Ninth-**R**OULETTE

An interesting Variant:
fixed – flexible – stiff – fluctating – fuzzy – hybrid

The Concept

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Content

Introduction: My nine Quad-Groups

The **Numbercollar** has to be classified into 9 fixed Quad-Groups, all labelled with the single digit
 Numbers 1 thru 9 , we also attach the Zéro.

The allocation of these 9 Quad-Groups 1 and the other 3 (doubledigit)
Numbers from each Quad-Group are quite fast memorizeable. Same goes for the Groups wich
Are the nearest opposites– it can get quite blur (fuzzy)
But this will be of no consequence because of the stiff Betting (with variable Unitportions) (as seen on next page).

The **BallTravelDistance-Groups** start from 0 thru 8 in Balldirection – All Criterias will be applied by them
With some practice you can count them even without a spinning wheel
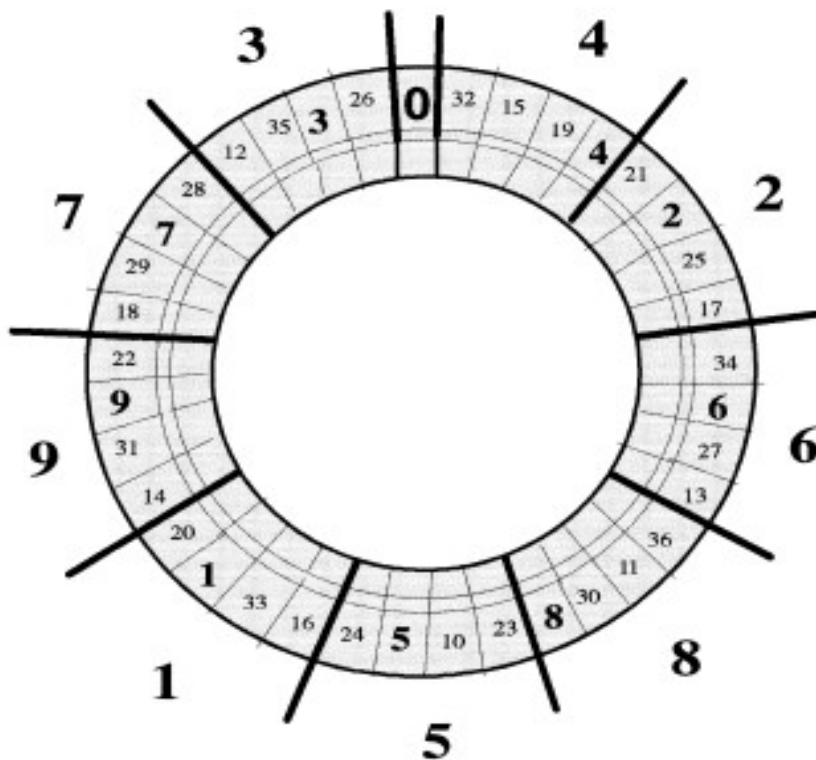
Flexible-hybrid and with fuzzy logic constructed, as well as fixed parameters wich relay on
experience (like for example the physical Opposite-Effect wich happens often).

In general following arguement is deemed to be:
It doesent matter from the view out of the classical probabillity theorys . if the Quad-Groups
Are formed out of connected numbers or not; they also could be made out of
2 X 2 connected Numbers wich lay on the opposite on the wheel.

The fixed Betting Areas (with variable unit portions)

There are only 4 Types of Betting Areas to be concerned with variable unit quantity
On splits and single streets. You can place a bet on each subset of the signed number
– minimal Optimum is the respective „Core"

This ist true for Repeaters as well as for physical-more evenly and random BTDGroups

