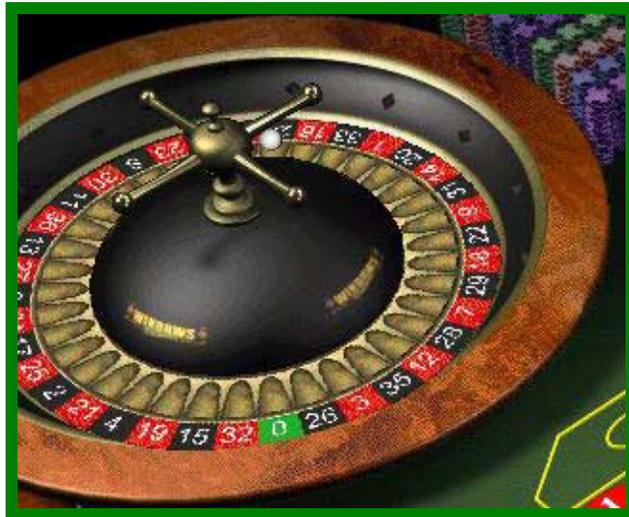


**Andrew Devereau &
Greg Fletcher**

***The Dominator*
Roulette
Strategy**

"The Unstoppable Winning Strategy"



Silverthorne Publications, Inc.

The Dominator Roulette Strategy

By Andrew Devereau & Greg Fletcher

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Foreword

We have just finished extensive testing of *The Dominator Roulette Strategy* and the results are conclusive –

This strategy produces winnings that are so high and so consistent that anyone can pull jackpot-like winnings out of any roulette game!

This is the only roulette strategy ever created that turns the roulette game into a player favorable game!

By “player favorable” I mean a game where you can count on pulling out consistent large winnings at a rate that has to be experienced to be believed!

Before I tell you more about this strategy let me tell you what it is not –

- It is not a rehash of a system you may have seen before. This strategy is a new, cutting edge breakthrough way of beating roulette that is more effective than any roulette system you have ever seen!
- It is not another system using a betting progression that is somehow supposed to overcome the house edge. This strategy doesn't use a betting progression, but uses a betting system that can't be broken – even if you lose twenty consecutive bets!
- It is not a strategy that requires a large bankroll. You can get started making \$1 bets online with a \$20 buy-in. To play in a \$5 land-based game, you need only take a \$100 buy-in.
- It is not a strategy where you have to somehow time your entry and exit and hope to catch the wheel at the right moment. You could play this strategy nonstop 24 hours a day if you choose to and continue to pile up the profits.

- It is not a strategy that requires a lot of math skills or a good memory. It is an easy-to-learn strategy. Yet, it is more effective than any strategy you have even experienced!

As one of our players said –

“The Dominator Roulette Strategy is simply the best way ever created to play and win large amounts consistently at roulette.”

We have tested this strategy over 2,646 carefully documented games. We played just about everywhere roulette is offered. And, we also played extensively in online casinos.

Here are the completely verified and 100% documented facts –

- ***The Dominator Roulette Strategy*** easily overcomes the house odds of every version of roulette offered today. It doesn't matter whether you are playing in Las Vegas, Atlantic City, the UK, South Africa, Australia or Argentina. You are going to win a bundle playing roulette!
- It beats the American double-zero wheels that most gambling pros simply avoid because of the high 5.26% house vig. ***The Dominator Roulette Strategy*** handily defeats these wheels and turns them into high player profit centers!
- The single-zero wheels don't stand a chance. ***The Dominator Roulette Strategy*** pulls such extraordinarily high profits off of single-zero wheels that playing them has been called “a license to steal!”
- It beats the online roulette games so soundly that when you play online it is like having your own personal ATM. One player told me that, “Online profits are almost embarrassingly high!”

Our play has proven conclusively that *The Dominator Roulette Strategy* is without a doubt the easiest, safest, and most reliable way to make money ever devised!

- You can log on to an online roulette game and count on pulling in \$147.16 every seven minutes you are online!
- You can play roulette in your favorite land-based game and, using \$100 as your base bet, consistently win \$1009.21 per hour as long as you want!
- You can easily turn \$20 into \$100,000 in your first month of play. **We'll give you the complete plan on how to do this!**

You can use the power of *The Dominator Roulette Strategy's* sky-high roulette profits to set up the ultimate home-based business! And, our extensive testing proves that you will never have a losing day!

Introduction

The Dominator Roulette Strategy is designed for even-money bets at roulette. These bets are also called “outside bets” and consist of the colors of red and black, the odd and even roulette numbers and the high and low numbers on the wheel. You can pick your favorite – I usually play on the colors - red and black.

So far, I haven't told you anything that you haven't seen with other roulette strategies. Since the even money bets such as red and black each cover almost half of the numbers on a roulette wheel (except for the zero or two-zeros), they are close to even money bets. In this way they resemble other even money gambling bets, such as pass line and don't pass at craps or player and banker at baccarat.

But, here's why *The Dominator Roulette Strategy* is superior to any roulette strategy ever before created –

The Dominant Roulette Strategy uses an uncannily accurate, scientifically derived system for bet placement.

This strategy incorporates a unique and highly effective pattern-based method of determining where you place each wager. Remarkably, this strategy does what no other bet placement method has ever accomplished –

It automatically finds the dominant pattern on any roulette wheel and then shows you where to bet!

And, it really doesn't matter what the wheel is doing.

With this unique pattern-based system of picking where you place your wagers, you will be winning the majority of your bets!

Our testing confirms the accuracy of this strategy .

We found that there is nothing a wheel can produce that will outwit this highly accurate pattern following strategy. The *Dominant Bet Pattern Strategy (DBP Strategy)* will discover the pattern of any roulette decisions and automatically show you where to bet!

But there's more –

***The Dominator Roulette Strategy* also has the world's first undefeatable betting strategy!**

This betting strategy is not like anything you have ever seen –

Your bets will never get very large when you use it. The bet spread is only 5 to 1.

This means that if your base bet is \$5, your top bet will never be larger than \$25.

If your base bet is \$25, your largest bet will be \$125.

This is great news because it allows you to play with a very small bankroll.

You can get started playing in a \$1 online game for just \$20 and be absolutely sure of winnings.

You can play on a \$5 land-based wheel for just \$100 and know that you are going to win.

But, there's even more to the bet sizing part of this strategy –

Nothing can defeat it. Although it never happened in 2,646 carefully documented games, you could lose twenty straight plays at roulette and not lose much more than the size of your base bet!

You didn't misread this. With any ordinary system, if you suffered 20 straight losses your bankroll would be wiped out. There is simply no way that any system can withstand this many consecutive losing bets without losing a bundle.

Until now.

With the Dominator's amazing *Outcome Based Betting Strategy*, 20 straight losses is nothing more than an inconvenience!

If you were a \$10 base bettor and lost 20 straight plays using this unique method, how much do you think you would lose?

If I said \$300 to \$400 you shouldn't be surprised. If there were a way to keep your losses to less than \$200, it would be a fairly amazing strategy. Losses less than \$100 in the wake of this kind of disaster would be unprecedented.

Get ready for a shock –

As a \$10 bettor, 20 straight losses might put you \$15 in the red. You might even lose \$18. But, that would be it!

With a loss this low you might question how well you would do in a winning streak. Usually you can't have it both ways.

A betting strategy that guards your bankroll this closely shouldn't win very much either. But, that is not the case here.

While the *OBB Strategy* protects your bankroll better than any other strategy when you are losing, it produces profits at a red-hot rate when you have a winning streak. With the *OBB Strategy* you truly can have it both ways!

When you combine the unerringly accurate *DBP Strategy* with the power of the world's best bet management strategy – the *OBB Strategy* – the results are stupendous. You will

have a strategy that is powerful enough to beat roulette so handily that the profits flow like never before.

If we just stopped here, I would still be happy to recommend this strategy to anyone, even players who couldn't afford to lose one cent!

But, *The Dominator Roulette Strategy* does something no other strategy or system has ever done!

It totally and permanently eliminates the risk of a zero showing!

For as long as roulette has existed, the zero has been the bane of all roulette players. When the zero shows all bets are lost. Or, you might just lose one-half of your even money bets in European roulette. But, even half a bet lost is still a loss!

The zero will hurt, damage or even destroy every other roulette strategy and in some cases the hapless players. After all, the zero gives the house its edge.

With every roulette strategy I have even seen, the best you can hope for is that the zero doesn't show too often.

For players using any other strategy, you have to pray that the zero doesn't show at the wrong time and wipe out your largest bet.

The Dominator Roulette Strategy does something never before done –

It not only neutralizes the zero, but turns it in favor of the players!

One player who experienced four zeros in just 23 spins using *The Dominator Roulette Strategy* actually whooped for joy when the fourth zero showed. He had just finished one of his most profitable sessions ever!

I asked him what he thought of the unique hedging used by the Dominator and he said,

“Hedging hell, you ought to call it the Miracle Bet.”

When you combine the extraordinary pattern following of the DBP Strategy with the precise low-risk loss control of *Outcome Based Betting* you have the world’s best roulette strategy. You can easily make a fortune using a strategy with these two powerful components.

But, when you add in the Miracle Bet, which not only neutralizes the zero but preempts it and turns it into a profit maker, you have the world’s only –

Unstoppable Roulette Strategy!

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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Overview of The Dominator Roulette Strategy

There are several parts to the *Dominator 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 you should 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 Dominator Roulette Strategy*.

Part 1. Learning Where to Make Each Bet

The first part of the strategy is covered in the next Chapter – *Placing Your Bets Using the Strategy*. This is your starting point.

In this chapter you will learn how to use the *Dominant Bet Pattern Strategy (the DBP Strategy)*. This is a trend following strategy that will catch every trend in roulette. While it is not perfect, when you combine it with the other components of *The Dominator Roulette Strategy*, it produces very consistent profits.

With *The Dominator Roulette Strategy* 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.

The only bets you will make using the *DBP Strategy* are even money bets. You won't be betting on single numbers or combinations of number with the *DBP Strategy*.

Before reading the chapter following this one, make sure that you know exactly how to use the *DBP Strategy*. There are two Self Test exercises at the end of the chapter. You should make sure that you can do these tests before reading further. The answers to the test exercises are in Appendix B.

Part 2. Determining How Much to Bet On Each Spin

While the *DBP Strategy* shows you where to place your wager, the *Outcome Based Betting Strategy (the OBB Strategy)* determines how much you bet each time.

The object of using the *DBP Strategy* is to win an amount equal to the value of your *Base Bet*. The *Base Bet* is the smallest wager you will make when making even money bets at roulette.

If you are making \$10 minimum bets on red and black, then you are a \$10 *Base Bettor*.

Placing Your Bets Using the Strategy

While there are many bets you can make at roulette, you will only make two bets with *The Dominator Roulette Strategy*.

You will make one bet on one pair of the even-money wagers such as red or black, odd or even or low (1-18) or high (19-36).

The second bet you will make will be on the zero, with single-zero wheels, and on both the zero and double-zero with double-zero (American) wheels.

In this chapter we will cover how you determine where to place your even-money bets. The wagers on the zero(s) will be covered in a later chapter.

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 this chapter you will learn a tried and proven way to pick where to bet each time. We won't cover how much you bet each time until the next chapter.

So, you will bet on one of the colors. Here are some of the common strategies used 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, if 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 2nd 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 *The Dominator Roulette Strategy*. The winning strategy is called the *Dominant Bet Pattern Strategy (DBP Strategy)*.

The Dominant Bet Pattern Strategy

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

1. Bet the Same (S) as the preceding decision until you lose a bet. Then switch to betting the opposite (O) of the preceding decision until losing a bet.
2. If you lose two bets in a row, then keep the previous pattern for one wager.
3. If a zero or double-zero shows, ignore it in determining where to bet. Example: The last decision was B and you are betting same (S) and zero shows causing the loss of your bet. On the next spin you will keep the same pattern of S and wager on B again, ignoring the zero. You will use this rule even if the loss caused by the zero gives you two losing bets in a row.
4. Start a game by betting the same (S) as the preceding decision.

The following table shows a series of bets using this strategy:

Example 1.
Using the Dominant Bet Pattern 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	Start game by betting same as observed in 1. Bet loses.
3	R	O	B	L	Bet opposite of observed in 2. Bet loses.
4	B	O	B	W	Following 2 losses keep previous pattern and bet O of Decision 3.
5	B	O	R	L	Bet O of Decision 4
6	B	S	B	W	Bet S as Decision 5
7	R	S	B	L	Bet S as decision 6.
8	R	O	B	L	Bet O as Decision 7
9	B	O	B	W	Following 2 losses keep previous pattern and bet S as Decision 3.
10	R	O	R	W	Following a win continue to bet O. Bet wins.

1. Observe spin. Decision is B.
2. Bet S as previous and wager on B. The bet loses.
3. Following a loss, switch to opposite pattern and bet O of previous, making a bet on B. Bet loses.
4. Following two losing bets, repeat the betting pattern and bet opposite (O) of previous decision and bet on B. Bet wins.
5. After a winning bet, continue the same betting pattern. Bet O of previous and bet on R. Bet loses.
6. After losing last bet, change pattern from O to S and bet same as preceding bet, betting on B. Bet wins.

7. Following a win, continue with the same pattern and bet same (S) again. Bet loses
8. Following loss, change the pattern back to O and bet on B. The bet loses.
9. Following two losing bets, repeat the betting pattern and bet opposite (O) of previous decision and bet on B. Bet wins.
10. Since last bet won continue with same pattern of O and bet on R. Bet wins. Continue with O pattern for the next bet.

Here are another set of decisions. Try to follow how we applied the *DBP Strategy*.

Example 2.
Using the Dominant Bet Pattern 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 S.
3	B	S	R	L	Following win bet same (S) again. Bet loses.
4	R	O	R	W	After loss change pattern and bet O of preceding. Bet wins.
5	B	O	B	W	After win keep pattern and bet O again. Bet wins.
6	R	O	R	W	Continue with O pattern. Bet wins.
7	R	O	B	L	Continue with O pattern. Bet loses.
8	Zero	S	R	L	Following loss, change pattern and bet S. Bet loses to zero.
9	B	S	R	L	After zero shows, keep same pattern and bet S. Normally you will change the pattern following two losing bets, except when the loss is caused by a zero
10	B	S	B	W	Following the loss of three bets (one more than normal because of zero), change patterns for this bet. The bet wins.

1. Observe spin. Decision is R.
2. Bet same (S) as observed spin and bet on R. Bet wins.
3. Following the win, continue with the same pattern and bet S on R. Bet loses.
4. After losing a bet, change patterns and bet opposite (O) of previous bet, betting on R. Bet wins.
5. Following win, continue with the pattern and bet opposite (O) again. Bet wins.
6. Stick with betting O as long as it wins. Bet O again. Bet wins.
7. Continue betting O until you have a loss. Bet O again. Bet loses.
8. Following loss of bet 7, change pattern from O to S. Zero shows causing a loss.
9. Zero showing does not change the pattern. Bet S again. The bet loses.
10. We have now had three losing bets in row because of appearance of zero. We treat this like two losing bets and repeat our previous betting pattern, betting same (S). The bet wins.

You should learn how to use the ***DBP Strategy*** before going to the next chapter. If you like, you can practice it online for free at <http://casino.bodoglife.com>.

On the next two pages are sets of roulette decisions. Before going to the next chapter, see if you can make the correct wagers. You can check your answers by referring to the test answers at the back of the book.

Self Test 1.
Using the Dominant Bet Pattern 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				
2	B				
3	R				
4	R				
5	R				
6	R				
7	B				
8	Zero				
9	B				
10	B				
11	B				
12	R				
13	R				
14	B				
15	B				
16	B				

Self Test 2.
Using the Dominant Bet Pattern 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				
2	R				
3	R				
4	B				
5	R				
6	R				
7	R				
8	R				
9	R				
10	B				
11	B				
12	R				
13	R				
14	R				
15	R				
16	B				

Bet Sizing

In the previous chapter you learned about the *Dominant Bet Pattern Strategy (DBP Strategy)* which is a proven strategy for determining where to place each bet using *The Dominator Roulette Strategy*. In this chapter we will discuss the most powerful betting strategy ever developed for roulette – the *Outcome Based Betting Strategy (the OBB Strategy)*.

This strategy works very well when combined with our *DBP Strategy* and the *HVN Bet* which will be covered in the next chapter.

