

Bet selection:

Moglizu's bet can be divided in three layers for better understanding.

Layer 1: Runs and changes in four events.

You compute 4 events in the following way:

Event #1: Compare **last** result spun with **1st** before it.

Event #2: Compare **last** result spun with **2nd** before it.

Event #3: Compare **last** result spun with **3rd** before it.

Event #4: Compare **last** result spun with **4th** before it.

Examples:

Let's consider the following set of results:

L 1 2 3 4
R B R R B

L = last result. 1 = first before it, 2 = second before, 3 = third before, 4 = fourth before.

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For event #1 we compare Last vs 1st before:

L 1 2 3 4
R B R R B

For event #2 we compare Last vs 2nd before:

L 1 2 3 4
R B R R B

For event #3 we compare Last vs 3rd before:

L 1 2 3 4
R B R R B

For event #4 we compare Last vs 4th before:

L 1 2 3 4
R B R R B

Layer 2: Qualifiers for different count.

A difference of **two (2)** or **more** is required for an event to be called qualified.

Determine difference count:

For an event to be qualified, it needs to have a **difference** of **two (2)** or more after **subtracting** the *smaller* number from the *larger* number, using the values from the **runs** and **changes** columns.

The values themselves do not matter. The difference column is obtained simply by the operation: <larger number> - <smaller number> using the numbers in the runs and changes for the current spin.

Determine smaller column:

For the smaller column, you simply compare values from runs and changes columns then annotate either “runs” or “changes”, based on which one has the lesser value (smaller).

Determine **target** column:

You determine the target even chance by using what would rise the smaller value.

If you have runs as smaller column, you must answer the question: “What would rise runs next for this event?”.

If you have changes as smaller column, you must answer the question: “What would rise changes next for this event?”.

For a run, the answer is “another one of the same even change next”. For a change, the answer is “one of the other even chance”.

...Since you are targeting the immediate future spin, you must use the immediate spin before to the event. Like this:

For Event #1 (1st before), you use the **latest** spin to determine the **target** even chance, because L will be in position 1 on next spin.

L	1	2	3	4
R	B	R	R	B

For Event #2 (2nd before), you use the **1st** before to determine the **target** even chance, because 1 will be in position 2 on next spin.

L	1	2	3	4
R	B	R	R	B

For Event #3 (3rd before), you use the **2nd** before to determine the **target** even chance, because 2 will be in position 3 on next spin.

L	1	2	3	4
R	B	R	R	B

For Event #4 (4th before), you use the **3rd** before to determine the **target** even chance, because 3 will be in position 4 on next spin.

L	1	2	3	4
R	B	R	R	B

Since you are comparing all the events against **L** (latest spin), you are effectively trying to predict which even chance will **L** be on next spin by aiming at *correction on 3* of the events that are behind now (your actual wager). This is the core of the Moglizu bet.

Let’s see it illustrated with commented examples, spin by spin:

Event #1: Last vs 1st before.

Spin #	Number	Even chance	Couple	Runs	Changes	Difference	Smaller	Target	Comment
1	34	R							
2	8	B	BR						Last vs 1 st before => 8 vs 34 =>B vs R
3	33	B	BB						Last vs 1 st before => 33 vs 8 =>B vs B
4	16	R	RB						Last vs 1 st before => 16 vs 33 =>R vs B
5	9	R	RR	1	0	1			We begin processing from spin #5 / Last vs 1 st before => 9 vs 16 => RR / Since RR is a run, we add +1 to the runs column / We subtract the smaller (0, changes) from the bigger (1, runs): 1 - 0 = 1 / Result is annotated in difference column.
6	15	B	BR	1	1	0			Last vs 1 st before => 15 vs 9 => BR / Since BR is a change, we add +1 to the changes column / 1 (runs) - 1 (changes) = 0 difference.
7	36	R	RB	1	2	1			Last vs 1st before => 36 vs 15 => RB / Since RB is a change, we add +1 to the changes column / 2 (changes) - 1 (runs) = 1 difference.
8	8	B	BR	1	3	2	Runs	B	BR is a change, we add +1 to

										the changes column / 3 (changes) – 1 (runs) = 2 difference / Because 2 or more difference qualifies, we note the smaller, which is runs , then we target the even chance that makes a run in event #1 by using the last spin, which is 8 / Since 8 is black and we are betting for runs , we target another black .
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Event #2: Last vs 2nd before.

Spin #	Number	Even chance	Couple	Runs	Changes	Difference	Smaller	Target	Comment
1	34	R							
2	8	B							
3	33	B	BR						Last vs 2nd last => 33 vs 34 =>B vs R
4	16	R	RB						Last vs 2nd last => 16 vs 8 =>R vs B
5	9	R	RB	0	1	1			We begin processing from spin #5 / Last vs 2nd last => 9 vs 33 => RB / Since RB is a change, we add +1 to the changes column / We subtract the smaller (0, runs) from the bigger (1, changes): 1 - 0 = 1 / Result of 1 is annotated on the

									difference column.
6	15	B	BR	0	2	2	Runs	R	Last vs 3rd last => 15 vs 16 => BR / BR is a change, hence we add +1 to the changes column / 2 (changes) – 0 (runs) = 2 difference. / Because 2 or more difference qualifies, we note the smaller, which is runs, then we target the even chance which makes a run on event #2 by using the 1 st before spin, which is 9 / Since 9 is red and we are betting runs, we target for another red.

Event #3: Last vs 3rd before.

