

**Martin J. Silverthorne**

# **How to Play Roulette **Like A Pro****



**Silverthorne Publications, Inc.**

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Address all inquiries to the publisher:

**Silverthorne Publications, Inc.**

848 N. Rainbow Blvd., Suite 601

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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 Fisher Roulette Strategy is an old time system that enjoys a remarkable success rate against modern roulette games, including the online roulette games!

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 [Fisher Roulette Strategy](http://www.silverthornepublications.net/FRS/) (<http://www.silverthornepublications.net/FRS/>) most admirable.

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

## Playing Roulette

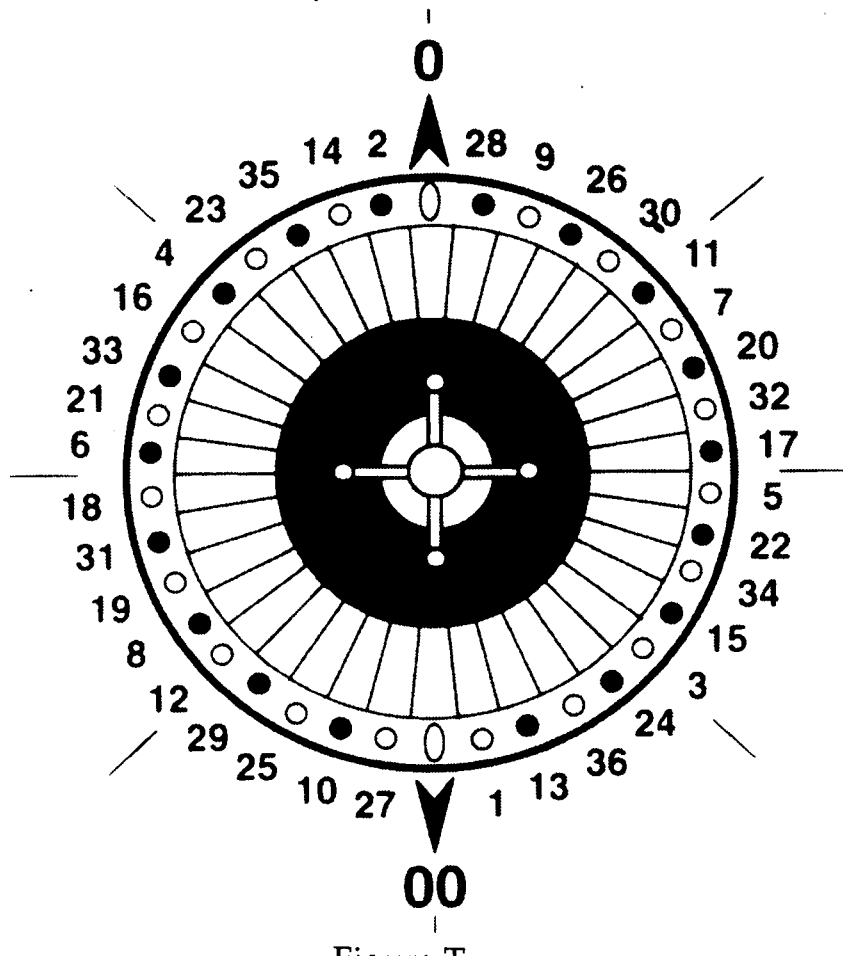
Roulette is easy to play and a wide variety of wagers can be made. The American version is fairly fast with the dealer spinning the wheel from 80 to 110 times per hour.

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*

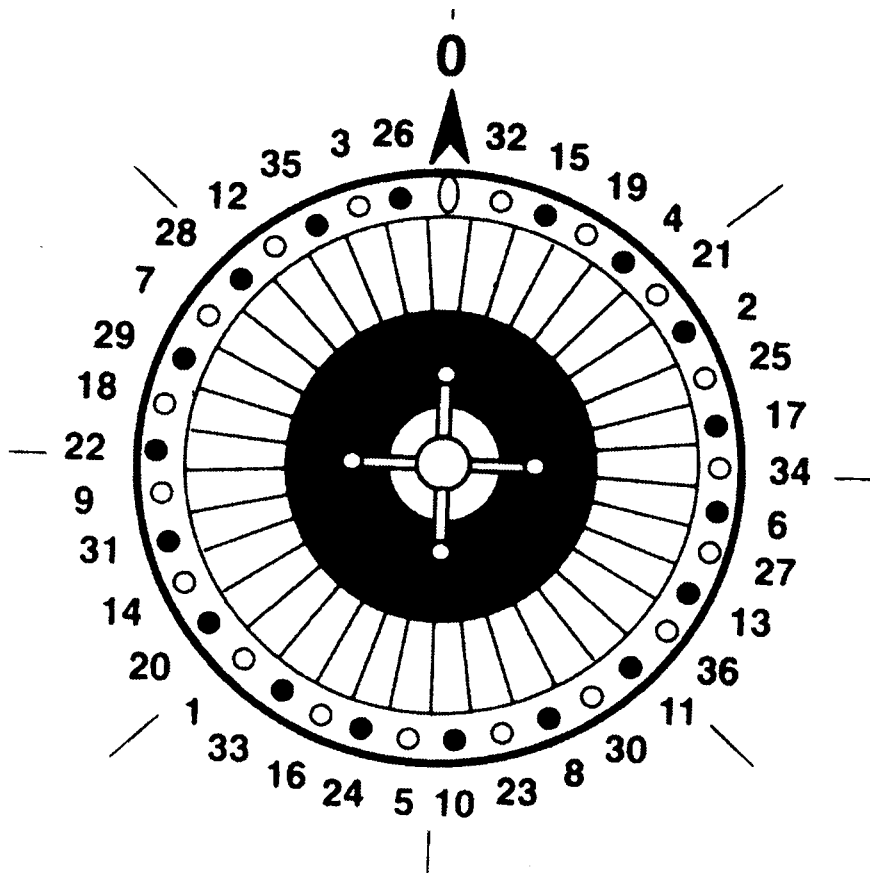


With the *en prison* and *le partage* rules in force, the house edge is reduced to about 1.38% for even-money wagers.

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

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

<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, and 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