L-0	+9	+51
22	0	S	R	1	10 10 10	11	L W-0	+25	+76
23									
24									
25									

Let's go over the highlights of Game 2.

1. We start our game by setting up our betting chips in betting spots A, B and C. We start with the S pattern and bet Spot A's chips on R. We also make a bet of \$1 on zero. We lose both bets and start this game with a -11.

2-10. This is a series of spins where we win and lose bets in Betting Group 1. We are down to just the Spot C bet starting Spin 5, but fortunately we win and continue to play with the Group 1 wagers. On Spin 10 we have another loss and our net win at this point is a -10.

11. We have mixed feelings about this spin. We make our first \$20 wager and lose it. However, we win our bet on the zero and show a net win of +15 for the spin. This puts our Cumulative Win for this game up to +5.

12 to 19. This is another series of wins where not much is going on. We win some and lose some, but by the end of spin 19 our net win is only +17.

20 to 22. Zeros show on Spins 20 and 22 and turn the game from mediocre to good. By the end of Spin 22 our Net Winnings are up to +76 and we quit.

You might argue that there is no good reason to quit after winning Spin 22. I would counter that other than the winning zeros, we are not having a very good game. At this point I was happy to accept a win of +76. You might say we were saved by the zeros.

Game 3 is another interesting one. In this game the zero only appeared one time and only had a minor influence on our winnings.

However, we caught some very good winning streaks betting the colors and the game turned out to be quite profitable.

### Game 3

No.	Observed Decision	Bet Pattern	R/B Bet	Zero Bet	Betting Spots	Amt Bet	W/L Spin	Net Amt W/L on Spin	Cum Win
1	R	S	B	1	<b>10</b> 10 10	11	L L-0	-11	-11
2	B	S	R	1	<b>10</b> 10	11	L L-0	-11	-22
3	R	S2	R	1	<b>10</b>	11	L L-0	-11	-33
4	B	S2	B	1	<b>10</b> 10 10	11	W L-0	+9	-24
5	0	S2	R	1	<b>10</b> 20 10	11	L W-0	+25	+1
6	B	S2	R	1	20 10	21	L L-0	-21	-20
7	B	S2	B	1	<b>10</b>	11	W L-0	+9	-11
8	B	S2	B	1	<b>10</b> 10	11	W L-0	+9	-2
9	B	S2	B	1	<b>10</b> 10 10	11	W L-0	+9	+7
10	B	S2	B	1	<b>10</b> 20 10	11	W L-0	+9	+16
11	B	S2	B	1	<b>10</b> 20 20	11	W L-0	+9	+25
12	B	S2	B	1	<b>20</b> 20 20	21	W L-0	+19	+44
13	B	S2	B	1	20 40 20	21	W L-0	+19	+63
14	R	S2	B	1	20 40 40	21	L L-0	-21	+42
15	B	S2	B	1	<b>40</b> 40	41	W L-0	+39	+81
16	B	S2	R	1	<b>40</b> 40 40	41	L L-0	-41	+40
17	B	S2	B	1	<b>40</b> 40	41	W L-0	+39	+79
18	B	S2	B	1	<b>40</b> 40 40	41	W L-0	+39	+118
19	B	S2	B	1	<b>20</b> 20 20	21	W L-0	+19	+137
20	B	S2	B	1	20 40 20	21	W L-0	+19	+156
21	B	S2	B	1	20 40 40	21	W L-0	+19	+175
22	R	S2	B	1	<b>40</b> 40 40	41	L L-0	-41	+134

Let's review the high points of this game.

1-3. The first three spins resulted in the loss of our first series of bets.

4-15. After losing our first betting series, we set up the second group of bets before Spin 4. On Spin 5 we got a bonus in that the zero showed and we won +25 for the spin. On spins 6 through 14 we continued to build on wins until at the end of Spin 14 we had chips in Spot B of \$40 and Spot C of \$40. On Spin 15 we won a \$40 wager, bringing our win for this game up to +81. Using a Profit Goal of winning one \$40 wager we should have

stopped the game after this win. But, I decided to continue playing. To continue playing I should have reduced the betting spots to minimum wagers of 10 10 10. However, I didn't. I elected to continue with the same betting series. Let's see what happened.

16-22. I had a setback on Spin 16 when I lost a \$40 bet. I should have stopped at this point. But, having first violated the rule that says to stop or reduce the size of your bets after winning a \$40 bet, I decided to continue.

I won Spins 17 and 18 and decided to reduce the size of my bets after winning Spin 18 and bringing my game win up to +118.

For Spin 19 I reduced the betting series to 20 20 20 and continued to play. I won Spins 19, 20 and 21. By the end of Spin 21 I was up +175 and caution bells starting going off.

I decided to play for one more spin and if I lost to call the game over. I lost Spin 22 and ended up with a +134 win.