Before I show you the *OBB Strategy*, let's talk about betting strategies in general.

Most betting strategies fall into one of three categories:

Flat betting is the most common type of betting where the bet size never varies or bet size is determined very arbitrarily based on feelings or intuition. This is not a reliable strategy for winning at roulette as there is no way to take advantage of winning streaks by raising bets when winning or reducing the risk of losses by reducing bets when losing.

Betting Progressions such as a *Martingale Progression* raise bets after losses and operate under the premise that eventually the player is bound to win, and when this happens a profit will be generated. The downside of using these types of progressions is that the player must risk a large amount of money in exchange for small winnings. However, when a loss does occur, it is very large and may wipe out many hours of profits in just a few minutes.

Increasing bets when winning can be a sound strategy, but many players increase their bets too quickly with the result that a single losing bet can wipe out two or three winning bets at one time. These types of systems will lose more often than they win and can be very frustrating to a player who wants consistent winnings.

Needless to say, most betting systems are fixed progressions or betting schemes that are unable to adapt to changing table conditions. They have been developed in the pattern of “one size fits all.” Unfortunately, these systems fail all too often.

Extensive testing proves that fixed betting strategies seldom produce the kind of consistent and reliable winnings needed to make gambling a realistic way of making money.

What is needed to win at roulette is a way to automatically adjust the size of your bets to match changing game conditions.

With *The Dominator Roulette Strategy* we use a betting strategy that automatically adjusts to game conditions called the *Outcome Based Betting*.

This strategy is based on setting up bets in the attempt to win a coup.

The win of a coup will result in the win of a wager equal to the value of your *Base Bet*.

Your *Base Bet* is the smallest wager you will make on even-money bets at a predetermined level of play. Many times your *Base Bet* will equal the minimum bet required for the game for outside (even-money) bets.

If your *Base Bet* is \$5, then with the win of each coup you will win \$5.

With a \$10 *Base Bet*, a coup win will give you a win of \$10.

Here are the rules for using the *Outcome Based Betting Strategy (OBB Strategy)*:

Rule 1. The objective of using the *OBB Strategy* is to win a coup. The win of each coup will result in a win equal to the size of your *Base Bet*.

Rule 2. The first bet in a coup attempt is equal to the size of your *Base Bet*. If you are a \$5 bettor, your wager will be for \$5. If you are a \$10 bettor, your wager will be for \$10.

Rule 3. You will not make a wager until you have a winning *Imaginary Bet* using the *DBP Strategy*.

Rule 4. Anytime you have had a losing bet, you will cease making real money bet until you have another win. When not making real money bets, you will make *Imaginary Bets*. An *Imaginary Bet* is nothing more than tracking where you would have bet using the *DBP Strategy* and seeing if the bet would have won. Our examples will make this clear.

Rule 5. After winning a coup, you will start this sequence over.

Let's take a look at a series of roulette bets where the placement of each bet is determined by the *DBP Strategy* and the size of each bet is determined by the *OBB Strategy*. Bets are recorded in a *Registry*, where the amount lost for a spin is recorded in the leftmost position in the *Registry*.

Betting Series 1 Using the DBP Strategy and the OBB Strategy

No	Observed Decision	Bet Pattern	Bet On	Amount Bet	Bet Outcome	Bet Registry	Amount Won	Coup Won	Total Won
1	B								
2	B	S	B	-	W				
3	B	S	B	5	W		+5	C	+5
4	R	S	B	5	L	5 5	-5		-0-
5	R	O	B	-	L	5 5			-0-
6	B	O	B	-	W	5 5			-0-
7	R	O	R	10	W		+10	C	+10
8	B	O	B	5	W		+5	C	+15
9	B	O	R	5	L	5 5	-5		+10
10	Zero	S	B	-	L	5 5			+10
11	B	S	B	-	W	5 5			+10
12	R	S	B	10	L	10 5 5	-10		-0-
13	B	O	R	-	W	10 5 5			-0-
14	R	O	R	20	W		+20	C	+20
15	B	O	B	5	W		+5	C	+25
16	B	O	R	5	L	5 5	-5		+20
17	B	S	B		W	5 5			+20
18	B	S	B	10	W		+10	C	+30
1									

In the previous example, I am using some rules that I haven't explained yet. The easiest way to explain them is to show how they are used.

In reviewing this series of roulette plays, you will notice that we refrain from betting on a number of hands. Sitting out a spin can be a problem with player activated online roulette play as the game will not give you a spin unless you wager. Don't worry about this new point. In the next chapter you will learn that we will make an *HVN Bet* on every spin of the wheel so that we will always have a bet placed to activate a spin.

Before we review this series of plays, let's go over what each column in the table shows:

No – the number of the spin.

Observed Decision – the results of the wheel spin.

Bet Pattern – the DBP pattern used. S = Same as previous Observed Decision and O = Opposite of previous Observed Decision.

Bet On – where we placed each bet. R = red, B = black.

Amount Bet – the amount of each bet. A slash (-) means no bet was placed.

Bet Outcome – shows how our bet fared. W = a win and L = a loss.

Bet Registry – a tracking system to determine the size of each bet.

Amount Won – the net amount won or lost on the spin.

Coup Won – a mark of "C" shows the completion of a winning coup.

Total Won – the amount won or lost for the game.

Before we get started, let's explain how the *Bet Registry* is used.

The *Bet Registry* is used to record the amount of bets previously made and lost. It also includes the value of a winning coup. When we start a game the *Registry* will be blank.

If we make a bet and lose, we will record both the amount of the lost bet and the value of a coup win. The value of a coup win is equal to the size of the *Base Bet*.

For example, if we wager 5 and lose, we will record 5 5 in the **Bet Registry**, with one amount representing the value of the coup win of 5 and the second amount representing the amount lost on the wager of 5.

If we have 5 5 recorded in the **Bet Registry** and wager 10 and lose, the **Registry** will be updated to read: 10 5 5. The amount of the latest losing bet is always written in the left-hand space.

Following a win we will determine the amount of our next bet by referring to the amounts in the **Bet Registry**. Assume the **Registry** shows 10 5 5 and it is time to make a bet. We will determine the size of the bet by adding the amounts in the **Registry** from left to right. In this case where the **Registry** shows 10 5 5, we could wager 10 or 15, adding 10 and 5 or even wager 20, determined by adding $10 + 5 + 5$. The amount of the bet is determined by the maximum bet you are willing to make called your **Bet Limit**. If we assume that you are willing to make a wager as large as 25, then you will bet 20 when the **Registry** shows 10 5 5.

I will summarize these rules a little later, but for now, let's go over the bets shown in **Betting Series 1 Using the DBP Strategy and the OBB Strategy**.

1. Observe the first spin without betting.
2. Bet the S pattern on this spin. However, no real money is wagered until we have a win. This wager is an **Imaginary Bet**, used to determine if we would have won or lost if we had made a real money wager. The **Imaginary Bet** wins.
3. Following the win of the **Imaginary Bet** in Spin 2, we make a real money wager and bet our **Base Bet** of 5. The bet wins giving us our first Coup win. We update the table showing the win of a coup by recording a **C**, and recording the amount won and the total won for the game. We also cancel all amounts shown in the **Registry** so that it is blank after the Coup win.
4. Following a winning bet we make another real money wager. Since we won a Coup

on the previous spin, we start again with our **Base Bet** of 5. The bet loses. We record the value of the coup win of 5 and the amount of the lost bet of 5 in the **Registry**, showing 5 5.

5. Following a loss we don't make a real money bet. On the next spin our **Imaginary Bet** loses.

6. Since we lost the **Imaginary Bet** on Spin 5, we don't make a real money bet on this spin. Our **Imaginary Bet** wins.

7. Since we won our **Imaginary Bet** on Spin 6, we will now make a real money bet. We determine our real money bet by looking at the amounts in the **Registry**, which shows 5 5. We sum the bets in the **Registry** adding from left to right until we reach our **Bet Limit**. With a **Bet Limit** of 25, we bet the total of the **Registry** of 10. Our bet wins. Since we won the total of the amounts in the **Registry**, we have won another Coup. We record the Coup win, and amount won on the spin, update the **Registry**, showing it blank following a coup win, and update our game winnings.

8. Following this win we make another real money wager. Since we just won a Coup, we start again with our **Base Bet** and wager 5. We win the bet and win another Coup.

9. Since we won our last wager we make another real money bet. Following the Coup win, we make a **Base Bet** of \$5 and lose. We record 5 for the value of the coup and 5 for the amount lost, with the updated **Registry** showing 5 5.

10. Since we lost the previous spin, we don't make a real money bet this play. A zero shows. This zero doesn't hurt us since we don't have a real money bet up.

11. We continue with the same pattern bet as the previous spin, since the appearance of a zero does not affect our bet pattern placement strategy. Our **Imaginary Bet** wins.

12. Since our **Imaginary Bet** on Spin 11 won, we make a real money bet on this spin. The **Registry** reads 5 5. We add from left to right and come up with 10, which is less

than our **Bet Limit** of 25. We bet 10 and lose. We add the amount lost to the **Registry** which now reads 10 5 5.

13. Following the loss we make an **Imaginary Bet** which wins.

14. Since we won the previous **Imaginary Bet** we will make a real money bet. The **Registry** shows 10 5 5. We add the amounts shown and decide to bet 20, which is less than our **Bet Limit** of 25. We make the bet and win. This gives us another Coup win. We update the table to record the spin win and our total winnings. The updated **Registry** is now blank, since all amounts were cancelled by the Coup win.

15. Following a win we make another real money wager. Since we won a Coup on the last spin, we wager the amount of our **Base Bet** of 5. The bet wins and we win another Coup.

16. Since we won our last bet, we make a real money wager again. Following the Coup win we make a 5 **Base Bet** wager and lose. We record the value of a Coup win of 5 and the amount lost on the bet, showing 5 5 in the **Registry**.

17. Since we lost the last bet we resort to making **Imaginary Bets**. We make an **Imaginary Bet** and win.

18. Following the win of the **Imaginary Bet** in Spin 17, we make a real money bet of 10, the total of the **Registry**. The bet wins

In this series of bets we won six Coups, each with a value of \$5. Our total winnings of \$30 equals the value of six winning Coups ($6 \times 5 = 30$).

Here are the rules for using the **Bet Registry**:

1. Whenever we start a new coup attempt and have a loss, we will record the size of our **Base Bet** and the value of a winning coup in the **Bet Registry**. With a **Base Bet** of 5, if we bet 5 and lose, the **Registry** will show 5 5. If our **Base Bet** is 25 and we wager 25 and

lose, the **Registry** will show 25 25.

2. Losing bets are always recorded in the left-hand spot. If the **Registry** reads 5 5 before we make a losing bet, the updated **Registry** will read 10 5 5.
3. The amounts in the table shown for each play reflect our standing after considering the effects of the spin. In other words, the **Registry** is updated after the spin to show the effects of wins or losses for that spin.
4. When we are called on to make a real money wager, we will look at the amounts shown in the **Registry** after the previous spin to determine the amount of our bet. We will add the amounts in the **Registry** from left to right, stopping before we exceed our **Bet Limit**.

Below are shown different amounts in the Bet **Registry** and the possible bet sizes with a \$5 **Base Bet** and a \$25 **Bet Limit**.

Bet Registry	Possible Bets
5 5	5 or 10
10 5 5	10, 15 or 20
20 10 5 5	20 as any higher amount would exceed the Bet Limit of 25
10 10 5 5	10 or 20 or 25

Let's take a look at another set of spins as shown in Betting Series 2 Using the **DBP Strategy** and the **OBB Strategy**

Betting Series 2 Using the DBP Strategy and the OBB Strategy

No	Observed Decision	Bet Pattern	Bet On	Amount Bet	Bet Outcome	Bet Registry	Amount Won	Coup Won	Total Won
1	R								
2	B	S	R	-	L				
3	R	O	R	-	W				
4	R	O	B	5	L	5 5	-5		-5
5	R	S	R		W	5 5			-5
6	B	S	R	10	L	10 5 5	-10		-15
7	R	O	R		W	10 5 5			-15
8	R	O	B	20	L	20 10 5 5	-20		-35
9	R	S	R		W	20 10 5 5			-35
10	B	S	R	20	L	20 20 10 5 5	-20		-55
11	R	O	R		W	20 20 10 5 5			-55
12	B	O	B	20	W	20 20 10 5 5	+20		-35
13	R	O	R	20	W	20 10 5 5	+20		-15
14	R	O	B	20	L	20 20	-20		-35
15	R	S	R		L	20 20			-35
16	R	S	R	20	W	20 20	+20		-15
17	R	S	R	20	W	20	+20	C	+5

You should review Betting Series 2 one play at a time and make sure that you understand how we determined all aspects of each play. In this series of plays, I used a strikeover as in ~~20~~ to show you which amounts you will remove from the *Registry* following a winning bet.

Following are two Self Tests you should try to see if you have a good grasp of using the *Dominant Bet Placement Strategy*, the *Outcome Based Betting Strategy* and using the *Bet Registry*. The answers to these tests are in Appendix B in the back of this book.

Self Test 1 Using the DBP Strategy and the OBB Strategy

No	Observed Decision	Bet Pattern	Bet On	Amount Bet	Bet Outcome	Bet Registry	Amount Won	Coup Won	Total Won
1	R								
2	R								
3	B								
4	B								
5	B								
6	R								
7	B								
8	B								
9	B								
10	B								
11	B								
12	B								
13	R								
14	R								
15	Zero								
16	B								
17	R								

Self Test 2 Using the DBP Strategy and the OBB Strategy

No	Observed Decision	Bet Pattern	Bet On	Amount Bet	Bet Outcome	Bet Registry	Amount Won	Coup Won	Total Won
1	R								
2	R								
3	R								
4	R								
5	B								
6	B								
7	B								
8	B								
9	R								
10	R								
11	R								
12	R								
13	R								
14	B								
15	R								
16	B								
17	R								

Neutralizing the House Edge

There is no question that the zero is the nemesis of all roulette players. American roulette wheels, with both a zero and double zero, give the house an edge of 5.26%. Even the European wheel with its single zero still gives the house an edge of 1.35%.

Anyone who has used a system to play roulette knows that the appearance of a zero may totally devastate a system.

Let's take a look at a series of spins using the *Dominant Bet Pattern Strategy* and the *Outcome Based Betting Strategy*.

Example of How Devastating a Zero Can Be to a Player

No	Observed Decision	Bet Pattern	Bet On	Amount Bet	Bet Outcome	Bet Registry	Amount Won	Coup Won	Total Won
1	R								
2	R	S	R		W				
3	B	S	R	5	L	5 5	-5		-5
4	R	0	R		W				-5
5	R	0	B	10	L	10 5 5	-10		-15
6	R	S	R		W	10 5 5			-15
7	B	S	R	20	L	20 10 5 5	-20		-35
8	R	O	R		W	20 10 5 5			-35
9	Zero	O	B	20	L	20 20 10 5 5	-20		-55
10	R	O	R		W	20 20 10 5 5			-55
11	Zero	O	B	20	L	20 20 20 10 5 5	-20		-75
12	B	O	B	20	W	20 20 20 10 5 5			-75
13	Zero	O	R	20	L	20 20 20 20 10 5 5			-95

This series of plays shows exactly how the zero or the double zero destroys a system. By the thirteenth play we have lost \$95. If we were using a Stop Loss of \$80, we would have stopped after Spin 11 with a \$75 loss.

You might argue that the appearance of three zeros so close together is rare and that I have used an extreme example. While rare, zeros will appear close together just like the ones shown in this example.

However, you don't have to have several zeros to destroy a system. Even the occasional appearance of a zero can easily wipe out any profits you have made.

The zero is the bane of all roulette players. Most systems just ignore it and hope for the best. If you used *The Dominator Roulette Strategy* as it has been presented so far, you would be ignoring the effects of the zero and hoping for the best.

If you use just the *DBP Strategy* to determine where you place each bet and the *OBB Strategy* to determine the size of your bets, you will have a winning strategy once you add the additional controls of *Loss Limits*, *Bet Limits* and *Target Profits* and play the system as a "hit and run" type of system, where you will attempt to sneak in and grab some profits from the casino before the deadly zeros knock you down.

Why should anyone have to play roulette dreading the zeros?

After years of having profits trimmed and even eliminated by roulette's zeros, we finally came up with a way to neutralize the effect of the zero.

We call this strategy the *House Vig Neutralizer* or *HVN Bet*.