Spin #	Number	Even chance	Couple	Runs	Changes	Difference	Smaller	Target	Comment
1	34	R							
2	8	B							
3	33	B							
4	16	R	RR						Last vs 3 rd last => 16 vs 34 => R vs R
5	9	R	RB	0	1	1			We begin processing from spin #5 / Last vs 3 rd last => 9 vs 8 => RB / Since RB is a change, we add +1 to the changes column / We subtract the smaller (0, runs) from the bigger (1,

									changes): $1 - 0 = 1$ / Result of 1 is annotated on the difference column.
6	15	B	BB	1	1	0			Last vs 3 rd last => 15 vs 33 => BB / Since BB is a run, we add +1 to the runs column / 1 (runs) - 1 (changes) = 0 difference.
7	36	R	RR	2	1	1			Last vs 3 rd last => 36 vs 16 => RR / Since RR is a run, we add +1 to the runs column / We subtract the smaller (1 , changes) from the bigger (2 , runs): $2 - 1 = 1$ / Result of 1 is annotated on the difference column.
8	8	B	BR	2	2	0			Last vs 3 rd last => 8 vs 9 => BR / Since BR is a change, we add +1 to the changes column / 2 (runs) - 2 (changes) = 0 difference.
9	6	B	BB	3	2	1			Last vs 3 rd last => 6 vs 15 => BB / Since BB is a run, we add +1 to the runs column / We subtract the smaller (2 , changes) from the bigger (3 , runs): $3 - 2 = 1$ / Result of 1 is annotated on the difference column.
10	24	B	BR	3	3	0			Last vs 3 rd last => 24 vs 36 => BR / Since BR is a change, we add +1 to the changes column / 3 (runs) - 3 (changes) = 0 difference.

11	5	R	RB	3	4	1			Last vs 3 rd last => 5 vs 8 => RB / Since RB is a change, we add +1 to the changes column / We subtract the smaller (3, runs) from the bigger (4, changes): 4 - 3 = 1 / Result of 1 is annotated on the difference column.
12	28	B	BB	4	4	0			Last vs 3 rd last => 28 vs 6 => BB / Since BB is a run, we add +1 to the runs column / 4 (runs) - 4 (changes) = 0 difference.
13	33	B	BB	5	4	1			Last vs 3 rd last => 33 vs 24 => BB / Since BB is a run, we add +1 to the runs column / We subtract the smaller (4, changes) from the bigger (5, runs): 5 - 4 = 1 / Result of 1 is annotated on the difference column.
14	7	R	RR	6	4	2	Changes	R	7 vs 5 => RR / Since RR is a run, we add +1 to the runs column / We subtract the smaller (4, changes) from the bigger (6, runs): 6 - 4 = 2 / Because 2 or more difference qualifies, we note the smaller, which is changes, then we target the even chance which makes a change on event #3 by using the 2 nd before spin, which is 28 / Since 28 is black and we are betting changes, we target for a red.

Event #4: Last vs 4nd before.

Spin #	Number	Even chance	Couple	Runs	Changes	Difference	Smaller	Target	Comment
1	34	R							
2	8	B							
3	33	B							
4	16	R							
5	9	R	RR	1	0	1			We begin processing from spin #5 / Last vs 2nd last => 9 vs 34 => RR / Since RR is a run, we add +1 to the runs column / We subtract the smaller (0, changes) from the bigger (1, runs): 1 - 0 = 1 / Result of 1 is annotated on the difference column.
6	15	B	BB	2	0	2	Changes	R	Last vs 4 th last => 15 vs 8 => BB / Since BB is a run, we add +1 to the runs column / We subtract the smaller (0, changes) from the bigger (2, runs): 2 - 0 = 2 / Because 2 or more difference qualifies, we note the smaller, which is changes, then we target the even chance which makes a run on event #4 by using the 3 rd

									before spin, which is 33 / Since 33 is black and we are betting changes , we target for a red .
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Layer 3: Determine actual even chance to bet.

For this layer you consider the current **target** of **all** of the events with a value of **two (2) or more** in the *difference* column.

You bet when there are **three (3) or more** target bets pointing to the **same** even chance. For instance, three events with target being **RED** make you bet **RED** for real.

Three events with target being **BLACK** make you bet **BLACK** for real.

Example of an actual bet considering all events for a certain spin:

Event #1: Last vs 1st before.

Spin #	Number	Even chance	Couple	Runs	Changes	Difference	Smaller	Target	Comment
...									
19	2	B	BR	6	9	3	Runs	B	Target count: 1 for black , 0 for red .

Event #2: Last vs 2nd before.

Spin #	Number	Even chance	Couple	Runs	Changes	Difference	Smaller	Target	Comment
18	34	R							
19	2	B	BB	5	10	5	Runs	R	Target count: 1 for black , 1 for red .

Event #3: Last vs 3rd before.

Spin #	Number	Even chance	Couple	Runs	Changes	Difference	Smaller	Target	Comment
17	26	B							
18									
19	2	B	BB	9	3	6	Changes	R	Target count: 1 for black, 2 for red.

Event #4: Last vs 4nd before.

Spin #	Number	Even chance	Couple	Runs	Changes	Difference	Smaller	Target	Comment
16	4	B							
17									
18									
19	2	B	BB	10	5	5	Changes	R	Target count: 1 for black, 3 for red.

Let's see the final target count when considering all events: 1 for black, 3 for red.

We place a **real bet** when one side of the even chance has **three (3) or more** as count.

Since red has 3 in the count, we bet red for real.

This is the full Moglizu bet selection from determining the four events to placing a real chip on the table.

Money management:

Bankroll per attack: 15 units.

Win goal: +5 units.

Flat betting.

Observations:

Dealing with zero:

Moglizu mentioned zero is a separate event.

For practical purposes the zero is ignored.

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