The biggest mistake in the way I played this game was not reducing my bets to a starting betting group of 10 10 10 after winning the \$40 bet on Spin 15.

Once again, I have presented a game where I didn't follow the betting rules precisely. While I don't recommend consistently ignoring the Profit Goal rules, I want you to see that you can sometimes play a little more aggressively and have it work out very well!

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**



## How Much Can You Make With Mini-Max Roulette?

Playing roulette using *Mini-Max Roulette* is very profitable. We have used this strategy in 4,521 documented games.

In testing this strategy, I had the help of a number of associates who played roulette using *Mini-Max Roulette* in a variety of locales and with a variety of bankroll levels.

Whenever possible we played against single-zero roulette wheels. These wheels are easy to find if you play roulette online or in jurisdictions outside of the United States. We did play a number of games of roulette using *Mini-Max Roulette* on American double-zero wheels and found that the strategy's profitability is only slightly reduced.

However, my thinking is that you shouldn't give the casino any more of an edge than it already has and by sticking to playing on single-zero wheels, you are cutting the house's edge considerably.

We played on a variety of wheels in both land-based and online games.

In the online casinos we played in many \$1 and \$2 games and did very well with the strategy as it racks up wins so quickly that even \$1 play is very profitable.

In land-based games we played roulette on a few \$1 wheels, found in Native American casinos, but mostly played on wheels with \$5 to \$25 minimum bets. We did log in some play making \$100 and \$200 minimum bets, and we were bowled over with the extraordinarily high profits.

Let me give you a few examples of what we experienced playing online –

Playing online making \$6 bets, we averaged \$374 an hour in *Net Winnings*.

Making \$26 bets online, our winnings averaged about \$1556 an hour!

In land-based games we also made a lot of money.

Playing in \$10 games we made \$149 an hour.

And, when we played with \$100 minimum bets, we pulled in net winnings of \$1494 an hour!

These are really outstanding win rates. They are based on playing 4,521 games, and these are net win rates, net of any losing games!

While we played roulette with minimum bets ranging from \$1 to \$200, it facilitates comparability to convert our results to a single level of play. We converted all of our documented play to the equivalent results we would have had using \$10 as our Base Bets. This level of play is the same in all of the sample games and examples of play used in this book.

Here are the parameters used for our adjusted 4,521 games:

Minimum Bet	\$10
Game Bankroll	\$90
Total Bankroll	\$450
Profit Goal per Game	\$40
Loss Limit per Game	\$40

The results of these 4,521 games converted to \$10 Base Bet equivalency are summarized as follows:

## Summary of Games Played Using Mini-Max Roulette Strategy

Total Games	4,521
Games Won	2,055
Games Lost	2,466
Win Rate	45.45%
Total Number of Spins	76,857
Net Won	\$191,115
Average Winnings per spin	
$\$191,115/76857 =$	\$2.4866
Average Winnings per winning game	\$144.40
Average Loss per losing game	\$45.33
Average Win for All Games $\$191,115/4521 =$	\$42.27
Average Length of a Game in Spins	
$76,857/4521 =$	17 spins
<b>Average Time Length of Game in Minutes:</b>	
Land-based game (played at 60 decisions per hour)	17 minutes
Online Game (played at 250 decisions per hour)	4 minutes

I am confident that these games are representative of what you can expect when you use **Mini-Max Roulette**.

We played 4,521 games winning 2,055 of them. This is a low win rate of only 45.45%. However, in order to evaluate this strategy you have to consider the sizes of average wins and losses.

We won an average of \$144.40 for each winning game, while we had an average loss of \$45.33 per losing game.

You will win five out of every eleven games you play using **Mini-Max Roulette**.

Let's take a look at how wins and losses will balance out for a for a \$10 Base Bettor.

Winning Games: 5 winning games x \$147.40	\$737.00
average winnings per winning game =	
Less: 6 losing games x \$45.33 each	<u>271.98</u>
Net Amount Won for every 11 games	<u>\$465.02</u>

This is the total expected winnings for each eleven games played using this strategy. If you divide these winnings by the number of games, we have  $\$465.02/11 \text{ games} = \$42.27$  per game.

Another way of stating this is we can expect to win about \$42 per game on the average when we use this strategy over the long-term.

This is, of course, the average win rate for \$10 Base Bettors. If your Base Bets are higher you will win more per game.

And, if your Base Bets are lower, the amount you will win per game will be lower.

Now because time is money, it is important to evaluate how much money was required to produce the win and how long each win took.

We can best do this by comparing the amount won per hour to the Total Bankroll required for this level of play.

To facilitate comparisons, we calculate the average net amount won for each spin of the wheel. For a \$10 Base Bettor, we have:

$$\$191,115 \text{ Won} / 76,857 \text{ Spins} = \$2.4866 \text{ Won per Spin}$$

This tells us that as a \$10 player we will win a net amount of \$2.4866 per spin of the wheel.

