

A Winning Roulette System Using Chaos Theory

Introduction

The name "chaos theory" comes from the fact that the systems the theory describes appear to be disordered or random, but chaos theory is really about finding the underlying order in apparently random data.

Take the roulette wheel for instance. In a real casino the wheel is spinning in one direction and a person causes the ball to swirl around a rim in the opposite direction. Is this a random system or is it a chaotic system? It is a chaotic system and here is why.

If you knew all the variables in the act of spinning the wheel it would be "possible" to figure out the number it would land on every time. You would need to know:

- The rate of spin of the wheel
- The rate of deceleration of the wheel
- The speed of the ball at the start of the drop
- The rate of deceleration of the ball
- The starting number at the beginning of the spin
- The rate of motion at which the ball will fall from the rim

So get out your radar gun and figure it out. The End!

Just Kidding,

However if you knew the above information you could plug it into a mathematical equation that I will not even attempt to figure out and you would know where it would land.

In practice however, you can never know these variables for obvious reasons. This can now be referred to as a chaotic system since it isn't really random and it really can't be calculated in practice.

For our purposes we are using a virtual roulette wheel. This wheel's results are generated from a random number generator. We will be looking for a pattern to form using a tracking sheet to chart the results. This pattern is produced as a result of the chaos theory. This is a short term look at Chaos Theory. To see the actual effects of the repeating numbers would require tens or hundreds of thousands of spins. This is a very simplified explanation of Chaos Theory. For more complete information, go [HERE](#).

Observe the diagram of 11 spins of the roulette wheel below:



We spun the following numbers:

r-16 b-6 b-24 r-18 b-35 b-31 r-21 r-9 b-2 r-18 and r-23 (r-red b-black)

At first glance you might see a pattern of red and black repeating, but it falls apart.

r-b-b r-b-b r-r-b r-r

Here is another pattern. Below is a “Table of Neighbors” in numerical order.
For instance 4 5 6 is a neighbor of 7 8 9.

The spins from above are charted in the table below:

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

Notice the pattern forming in the table between 16 17 18 and 19 20 21

We will use the chaos theory to chart our spins and determine where to bet.

We will bet on the number sequence above. This pays 6 to 1 on a win. Notice the placement of the chip below. That placement means that we are betting on all six numbers 16 17 18 19 20 21. Our payback is 6 to 1 when it hits.



Here is the resulting table of the spins after we won the first bet:

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

I won in 2 spins and netted \$4 from that. See the results below:



The System

Basic Info

This system is very simple to use and follow. You can make a lot of money in a very short time. I use \$5 bets and with that you can win between \$30 and \$120 per game. A game takes about 5 minutes. With \$1 bets you can expect to earn between \$6 and \$24 per game.

Look at the betting sheet below:

Betting Series \$ X = 1111 - 222 - 444 - 88 (Lose)												
			Table #	Table #	Table #							
GROUPINGS			1st Game Decisions			2nd Game Decisions			3rd Game Decisions			
1	2	3										
4	5	6										
7	8	9										
10	11	12										
13	14	15										
16	17	18										
19	20	21										
22	23	24										
25	26	27										
28	29	30										
31	32	33										
34	35	36										
0												
1ST GAME												
Betting Crap #			1									
			2									
			3									
2ND GAME												
Betting Crap #			1									
			2									
			3									
3RD GAME												
Betting Crap #			1									
			2									
			3									

"0" Counts as a Spin ONLY During a Betting COUP

This sheet is included in the zip file in PDF format for you to print out.

Along the top you will see the “Betting Series.” This shows you how much you bet on each spin.

The betting series is:

1.1.1.1 2-2-2 4-4-4 8-8

You start betting at the bottom of the betting scale. Every time you lose a bet you move up the betting scale. Once you win you start over at the beginning. This assumes a \$1 bet. If you want to bet more money you multiply your bet by the betting scale.

Since all our bets pay 6 to 1, we will win money on any bet we win in the series. If you were to lose across the board you would lose the whole betting scale added together which is \$38 for \$1 bets. This is very infrequent. I always win about 5 times what I lose.

A game consists of 3 coups. (*Pronounced koo*)

You record every spin that you make during a game. There are three columns under each game – 1 per coup.

The rows at the bottom are to record your spins so you know where you are in the betting series. You make a stroke at the bottom every time you spin with a wager on the board.

We never bet on the zero. We only keep track of it because it is a spin that you will lose on and you will have to continue with the betting series as with any loss.

Below is a completed betting sheet. This is the heart of the system.

11.

Betting Series X = 1 1 1 1 - 2 2 2 - 4 4 4 - 8 8 8 - 10 - 12 - 14 - 17 - 20 (Loose)

Table # 52 Table # 783 Table # 995

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

1ST GAME		Keep Track of your spins in here once you start betting. For instance in game 1 - coup one we won on the first bet of 2 in the betting series.
2592 nd	1 - W	
2592 nd	2 - W	
Betting Coup 3	3 - W	
2ND GAME		
	1 - W	
Betting Coup 2	2 - W	
	3 - W	
3RD GAME		
	1 - W	
Betting Coup 2	2 - W	
	3 - W	

"0" Counts as a Spin ONLY During a Betting COUP

Notice this sheet has a betting series going up to 20. I have changed this as the math proves that a betting series up to the second 8 yields the most profit. This helps to maximize wins and reduce the amount of any loss.