Here's how this works –

You will make a bet on the zero every spin of the wheel.

If your wager on the zero loses, you will record the amount of the loss in the *Bet Registry* by adding it to the left-hand amount in the *Registry*.

Let's take a look at the same series of plays where we record *HVN Bets* and account for them in the *Bet Registry*.

In this example, the arrangement of the table has been changed, adding columns where needed to keep track of our bets on the zero.

Here is an explanation of the columns used in the following table:

No – the number of the spin. This is only used for reference purposes.

Red/Black Decis – the observed outcome of the spin – the Red or Black Decision.

Bet Pat – the Betting Pattern used to place the bet, where S = Same as previous Observed Decision and O = Opposite of previous Observed Decision.

Bet On R/B – where we placed each bet on Red or Black, where R = red, B = black..

Amt Bet R/B– the amount of each bet on Red or Black. A dash (-) means no bet was placed.

W/L R/B– shows how our bet on Red or Black fared. W = a win and L = a loss.

Zero Bet Amt – the amount we bet on zero. This is the *HVN Bet*.

Net Won Spin – our net win or loss on this play. This includes win and losses on both the bets on Red or Black and the bet on the zero.

Bet Registry – a tracking system where we record losing bets as well as the value of a winning coup. The *Registry* is used to determine the size of each bet on Red or Black.

Coup Won – a mark of “C” shows the completion of a winning coup.

Cum Won – the cumulative amount won or lost for the game.

The Same Plays As Shown Previously With the HVN Bet Included

No	Red/ Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	R					1	-1	6		-1
2	R	S	R	-	W	1	-1	7		-2
3	B	S	R	8	L	1	-9	9 7		-11
4	R	0	B	-	W	1	-1	10 7		-12
5	R	0	B	18	L	1	-19	19 10 7		-31
6	R	S	R	-	W	1	-1	20 10 7		-32
7	B	S	R	21	L	1	-22	22 20 10 7		-54
8	R	O	R	-	W	2	-2	24 20 10 7		-56
9	Zero	O	B	26	L	2	+44	10 7		-12
10	R	O	R	-	W	1	-1	11 7		-13
11	Zero	O	B	19	L	1	+16	2		+3
12	B	O	B	-	W	1	-1	3		+2
13	Zero	O	R	4	L	1	+31		C	+33

You can immediately see that we did much better by making the *HVN Bet* and effectively hedging against the zero. However, we did even better than merely neutralizing the effect that the numerous zeros had on our system in the first example. We actually preempted the power of the zero and turned it in our favor.

In the first case, playing against this series of spins, we lost \$95 over 13 spins of the wheel. This would not be a disaster only because we would stop playing at this point, or if we had an even tighter Stop Loss of \$80, we would have stopped when our loss reached \$75. Either way, you can agree that this is not the outcome we prefer.

In the second case by adding the *HVN Bet* we not only eliminate the negative effects of the zero but we turn the zero into a powerful weapon on our side.

Incredible as it may seem, once you add the *HVN Bet* to *The Dominator Roulette Strategy*, you will actually look forward to a zero showing.

Unlike the first case, where the appearance of three zeros in 13 spins caused us to suffer a loss of \$95, here we made a profit of \$33 over the same series of spins.

We'll go through the series of plays using the *HVN Bet* play-by-play, explaining what happened.

1. We observe the first spin to determine the R/B wager. However, we also make a minimum wager on the zero. If you are playing against an American wheel with two zeros, you should double the size of the *HVN Bets* and cover both zeros when you bet. Here, playing on a single-zero wheel, we make a \$1 bet on the zero. If this had been a double-zero wheel we would have made a \$2 wager on the two zeros.

Rule 1 for *HVN Bets*. Make the *HVN Bet* on every spin of the wheel, even if there is no bet made on Red or Black. The HVN replaces the *Imaginary Bet* used in earlier examples and activates a spin on virtual games requiring a wager before a spin. Beginning *HVN bets* are one-fifth the size of *Base Bets* on single-zero wheels and two-fifths the size of *Base Bets* on double-zero wheels.

On the first spin we lose our \$1 *HVN Bet*. We update the *Registry* by recording the amount of the Value of a Winning Coup of 5 and adding the amount of the losing *HVN bet* of 1. The *Registry* reads 6 after the play.

2. We record an imaginary R/B bet using the S pattern, on R. We also make an *HVN Bet* of \$1. We lose the *HVN bet* and update the *Registry* to show 7 adding the amount of the loss of the \$1 bet on the zero.

Rule 2 for HVN Bets. Update the *Registry* for the loss of each *HVN bet* by adding the amount of the loss to the left-hand amount shown in the *Registry*.

3. Following the win of the imaginary R/B bet on Spin 2, we make a real money bet using the S pattern on R. Here we bet the amount in the *Registry* after the previous play of 7 plus the amount of the current *HVN Bet* of 1 and wager 8. Both bets lose giving us a loss of 9. We update the *Registry* to read 9 7.

Rule 3 for HVN Bets. To determine the size of an R/B wager you will first compute the bet size using amounts in the *Registry*. To this amount you will add the amount of the current *HVN Bet*. For example, if the *Registry* shows 9 7 and the *HVN Bet* to be made is 1, the R/B bet will be 17, the total of $9+7+1$.

4. We make an imaginary R/B bet using the O pattern and bet on B. We also make a real money *HVN bet* of \$1 on zero. Our net loss for the spin is \$1 and we update the *Registry* to read 10 7.

5. Following the imaginary win of the R/B bet on Spin 4, we make a real money bet equal to the total of the *Registry* of 17 plus 1 to cover the *HVN Bet* and wager 18 on the R/B bet. We also make a 1 *HVN Bet*. Our loss for the spin is 19. We update the *Registry* to read 19 10 7.

6. Changing to the S pattern we make an imaginary R/B on R and win. We make a real money bet of 1 on zero and lose. We update the *Registry* for the *HVN Bet* loss of 1 to read 20 10 7.

7. Since we won the previous imaginary R/B bet, we make a real money R/B bet this roll. We decide to bet 21, consisting of 20 from the **Registry** plus the 1 **HVN Bet**. If we had made a larger bet such as $20 + 10 = 30$, it would have exceeded our **Bet Limit**. We also make a \$1 **HVN Bet**. We lose again, losing a total of 22 this play. We update the **Registry** to read 22 20 10 7.

Rule 4 for HVN Bets. The size of real money R/B bets are determined by first adding amounts in the **Registry**, not to exceed the **Bet Limit**. The amount of the **HVN Bet** is added to the amount computed from the **Registry** even if the total R/B bet would then exceed the **Bet Limit**.

Example: We compute our R/B bet as 25, the amount of our **Bet Limit**. We are also making a \$2 **HVN Bet**. Our actual R/B bet will be for 27 even though this amount exceeds our **Bet Limit**.

8. Following the loss of the R/B bet, we resume making imaginary R/B bets, using the O pattern this time. We have a win on the **Imaginary Bet**. We notice that as of the previous round of play our loss is greater than the value of a win on the zero, which pays 35 to 1 when zero hits. We decide to increase the size of the **HVN Bet** to 2 to increase our hedge on the zero. We make a \$2 real money bet on the zero and lose. We update the **Registry** to read 24 20 10 7.

Rule 5 for HVN Bets. Watch the size of the cumulative loss when playing. Whenever the loss for the game is greater than the value of a winning **HVN Bet**, increase the size of the **HVN Bet** by one unit. For example, a \$1 **HVN Bet** will pay 35 to 1 when a zero shows, giving this wager a potential value of \$35. If the loss in a game exceeds \$35, increase the size of the **HVN Bet** by one unit. A \$1 **HVN Bet** will increase to \$2.

9. Following the imaginary R/B win in Spin 8 we make a real money R/B bet of 26. This was derived as the total of the left-hand amount in the **Registry** plus the amount of the **HVN Bet**. We also make a wager of 2 on the zero. The zero hits and pays us 35 to 1 on the \$2 bet, for a total of \$70. We lose the R/B bet of 26 and make a net win of +44 on the spin.

We update that **Registry** by subtracting the value of the win from the amounts in the **Registry**, moving from left to right. We start with the **Registry** from the previous spin showing 24 20 10 7. Our win of +44 cancels the first two amounts, leaving us with 10 7 in the **Registry**.

10. Following the loss of the imaginary R/B Bet in spin 9 we make an imaginary R/B Bet on R and win. We notice that our loss in the game fell below the value of a winning **HVN Bet** (in this case 35) after winning Spin 9. We reduce the **HVN Bet** to \$1. We lose \$1 for the spin and update the **Registry** to read 11 7.

Rule 6 for HVN Bets. Always refer to the amount of game winnings (or losses) in determining the size of the **HVN Bet**. If a loss drops below the value of a **HVN Bet** win, then the size of the **HVN Bet** can be reduced. However, in no case will the **HVN Bet** ever be eliminated.

Example: After winning a \$2 **HVN Bet** our Cumulative Loss drops from -56 to -12. Since the loss of -12 is less than the value of a winning \$1 **HVN Bet** of 35, we can drop our **HVN Bet** from \$2 back to \$1.

11. Following the imaginary R/B Bet win in Spin 10, we make a real money wager of 19 for this play. This bet consists of adding the **Registry** values of 11 and 7 plus the **HVN Bet** of 1. A zero shows again. We lose 19 on the R/B bet and win 35 on the **HVN Bet**, for a net win on the spin of +16. We update the **Registry** by deducting the amount of the

win. The updated **Registry** reads 2.

12. Following the loss of the real money R/B Bet in Spin 19, we resume making an imaginary R/B Bet, using the O pattern to wager on B. The **Imaginary Bet** wins. We make the **HVN Bet** of 1 and lose. We update the **Registry** to reflect the losing **HVN Bet** to read 3.

13. Since we won the imaginary R/B on the last spin we make a real money R/B Bet this spin. We total the **Registry** amounts of 3 and the **HVN Bet** amount of 1 and bet 4 on the R/B Bet. We also wager an **HVN Bet** of 1. A zero shows. We win 35 on the **HVN Bet** and lose 4 on the R/B bet for a net win of 33. (Note: If the house minimum bet for outside bets (even-money bets) is 5, you could make a R/B bet of 5 instead of 4.)

On Spin 13 the win pushes us above the value of a winning Coup which is equal to the value of the **Base Bet** of 5. With this win we record the win of a Coup.

Although we haven't covered Target Wins yet, we very well might wish to call this game completed at this point. We didn't win a single real money R/B Bet in this game. However, we still managed a nice win because we turned the negative power of the zero into a positive force working for us instead of against us.

At times you may get confused about the amounts shown in your **Registry**. There is an easy way to check the amounts in the **Registry**. All you have to do is compare the total of the amounts in the **Registry** and the Cumulative Win for the game, considering how much you would have won with the next winning coup. The formula you will use is -

Base Bet x Coup Number = Registry Value – Cum Win (or Loss) Amount

Let's apply this by looking at some rows in the game we just completed.

After Spin 8 we have 24 20 10 7 in the **Registry** and a Cumulative loss of -56.

Totaling the **Registry** amounts, we have $24+20+10+7 = 61$.

At this point we have not won a coup, which is valued at \$5, the amount of the Base Bet.

We are still looking for coup 1. Therefore the Coup Number is 1.

We can complete our equation as follows:

$$\text{Base Bet} \times \text{Coup Number} = \text{Registry Value} - \text{Cum Win}$$

$$\text{Base Bet} \times \text{Coup Number: } \$5 \times 1 = 5$$

$$\text{Registry Value} = 61$$

$$\text{Cum Win} = -56$$

Substituting the Values in the equation, we have:

$$5 = 61 - (-56) =$$

$$5 = 5$$

Our equation balances showing that our amounts in the **Registry** are in balance. When playing a game you will put more reliance on the **Cumulative Win** amount than the **Registry** total since the **Cumulative Win** is easily checked by counting chips, or in the case of online games, just checking the bankroll balance.

If you perform this check while playing and discover that the **Registry** amounts are short of what is needed to balance the equation, adjust the **Registry** to balance the equation.

Let's assume in this case that we had made a mistake in the **Registry** and by Spin 8 we showed amounts of 24 10 7, totaling 41, instead of the correct amounts of 24 20 10 7, totaling 61.

Our equation would not balance and we would have:

$$5 = 41 - (-56) \text{ or}$$

$$5 = -15$$

To make this equation balance we have to add 20 to the right-hand side as

$$5 = -15 + 20$$

$$5 = 5$$

We then correct the **Registry** by adding 20 to it and have

20 24 10 7

Placing the largest amount in the left-hand spot, we regroup the **Registry** to read 24 20 10 7. These are the correct **Registry** amounts. They are easily determined when we use the equation to check the amounts recorded in the **Registry**.

Don't worry about the order of the **Registry** numbers. Order is not usually an issue and the strategy will easily adjust for **Registry** amounts in a different order.

You can also regroup the **Registry** at any time to simplify it.

Suppose the **Registry** reads 20 10 10 8 7 7

You can regroup this by combining amounts to read: 20 20 22.

Regrouping makes determining the size of a R/B wager easier.

Money Management Rules for The Dominator Roulette Strategy

Before you read this chapter you should know how to place your bets when you play. Bet placement is determined by the *Dominant Bet Placement Strategy* (the *DBP Strategy*). If his strategy is not clear to you, you should read the appropriate chapter before reading this chapter.

Likewise, you should know about bet sizing, which entails using the *Outcome Based Betting Strategy* (the *OBB Strategy*) and how to neutralize the effects of the zero by using the *House Vig Neutralizer Bet* (the *HVN Bet*).

Before you start playing you have to have the correct bankroll for your level of play. I will have more to say on this in a later chapter, but for now we have to be concerned with matching your *Base Bet* to your *Game Bankroll*.

Rule 1. Determine the size of your *Base Bet* and your *Game Bankroll* before you start playing.

As you have seen in previous examples, your *Base Bet* will be the size of the smallest bet you make for even-money bets. Many times the size of your *Base Bet* may be determined by the size of minimum bets the casino will accept.

Many online casinos offer many roulette games with \$1 minimum bets and you can easily find online games where you can play making \$1 *Base Bets*.

Most land-based casinos have \$5 to \$10 minimum bets for roulette. Once again, you will have to make sure that you have a large enough Bankroll to handle the level of play you will be making.

Rule 2. Once you decide on your level of play, be sure your *Total Bankroll* is large enough.

Your *Game Bankroll*, which is also called your *Game Buy-in*, is the amount of money you must use for a single game.

Your *Total Bankroll*, which is sometimes called your Roulette Bankroll, your Lifetime Bankroll or your Permanent Bankroll, is the total amount of money you need in order to have an adequate bankroll to play roulette using *The Dominator Roulette Strategy*.

Here are the relationships you need to worry about –

Game Bankroll = 20 times the size of your Base Bet

Total Bankroll = 3 times the size of your Game Bankroll

Total Bankroll = 60 times the size of your Base Bet.

These are very small bankroll requirements. Most gambling strategies will require *Game Bankrolls* of 50 to 100 times the size of your minimum bets. And, the size of the Total Bankroll is usually for five to seven times the size of your *Game Bankroll*.

Obviously, you can play roulette using *The Dominator Roulette Strategy* with a lot less money than is required for other strategies.

The table below shows the relationships between *Base Bets*, the *HVN Bets*, *Game Bankroll* and *Total Bankrolls* for different levels of play.

Base Bets, HVN Bets, Game Bankrolls and Total Bankroll

Base Bet	HVN Bet	Game Bankroll	Total Roulette Bankroll
\$1	\$0.20	\$20	\$60
\$2	\$0.40	\$40	\$120
\$3	\$0.60	\$60	\$180
\$5	\$1	\$100	\$300
\$10	\$2	\$200	\$600
\$15	\$3	\$300	\$900
\$25	\$5	\$500	\$1,500
\$35	\$7	\$750	\$2,250
\$50	\$10	\$1,000	\$3,000
\$75	\$15	\$1,500	\$4,500
\$100	\$20	\$2,000	\$6,000

Rule 3. Set a *Bet Limit* for your level of play.

Your *Bet Limit* can be five to ten times the size of your *Base Bet*. For a \$5 *Base Bet* these would be limits of from \$25 to \$35.

Rule 4. Set a *Target Profit* level for each level of play. I usually recommend a *Target Profit* equal to eight times the size of your *Base Bet*.

The following table shows suggested *Bet Limits* and *Target Profits* for different *Base Bets* and *Game Bankrolls*.