We can easily convert this into the equivalent winnings per hour.

For land-based play, we will use 60 spins per hour and have:  $60 \times \$2.49 = \$149.40$  per hour.

For online play, we use 250 spins per hour and compute:  $250 \times \$2.49 = \$622.50$  per hour.

Now we have hourly win rates. We can compute our return on investment (**ROI**) for different time periods by comparing the amount of our net winnings with the total amount at risk, which is our Total Bankroll.

Using a win rate of \$2.49 per spin and a Total Bankroll for \$10 Base Bettors of \$450, we compute **ROIs** for one hour, eight hours, fifteen hours and twenty-five hours play as follows:

### Calculation of ROI for Mini-Max Roulette Using \$10 Minimum Bet Play

Time Played Amount Won / Total Bankroll	Land-based Play (60 spins per hour)	Online Play (259 spins per hour)
1 Hour Land-Based: 1 hour \$149.40 / \$450 = Online: 1 hour: \$622.50 / \$450 =	33%	138%
8 hours Land-Based: 8 hours \$1195.20 / \$450 = Online: 8 hours: \$4980.00 / \$450 =	265%	1107%
15 hours Land-Based: 15 hours \$2241.00 / \$450 = Online: 15 hours: \$9337.50 / \$450 =	498%	2075%
25 hours Land-Based: 25 hours \$3735.00 / \$450 = Online: 25 hours: \$15562.50 / \$450 =	830%	3456%

Let's assume that you play land-based roulette using **Mini-Max Roulette** 15 hours a week. Your weekly **ROI** is 498%, which is the same as an interest rate of 498%. This is stated as an absolute return, not an annualized return like interest on a savings account or the annual return of a mutual fund.

If you played roulette forty weeks a year, averaging 15 hours a week of play, your equivalent annual return would be  $40 \text{ weeks} \times 498\% = 19,920\%$  per annum!

Let's assume that you are comparing the annual return from playing **Mini-Max Roulette** with a saving account paying 2.5% and a mutual fund with a 15% annual return. The

comparison would look like this:

Investment Vehicle	Annual ROI
Saving account	2.50%
Mutual Fund	15.00%
Mini-Max Roulette	19,920%

Another way of looking at this would be to compute the absolute return on your money using these different rates of return.

Assuming we invested \$1,000 for one year, we would have:

<b>Investment Vehicle</b>	<b>Annual Dollars per \$1,000 Investment</b>
Saving account 2.5%	\$25
Mutual Fund 15.0%	\$150
Mini-Max Roulette 19,920%	\$199,200

This is almost a mind-blowing **ROI**. And this is for land-based play. With a spin rate 4.1667 times faster with online play, you will earn 4.1677 times this **ROI**. In other words, if you play 15 hours a week for forty weeks a year online, you can expect an **ROI** of 48,400%, resulting in a win of \$830,007 per year!

The following table shows win rates in both land-based and online roulette games for various levels of play.

### Hourly Winnings with Mini-Max Roulette

Minimum Bet	Buy-in	Total Bankroll	Average Won/Round	Land-based Hourly Winnings (60 per hr.)	Online Hourly Winnings (250 per hr.)
\$1	\$9	\$45	0.249	14.94	62.25
\$2	\$18	\$90	0.498	29.88	124.50
\$4	\$36	\$180	0.996	59.76	249.00
\$6	\$54	\$270	1.494	89.64	373.50
\$8	\$72	\$360	1.992	119.52	498.00
\$10	\$90	\$450	2.490	149.40	622.50
\$16	\$144	\$720	3.984	239.04	996.00
\$20	\$180	\$900	4.980	298.80	1245.00
\$26	\$234	\$1170	6.225	373.50	1556.25
\$36	\$324	\$1620	8.964	537.84	2241.00
\$50	\$450	\$2250	12.45	747.00	3112.50
\$80	\$720	\$3600	19.92	1195.20	4980.00
\$100	\$900	\$4500	24.90	1494.00	6225.00

The amounts computed in the previous table are based on 76.857 roulette spins played in real roulette games and will give you a very good approximation of how well you will do using *Mini-Max Roulette*.

Let's take a look at some of your options.

You can start as a \$1 player, playing online, and make about \$62 an hour. I don't know of too many part time jobs paying \$62 an hour. If you like, you can stick with this level of play. Since it only requires a Total Bankroll of \$45, in about 44 minutes you will win an amount equal to the total amount at risk!

You could play 15 hours a week at this level and bring in a very respectable \$930 a week net winnings.

While \$62 an hour is not bad, after a couple of days at this level you can easily start playing as a \$2 minimum bettor online. When you do, you will get an instant raise to \$124.50 an hour!