There is no Tip to be paid – except you have a good hit rate; then you shouldn't upset the croupiers...
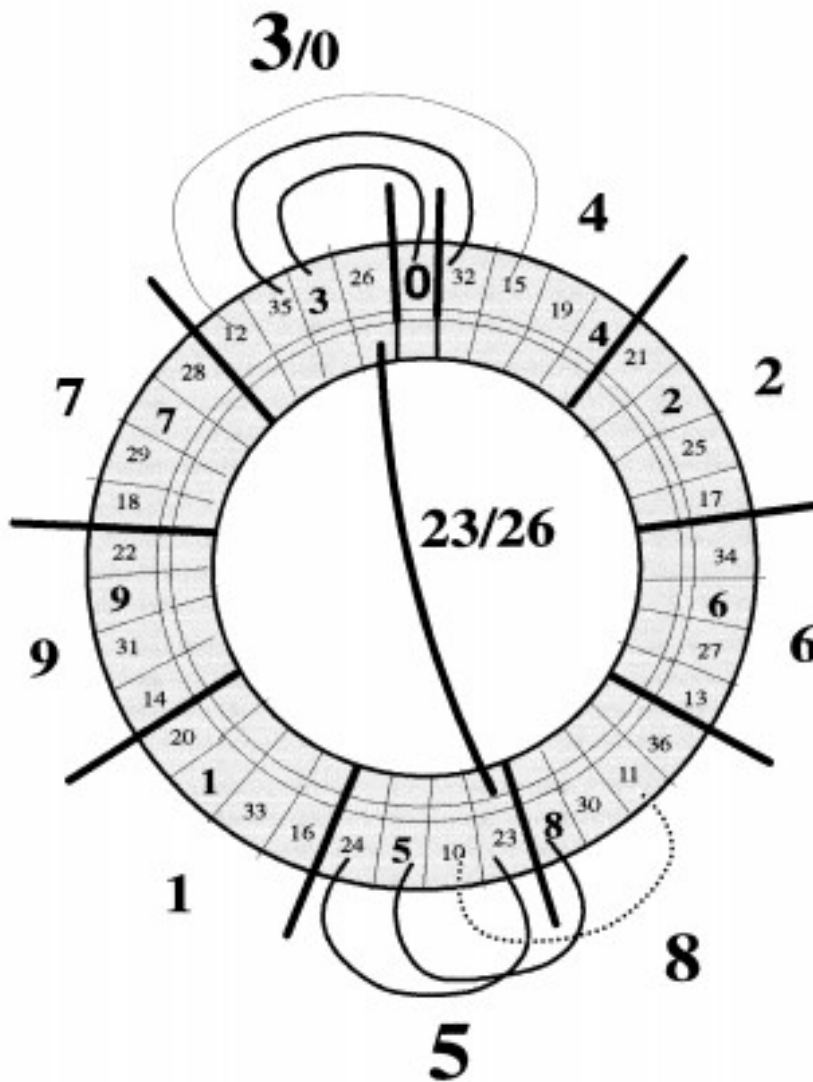
This is The Betting Area : Type 1
Core: 0/3, 5/8 and 23/26.
Also you can just bet the subset from this Core (ex.. 1 unit on 23/26) or else
You can complement the Core(ex. with 10/11, 12/15, 23/24, 32/35).

Betting Area Type 2
Core: 1/4, Sstreet 19-21.
Possible complements for the Core: 1/2, 16/19, 32/33.
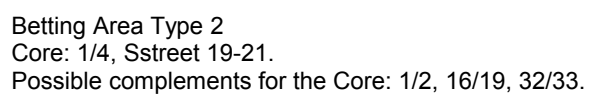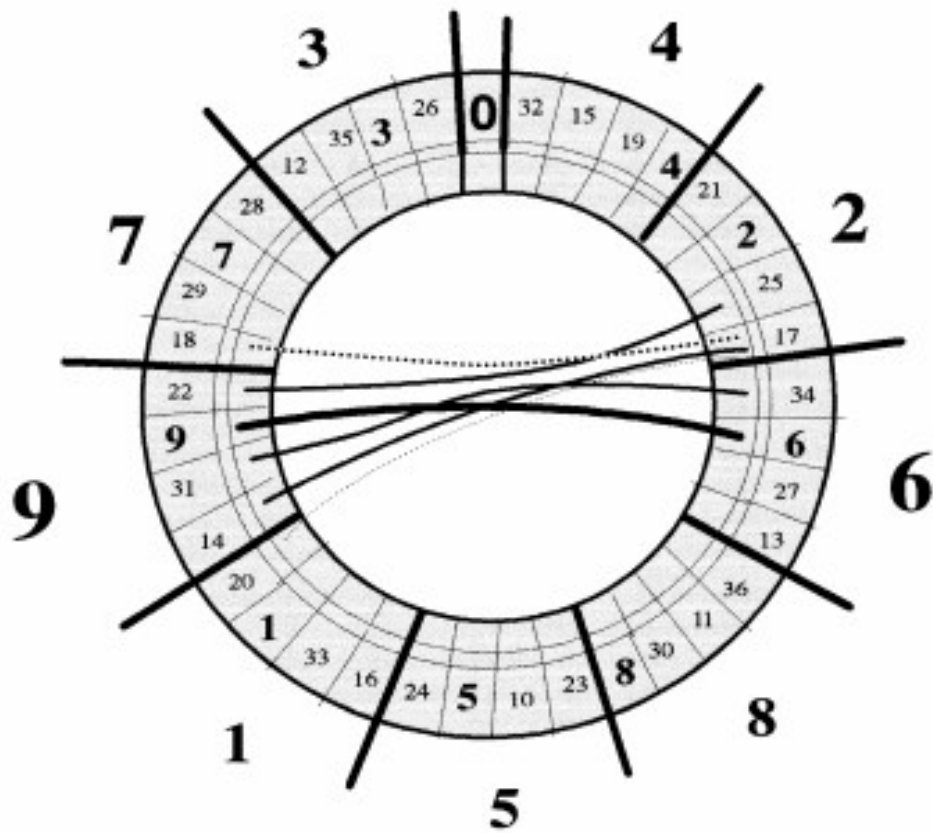
Betting Area Type 3
Core: 6/9, 14/17, 31/34
Possible complements fort he Core: 17/18 or 17/20 (depends on evaluation tendency), 22/25.