**Suggested Base Bets, Game Bankrolls,
Bet Limits and Target Profits**

Base Bet	Game Bankroll	Bet Limits	Target Profits
\$1	\$20		
\$2	\$40		
\$3	\$60		
\$5	\$100	\$25 to \$35	\$40
\$10	\$200	\$50 to \$70	\$80
\$15	\$300	\$75 to \$105	\$120
\$20	\$400	\$100 to \$140	\$160
\$25	\$500	\$125 to \$175	\$200
\$35	\$700	\$175 to \$245	\$280
\$50	\$1,000	\$250 to \$350	\$400
\$75	\$1,500	\$375 to \$525	\$600
\$100	\$2,000	\$500 to \$700	\$800
\$125	\$2,500	\$625 to \$875	\$1,000
\$250	\$5,000	\$1250 to \$1750	\$2,000
\$500	\$10,000	\$2500 to \$3500	\$4,000
\$1,000	\$20,000	\$5,000 to \$7,000	\$8,000
\$2,000	\$40,000	\$10,000 to \$14,000	\$16,000
\$3,000	\$60,000	\$15,000 to \$21,000	\$24,000
\$5,000	\$100,000	\$25,000 to \$35,000	\$40,000
\$10,000	\$200,000	\$50,000 to \$70,000	\$80,000

Setting and controlling the size of your bankroll as well as setting *Loss Limits* is so important that we will dedicate a whole chapter to it. You will also see an example of how we applied the *Loss Limit* concept to limit our losses in one of the example games we present.

Rule 5. You will always use a *Loss Limit* when you play. The easiest *Loss Limit* to use is one equal to the *Game Bankroll*. Your *Loss Limit* always has a higher priority than your *Bet Limit*. In other words, if the loss of any wager, even one equal to or less than your *Bet Limit* would cause you to exceed your *Loss Limit*, you will call the game complete.

Here's how Money Management Rule 5 operates –

Let's assume the following:

Your Base Bet is \$5.

Your Bet Limit is \$30.

Your Game Bankroll is \$150.

Your Loss Limit is \$100.

Your cumulative loss is –83 and you are called on to make a wager of 25.

You now have a couple of choices before you.

First, the largest wager you can make is limited by your Loss Limit of \$100. Since you are down –83, then the largest wager you can make is \$17, since the loss of this wager would put your loss at –100, your Loss Limit.

If you use a *Game Bankroll* equal to your *Loss Limit*, you won't be tempted to ever lose more than your *Loss Limit* as you won't have a large enough *Game Bankroll* to make the bet.

In this example, where your *Game Bankroll* is \$150, you will have to limit the size of any bets to make sure you don't exceed your *Loss Limit*.

In this case, where you are called on to make a wager of \$25, and the largest bet you can make without risking exceeding your *Loss Limit* is 17, I would make a wager of \$15. If you win, continue playing. If you lose the wager, wrap the game up and quit playing.

The one thing you must never do is to exceed your *Loss Limit* in a game.

And, you must set your *Loss Limit* before you start a game, not while you are playing.

You can use a larger *Loss Limit* if you like, but you cannot make up rules as you play. Always set your goals and limits before starting play and then stick with them. This is the key to your winning consistently with only a few small losses.

Using the Complete Strategy

The purpose of this chapter is to show you how to use the complete *Dominator Roulette Strategy* to make large sums of money safely and easily!

The components of the strategy are:

1. *The Dominator Bet Pattern Strategy (DBP Strategy)* which shows you where to place your even-money roulette bet.
2. *The Outcome Based Betting Strategy (OBB Strategy)* which determines the size of your even-money bets.
3. *The House Vig Neutralizer Bet (HVN Bet)* which not only neutralizes the negative effect of the zero on the roulette wheel, but actually turns the zero into a positive force that can help you win!
4. *The Bet Register*, which is used to track all even-money and *HVN Bets*.
5. *Money Management Rules* which will determine the size of your bankroll, bets and even set *Target Profits* and *Loss Limits*.

Before we practice putting all of these rules together, lets review them.

The Dominator Bet Pattern Strategy

Rule 1. Before making your first even-money bet, observe one roulette spin. Your first bet will be that the first decision repeats. In other words, you will start out betting the Same (S) as the preceding decision.

Example: If the wheel shows R on Spin 1, with the S pattern you will bet R on Spin 2.

Rule 2. So long as you continue to win betting for a repeat of the previous decision, you will stick with this pattern.

If the wheel shows R R R R R R R , you will follow this pattern and bet on Red.

Rule 3. As soon as you have a losing wager with the S pattern, you will bet the Opposite (O) of the preceding decision.

Example: If, following the S pattern you bet on R and lose to a B, you will bet on the O pattern on the next bet and bet on R again (the opposite of the B decision).

Rule 4. If you lose two bets in a row, you will repeat the previous pattern for one spin.

Example: Where S = bet the same and O = bet opposite, if you -

Bet S and lose, you will switch to Betting O,

You bet O and lose, then since you have lost two bets in a row you will repeat the O pattern for one spin and

Bet O one more time.

Your betting pattern would be: S O O.

If you win the O bet you will continue betting O until you have a losing wager.

If you lose on the switched O bet, you will revert back to betting S.

The effect of this rule is to reset the strategy after two consecutive losing bets. This is a very powerful rule and allows this strategy to overcome all kinds of repeating patterns that might destroy other strategies.

Rule 5. If a zero or double-zero shows, ignore it in determining where to bet.

Assume you are called on to bet the S pattern and you are called on to bet on R and a zero shows. On the next spin following the zero you will again bet the S pattern and bet on R.

While you won't ignore a zero in determining the amount you will bet you will ignore it in terms of using the ***DBP Strategy*** and determining where to place your bet.

Do you understand the ***DBP Strategy***? If you have questions, you should review the examples in previous chapters.

The Outcome Based Betting Strategy

This strategy is used to determine the amount you will wager on even-money bets. The actual bet size will be determined by the size of bets shown in the *Bet Registry*.

Rule 1. The Object of Outcome Based Betting is to win an amount equal to your *Base Bet*. The *Base Bet* is the smallest wager you will make on even-money bets. If you are a \$5 bettor, then \$5 is your *Base Bet*. If you win your first real money bet, you will win a coup. If you don't win this bet then you will use some rules regarding when you bet and how much you bet. However, even though we use other rules, your objective with Outcome Based Betting is always to complete a winning coup and win an amount equal to your *Base Bet*.

Rule 2. Timing is a critical part of winning with Outcome Based Betting. The most important aspect of this strategy is that you will only make a wager following a winning wager using the *DBP Strategy* to place your bets. In order to determine when to make a real-money wager, you will have to track the outcome of bets. You won't start out making real-money bets, instead you will make *Imaginary Bets* until you would have had a win. Just like it sounds, no even money wager is made when you make an *Imaginary Bet*. Instead of making a wager, you simply track whether the wager would have been a winning one or not. If the previous wager would have won, then you will make a real money bet. If the previous wager would have lost you will continue making *Imaginary Bets* until you have a win.

Rule 3. The size of the actual money bet is determined by amounts recorded in the *Bet Registry*.

Rule 4. Anytime you have a losing real money bet, you will cease making bets until you have another "Imaginary Win."

Rule 5. Anytime that you complete a winning coup, the *Registry* will be blank and you will start on the next coup attempt. Remember, the object of each sequence of bets is to complete a winning coup.

Making House Vig Neutralizer (HVN) Bets

Rule 1. The **HVN Bet** is made on the zero (or on two zeros on a two-zero wheel). You will make an **HVN Bet** for every spin of the wheel. You will make an **HVN bet** even if you are not making an even-money bet.

Rule 2. Beginning **HVN bets** are one-fifth the size of **Base Bets** for single-zero wheels and two-fifths the size of **Base Bets** on double-zero wheels. If you are playing on a single-zero wheel with a \$5 **Base Bet**, your starting **HVN bet** will be for \$1.

Rule 3. The size of **HVN Bets** is determined by comparing the win of an **HVN bet** and the amount lost in a game.

The size of the **HVN bet** must be large enough to so that a win will equal or exceed the amount previously lost in a game.

Let's take a look at these relationships:

If you use a \$1 Starting **HVN Bet** and a zero shows, you will win 35 to 1, or \$35. This gives you your reference point for your **HVN Bet** Platform. In this case your benchmark for determining the size of your **HVN Bet** is \$35, or a multiple of \$35.

Here is how you would determine the size of your **HVN bet** on a single-zero wheel using a \$5 **Base Bet**.

HVN Bet Multiple	Amount of Loss	Size of HVN Bet
1	0 to 35	\$1 (Win = \$35)
2	36 to 70	\$2 (Win = \$70)
3	71 to 105	\$3 (Win = \$105)
4	105 to 140	\$4 (Win = \$140)

Using the Bet Registry

The **Bet Registry** is used to track all losing bets and the value of a winning coup. The **Registry** will be blank when you are starting a game and blank after a coup has been won.

Every lost bet is recorded in the **Registry**.

Whenever we begin a coup attempt and lose, we will always record the value of the coup and the amount of a losing bet.

If you wager 5 and lose the wager, you will record the loss of 5 and the value of a coup win of 5. The **Registry** will read: 5 5.

If you lose two bets in a row of 5 and 5, the **Registry** will read: 5 5 5, which represents two losing wagers and the value of a coup won.

The latest loss is always written in the left-hand position. If the **Registry** reads 5 5 and we make a wager of 10 and lose, the **Registry** will then read 10 5 5.

When we start a game the only real money bet will be the **HVN Bet**. Assuming that our Starting **HVN Bet** is \$1 and our **Base Bet** is \$5, the Value of a Coup will be \$5, the size of our **Base Bet**.

Let's assume on the first spin we make an **HVN Bet** of \$1 and lose. We will record both the loss of the **HVN Bet** and the Value of a Coup in the **Registry**, which will read: 5 1.

To simplify the **Registry** you should combine the amount lost on the **HVN bet** with other losses and record one amount. Thus, instead of recording 5 1, we will record 6.

We use the amounts recorded in the **Registry** to determine the size of a real money wager. However, the size of our **Bet Limit** will limit the size of each even money bet.

Let's assume the **Registry** reads 20 10 10 5, and we have a winning even-money bet

(remember the win of an imaginary even-money bet counts as a win for the purpose of determining when we will make a real money bet).

Let's further assume that our **Bet Limit** is \$35.

We could make a wager of \$35, or just total the first two amounts in the **Registry** and bet $20 + 10 = 30$.

I usually prefer to keep wagers smaller if possible so I would probably bet \$30 plus the amount of the **HVN Bet**. If the **HVN Bet** is 1, we will bet 31. If we win the \$31 bet, for a net win of 30 (a \$31 win on R/B less the \$1 lost on the **HVN Bet**) we will cancel the first two amounts in the **Registry** of 20 10. The **Registry** will read 10 5 after the win.

If we had lost this wager of \$31, we would have updated the **Registry** to read 31 20 10 5.

When there are more than three or four amounts in the **Registry**, regroup them so that you have fewer amounts to record.

The **Registry** amounts of 31 20 10 5 can be combined to read 31 20 15. Or you could even combine them as 31 35. When you do this you shouldn't have any amounts in the **Registry** larger than your **Bet Limit**, which we are assuming to be \$35 in this case.

Whenever you are wagering real money on both the **HVN Bet** and an even-money bet, you will always update the **Registry** for the total amount lost on the spin. For example, if you make a \$1 **HVN Bet** and a \$10 even-money bet and lose, you will record 11 as the amount lost in the **Registry**.

As you know, winning wagers cancel amounts recorded in the **Registry**. Winning **HVN Bets** will give you winnings that do not match the amounts recorded in the **Registry**. Canceling the amount won may entail rearranging the amounts in the **Registry**.

Let's assume that you have an even money wager of \$8 and a \$1 *HVN Bet* which wins. Here you will lose the \$8 even money bet and win \$35 on the zero. Your net win will be $35-8=27$.

Here are the *Registry* amounts before this wager: 8 6. With a net win of \$27, we more than cancel the amounts in the *Registry*. This gives us a winning coup since winning the total of the amounts in the *Registry* represents a coup win. In this case, the \$27 win will not only give us a coup win, but will result in all of the amounts in the *Registry* being cancelled.

Let's take another example of how a winning *HVN Bet* will be reflected in the *Registry*. In this case, let's assume that the *Registry* reads 21 20 15 10. Our cumulative loss at this point is -56. With a game loss greater than the value of an *HVN Bet* win of 35, we increase the size of our *HVN Bet* to \$2.

Let's assume that we have won the previous *Imaginary Bet* on Red or Black. We decide to wager the first amount in the *Registry* of \$21 and to make an *HVN Bet* of \$2.

Our actual wager on Red or Black will be for \$23, as we will always combine the amounts of the *Registry* value and the *HVN Bet*

So we make a wager of \$23 on Red or Black and a \$2 bet on zero. Zero shows. Here we will win \$70 on the *HVN Bet* and lose \$23 on the even money bet, for a net win of \$47.

We will now adjust the *Registry* for the win. With large wins like this it is often easier to just total the amounts in the *Registry* and then deduct the amount won. In this case, the *Registry* totals 66. We subtract the amount won of 47 and have $66-47=19$. The adjusted *Registry* now reads 19. If you like you can split this into two amounts and record 10 9.

You will note that this win did not give us a coup win since there was still a balance in the *Registry*. However, we will reduce the size of our next HVB Bet to \$1 since our loss for the game is now just 9.

Money Management Rules

Rule 1. Determine the size of your *Base Bet* and your *Game Bankroll* before you start playing.

Rule 2. Once you decide on your level of play, be sure your *Total Bankroll* is large enough.

Rule 3. Set a *Bet Limit* for your level of play.

Rule 4. Set a *Target Profit* level for each level of play. I usually recommend a *Target Profit* equal to eight times the size of your *Base Bet*.

Rule 5. You will always use a *Loss Limit* when you play. The easiest *Loss Limit* to use is one equal to the *Game Bankroll*. Your *Loss Limit* always has a higher priority than your *Bet Limit*. In other words, if the loss of any wager, even one equal to or less than your *Bet Limit* would cause you to exceed your *Loss Limit*, you will call the game complete.

These are the most important aspects of Money Management for *The Dominator Roulette Strategy*:

Game Bankroll – 20 times the size of your *Base Bet*

Total Bankroll – 3 times the size of your *Game Bankroll*

Total Bankroll – 60 times the size of your *Base Bet*.

Bet Limit – 5 to 7 times the size of your Base Bet.

Loss Limit – 20 times the size of your Base Bet

Target Profit – 8 times the size of your Base Bet

The interplay of the different strategies may seem complex at this point. The easiest way to understand them is to see them in action. In the next chapter we will do just that.

Example Games Using The Dominator Roulette Strategy

The easiest way to illustrate how to use the *Dominator Roulette Strategy* is to review actual games played using the strategy.

Before you read this chapter you should have done the following:

1. Learned how to play roulette if you haven't played before.
2. Signed on with an online casino, such as Bodog, and played in practice mode.
3. Learned how to use the *Dominant Bet Pattern Strategy* to determine where you will place each even-money wager.
4. Learned the *Outcome Based Betting Strategy*
5. Learned how to make *HVN Bets*.
6. Learned how to use the *Bet Registry*. The easiest way to learn to use the *Registry* is by playing and you will have a chance to review more example of how to use the *Bet Registry* in this chapter.
7. Learned the *Money Management Rules*.

In this chapter we present several actual games to show you exactly how we pulled together this strategy into the most effective roulette strategy ever created.

These are the assumptions we used for each of the following games.

Roulette Version: European Roulette with single zero. House *Bet limits* of \$1 to \$100.

Game Bankroll - \$150

Bet Limit - \$35

Target Win - \$40

Base Bet - \$5

Starting *HVN Bet* - \$1

Key for the Tables

No – the number of the spin.

Red/Black Decision – the results of the wheel spin.

Bet Pattern – the DBP pattern used. S = Same as previous Observed Decision and O = Opposite of previous Observed Decision.

Bet On R/B – where we placed each bet. R = red, B = black.

Amount Bet R/B – the amount of each R/B bet. A slash (-) means no bet was placed.

Zero Bet Amount – the amount of the *HVN Bet*

Net Won Spin – shows the net amount won or lost on the spin. This includes both the R/B bet and the wager on zero.