You can continue this process as your winnings grow. You can move from \$2 to \$4 betting and then \$6 betting, where you will win \$373.50 an hour.

You can easily find casinos online where you can make \$100 minimum bets and still be able to make the larger wagers required in *Mini-Max Roulette*. As a \$100 Base Bettor, you can bring in \$6,225 an hour!

The same type of approach works with land-based play. You won't find many games accepting bets lower than \$5, so you can pretty much assume that you will most likely start as a \$10 Base Bettor playing in a land-based game. However, you will be well rewarded with \$149 an hour in net winnings.

You can follow that same plan as you did playing online. Move from \$10 bets to \$20 bets and your hourly return will jump to \$299 an hour.

Become a \$26 minimum bettor and you'll make \$373 an hour. At this level you can easily plan a weekend in Las Vegas and expect to pay for everything with your roulette winnings.

But, you don't have to stop here. There are many wheels accepting \$100 minimum bets in land-based casinos. As a \$100 minimum bettor, you'll net an average of \$1,494 an hour.

The previous table just goes up to minimum roulette bets. However, you can find many land-based games where you can use \$200, \$300 and even \$500 Base Bets. As a \$500 Base Bettor you will make \$7,470 an hour playing roulette in a land-based casino!

**27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2**



## Skilful Play

There are a number of decisions you can make in becoming a successful *Mini-Max Roulette Strategy* 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 for outside bets. These limits will be acceptable for 90% of the players using the *Mini-Max Roulette Strategy*. 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 make the outside bets and you vary your bets depending on how the table is going.

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 an outside bet for the dealers if I have been winning. The dealers appreciate this type of wager as they realize that they are much more likely to win the wager and get the tip with an even-money wager than one with high odds against it.

### **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 floorman 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 floorman if you want to be rated. Many novice counters resent the intrusion of a floorman 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 *Mini-Max Roulette Strategy* 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 blackjack.

Blackjack is still a favorite game of many high rollers. Just by learning basic strategy you can play almost even with the house. If you add a winning strategy on top of this, such as the unique betting system revealed in *Power Blackjack*, then you are on the way to having a second casino game you can beat.

Blackjack, using the Power Blackjack 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, blackjack may give you just the break you need. This can't hurt your reputation with the casino. Because many high rollers now favor blackjack, you will enhance your appearance as a high roller when you add this game to your repertoire. By mixing a little blackjack play in with your roulette games, you will look more and more like another gambler to the casino bosses.



You may be surprised how well you do at blackjack. On a typical casino visit, I usually make almost as much money playing blackjack as I do playing roulette. Silverthorne Publications is the premier publisher for winning blackjack systems. You can check out the Power Blackjack Strategy at

<http://www.silverthornepublications.com/PowerBlackjack/>



If your casino offers craps, you may want to learn to play the game.

You can play craps for fun and relaxation, but even when I relax I enjoy winning money. I use an intriguing craps system which wins over 90% of the time and throws off nice winnings even against the American wheels. It is described in *Power Craps*, published by Silverthorne Publications (See <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 system which has been proven to win against casino roulette. Perhaps you have been practicing the *Mini-Max*

**Roulette Strategy.** 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.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2

## **Discipline and Control**

At this point, you should have a good understanding about how to use the Roulette Attack Strategy 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 yourself. 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 20% 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 ***Mini-Max Roulette Strategy*** 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 *Mini-Max Roulette Strategy* 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. The wheel spins will not seem right. 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. After you have encountered a few very cold tables, you will even question whether selecting the time you make your wagers is really worth all of the effort.

Trends are a dominant factor in gambling. Every roulette 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 persons 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 own style, and I am not suggesting that you disguise yourself physically or change your identity. However, persons who look serious, never drink, never tip, or don't talk to dealers or floormen 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 floorman, who, incidentally, is just as likely to be a woman called a floorman, 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.

Floormen are the primary decision-makers on the amount of comps you get, and I always chat with the nearest floorman. Starting a conversation is easy. Once you are a credit player, you will interact with the floorman as soon as you buy in, by signing a marker. After establishing some rapport with a floorman, 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 floormen 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 floorman'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. I recall one instance years ago at the Desert Inn when there was a young and obviously drunk player at the opposite end of the table. He made comments about every shooter and was constantly harassing the female dealer next to him, making off color comments about her clothes, her shape and her dealing. I finally told him that no one thought he was funny and that it was time to back off.

He told me to f\_\_\_ off and I told him that it was time for him to go. By this time the boxman had signaled security.

Up walked two burly security guards. Mr. Jerk was escorted out of the casino. After the uproar had subsided, the dealer he had been harassing gave me one of her biggest smiles and thanked me for supporting her. The floorman gave me a thumbs up and he comped me to a delicious gourmet meal.