Along the top you can fill in the table number if you want to. For each game you have three spaces to mark your spin results - one for each coup. These results will determine where you will place your wagers.

Procedure

The Casino software that I have proven to work with this system can be downloaded [HERE](#). You can download the software and try the system in practice mode. If you wish to try it for real money you can open a money account. Do not do this until you have thoroughly tested and understand the system. This casino gives you up to \$200 in free money to play with. They match your deposit dollar for dollar up to \$200. You must deposit a minimum of \$50 to get the bonus. You can withdraw your deposit immediately and play with the Casino's money. (At the time of this writing)

To get started, sign into the Casino software and go to a private roulette table. Spin the wheel and make a hash mark beside the number range that the number it lands on falls in. Spin 20 times without betting. Once you have at least 3 hash marks in one number group and at least 1 hash mark in an adjacent number group, you will start wagering on that number group. In the chart below we would start wagering on the group 16 17 18 19 20 21.

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

As you wager you will increase the amount of your wager according to the scale at the top of the sheet. You will continue to mark down your hash marks even as you wager. During a group of bets you will continue wagering on the same numbers until the beginning of the next series.

Example: 1 – 1 – 1 – 1 2 – 2 – 2 we will bet on the same group of numbers on the ones. If we see a new pattern form that is equal to or greater than the number of hash marks in the group we are betting on we will switch to wagering on that number group for the 2 group of wagers until we get to the fours. We will then evaluate whether we should move. We will not move on the beginning of the eights. Once you win you will go on to the next coup. Once you have played 3 coups the game is over. You will look across all the previous coups of a game to establish a pattern. For instance, if you are playing coup 2 you will look at the results from coup 1 & 2 to determine your pattern. If you are playing coup 3 you will look across coup 1, 2 and 3 results to establish your pattern.

Non Starters

There are some games you should abort altogether. If you do not get a clear pattern to bet on you will abort this game and start over. For instance the following pattern is a non starter:

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

There is a very good chance you will lose if you play a game that starts shaping up like this. Click on the “switch tables” button on the bottom of the screen and start over. If you see a pattern of 1/3/1 you need to wait for a more definite pattern to form. (like 25,26,27,28,29,30,31,32,33 above)

If you are playing a game and this starts to happen during your wagering you should complete the coup you're in and then stop the game. Do not go on to the next coup. You can also abort the coup you're in if you wish or you can play it out and hope for the best.

Additional Strategy.

I find that if you play no more than 2 games in a row your chances of losing are very small. Play 1 or 2 games and come back to it later and play 1 or 2 more. With \$5 bets it is very easy to make 100 to 300 dollars per day.

If you wish to be a little more conservative you might want to wait until you have 3 in one group and 2 in another. See below:

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

Click on the "switch tables" button after every game is complete. Play the coups within the game on the same table.

You need the following amounts of money in your account to play using the wagers below:

Wager	Minimum Float	Suggested Float
1	38	76
2	76	114
3	114	190
4	152	266
5	190	342
6	228	418
7	266	494
8	304	570
9	342	646
10	380	725

A \$10 waagering line will average you \$130 per game.

I have made a lot of money using this method. Look at my Neteller payments below:

Nov 04 13:13	EFT	\$165.00	-	USD	Pendin
Nov 04 12:37	Casino	-	\$165.00	USD	Accepte
Nov 03 16:30	EFT-	\$135.00	-	USD	Pendin
Nov 03 15:57	Casinc	-	\$135.00	USD	Accepte
Nov 02 10:05	EFT-	\$120.00	-	USD	Accepte
Nov 02 09:36	Casino-	-	\$120.00	USD	Accepte
Nov 01 10:54	EFT-	\$265.00	-	USD	Accepte
Nov 01 07:23	Casino	-	\$265.00	USD	Accepte
Oct 31 13:50	EFT	\$110.00	-	USD	Accepte
Oct 31 13:04	Casino-	-	\$110.00	USD	Accepte
Oct 27 14:37	EFT	\$190.00	-	USD	Accepte
Oct 27 14:09	Casino	-	\$190.00	USD	Accepte
Oct 26 13:52	Debit Card	\$104.00	-	USD	Accepte
Oct 26 13:52	Fee	\$2.00	-	USD	Accepte
Oct 26 13:40	Casino	-	\$106.00	USD	Accepte
Oct 25 14:28	EFT-	\$140.00	-	USD	Accepte
Oct 25 12:14	Casino	-	\$140.00	USD	Accepte
Oct 24 19:00	EFT-	\$545.00	-	USD	Accepte
Oct 24 13:29	Casino	-	\$545.00	USD	Accepte
Oct 24 01:06	EFT-	\$356.00	-	USD	Accepte
Oct 23 13:22	Casino	-	\$356.00	USD	Accepte

Earnings Disclaimer

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be held liable in any way for any losses or damages incurred by you or your heirs or representatives. Never use your own money to gamble with. If you mess up and lose the casinos money you have not lost anything. If this happens I suggest you do not gamble any more.

Best of luck – and have fun!