Registry – a tracking system to determine the size of each bet. The amounts of losing bets and the value of a coup win are recorded here.

Coup Won – a mark of “C” shows the completion of a winning coup.

Cum Won – the amount won or lost for the game.

Example Game 1

Let's go through this game one play at a time.

Spin 1. The first spin we will not make any even money bet (R/B) but will observe the decision. We make a \$1 *HVN Bet* on zero and lose. In the *Registry* we record the loss of 1 on the zero and the value of a winning coup of 5. Combining these amounts the Register reads: 6.

Spin 2. Using the S pattern we make an *Imaginary Bet* on B and lose. We make a real money bet on zero and lose. We have a net loss of -1 on the spin. We update the Register for the loss, so that it now reads: 7.

Spin 3. Following the “loss” of the Imaginary R/B bet on Spin 2 we change patterns to the O pattern and make an *Imaginary Bet* on B, which wins. We make a real money bet of 1 on zero which loses. Our net loss for the spin is -1. We update the *Registry* to read:
8.

Example Game 1

No	Red/Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	B					1	-1	6		-1
2	R	S	B		L	1	-1	7		-2
3	B	O	B		W	1	-1	8		-3
4	R	O	R	9	W	1	+8		C	+5
5	B	O	B	6	W	1	+5		C	+10
6	R	O	R	6	W	1	+5		C	+15
7	R	O	B	6	L	1	-7	7 5		+8
8	R	S	R		W	1	-1	8 5		+7
9	R	S	R	14	W	1	+13		C	+20
10	B	S	R	6	L	1	-7	7 5		+13
11	B	O	R		L	1	-1	8 5		+12
12	B	O	R		L	1	-1	9 5		+11
13	R	S	B		L	1	-1	10 5		+10
14	R	O	B		L	1	-1	11 5		+9
15	B	O	B		W	1	-1	12 5		+8
16	R	O	R	18	W	1	+17		C	+25
17	B	O	B	6	W	1	+5		C	+30
18	R	O	R	6	W	1	+5		C	+35
19	R	O	B	6	L	1	-7	7 5		+28
20	B	S	R		L	1	-1	8 5		+27
21	R	S	B		L	1	-1	9 5		+26
22	R	O	B		L	1	-1	10 5		+25
23	B	S	R		L	1	-1	11 5		+24
24	R	S	B		L	1	-1	12 5		+23
25	R	O	B		L	1	-1	13 5		+22
26	R	S	R		W	1	-1	14 5		+21
27	R	S	R	20	W	1	+19			+40

Spin 4. Following the Imaginary R/B win on Spin 3, we continue with the O pattern and make a real money wager of 9 on R which wins. The bet size was determined by adding the amount of 8, shown in the *Registry* with the current bet on zero of 1. The R/B bet of 9 wins, while the 1 bet on zero loses for a net gain of 8 on the spin. The gain equals the

amounts in the **Registry** and we record a Coup Win. Our Cumulative Win is now +5, the value of one winning coup. After the Coup Win, the **Registry** is blank.

Spin 5. Following a winning R/B bet we make another real money bet. Keeping the same betting pattern, we again bet the O pattern making a wager of 6 on B. The bet size consists of our **Base Bet** of 5 plus the 1 wagered on the zero. The wager wins, resulting in a net win of 5 on the spin. This gives another Coup Win of 5. The **Registry** is blank since we just won a coup.

Spin 6. Since we won the last R/B bet we make another real money bet keeping the same betting pattern of O. We bet 6 on R and win. We also make a 1 bet on zero which loses. Our net gain for the spin is 5, which gives us another winning coup. We have now won +15 for the game.

Spin 7. Following the win of the even money bet on R we make another real money R/B bet. Keeping the O pattern we bet 6 on B and lose the bet. We also bet 1 on zero which also loses. Our total loss is 7. We record the amount of this loss and the value of a coup win in the Register, which now reads: 7 5.

Spin 8. After losing the R/B bet in Spin 7, we switch patterns and bet S making an **Imaginary Bet** on R, which wins. We make a real money bet of 1 on zero, which loses. The net loss for the spin is -1. We update the **Registry** to read: 8 5.

Spin 9. Since we won the Imaginary R/B bet in Spin 8, we now make a real money bet, keeping the same pattern of S. We bet the total in the **Registry** of 13 plus the bet on zero of 1 and make a R/B bet of 14, which wins. We win a net of +13 for the spin, which is the total of the amounts in the **Registry**, giving us a Coup Win. Our Cumulative Win is now +20.

Spin 10. Since we won the last R/B bet we again make a real money R/B bet, keeping the same pattern of betting S. Since we won a coup on the previous spin, we start over with a **Base Bet** of 5 plus the 1 bet on the zero and wager 6 on R. The bet loses. We

update the **Registry** for the net loss of 7 plus the value of a coup. The **Registry** now reads: 7 5.

Spin 11. Following the losing R/B bet, we change patterns from S to O and make an Imaginary R/B bet on R, which loses. We also make a real money bet of 1 on zero, which loses. We record the real money loss of 1 in the **Registry**, which now reads: 8 5.

Spin 12. We have now lost two R/B bets in a row. In accordance with the **DBP Strategy**, after two losses we repeat the pattern used on the previous play and bet the O pattern again, making an **Imaginary Bet** on R. Our **Imaginary Bet** loses. We also make a real money bet of 1 on zero which loses. Our net loss for this spin is -1. We update the **Registry** to read: 9 5.

Spin 13. Since we lost the last R/B bet we resume changing the pattern after a losing bet and bet the S pattern with an **Imaginary Bet** on B which loses. We make a real money bet of 1 on zero which loses, giving us a loss of -1 for the spin. We update the **Registry** to read: 10 5.

Spin 14. We change patterns again making an **Imaginary Bet** on B using the O pattern. The **Imaginary Bet** loses. We make a real money bet of 1 on zero which loses, giving us a loss of -1 for the spin. We update the **Registry** to read: 11 5.

Spin 15. Following two more consecutive losing R/B bets, we repeat the previous pattern and keep the O pattern for this spin. Our **Imaginary Bet** on B wins. We make a real money bet of 1 on zero which loses. Our net loss for the spin is -1. The updated **Registry** reads: 12 5.

Spin 16. Since we won our Imaginary R/B Bet in Spin 15, we keep the same pattern of O and make a real money bet this spin. The amounts in the **Registry** total 17 and the wager on zero will be for 1. We total these amounts and make a wager of 18 on R which wins. We win the R/B bet of 18 and lose the bet on zero of 1, giving us a net win of +17 for the spin. Since this equals the amount in the **Registry**, we have won another coup. Our Cumulative Win for this game is now at +25.

Spin 17. Following the R/B bet win we keep the pattern of O and make a wager of 6 on B. The bet was determined by adding the Coup Value of 5 (since we are starting a new coup attempt) and the 1 bet on zero. We win the bet and record the net win of +5. This gives us another coup win. The **Registry** is blank after a coup win.

Spin 18. Since we won the R/B bet we make another wager using the O pattern and bet 6 on R which wins. We win another coup. Again the **Registry** is blank since we won a coup.

Spin 19. Trying to continue this winning run we keep the O pattern wager 6 on B. We lose the R/B bet of 6. We also make a bet on zero of 1, which also loses. We record the amount lost of 7 and the value of a coup of 5 in the **Registry**, which now reads: 7 5.

Spin 20. Following a losing R/B bet we switch our pattern from O to S and make an **Imaginary Bet** on R which loses. We make a real money bet of 1 on zero which loses. We have a net loss of -1 for the round. We update the **Registry** to read: 8 5.

Spin 21. Since we lost two consecutive R/B bets we repeat the previous pattern and bet the S pattern again, making an **Imaginary Bet** on B, which loses. We make a real money bet of 1 on zero which loses. Our net loss for the spin is -1. We update the **Registry** to read: 9 5.

Spin 22. We change our betting pattern from S back to O and make an **Imaginary Bet** on B which loses. We make a real money bet of 1 on zero which loses. Our loss for the spin is -1. We update the **Registry** to read: 10 5.

Spin 23. Since we lost the last R/B bet we change the pattern from O to S and make an **Imaginary Bet** on R which loses. We make a real money bet of 1 on zero which loses. We update the **Registry** to read: 11 5.

Spin 24. Since we lost the last two R/B bets, we repeat the previous pattern and make an S pattern **Imaginary Bet** on B which loses. We make and lose a bet of 1 on zero, for a

real money loss of -1 for the spin. The **Registry** now reads 12 5.

Spin 25. Following the R/B loss we change patterns and make an Imaginary O pattern bet on B which loses. We make and lose a bet of 1 on zero. Or net loss for the spin is -1 . The updated **Registry** reads: 13 5.

Spin 26. Following the R/B loss in Spin 25 we change the bet pattern to S and make an **Imaginary Bet** on R which wins. We make a real money bet of 1 on zero which loses. Our net loss for the spin is -1 . The updated **Registry** now reads 14 5.

Spin 27. Following our R/B win we keep the same pattern of S and make a bet of 20 on R. We calculated the size of the bet by adding the **Registry** amounts, totaling 19 and the amount of the 1 bet on zero. We win the bet for a net win of $+19$. Our cumulative win is $+40$, which is equal to our Target Win of 40. We call the game over.

This game is illustrative of the power of **The Dominant Roulette Strategy**. There were no zeros experienced in this game. We bet a total of \$27 on zero which was lost without an offsetting win.

We won 12 R/B bets and lost 14 R/B bets (counting both Imaginary and real money bets).

By all rights we should have had a losing game since the bets on the zero were a net drain and we lost more than we won on the even-money bets.

However, as you can see, we hit our Target Win in 27 spins, which is about average for this strategy.

Particularly noteworthy are the seven consecutive losing R/B bet on Spins 19 to 25. While this many consecutive losing bets would destroy most systems they only caused us a draw down in winnings from $+35$ after Spin 18 to $+22$ after Spin 25, for a net loss of just -13 during this losing streak.

While with seven consecutive losing R/B spins this was not an easy game and we had no help from the zero, we still easily won our *Target Win* in 27 spins.

Example Game 2

	Red/Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	R					1	-1	6		-1
2	B	S	R		L	1	-1	7		-2
3	R	O	R		W	1	-1	8		-3
4	R	O	B	9	L	1	-10	10 8		-13
5	B	S	R		L	1	-1	11 8		-14
6	R	S	B		L	1	-1	12 8		-15
7	B	O	B		W	1	-	13 8		-16
8	R	O	R	22	W	1	+21		C	+5
9	R	O	B	6	L	1	-7	7 5		-2
10	R	S	R		W	1	-1	8 5		-3
11	R	S	R	14	W	1	+13		C	+10
12	R	S	R	6	W	1	+5		C	+15
13	R	S	R	6	W	1	+5		C	+20
14	B	S	R	6	L	1	-7	7 5		+13
15	B	O	R		L	1	-1	8 5		+12
16	R	O	R		W	1	-1	9 5		+11
17	R	O	B	16	L	1	-17	17 14		-6
18	R	S	R		W	1	-1	18 14		-7
19	R	S	R	33	W	1	+32		C	+25
20	B	S	R	6	L	1	-7	7 5		+18
21	R	O	R		W	1	-1	8 5		+17
22	B	O	B	14	W	1	+13		C	+30
23	R	O	R	6	W	1	+5		C	+35
24	R	O	B	6	L	1	-7	7 6		+28
25	B	S	R		L	1	-1	8 6		+27
26	Zero	S	B		L	1	+35		C	+62

Example Game 2 is a fairly typical game. It lasted 26 spins and resulted in a win larger than the Target Win for this level of play of \$40. Of course the zero on Spin 26 helped us. There is never a bad time for a zero when you use the *Dominator Roulette Strategy*.

It took us eight spins before we won our first coup. This is not out of line for the strategy. Sometimes it takes a while for the system to get in sync with the roulette wheel. But once it does, wins often come in bunches.

While we didn't win our first coup until spin 8, look what happened on spins 11, 12 and 13. We won three coups in a row.

We had another run on spins 19, 22, 23 and 26 where we won coups.

A key factor in the effectiveness of this strategy is that you will not make even money bets during a losing streak. We lost spins 4, 5 and 6, yet our net loss for these three spins was just \$3.

Likewise, we had another losing streak on spins 24, 25 and 26. Here, instead of having a loss, we ended up winning \$27 because a zero showed.

The Dominator Roulette Strategy is the best strategy we have ever seen for being able to avoid large draw downs during losing streaks and then to come back with a vengeance in just a few spins, or in this case in one spin when a zero shows!

Example Game 3

	Red/ Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	Zero					1	+35		C	+35
2	R					1	-1	6		+34
3	B	S	R		L	1	-1	7		+33
4	R	O	R		W	1	-1	8		+32
5	R	O	R	9	L	1	-10	10 8		+22
6	R	S	R		W	1	-1	11 8		+21
7	R	S	R	20	W	1	+19		C	+40
8	B	S	R	6	L	1	-7	7 5		+33
9	Zero	O	R		L	1	+35		C	+68
10	B	O	R		L	1	-1	6		+67
11	B	O	R		L	1	-1	7		+66
12	B	S	B		W	1	-1	8		+65
13	R	S	B	9	L	1	-10	10 8		+55
14	R	O	B		L	1	-1	11 8		+54
15	B	O	B		W	1	-1	12 8		+53
16	B	O	R	21	L	1	-22	22 12 8		+31
17	B	S	B		W	1	-1	23 12 8		+30
18	Zero	S	B	37	L	2	+33	10		+63
19	B	S	B		W	1	-1	11		+62
20	R	S	B	12	L	1	-13	13 11		+49
21	Zero	O	B		L	1	+35		C	+84

In Example Game 3 we made \$84 in 21 spins. In this game the zero was clearly the major contributor to our profits as we won on zeros in Spins 1, 9 and 21.

This game clearly illustrates the effectiveness of combining two different systems at the same time. You are playing for wins on even money bets timing your bets on red and black and avoiding losing money on long losing streaks. At the same time, using the *HVN Bet* you are not only neutralizing the zero but turning it into a powerful source of winnings.

We have seen over the course of thousands of games played with this strategy that this combination packs a powerful one-two punch and delivers consistent profits like no other roulette strategy.

Example Game 4

	Red/ Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	B					1	-1	6		-1
2	R	S	B		L	1	-1	7		-2
3	B	O	B		W	1	-1	8		-3
4	B	O	R	9	L	1	-10	10 8		-13
5	R	S	B		L	1	-1	11 8		-14
6	B	S	R		L	1	-1	12 8		-15
7	R	O	R		W	1	-1	13 8		-16
8	B	O	B	22	W	1	+21		C	+5
9	R	O	R	6	W	1	+5		C	+10
10	R	O	B	6	L	1	-7	7 5		+3
11	R	S	R		W	1	-1	8 5		+2
12	R	S	R	14	W	1	+13		C	+15
13	R	S	R	6	W	1	+5		C	+20
14	R	S	R	6	W	1	+5		C	+25
15	R	S	R	6	W	1	+5		C	+30
16	B	S	R	6	L	1	-7	7 5		+23
17	B	O	R		L	1	-1	8 5		+22
18	R	O	R		W	1	-1	9 5		+21
19	Zero	O	B	15	L	1	+20		C	+41

Example Game 4 had a ragged start. By Spin 7 we were down -16. Then we won a coup on Spin 8 and we were up +5. We won again on Spin 9 and our net win moved up to +10.

Then look what happened on Spins 12 through 15. We had four winning coups in a row and by Spin 15 we were sitting pretty with a net win of +30.

But little did we know, the best was yet to come. We had several money losing spins and then on Spin 19 the zero showed pushing our net win up to +41. With a Target Win of \$40, we did the prudent thing at this point and called the game over.

Following are two practice games you should try to see if you have a good grasp of using the entire strategy. The completed games are in the back of the book in Appendix B.

Practice Game 1

	Red/ Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	Zero									
2	R									
3	B									
4	B									
5	B									
6	R									
7	R									
8	R									
9	B									
10	R									
11	R									
12	B									
13	B									
14	R									
15	R									
16	B									
17	B									
18	B									
19	B									
20	R									
21	B									
22	R									
23	B									
24	R									

Practice Game 2

	Red/ Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	R									
2	B									
3	B									
4	B									
5	R									
6	B									
7	R									
8	R									
9	Zero									
10	B									
11	B									
12	B									
13	R									
14	R									
15	R									
16	R									
17	R									
18	R									
19	B									
20	R									
21	B									

How Much Can You Make Using The Dominator Roulette Strategy?