## **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 craps 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.

Blackjack players have their own superstitions. Many of these concern upsetting the natural order of the cards. If you have been playing one hand of blackjack and suddenly spread to two hands, the other players may become unglued at the move. Likewise playing a hand differently than they would have can cause a barrage of negative comments.

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 blackjack 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, but 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 floorman 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 *Mini-Max Roulette Strategy*, 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.

The size of the wagers required may intimidate them to the extent that they feel compelled to modify the Roulette Attack Betting Strategy.



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 wheel 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 floorman, 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 Betting Series. 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 *Mini-Max Roulette Strategy* 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.

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## 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, blackjack or 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 the casino personnel.**

When my wife and I walked into the casino at the Desert Inn, we knew we were home. Every cocktail waitress knew us. The dealers in the craps pit recognized us. As we walked up to a craps table, a couple of bosses we knew came over. Before five minutes had passed, our favorite cocktails arrived -without us even ordering them! The table was crowded, and a dealer automatically cleared a spot for us at the end of the table, my favorite spot for playing craps.

When we finally took a break, we walked over to our favorite coffee shop in Las Vegas. A waitress we had known for years smiled as she walked up to our table. We asked about her son who had just graduated from high school. She chatted happily as she sat our coffees down, which she had brought over without even consulting us.

After dinner we stopped by VIP Services for our show passes. As usual, Lynda had everything in perfect order. She had even arranged for special drinks to be delivered to our table.

After a perfect evening, we watched the lights on the Frontier marque across the street put on their endless show from the vantage point of our room. We had a lot of memories associated with the Desert Inn. We had watched the downtown Fourth of July fireworks from our room one year. Another year, we had a rude awaking at 3:00 in the morning as the fire alarm started screaming and the hall was filled with guests in various stages of dress and undress. Fortunately it was a false alarm. I called downstairs, and the friendly night clerk told me that they were having a problem with the alarm system, but there was no fire.

There are many newer casinos than the Desert Inn. It is now defunct and has been torn down. It had one of smallest casino playing areas in Las Vegas. There were many larger casinos. There are several of the "themed" casinos which offer many more attractions than the old DI.

There were no pirates in the Desert Inn. No sharks swam in the lobby. There was no Statute of Liberty out front. No knights ran around the floor smiling at customers. Cleopatra had no barges floating in the simple old DI.

You might wonder why I liked to stay here. But I think you know the answer. I was known here. Because they knew me, I felt appreciated. I have played in just about every casino in Las Vegas and a good number of other casinos around the country. But for pure service, I preferred the old DI.

Please don't consider this a commercial for the Desert Inn. It's gone now anyway. Any casino can become your Desert Inn once you invest a little time and get to know the people who work there. Most casino employees are not a whole lot different than other people you already know. Just give them a chance to know you, and you'll be surprised at the good things they'll throw your way.



### **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.**

Or have I said that? 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, they probably will be put off by the whole scene at your table. 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 toke 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 crew 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. The Comdex is usually in town in November. Then it's 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 floorman 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 \$10,000 a hand at baccarat, 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 straight forward 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.

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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 *Mini-Max Roulette Strategy*, 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.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2

## 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 floorman, 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 **Mini-Max Roulette Strategy** 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 and create an enemy for

life. Whatever the problem is, you don't want to be cast as the bad guy - by the casino employees or by other players.

Here are some specific tips that apply to the roulette game.

1. To enter a game, find an empty spot or seat around the layout and put your money on the table for the dealer to exchange for chips. Make sure the dealer knows your intentions. Do not place your money anywhere on the layout where bets are made as it could be misconstrued as a wager. If you want to play with casino chips rather than the special colored chips used at roulette, ask the dealer for the chips. The best time to facilitate this exchange of cash for chips is right after the dealer has paid off all of the winning bets from the previous spin.
2. Once you have received your chips and the dealer has removed the marker from the table, you can make your wager. Be sure to observe the previous decision so that you know which pattern to choose for beginning the game.
3. You can make a wager when the ball and wheel are spinning until the dealer announces, "No more bets."
4. When the ball drops into a numbered slot, the dealer will place a marker on top of the winning number on the layout. The losing bets will be cleared away immediately. The winning bets are paid last. Please keep your hands away from your wager until the dealer has either removed a losing bet or paid you for a winning bet.
5. 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 colored roulette chips, you must exchange the chips for casino chips before departing as the colored chips have no stated value at any other table.
6. Watch your own bets at all times. Outside bets are easy to track as you handle the bets yourself and place them directly in front of you.



7. Don't force your way into a crowded table. If there isn't room for you to reach the table and make your wagers, perhaps you don't belong there.
8. 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.
9. Try to be discrete about your wins and losses. No one really cares to know how much you are willing, and it doesn't do you any good to advertise that you are a consistent winner.
10. 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 *Mini-Max Roulette Strategy*, and contrary to the opinion of some drunks, alcohol does not make you think clearer.
11. **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 toked. 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.