Betting Area Type 4
Core: 7/8, Sstreet 28-30.
Possible complements for the core: 11/12, 35/36.

Part I

The BallTravelDistance-Repeateings of the Quad-Groups
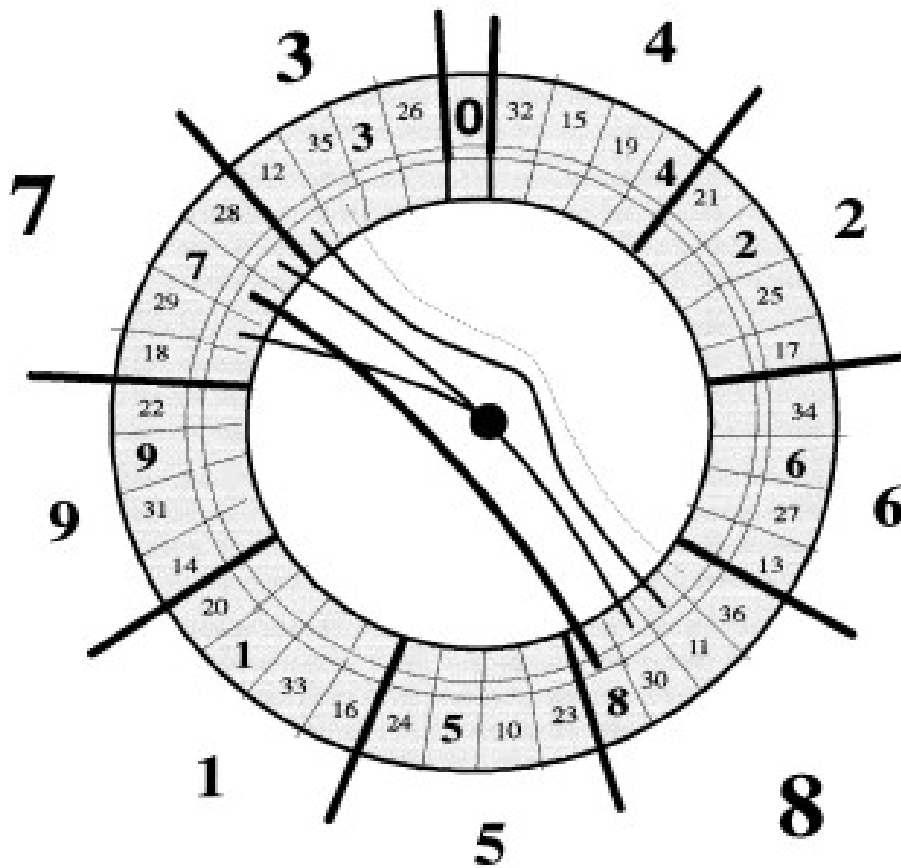
BTD-Groups (stiff) from 0 thru 8 and seperated from the wheel direction, evaluate like already known (analog from the Six- and 3-Groups in ZdS – wich are movable there).
They can be counted pretty fast on every ScoreCard (wheelpic)

The BallTravelDistance-Criteria of the Quad-Groups

The Criteria 3 of the same (or opposite laying) BTD-Groups from the last 3 or 4 Spins:
Signal for betting 2 times the corresponding BTD-Group-Combinations (always the same direction).