We have tested the *Dominator Roulette Strategy* thoroughly. At this point we have the results of 2,646 games played in both online and land-based casinos.

These games were played with *Base Bets* ranging from \$1 to \$100 and our results were overwhelmingly positive. We used several players who worked with us and kept careful records of all of the games.

So that we can compare the results of play with different *Base Bets* and bankrolls, we converted all of the game documentation to the following parameters:

Base Bet	\$5
Game Bankroll	\$150
Total Bankroll	\$300
Bet Limit	\$35
Loss Limit per Game	\$100
Target Profit per Game	\$40

Your results may not match our results when you play a small number of games. However, once you have played over 100 games, your averages should come closer to what we experienced. If they are not, you need to carefully examine your play, as you may not be following the rules for this system.

If you have just skimmed over this manual so far, you may think the system is too complicated. It is not. If you take the time to learn each component before trying to use the complete system, you should do very well

If you have any doubts as to the rewards awaiting you for learning this strategy, the information in this chapter should inspire you to take the time to master it.

One aspect of the strategy that many players overlook is the money management side. It is very important that you stick to the rules as to the size of your *Game Bankroll, Total*

Bankroll, Bet Limits and Target Wins. Even though the bet placement and bet sizing rules as well as the **HVN Bet** make this the finest system ever created for beating roulette, you still have to watch your money. That is what the money management rules will do for you. They will not only keep you focused on the best ways to make and then keep profits playing roulette, but they will protect you from ever letting your emotions put your bankroll in danger.

One aspect of money management with some leeway is setting the size of your **Bet Limit**. As a \$5 bettor, your largest bet should be between \$25 and \$35, with the size of any **HVN Bet** added to the R/B bet to compute the amount to be wagered. I personally prefer using a \$35 **Bet Limit** as it takes fewer wins with a larger bet to overcome any losses. However, I will also play with a larger **Game Bankroll** of \$150 when I use \$35 **Bet Limits**.

When you start out as a \$5 bettor you should probably stick with \$100 **Game Bankrolls** and \$25 **Bet Limits**. As your profits build you can decide if you want use \$35 **Bet Limits** and \$150 **Game Bankrolls**.

If you stick with a **Game Bankroll** of \$100 and never buy more chips (or increase your deposit when playing online) after a loss, you will automatically keep your losses equal to or less than the suggested **Loss Limit** per Game of \$100.

The following table shows the results of 2,646 documented games with the results adjusted to reflect what the results would have been if they had all been played with \$5 **Base Bets**, **Game Bankroll** of \$150, **Bet Limits** of \$35, **Loss Limits** of \$100 per game and a Target Win amount of \$40 per game.

Results of 2,646 Games Played with \$5 Base Bets and \$1 Base Zero Bets

Total Won	\$81,732
Number of Games	2646
Average Amount Won per Game $\$81732/2646 =$	\$30.89
Base Bet	\$5
Buy In Bankroll (20 x 5)	\$100
Total Bankroll	\$300
Games Won	2548
Games Lost	98
Game Winning Percentage: $26/27 =$	96.30%
Games Loss Percentage $1/27$	3.70%
Total Spins	81,046
Average Spins per Game $81046/2646 =$	30.6
Average Winnings per Spin $\$81,732/81046$	\$1.009
Bet Ranges Used	
Average Win per Winning Game	\$35.15
Average Loss per Losing Game	\$80.00
Base Bets	\$5 to \$35
Zero Bets	\$1 to \$3
Rates of Play:	
Land-based Play	50 spins per hour
Online Play	250 spins per hour

All of our documented games have been adjusted to reflect the results of playing with \$5 **Base Bets** and \$1 Starting **HVN Bets**.

We won \$81,732 having played 2,646 games. Let's break this down –

Of the 2,636 games played, we won 2,548 games and lost just 98 games. This gives us a documented *Game Win Rate* of 96.30%.

While we like this high percent of winning games, we have to crunch the numbers a little more to see how well we really did.

We won an average of \$30.89 per game played. And, our games were very short. Our average game took just 30.6 spins.

In a land-based casino, with a spin rate of 50 spins per hour, the average game would have take just 31 minutes. So, in a land-based casino you can play about two games an hour.

In a faster virtual casino, you can easily play 250 spins per hour. At this rate, a game will last less than eight minutes. In an online casino you can easily play seven or eight games in an hour.

These kinds of calculations are important because we like to analyze our play and ultimately determine how much we can win per hour using this strategy.

When you play, you should keep in mind that the average game lasts about 30 spins. This is important. If you are in a longer game, say one that is over 40 spins, you may want to settle for a lower win just to wrap the game up.

On the other side of the coin, if you are way ahead in a short game, you may decide to continue playing but set limits on how much you will give back before quitting.

As you review these results and fine-tune your own play, you never want to lose sight of the fact that in order to win consistently and achieve results like ours, you will need to continue to use proper money management.

It is especially critical that you control losses. Our average loss was just \$80 in over 2,646 games adjusted to reflect \$5 *Base Bets*. Our average win per winning game was \$35.15.

If you divide the average loss by the average amount won per winning game you have –
 $\$80/\$35.15 = 2.27$

This number is important in evaluating the effectiveness of this strategy. It tells you that to break-even you will have to win 2.27 games for every losing game.

If you win at less than this rate, the strategy will be a net loser.

And, if your win rate is higher than 2.27 winning games for every losing game, then the strategy will be a net winner.

Lets take a look at how we did:

We had 2,548 winning games with an average win of \$35.15 per game.

Let's compute our total winnings for these games -

$$2548 \times 35.15 = 89,562$$

We lost 98 games with an average loss of \$80 per game.

The total amount lost is computed as –

$$98 \times 80 = 7,840$$

Now, lets compare these amounts to see how efficient this strategy really is.

We divide the total amount won for winning games by the total amount lost in losing games. We have =

$$89562/7840 = 11.42$$

This amount is very impressive. It shows that our winnings were 11.42 times greater than our losses. Remember that to break even we had to have 2.27 winning games for every loser.

With \$11.42 won per \$1 lost, we are far ahead using this strategy. This comparison also shows you that even if you have a higher loss rate over a smaller number of games that you are still very likely to be a strong winner.

Let's assume that you have really bad luck and lose every sixth game. Here is what your average would look like:

5 Winning Games x \$35.15 (Average Win) =	\$175.75
1 Losing Game x \$80 (Average Loss)	<u>- 80.00</u>
Net Win	<u>\$95.75</u>

Because this strategy is so consistent, we can use our documented results to make predictions of how much you can expect to win using this strategy.

The following table shows the hourly win rates for play making \$1, \$2, \$3, \$5, \$10, \$15, \$25, \$35, \$50, \$75 and \$100 **Base Bets**. The hourly win rates are shown for land-based games, with a spin rate of 50 spins per hour and online games with a faster spin rate of 250 spins per hour.

Hourly Win Rates for The Dominator Roulette Strategy

Base Bet	Amount Won Per Spin	Land-Based 50 Spins per Hour	Online 250 Spins per Hour	Buy-in Bankroll	Total Bankroll
\$1	0.2018		\$50.45	\$20	\$60
\$2	0.4036		\$100.90	\$40	\$120
\$3	0.6054		\$151.35	\$60	\$180
\$5	\$1.009	\$50.45	\$252.25	\$100	\$300
\$10	\$2.018	\$100.90	\$504.50	\$200	\$600
\$15	\$3.027	\$151.35	\$756.75	\$300	\$900
\$25	\$5.045	\$252.25	\$1,261.25	\$500	\$1,500
\$35	\$7.063	\$353.15	\$1,765.75	\$750	\$2,250
\$50	\$10.090	\$504.50	\$2,522.50	\$1,000	\$3,000
\$75	\$15.135	\$756.75	\$3,783.75	\$1,500	\$4,500
\$100	\$20.180	\$1009.00	\$5,045.00	\$2,000	\$6,000

You can use this table to estimate how much you can win at different levels of play in different casinos.

Let's assume that you plan on playing roulette in a land-based casino making \$5 **Base Bets**. Your **Win Rate** will be \$50.45 an hour, which you can round to \$50 to approximate your winnings.

You can see that if you play six hours a day, you will average making about \$300 an day.

If you increase your **Base Bets** to \$25 and play the same amount, your winnings will jump to \$1,500 a day

To really make big money in a land-base game you should consider becoming a \$100 **Base Bettor**. Here, your hourly win rate will be \$1009 per hour (round it down to \$1,000 an hour).

So, five hours a day of play will bring you \$5,000 a day in winnings.

If you put in five days a week and you will make a tidy \$25,000 a week.

You can also work backwards using the information in this table. Let's assume that you have decided that you want to make \$5,000 a week in a land-based casino. You only want to play three days a week putting in five hours of play per day.

So, your question becomes, "What level should I play at to net \$5,000 a week for 15 hours of play?"

The table quickly gives us the answer -

To net \$5,000 a week playing 15 hours, you need to play at a level that will net you \$333 an hour ($\$5,000/15 = 333$). If you play with \$35 minimum bets you will average making \$353 an hour in land-based play. This is where you want to play.

Of course, deciding how much you want to make and having the bankroll to do it may be two different things.

The table below shows *Base Bets*, *HVN Bets*, *Game Bankrolls* and *Total Bankroll* for different levels of play.

Dominator Roulette Betting and Bankroll Levels

Base Bet	HVN Bets	Game Bankroll	Total Roulette Bankroll
\$1	\$0.20	\$20	\$60
\$2	\$0.40	\$40	\$120
\$3	\$0.60	\$60	\$180
\$5	\$1	\$100	\$300
\$10	\$2	\$200	\$600
\$15	\$3	\$300	\$900
\$25	\$5	\$500	\$1,500
\$35	\$7	\$750	\$2,250
\$50	\$10	\$1,000	\$3,000
\$75	\$15	\$1,500	\$4,500
\$100	\$20	\$2,000	\$6,000

These are the bankroll requirements needed to use *The Dominator Roulette Strategy*.

They are surprisingly low. You can get started playing online with just a \$20 buy-in. In fact you can get started for even less than this since many online casinos will give you a 100% bonus for signing up. Just deposit \$10 with one of the casinos and you will have \$20 to play with.

There are many online roulette games accepting ten-cent bets. To be able to make \$1 *Base Bets* for even money bets and 20-cent *HVN Bets* this is the game level you want.

The minimum roulette games I know of in land-based casinos have \$3 minimum bets on outside bets (even money bets). However, you can find many land-based roulette games accepting \$5 play. To get started as a \$5 *Base Bettor* only requires a \$100 buy-in which is very affordable.

In fact, with such low bankroll requirements, you should try to move up to making \$25 *Base Bets* as soon as possible. All it takes is a *Total Bankroll* of just \$1,500 and a \$500 *Game Bankroll*.

Considering that the hourly return for land-based play is close to \$250 an hour, this an almost irresistible proposition. If you want to compute your return on investment, you will be earning a return of 17% an hour on your money invested. ($250 \text{ winnings} / 1500 \text{ Total Bankroll}$). I don't care how good you are at trading options or day trading, you will never be able to make as much as a 17% return per hour on your trading.

Online play offers such fantastic returns I hesitate mentioning them. As a \$25 **Base Bettor** playing online you can make about \$756 an hour! Let's compute your ROI on this rate of winnings: $\$756 \text{ an hour winnings} / \$1500 \text{ total bankroll} = 50.4\%$, rounded to 50%.

You read correctly. Using **The Dominator Roulette Strategy** online you can make a 50% return on your money every hour you play.

You can see that nothing else you can do compares with this. Best of all you can get started playing for free. Try the practice games at Bodog (<http://casino.bodoglife.com>). You can play without registering or downloading any software.

Skilful Play

There are a number of decisions you need to make to become a successful *Dominator 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. These limits will be acceptable for 90% of the players using the *Dominator 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 raise bets when you are winning, but sometimes you raise them after a loss as well.

If you start talking about the system, you will undoubtedly lose your concentration. In addition, it is almost a given that if you are trying to demonstrate the system to

someone, you are going to have a loss. Call it bad luck or bad karma, but you can believe that discussing the system while you are playing is not a good idea.

Tipping

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

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

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

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

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

Act like a gambler

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

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

Hide Chips

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

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

How to Survive and Prosper as a Professional Gambler, published by Silverthorne Publications, has some excellent suggestions on chip hiding routines. With a female accomplice, it is easy to slip chips to her and let her hide them in her purse.

Sometimes my wife carries a shopping bag with her which is a great place to stash chips and offers additional cover to help us look like a pair of happy, typical tourists.

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

Play for Cash or on Credit?

There are many advantages to establishing credit with several casinos. Once you have established credit, it is there any time you want to use it. You don't have to carry cash, arrange for wire transfers or try to talk casinos into cashing checks. You generally will not be able to even cash a cashier's check in a casino until it has been

verified. If you show up on a Saturday hoping to cash a cashier's check, you will be out of luck until your bank reopens on Monday and can verify the check.

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

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

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

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

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

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

Rated Players

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

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

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

As a *Dominator 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 craps.

Craps is still a favorite game of many high rollers. Just by making pass line bets with double odds you can play almost even with the house. If you add a winning

strategy on top of learning craps, such as the unique betting system revealed in the *Power Craps Strategy*, then you are on the way to having a second casino game you can beat.

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

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

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

You are almost ready to take on the casinos. I have presented a complete strategy which has been proven to win against casino roulette. Perhaps you have been practicing the *Dominator 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.

Discipline and Control

At this point, you should have a good understanding about how to use the *Dominator Roulette 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 you. Surprised? Read on.

Self Control

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

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

Actually, it is no great feat to get ahead playing roulette. Probably over 75% of all roulette players are ahead sometime in their play. But do they walk out the door winners? No. Probably close to 95% of all roulette players end up losing money.

The typical casino hold is about 25% for a roulette table. **Hold** is a term referring to the amount the casino keeps as its win out of the money dropped at the table — e.g. the **drop**. If you buy in for a hundred dollars, and play for thirty minutes and leave with \$85, you have lost \$15 out of \$100. Your contribution to the drop was \$100 and your loss gave the casino a hold rate of 15%.

Winning at gambling is first about controlling yourself. It is about accepting responsibilities for your own actions. In the long run, you don't win because you were lucky, and you don't lose because you had a string of bad luck. Using the **Dominator 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 *Dominator 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. You may feel like the dealer has it in for you. You will start to think that no matter how you wager, your bets will lose. When your larger bets lose, you will begin to question the betting strategy.

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

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

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

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

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

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

Ego Needs

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

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

Obviously, you should never discuss your roulette winnings with any casino employees. Your goal is to look as much like another losing gambler as possible.

Casinos don't like winners, and you are much more likely to get the royal treatment if you look like another losing gambler.

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

Play the Part

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

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

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

The Casino is Not Your Enemy

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

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

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

Things to Avoid

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

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

I also refuse to play with rude players.

Drinking

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

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

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

Superstitions

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

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

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

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

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

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

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

Use superstitions to justify certain plays when you are talking to the bosses. Just don't get caught up in believing too many casino superstitions yourself. Your lucky

hat is not likely to have been responsible for your last win, nor is a particular casino necessarily unlucky.

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

Moving Up Your Betting Levels

If you devote much time to roulette using the *Dominator 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 *OBB 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 tables the first time can be an intimidating experience. If you have not played much, you will not fully understand the roles of the dealer, the floor person, the pit boss, the other casino personnel, and the eye-in-the-sky cameras following your every move.

If you are unfamiliar with casino surroundings, you may want to progress into your new role as a winning roulette player on a step-by-step basis.

You can first play using a lower level of play. This is an excellent approach, and you will win plenty of money using this approach. The best way to practice playing roulette and using the *Dominator Roulette Strategy* is to play online in “practice mode” where you can play at your own pace and refer to the *Dominator Bet Tracker*.

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 *Dominator 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.

Getting Casino Comps

Whether you chose to become a rated player at the casino table games, join a slot club or both, once you get into the system, you can start getting your share of comps. There are a number of tried and proven ways to multiply the number of comps you get. Here are some pointers.

Chose a primary casino and then play there.

A basic premise of the whole comp system is to reward loyal players. Casinos offer comps to lure new players to their casino and to make sure that their current customers remain their customers. If you think you have it tough trying to use the comp system to your advantage, just think what the casinos are up against with new competition springing up every day.