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It's time to pull together everything we have learned. The next chapter reviews all aspects of the *Mini-Max Roulette Strategy* and gives you a concrete game plan you can put into action.

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2

## Planning a Gambling Excursion

Most people approach casino gambling as a lark, and little consideration is given to the amount of time, money or psychological preparation necessary for winning. Some attention is given to finding a "system" or "gimmick" and off the player goes to try his hand at winning. Needless to say, this approach hardly ever works.

Some work and advance preparation are essential to becoming a consistent winner at roulette or any other casino game.

The advance preparation is fairly easy. First, read and understand this book. You may wish to purchase a home roulette set and practice the system. I encourage and recommend this. The best way to practice is to play in an online casino in "practice mode" where no money is risked. This will give you a realistic feel for roulette as it is played, whether you play online or in a land-based game. Whichever way you go, practice is essential for two reasons. First, by practicing you will gain a greater understanding of the system than you ever will by just reading about it. Second, practicing the system will give you a greater feel for it than I can ever convey by describing it. In practicing this strategy you will gain a level of confidence in your play which is important before you ever venture forth to take on a casino.

In a casino, your enemy is not the casino or the dealer. It is your own lack of self-control. If you can control yourself and have a mastery of your approach, you will become a winner. If you can't, then it is unlikely that the *Mini-Max Roulette Strategy* or any other system can make you a winner.

After you have learned and practiced this strategy, you will want to begin planning to apply it in a casino. What, you say, *planning*? I just spent time learning the darned thing! What's this planning? Why can't I just jump in my car or on a plane, arrive at a location that has roulette wheels and start playing? Or just get online, pick an online casino and start playing roulette?

Planning begins with determining the size of bankroll you will take for your *Mini-Max Roulette Strategy Sessions*. The amount you will take for an excursion to a casino(s) is called the Trip Bankroll, and it should be four times the size of bankroll required to play a game. If you decide to plan online you can use these same concepts. Here your “Trip Bankroll” can be thought of as your total bankroll for online play.

It is necessary to use a larger bankroll for a trip to provide for an adequate cushion against losses.

It is far better to plan for the worst and then do your best to prevent it from occurring. The table below summarizes the session and trip bankrolls required for each level of wagering.

### Mini-Max Roulette Bankroll Requirements

Minimum Bet	Buy-in (x9)	Total Bankroll (x5)
\$1	\$9	\$45
\$2	\$18	\$90
\$4	\$36	\$180
\$6	\$54	\$270
\$8	\$72	\$360
\$10	\$90	\$450
\$16	\$144	\$720
\$20	\$180	\$900
\$26	\$234	\$1170
\$36	\$324	\$1620
\$50	\$450	\$2250
\$80	\$720	\$3600
\$100	\$900	\$4500
\$200	\$1800	\$9000
\$300	\$2700	\$13500
\$400	\$3600	\$18000
\$500	\$4500	\$22500
\$800	\$7200	\$36000
\$1,000	\$9,000	\$45000

Needless to say, your bankroll should come from money that is extra and will not be needed for living expenses. If you take the money needed to pay mother's medical expenses for gambling, the psychological pressure will probably be too much for you, and in general, this is just not a good way to approach any speculative venture.

After building your bankroll and practicing the system until you can perform flawlessly, you may begin your final preparations for a gambling excursion. You should have an adequate number of tracking forms, a notebook for recording the results of your play and a game plan for your trip.

A trip game plan can be very informal consisting of an itinerary with playing time scheduled in a general way. You don't have to have every minute scheduled, but I have found that my mental attitude is improved if I have planned a definite amount of time for gambling as well as other activities.

If you wish to approach using the *Mini-Max Roulette Strategy* in an extremely organized and professional manner, you may wish to develop a plan to let the system help build your bankroll.

Assume that your bankroll is only \$1,000. You are planning a trip to Las Vegas and you find out that the minimum roulette bets accepted are \$10 bets. You would like to start out playing conservatively and therefore you plan on starting with \$10 Base Bets.

You check with the table presented a couple of pages ago and see that the bankroll required to use the *Mini-Max Roulette Strategy* with \$10 Base Bets is \$450. You can see that you have a large enough bankroll to play at this level.

You decide that if you can grow your bankroll to \$1500, you will move up to making \$26 Base Bets which require a bankroll of \$1170.

Let's try another example. You want to play roulette online. You know that the casino where you will play will accept \$1 minimum bets and that you can get a 100% matching bonus up to \$500. You are wondering how large a deposit you need to make with the

casino in order to have a large enough bankroll on deposit to qualify you to play with \$20 Base Bets.