If you are a whale, you can ignore my advice. Just plan on either bringing or setting up a credit line of \$100,000 or larger, and wherever you decide to land will be glad to comp you. If you are in the million dollar plus range, the casino will not only comp you, but anyone else you chose to bring with you. They'll even charter a 737 and fly in as many of your friends as you want to bring along.

If you are not quite in this range, then it will pay to find a primary casino and reward it with your patronage. A player with as little as \$1,000 can get RFB treatment in some of the downtown casinos in Las Vegas. A player with a \$2,500 bankroll will have an even greater choice of hotel casinos. Move up to the \$5,000 to \$10,000 range, and a whole other batch of casinos become available.

But, in order to get noticed and adequately comped with a bankroll from \$1,000 to \$10,000, you have to be willing to reward a casino with your playing time.

A friend of mine visits Las Vegas about ten times a year. He usually takes \$5,000 to \$10,000 and manages to lose between half and three quarters of it per trip. I won't comment on his approach to gambling. Quite frankly, it stinks. Anyway, the subject is comps.

Believe it or not, he doesn't get any. He stays at a different casino every trip. I think he believes the constant changes might improve his luck. This is not necessarily bad, if he would play at the casino where he stays. He invariably changes casinos every hour or two and ends up playing in ten to twelve different establishments over the course of two or three days.

Because of the size of his buy-ins, he is constantly asked if he wants to be rated. He always declines. He confesses that he doesn't want the casinos to know how much he is losing. I think that he is trying to kid himself about his losses.

I have explained the comp system to him. As long as he is losing, he might as well have the casinos kick in \$750 to \$1,000 per trip. This money is there for the asking if he would only pick a primary casino and give it a reasonable amount of play.

I can't convince him to change his ways. But, maybe I can influence you.

There are many other benefits to playing more in a primary casino. The first benefit is the application of the old saw, "If you scratch my back, I'll scratch yours."

The casino will accelerate the rewards offered you the more you play. Some casinos formalize this process and actually accelerate the comps to slot club members as their total number of points increases. Many casinos offer more and more free rooms and entertainment the more you patronize them.

The key to maximizing your benefits from this whole process is to find a casino that matches your needs and then start playing there. If you have picked correctly, your loyalty will be well rewarded.

Join a slot club and/or get a VIP card.

The start of getting comps is to be into the casino comp system. If you bet \$25,000 a hand, the host will find you. If you bet \$5 to \$25 a pop, you have to get the casino's attention. And the easiest way to do this is with a little piece of plastic which looks just like a credit card.

Once you have a card, getting comped will become part of your routine. The first thing you will do as a machine player is to insert your club card in the card reader.

When you sit down at a craps, baccarat or a roulette table you will present your VIP card when you buy in.

Your card will go down with your cash at the roulette table when you lay five hundred in front of the dealer and tell him, "Chips please."

Once you have the cards and use them, all of your play will count towards something.

Get to know your casino host.

The casino host or the slot host will be your key to getting the most comps in most casinos.

If you are a member of the casino's slot club, you will get nearly all of your comps by asking the casino slot host. Many times comps for food, rooms, shows and merchandise are built right into the slot club payoffs. If you have just joined a slot club, try giving them some play for an hour or two and then asking the slot host for a buffet comp.

My experience with comps from playing slots or video poker is that the slot hosts are much more likely to be generous with comps than the personnel at the slot club booths. If you want brochures on the slot clubs or general information on the slot club, talk to the clerks at the booth. If you want a particular comp, ask the slot host.

Casino hosts, catering to the table game players, are at the top of the casino pecking order for granting comps. Their top priority is to cultivate new customers and to keep the current customers happy.

The casino hostesses are the persons working for VIP Services who help you check in, arrange your limo service, make dinner and show reservations and so forth.

The hostesses will handle most of your scheduling and reservation needs. The casino hosts are the people you need to talk to to arrange RFB and airfare reimbursement.

You can meet a casino host a number of ways. One way is to call a casino before coming and ask to speak to a host. This is a good way to ask about the casino's comp policy and to tell the host that you are interested in playing there.

If you are playing with front money, you should meet your host after depositing your money with the cage but before you begin play.

If you are a cash player and make a large enough buy-in, you may have a chance to meet a host when the casino sets you up with a VIP card.

After you have played in a casino, you can make reservations through the casino host. Making a reservation through a host who knows you is a good way to get a room even if the front desk claims that no rooms are available. Casinos always

reserve a block of rooms for their best customers, and a casino host can get you a room when a reservation clerk can't.

I recommend taking a little time to develop a relationship with a host. Part of developing a relationship is consistency. If you make one casino your primary casino and visit several times a year, it will be easier to become known to a host than if he only sees you every other year.

If you are using a casino credit line, the host will introduce himself to you. With front money or cash, you will want to make a point of meeting the host.

Treat your host with respect and nurture the relationship. He can shower you with all kinds of freebies, including gifts, food, a free room and VIP treatment. And he is paid to do this. For your part, you have to convince your host that your action is sufficient to justify the comps you want. And being a nice person won't hurt either.

Be a nice person.

You can get enormous leverage out of maintaining friendly relationships with the people who work in casinos.

Start with the dealers and cocktail waitresses. These people have a couple of the hardest jobs in the casino and are at the bottom of the casino hierarchy. A smile and a reasonable tipping policy will do wonders to get these folks on your side. I believe that creating a positive atmosphere starts with how you act towards the casino personnel. A positive atmosphere is conducive to winning as well as to getting your fair share of comps.

You might look at it this way. If you are a grump, the dealer will probably reciprocate. This is contagious behavior, and soon the whole table will act the same way. The pit personnel not only will not be impressed with your play, the whole

scene at your table probably will put them off. Not only will your rating likely suffer, you won't have nearly as much fun.

You can't always control how dealers and other customers act. If I join a table where no one is talking, and the dealer barely grunts when spoken to, I will make my departure very quickly. Usually a few cheerful words followed by a 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 dealer and crabby complaining customers. Under these conditions, you should just leave.

Visit the casino at off times.

I nearly always schedule my casino trips for the middle of the week. I will typically arrive on a Monday afternoon and stay until Thursday afternoon. The benefits of visiting during the week are many. If there are any drawbacks to avoiding the weekend crowds, I haven't found them.

I don't like waiting and I hate lines. By timing my visits to the middle of the week, I can usually walk into any coffee shop, make reservations for a gourmet restaurant just about any time I chose and get show tickets to the shows I want to see.

If you want to really reduce the size of the crowds, travel in the middle of the week during off-season. Las Vegas is slower during the middle of summer when it is hot and in the late fall and early winter when it's colder. The slowest time in Vegas is usually between Thanksgiving and Christmas. But watch out for conventions. If a large convention is in town, it may be impossible to get a room (unless you are a rated player or belong to a slot club).

If you like to visit Atlantic City, try visiting during the middle of the week in the dead of winter. You'll not only avoid the larger crowds, but you'll find that the minimum wagers on many tables have been reduced.

Visiting during an off time is also an excellent way to get noticed for purposes of getting rated and getting your comp career off to a roaring start.

With fewer players to contend with, a host or a floor person is easier to meet and to visit with. Also, during slow times, casinos tend to be more generous with comps. After all, they are more likely to have a slew of vacant rooms just waiting to be given away to qualified players on a Wednesday night in December.

Ask for comps.

If you play \$1000 a hand at roulette, you do not have to ask for comps. The casino will shower you with them. If you are like the rest of us wagering anywhere from \$5 to several hundred a hand, you need to ask for comps.

Slot players have the more systematic approach as the card readers on the machines are tied into a centralized computer system, and comps are based on points. If you are a slots or video poker player, getting a comp is pretty straightforward with this system.

Table game players have to deal more with people. And unless you are a whale, a boss will almost never offer you a comp unless you have just won big in a smaller casino which watches every loss. Facing a player who might walk out with their money in hand, some casinos will start throwing comps at the player. But most of the time, even rated players can play and play and never be offered a comp unless they ask for it.

My advice? Always ask for the comp. I have given you several examples of how to do it.

Maximize your comps.

Anyone who follows the steps I have described can get comps. Your first step is to pick your primary casino and give it most of your business. Before you pick your casino you want to make sure that the casino has a reasonable comp policy and that it has beatable games. You should also like the casino, as you will be receiving a lot of invitations there once you get into their comp system.

After picking your primary casino, you need to join its slot club and get a VIP card. I usually do both. Some casinos, like Rio in Las Vegas, combine rating slot, video poker and table players on one card. Others track machine and table action separately. However, it usually pays to join the slot club, even if you are mostly a table game player.

In many ways, slot club players have an advantage over the table game players. Their rating is automatic; they don't have to get the attention of some boss. By joining the slot club, they start receiving mailing from the casino. I have received offers of free rooms from casinos where I had never played a slot machine, but had joined their slot club.

If you are just establishing your rating and want to get a room on a crowded weekend, your slot club membership can be invaluable. After the reservation clerk tells you there are no rooms available, tell her you are a member of the slot club or ask to speak to a slot host. Chances are, the casino will find a room for you.

Getting to know the casino personal is critical. The more the casino personnel know and like you, the more comps are likely to flow your way. This is even true for slot players with their automated rating system. A slot host can easily "bump up" your comp from a buffet for two to a coffee shop comp for two, even if your rating is not quite there.

With table players, interacting with the pit personnel is critical. A boss can make or break you in terms of your rating. If your average wager is \$25, your goal is to be rated as at least a \$50 to \$75 player. It is not enough to increase your wagers when the boss is looking; you need to be a nice person.

Playing with front money gives the casino a real shot at beating you. When you deposit the money in the cage, the casino knows that they have a shot at winning all of your front money. If you are willing to risk \$10,000, this will open the door to full RFB at most establishments.

When you play with front money, be sure to put it all in play. If you deposit \$10,000, draw markers for the full ten grand. This doesn't mean you should lose the money. If you look like a loser and the casino sees that you have put all of your front money into play, your rating will increase.

Remember to look like a loser. You can save your bragging for when you get home. Appear to lose, but lose gracefully. Dealers and bosses hear players gripe about losing every day. Look like a loser but don't complain.

If you run into a fantastic winning streak, don't worry about disguising the fact that you are a winner. The bosses will know that you are winning. If you try to hide enough chips to turn a big win into a loss, they'll know. When you have a big win, act like a winner. Go ahead and tip a little more. If you are playing craps, shouting is not out of line. I have had some of my best comps come out of big wins as casinos hate to see winners walk out the door with their money.

Summary of the Comps Game

Once you know how to play the comps game, you will be able to milk the casinos for every dime your action entitles you to. I have given you some pointers on how to get a quarter's worth of comps for a dime's worth of action.

When you combine getting the maximum number of comps with the *Dominator 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.

Casino Etiquette

If you know how to dine in a fine restaurant without making a scene, or automatically open doors for others and say thanks when someone holds open a door for you, you will probably not have any trouble knowing how to conduct yourself in a casino. I normally don't think much about etiquette until I see some jerk raising hell with a dealer about his losses, or chewing out a cocktail waitress for taking too long with an order. Then I have to wonder how the concept of manners has escaped him completely.

I said *him*, because boorish, obnoxious behavior nearly always comes from males, with very few females managing to become the perfect asses that males seem to delight in being.

Casinos seem to attract a higher than normal number of persons with a need to blow off at some unfortunate casino employee. The times I have somehow gotten in the middle of these disputes, I nearly always take the side of the dealer or floor person, especially if a male patron is unjustifiably berating a female employee for no reason other than he has poor control over his gambling, managed to lose much more than that should have, and is now looking for a scapegoat.

For most persons who visit casinos, etiquette is simply a matter of common courtesy. It's okay to get a little wild in a casino. These are supposed to be places of fun, and drinking a little too much may be part of the entertainment. But for a successful *Dominator 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.

Here are some guidelines for casino play.

1. When you have finished playing, you can ask the dealer to color you up before leaving the table. If you are playing with the special chips used at roulette tables only you must exchange those chips for regular casino chips before you leave the table.
2. Watch your own bets at all times. Roulette bets are easy to track as you handle the bets yourself and place them directly in front of you.
3. Don't force your way into a crowded table. If the table is crowded ask the nearest player if he minds if you join them.
4. Don't slow down the game by constantly asking the dealer basic questions about how the game is played or how bets are made. There are hundreds of books on how to play roulette including this one. You should learn the correct payoffs for the bets you will be making.
5. Try to be discrete about your wins and losses. No one really cares to know how much you are winning, and it doesn't do you any good to advertise that you are a consistent winner.
6. While playing, conduct yourself courteously at all times. If you drink, refrain from overdoing it and never get drunk. You will need to stay alert to correctly make the wagers required by the *Dominator Roulette Strategy*, and contrary to the opinion of some drunks, alcohol does not make you think clearer.

7. **Take the dealers.** Dealers call tips "tokens" as in a token of appreciation. Many players don't realize that dealers are not paid much more than minimum wage. Roulette dealers try very hard to please the public. Most dealers want the players to win and have a good time. They know that if the players enjoy themselves and win, they will get 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.
-

Keeping Records

Along with all of the new habits I am asking you to form, I am going to add one more. I want you to start keeping written records of how you do playing roulette. Actually, you want to keep a written record of all of your gambling, but since this book is about how to win at roulette, we'll just focus on this game.

There are a couple of reasons you will want to keep records. One is to honestly measure how well (or how badly) you are doing. Most players wince at this suggestion. They know that they have been long-term losers.

I am going to ask you to be honest and start writing down how you actually do. You don't have to show this to anyone else. But, aren't you at least a little curious about your roulette wins and losses?

Another reason I am suggesting that you start keeping written records is that you will eventually need them for income tax reporting. I'll tell you more about this later.

I have given you a couple of good reasons to start keeping written records of your gambling. They are –

First, to honestly measure how well (or badly) you are doing, and

Second, to have a record for income tax reporting.

How you set up your records is up to you. You may want to purchase a small notebook which fits in your pocket or purse. I like to keep records on individual sheets of standard size 8.5" x 11" accounting paper. I usually carry one sheet with me, neatly folded in my pocket. After each session of play, I will update the information I like to record on the piece of paper. Eventually, after I have returned home, the sheet will be filed in a loose-leaf notebook.

Whatever system you use is fine; just make sure that you use some kind of recording system.

Before I start a gambling excursion, I like to record some basic information about what I plan to do. This information will outline my strategy and would look like this:

Location	Las Vegas
Profit Goal	\$3,000
Roulette Bankroll	\$1,500
Base Bet Size	\$25
Game Buy-in	\$500
Days of Play	2 days
Number of Sessions	7-8 a day
Target Profit per Game	\$200
Loss Limit per Game	\$500
Bet Limit per Wager	\$125

The results of each session should be recorded as soon as possible after finishing play. The following information should be recorded:

Location: (City, casino, etc.)

Date and Time Played

Table Number.

Base Bet Size

Won (Lost): Amount that you won or lost for the session.

Total Won (Lost): A running total of the amount you have won or lost.

Your actual record might look like the record shown below:

Location	Date & Time	Table No.	Base Bet Size	Amount Won (Lost)	Cumulative Won
LV – Golden Nugget	12-9-08 10 to 11 AM	31	\$25	\$205	\$205
LV – Golden Nugget	12-9-08 11 to 11:30 AM	31	\$25	\$237	\$442
LV – Orleans	12-9-08 2:10 to 2:40 PM	27	\$25	\$189	\$631
LV – Orleans	12-9-08 3:30 to 4:10 PM	27	\$25	\$203	\$834
LV - Orleans	12-9-08 5-20 to 5:50 PM	27	\$5	\$194	\$1028

For US players, the basic rules for gambling are that all gambling winnings should be reported on your tax return as other income. Gambling losses are deductible only to the extent that you report gambling winnings and then only as an itemized deduction. Home ownership with the attendant home mortgage interest is usually the deductible expense which allows people to itemize their deductions. If you don't own a home, or if your home mortgage interest is too low, or you have paid off your mortgage, you may not have enough expenses to itemize deductions. This could mean that you end up reporting gambling winnings as income but are not allowed to deduct gambling losses.

As a practical matter, most folks ignore their gambling wins and losses when filling out their tax returns because all they have is losses, and they couldn't document them if their lives depended on it. Because of the skill you now have with the *Dominator Roulette Strategy* you are more likely than ever to have reportable gambling income.