Checking the table presented a couple of pages back showing the bankroll requirements for the *Mini-Max Roulette Strategy* you see that you will need a Total Bankroll of \$900. Since the casino will give you a 100% sign up bonus you decide to deposit \$450, which with the casino's \$450 bonus gives you a starting bankroll of \$900.

When you arrive at your choice of gambling locale, it is important to arrive prepared, confident that you have mastered the *Mini-Max Roulette Strategy*, determined a plan of action, brought the materials with you which you will need, planned the correct bankroll and developed a playing schedule for your trip.

Come to the roulette table confident about yourself and your game plan. Although you will undoubtedly enjoy the edge you have over other players, make sure that your enjoyment never interferes with your plan to win at the wheel of fortunes.

Follow this approach. You will become one tough player and a consistent winner.

**GOOD LUCK!**



## Summary of the Mini-Max Roulette Strategy

There are three parts to the *Mini-Max Roulette Strategy*.

*Interactive Adaptive Betting* determines *where* you place each bet. This strategy is designed for the even-money wagers in roulette, which are the colors (red and black), odd and even and the size of the numbers (low 1-18 and high 19-36.). I prefer to bet on the colors and all of the examples in this book show bets made on the colors.

The *Mini-Max Betting Strategy* determines the amount of each bet. This is a betting strategy entailing setting up three stacks of chips used for bets and then using defined procedures for increasing or decreasing the size of these chip stacks to determine the size of your bets.

The third part of the strategy is a hedging strategy that as a minimum hedges against losses from the zero showing and may even be a substantial source of profits. The technique of hedging against the occurrence of the zero is called the *Bankroll Protection Strategy*.

In addition to the rules for bet placement, bet sizing and hedging the zero, there are specific rules for the amount of money used for this system.

These rules include the amount used per roulette game or the buy-in, the total bankroll needed for each level of play and the relationship between Base Bets and bankroll requirements.

In addition, we use the concepts of winning a *Pivot Bet* as a profit goal, and using *Loss Limits* as well as advanced procedures such as the *Pull Back and Continue to Play Move*.

Let's review each aspect of the *Mini-Max Roulette Strategy*.

### Interactive Adaptive Betting

Here are the rules for *Interactive Adaptive Betting* :

1. Bet the Same (S) as the preceding decision until you have two consecutive losing bets. After two consecutive losses, change the betting pattern to betting the Same (S2) as the second preceding decision until you have two consecutive losses.
2. Start a game by betting the same (S) as the preceding decision.
3. If you have the results of the previous spin, start out betting the same as the previous spin. If you don't know the previous spin, such as when you start playing roulette online, always start with the pattern Same and bet on Red.
4. If a zero or double-zero shows, ignore it in determining where to place each bet. Example: The last decision as B and you are betting the S as the preceding decision. You place a bet on B and a zero shows, causing the loss of your wager on B. For the next bet you will continue to use the same pattern selection, betting S and you will again wager on B, ignoring the fact that the last decision was a zero.

I usually start a game by betting the S pattern with a wager on R. If you prefer you can start with a different set up.

If you are unclear on how to use this betting model, you should first reread the appropriate chapter and then practice using this method of playing roulette with no money at stake. The easiest way to do this is with roulette software or by playing in an online casino in practice mode. You can practice roulette without downloading any software at <http://casino.bodog.com/free-roulette.jsp>

### **Mini-Max Betting Strategy**

To use just the *Mini-Max Betting Strategy* requires a six-unit buy-in. If you wish to play using the zero hedging strategy you will need a nine-unit buy-in.

The *buy-in* is the amount needed to play one game of roulette.



After buying in, you will set up three stacks of chips with your chips equal to your Base Bet in each stack.

This is your first group of bets or Group 1 bets.

If you lose all of these bets, you may try for a second group of bets. (Group 2 bets). However, whether you do this, depends on your **Loss Limit**. A **Loss Limit** is the maximum amount you are willing to loss in a game.

While your buy-in will be for nine-units (or six-units with the zero hedging) **your Loss Limit** is always equal to four Base Bets.

Thus, if your Base Bet is \$10, you will buy in for \$90 and have a **Loss Limit** of \$40.

Play begins by betting one of the three stacks of chips in front of you.

Here is a summary of the **Mini-Max Betting Rules**.

1. Always start by setting up three stacks of chips with each stack having an amount of chips equal to your Base Bets. For convenience I refer to these three spots as Spots A, B and C.

With \$10 Base Bets, your Group 1 bets will be set up as follows:

A	B	C
10	10	10

2. You will always wager from left to right. Your first bet will be the chips in Spot A. If Spot A's chips have been lost, you will wager Spot B's chips. If the chips in both Spots A and B have been lost, you will bet Spot C's chips.
3. If a wager wins and there are empty spots in the series because of previous losses, fill in the lost chips in the following order.

If you only have chips in Spot C and win, place the winnings in Spot B.

The chips would look as follows;

Before Betting Spot C's chips:

A	B	C
		10

After winning Spot C's wager:

A	B	C
	10	10

If you have chips in Spots B and C and bet Spot B's chips and win you will replenish Spot A's chips.

Before Betting Spot B's chips:

A	B	C
	10	10

After winning Spot B's wager:

A	B	C
10	10	10

4. If all Betting Spots have chips in them, like when you first set the Betting Series up, then you will add winning chips to existing Betting Spots as follows:

Before Betting Spot A's chips:

A	B	C
10	10	10

After winning Spot A's wager:

A	B	C
10	20	10

If you have already added winnings to Spot B and you win another wager, you will add the winnings to Spot C.

Before betting Spot A's wager:

A	B	C
10	20	10

After winning Spot A's wager:

A	B	C
10	20	20

If you have already added wins to spots B and C and you have a winning bet, you will add the win to Spot A.

Before betting Spot A's wager:

A	B	C
10	20	20

After winning Spot's A's wager:

A	B	C
20	20	20

5. You will only fill in empty spots or rearrange chips after a win.
6. If you win a bet larger than your Base Bet, you will fill in empty betting spots in the following order.

First redistribute the winnings so that a Base Bet is in each Betting Spot. If all betting spots have bets the size of Base Bets in them and you still have chips left over from the win, use the normal win stacking order to place the chips.

Example 1 of Redistributing Chips.

Assume you have \$20 in chips in spots B and C only, bet Spot B's chips and win.

Before wagering Spot B's chips:

A	B	C
	20	20

After winning the wager using Spot B's chips:

A	B	C
20	20	20

Example 2 of Redistributing Chips.

Assume you have \$20 in chips in spot C only, bet Spot C's chips and win.

Before wagering Spot C's chips:

A	B	C
		20

After winning the wager using Spot C's chips:

A	B	C
10	20	10

Example 3 of Redistributing Chips.

Assume you have \$40 in chips in spot C only, bet Spot C's chips and win.

Before wagering Spot C's chips:

A	B	C
		40

After winning the wager using Spot C's chips:

A	B	C
20	40	20

### **Winning a Pivot Bet as a Profit Goal**

Your major objective in using the *Mini-Max Roulette Strategy* is to maximize your profits. After testing this strategy for thousands of roulette spins we have determined that the safest and soundest way to win with this strategy is to call a game completed after winning any wager four times the size of your Base Bet.

We call this bet the *Pivot Bet*.

The procedure is simple. Anytime you win a wager four times the size of your Base Bet you will quit playing roulette.

There is a procedure you can use to continue playing after winning a *Pivot Bet*. It is called the *Pull Back and Continue to Play Move*. I suggest that you use it after you have already built up some winnings by wrapping games up when you have reached your Profit Goal by winning a *Pivot Bet*.

### **The Pull Back and Continue to Play Move**

You may not wish to quit after winning one wager four times the size of your Base Bet. You can continue to play by using the *PPCP Move*.

The safest way to use the *PPCP Move* is to reduce the betting spots down to the starting position for a new group of bets.

Thus, as a \$10 base bettor, you would drop back to the 10 10 10 betting series after reaching a profit goal. If you do this, I would set a Loss Limit of just two betting spots.

If you want to be even more conservative, you can pull back to half-unit bets. As a \$10 Base Bettor you would take your betting series down to a series of 5 5 5. Here you would set a Loss Limit of the loss of three betting spots.

### Loss Limits

You should use a *Loss Limit* equal to four Base Bets. If your net loss for a game is equal to or greater than your Loss Limit you will call the game over with a loss.

### Summary Comments

Your winning games will average much higher amounts than your losing ones. The net result is that this is a very strong winning strategy!

27 00 1 13 36 24 3 15 34 22 5 17 32 20 7 11 30 26 9 28 0 2

## The Automatic Bet Tracker

You can print the blank playing form on the next page and use it to track your roulette play. This is the same form I have used in the examples presented in this book. You may want to use the same notation I used to track your play.

Using this *Automatic Bet Tracker* is the easiest way to play online and keep track of your play. You can also use it when you play in land-based games. However, I prefer to use the chip stacking technique when playing in a land-based game as it is a lot less cumbersome than writing on the *Automatic Bet Tracker*.



**Mini-Max Roulette Automatic Bet Tracker**

Location; \_\_\_\_\_

Date \_\_\_\_\_ Game No. \_\_\_\_\_

Notes \_\_\_\_\_  
 \_\_\_\_\_

No	Observed Decision	Bet Pat	R/B Bet	Zero	Betting Spots	Amount Bet	W/L Spin	Net Won or Lost	Cum Win
1									
2									
3									
4									
5									
6									
7									
8									
9									
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11									
12									
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