The easiest way to meet the IRS guidelines for documentation is to keep a daily record of roulette play, as well as invoices, receipts and other documentation from your trip. File this information in an envelope, a file folder or a notebook.

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 Dominator 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.

Planning begins with determining the size of bankroll you will take for your roulette play. The amount you will take for an excursion to a casino(s) is called your *Total Bankroll*, and

it should be two times the size of bankroll required to play a game. If you decide to play online you can use these same concepts.

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

Dominator Roulette Betting and Bankroll Levels

Base Bet	Zero Hedge	Game Bankroll	Total Roulette Bankroll
\$1	\$0.20	\$20	\$60
\$2	\$0.40	\$40	\$120
\$3	\$0.60	\$60	\$180
\$5	\$1	\$100	\$300
\$10	\$2	\$200	\$600
\$15	\$3	\$300	\$900
\$25	\$5	\$500	\$1,500
\$35	\$7	\$750	\$2,250
\$50	\$10	\$1,000	\$3,000
\$75	\$15	\$1,500	\$4,500
\$100	\$20	\$2,000	\$6,000

Using this table, you can plan on the amount of capital you will need for a trip using *The Dominator Roulette Strategy*.

Needless to say, this 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 and use it 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 for other activities.

If you wish to approach using *The Dominator 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 \$5 bets.

You check with the table presented a couple of pages ago and see that the Total Roulette Bankroll required to use the \$5 **Base Bets** is \$300. You realize that with a bankroll of \$1,000 you have a large enough bankroll to play with \$15 **Base Bets**, which has a **Total Bankroll** requirement of \$900.

You decide to start out making \$5 bets and gradually work your way up to making \$15 bets. Your goal for the trip is to be able to move up to making \$25 bets by your second day of play.

Let's try another example. You want to play roulette online making \$2 bets. Here you will need a **Total Bankroll** of just \$120 to get started. If you don't have this much or just want to grow your own bankroll, you can find many online casinos accepting smaller bets that will accommodate a smaller bankroll.

Here's a sneaky way to build your bankroll instantly! Many online casinos will give you a 100% cash bonus when you make your first deposit. Let's say you only have \$60 but you would like to be able to play at the \$2 betting level, which requires a **Total Bankroll** of \$120. Just sign up and deposit \$60 with one of the 100% bonus casinos. With the \$60 bonus you will have a \$120 bankroll.

Here's a quick checklist before you go to a casino.

1. Your bankroll is large enough for your level of play.
2. You have practiced playing at this level in online practice sessions, with no money at risk.
3. You know how to use the strategy and have used the *Dominator Bet Tracker* when you play.
4. In addition to your bankroll, you are taking enough copies of the *Dominator Bet Trackers* with you.
5. You have set up a game plan showing you *Game Bankroll, Target Win and Bet Limits*.

The key to winning is to have practiced enough that play in a real casino seems natural and easy.

I will give you a proven plan for always going home a winner in the next chapter.

Going Home a Winner

The object of playing roulette is to walk out of the casino with more money than you came in with. That's what this book has been about. If you want to have fun playing roulette, that's great too. It's supposed to be fun. But, if you have consistently been losing to the casinos, then I question how much fun you have really been having.

There is no substitute for winning. Can I guarantee that you will always be a winner? No. But I will guarantee that your play will improve immensely and that you will have a better chance of winning than ever before if you follow the suggestions I have given you. Here is a brief rundown of what you should do to become a skilled roulette winner:

1. You should first read this entire manual. If you don't understand parts of the strategy you can go back to them later.
2. Before trying to learn the strategy make sure that you understand how to play roulette. You can sign on to an online casino such as Bodog (<http://casino.bodoglife.com>) and play in practice mode to get a feel for the game. You don't have to know the rules about how each hand is played in order to play the game. All you really have to know is the hand with the highest total wins, unless there is a tie, in which case neither side wins.
3. Learn the ***Dominant Bet Pattern Strategy (DBP Strategy)*** first. This entails learning where to place your bets using Betting Models A and B. To learn how to use this strategy, you should try it in practice mode. You can use the ***Dominator Bet Tracker*** as your bet tracker and record the placement of each bet in practice games. At this point, don't worry about the size of each bet. Just use a flat bet of \$5 and practice choosing where to place each bet.
4. After learning the ***Dominant Bet Pattern Strategy***, you will learn the ***Outcome Based Betting Strategy (OBB Strategy)***. This is the strategy that determines the size of each bet and requires that you use a ***Bet Registry*** to record bets. It is very important that you learn how to use the bet ***Registry***. The easiest way to determine if you have mastered bet sizing is to review the example games in this book and see if you completely understand how we

determined the amount of each bet.

5 . After learning the ***DBP Strategy*** and the ***OBB Strategy***, you need to add Hedge Betting (the ***HVN Bet***) to complete the strategy. Even then you still need to learn the money management rules especially for your level of play.

6. After you know exactly how to use the ***Dominator Roulette Strategy*** correctly, you will need to add the Money Management Rules to complete the strategy. Be sure that you understand the concepts of ***Base Bets***, ***Game Bankrolls***, ***Total Bankroll***, ***Bet Limits*** and ***Target Profits***.

7. Review all of the example games in this book. Be sure that you completely understand how to determine each bet and why we stopped play in each game.

8. Test yourself with the Self Test Games following several chapters in this book. If you are having a problem with one of the aspects of the strategy make sure you resolve it.

9. Play roulette for free in an online game. At first, don't try to apply the strategy. Just make flat bets such as \$5 bets.

10. Play a series of games in practice mode using the ***Dominator Bet Tracker***. This is the form used for all of the Example Games in this book. Using the ***Dominator Bet Tracker*** is explained in Appendix A.

11. Keep good records of your practice games. Be sure that you are consistently winning before starting to play for real money.

12. Get ready for real play. The easiest way to do this is to deposit money in the online casino where you have been practicing and start playing for real. You will have to adhere to our bankroll requirements. If you decide to start with \$1 bets, you will only need a \$20 buy-in. Since many online casinos offer 100% match bonuses, you can get started with as little as \$10 and use the casino's bonus of \$10 to complete your bankroll.

13. Be sure that you keep accurate records. You will employ record keeping mainly to keep score. If you have a Profit Goal in mind, you want to know when you have reached it. Most gamblers underestimate the amount of their losses and overestimate how much they are ahead. Record keeping will not only keep you honest, but it will also improve your winnings.

14. Set modest goals when you first start playing for real. It is always better to start playing with a lower bankroll so that if you do make mistakes your losses will be smaller. Only move up in play after you have built up the bankroll needed out of winnings. If your winnings are not growing, then you are not using the strategy correctly.

15. Finally, learn to play another casino game. Try craps for a real change. You'll get the chance to stand while you play and even cheer the shooter if you like. If cards are more your cup of tea, try blackjack. A much over-looked game is three card poker. Try it. It is a great game. The point is that your casino experience will be much more enjoyable if you learn another game.

16. Play for blood. The best way to do this is to start out small and then increase the size of your wagers as your bankroll grows. While the casino may not pay much attention to your wins as a \$5 bettor, the casino bosses will definitely take notice when you start beating them making \$100 *Base Bets*.

We hope you enjoyed this book and picked up some useful pointers. It's tough to win at gambling. But the real trick is not to lose too much. If you keep your losses low, then when the large payoff comes, you will end up a net winner.

I know how hard it is to use discipline in a casino environment. But once you leave the casino and arrive home with real winnings, you will see the value in the strategies. We wish you the very best in your gambling endeavors.

Appendix A. The Dominator Bet Tracker

How to use the Dominator Bet Tracker

You have seen numerous examples in this manual of games played using a tracking form. To turn the Tracking Form into the *Dominator Bet Tracker*, all you have to do is set up the Tracker as follows:

1. Fill in your *Base Bet*, Starting *HVN Bet*, *Game Bankroll*, *Target Win* and *Bet Limit* amounts.
2. Record the Location, date and time of the game.

On the following pages we have:

1. A blank *Dominator Bet Tracker*. You can make as many copies of this form as you need.
2. A Sample game played using the *Dominator Bet Tracker*.. This game was played using \$5 *Base Bets*, a \$100 Buy-in, a \$40 *Target Profit* and a \$25 *Bet Limit*.

Dominator Bet Tracker

Location: _____ Date: _____ Time: _____

Table No: _____ Game Bankroll: _____ Base Bet: _____

Starting HVN Bet: _____ Target Win: _____ Bet Limit: _____

	Red/ Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
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Sample Game Using the Dominator Bet Tracker

Dominator Bet Tracker

Location: Orleans
 Table No: 3
 Starting HVN Bet 1

Date: 07-10-09
 Game Bankroll: 100
 Target Win: 40

Time: 10:40 PM
 Base Bet: 5
 Bet Limit: 80

	Red/ Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	B					1	-1	6		-1
2	R	S	B		L	1	-1	7		-2
3	B	O	B		W	1	-1	8		-3
4	B	O	R	9	L	1	-10	10 8		-13
5	R	S	B		L	1	-1	11 8		-14
6	B	S	R		L	1	-1	12 8		-15
7	R	O	R		W	1	-1	13 8		-16
8	B	O	B	22	W	1	+21		C	+5
9	R	O	R	6	W	1	+5		C	+10
10	R	O	B	6	L	1	-7	7 5		+3
11	R	S	R		W	1	-1	8 5		+2
12	R	S	R	14	W	1	+13		C	+15
13	R	S	R	6	W	1	+5		C	+20
14	R	S	R	6	W	1	+5		C	+25
15	R	S	R	6	W	1	+5		C	+30
16	B	S	R	6	L	1	-7	7 5		+23
17	B	O	R		L	1	-1	8 5		+22
18	R	O	R		W	1	-1	9 5		+21
19	Zero	O	B	15	L	1	+20		C	+41
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Appendix B. Solutions to Self Tests

Placing Your Bets Using the Strategy

Self Test 1.
Using the Dominant Bet Pattern 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	B	S	R	L	Bet S.
3	R	O	R	W	Following loss bet opposite (O).
4	R	O	B	L	Following win continue same pattern. Bet O.
5	R	S	R	W	After loss change pattern from O to S.
6	R	S	R	W	Following win continue same pattern. Bet S.
7	B	S	R	L	Following win continue same pattern. Bet S.
8	Zero	O	R	L	After loss change pattern from S to O.
9	B	O	R	L	Ignore zeros. Repeat pattern of previous bet.
10	B	O	R	L	Following the loss of three bets (one more than normal because of zero), change pattern for this bet and bet O again.
11	B	S	B	W	After loss change pattern from O to S.
12	R	S	B	L	Following win continue same pattern. Bet S
13	R	O	B	L	After loss change pattern from S to O.
14	B	O	B	W	Following the loss of two consecutive bets, repeat the same pattern and bet O again.
15	B	O	R	L	Following win continue same pattern. Bet O.
16	B	S	B	W	After loss change pattern from O to S.

**Self Test 2.
Using the Dominant Bet Pattern 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 S.
3	R	O	B	L	Following loss bet opposite of S. Bet O.
4	B	O	B	W	Following the loss of two consecutive bets, repeat the same pattern and bet O again.
5	R	O	R	W	Following win continue same pattern. Bet O.
6	R	O	B	L	Following win continue same pattern. Bet O.
7	R	S	R	W	Following loss bet opposite of O, bet S.
8	R	S	R	W	Following win continue same pattern. Bet S.
9	R	S	R	W	Following win continue same pattern. Bet S.
10	B	S	R	L	Following win continue same pattern. Bet S.
11	B	O	R	L	Following loss bet opposite of S. Bet O.
12	R	O	R	W	Following the loss of two consecutive bets, repeat the same pattern and bet O again.
13	R	O	B	L	Following win continue same pattern. Bet O
14	R	S	R	W	Following loss bet opposite of O. Bet S
15	R	S	R	W	Following win continue same pattern. Bet S.
16	B	S	R	L	Following win continue same pattern. Bet S.

Bet Sizing

Self Test 1. Using the DBP Strategy and the OBB Strategy

No	Observed Decision	Bet Pattern	Bet On	Amount Bet	Bet Outcome	Bet Registry	Amount Won	Coup Won	Total Won
1	R								
2	R	S	R		W				
3	B	S	R		L	5 5	-5		-5
4	B	O	R		L	5 5			-5
5	B	O	R		L	5 5			-5
6	R	S	B		L	5 5			-5
7	B	O	B		W	5 5			-5
8	B	O	R	10	L	10 5 5	-10		-15
9	B	S	B		W	10 5 5			-15
10	B	S	B	20	W		+20	C	+5
11	B	S	B	5	W		+5	C	+10
12	B	S	B	5	W		+5	C	+15
13	R	S	B	5	L	5 5	-5		+10
14	R	O	B		L	5 5			+10
15	Zero	O	B		L	5 5			+10
16	B	O	B		W	5 5			+10
17	R	O	R	10	W		+10	C	+20

Self Test 2. Using the DBP Strategy and the OBB Strategy

No	Observed Decision	Bet Pattern	Bet On	Amount Bet	Bet Outcome	Bet Registry	Amount Won	Coup Won	Total Won
1	R								
2	R	S	R		W				
3	R	S	R	5	W		+5	C	+5
4	R	S	R	5	W		+5	C	+10
5	B	S	R	5	L	5 5	-5		+5
6	B	O	R		L	5 5			+5
7	B	O	R		L	5 5			+5
8	B	S	B		W	5 5			+5
9	R	S	B	10	L	10 5 5	-10		-5
10	R	O	B		L	10 5 5			-5
11	R	S	R		W	10 5 5			-5
12	R	S	R	20	W		+20	C	+15
13	R	S	R	5	W		+5	C	+20
14	B	S	R	5	L	5 5	-5		+15
15	R	O	R		W	5 5			+15
16	B	O	B	10	W		+10	C	+25
17	R	O	R	5	W		+5	C	+30

Example Games Using the Dominator Roulette Strategy

Practice Game 1

	Red/ Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	Zero					1	+35		C	+35
2	R					1	-1	6		+34
3	B	S	R		L	1	-1	7		+33
4	B	O	R		L	1	-1	8		+32
5	B	O	R		L	1	-1	9		+31
6	R	S	B		L	1	-1	10		+30
7	R	O	B		L	1	-1	11		+29
8	R	O	B		L	1	-1	12		+28
9	B	S	R		L	1	-1	13		+27
10	R	O	R		W	1	-1	14		+26
11	R	O	B	15	L	1	-16	16 14		+10
12	B	S	R		L	1	-1	17 14		+9
13	B	S	B		W	1	-1	18 14		+8
14	R	S	B	33	L	1	-34	34 18 14		-26
15	R	O	B		L	1	-1	35 18 14		-27
16	B	O	B		W	1	-1	35 33		-28
17	B	O	R	37	L	2	-39	39 35 33		-67
18	B	S	B		W	2	-2	41 35 33		-69
19	B	S	B	37	W	2	+35	41 33		-34
20	R	S	B	35	L	2	-37	37 41 33		-71
21	B	O	B		W	2	-2	39 41 33		-73
22	R	O	R	37	W	2	+35	4 41 33		-38
23	B	O	B	37	W	2	+35	10 33		-3
24	R	O	R	37	W	2	+35		C	+38

Practice Game 2

	Red/ Black Decis	Bet Pat	Bet On R/B	Amt Bet R/B	W/L R/B	Zero Bet Amt	Net Won Spin	Registry	Coup Won	Cum Won
1	R					1	-1	6		-1
2	B	S	R		L	1	-1	7		-2
3	B	O	R		L	1	-1	8		-3
4	B	O	R		L	1	-1	9		-4
5	R	S	B		L	1	-1	10		-5
6	B	O	B		W	1	-1	11		-6
7	R	O	R	12	W	1	+11		C	+5
8	R	O	B	6	L	1	-7	7 5		-2
9	Zero	S	R		L	1	+35		C	+33
10	B	S	R		L	1	-1	6		+32
11	B	O	R		L	1	-1	7		+31
12	B	S	B		W	1	-1	8		+30
13	R	S	B	9	L	1	-10	10 8		+20
14	R	O	B		L	1	-1	11 8		+19
15	R	O	B		L	1	-1	12 8		+18
16	R	S	R		W	1	-1	13 8		+17
17	R	S	R	22	W	1	+21		C	+38
18	R	S	R	6	W	1	+5		C	+43
19	B	S	R	6	L	1	-7	7 5		+36
20	R	O	R		W	1	-1	8 5		+35
21	B	O	B	14	W	1	+13		C	+48