Part II

This Classical part has, not only a entertainment value its also an interesting addition
to the BallTravelDistance-Method , it camouflages the BTD-method pretty good.. wich nowadays is essential..

The Random repeatings of the Quad-Groups

In general following arguement is deemed to be:
It doesent matter from the view out of the classical probabillity theorys . if the Quad-Groups
Are formed out of connected numbers or not; they also could be made out of
2 X 2 connected Numbers wich lay on the opposite on the wheel.

The Criteria for playing the random repeats

During the random repeats of the Quad-Groups it doesent matter , from the classical probability
Point of view whether in accordance of the original spin sequence regards the BTD-Groups or
Whether the spin sequence into CW and CCW is separated , for each of those groups the criteria is used
The optimal attack - windows are (4) and (4, 5).
Derivation in the notes under 1).

If in the last 3 spins (one direction) No repeats of the closer BTD-Groups were.
 (whereby also the closest opposite has to be considered), then this is the signal for betting
2 times . in the 4th and 5th spin .the qualified selection of the BTD-Group (incl. the opposite)

The „qualification of the selection" can be derived by the EC-weight of the BTD-Groups of 0,1,2,…8
At wich the EC-weight from the BTD-Group 0 can be adjustable at will ,
EC-weights are : Even/Odd, Red/Black …. We don't use high/low , Dozens and Columns as Ec-Weights.

Part III

The Harmonization of the Criterias

Regarding the harmonization of the Hybrid-Criteria we need to make thus only one
Bookkeeping of the spins – separated according to the direction

The Physical-BTD-Groups and the Random-BTD-Groups are never played at the same time
because both signals exclude themselves. Either there are no BTD Repeaters
then we have to bet the Random Repeating BTD or there are (equal distribution) BTD repeatings
 – Then we bet on the continuation of the equality

The two System parts complement each other: If there has been no BTD-Repeat and we bet
random – wich the probability is in an optimal window regarding the maximum probability
distribution , then it could happen that a BTD-Repeat occurs wich itselfs continues a equal distribution
of the BTD-Repeats with the criterion 3 of 4 wich . would release a (physical) signal

The „Switching" results automatically due to one of the two signals wich complement each
Other , but logically exclude them

(Nevertheless should it come to a clash of interests , then the physical BTD game has priority)
 (heretofore random).

(this„interplay" is to be met well-foundedly and somewhat completely different, as if someone tries
to hit the correct , between alternating and repeating EC´s

Indistinct opposite (fuzzy): accuracy isnt alsways the truth. It is sufficient to seize the tendencies

Nevertheless you can follow a fixed Rule

The optimum Hybrid-Synthesis

The expectation-mix might lie between 7,5 and 12,5% roughly estimated (and dependent on the conditions)

The exchange is quite tidy with a few units each spin

Occasionally it also occures that none of the criteria works

Anyhow this hybrid system requires by far not as much patience as the pure BDT-play
However somewhat more think felxibility

The Personal who traces this play , is not able to recognize a system pattern because
In the process of the game and each spin it changes unpredictable but for us systematically.

Explanatory notes

1) First random repeat of an Quad-(BTD-)Group

To the determination of the optimal Attack window we do it the same way as in this cases , randomly repeating number- And/or. „randomly repeating single street" (Script is fre circulatng or Bok Zds /appendix 1).

We assume that we can excpect nine equal probable events out of the, BTD-Groups
0, 1, 2, ..., 8 (with the repective probability of 1/9) and determine p(n), the
Probability for the fact that the first repeat of a group in spin n takes place. There is thus those
Probabilities p(n), the fact that up to the spin n – 1 all groups are different and the n –th is equal to one of those
 n- 1 penultimate (different among themselves) Groups .
For the first spin n = 1 we have trivial-provers p(1) = 0 (because we cant have a repeater on the first spin). And
starting from n = 11 …p(n) = 0 is valid, since on the tenth spin a repeater must take place
 (the spins with zero must be treated seperatly).

If n is suitable, i.e. n $\geq$ 2, then this is generaly valid:
p(n) = 9/9 x 8/9 x 7/9 x ... x (9 – n + 2)/9 x (n – 1)/9.

Of course we can omit the first element 9/9 = 1. We compute now the Term p(n) for the
First n $\geq$ 2 (seperately and cumulatively):

n computation of p(n) seperatelyn p(n) cumulatively
_____

n = 2: p(2) = 1/9 $\approx$ 11,11% 11,11%
n = 3: p(3) = 8/9 x 2/9 $\approx$ 19,75% 30,86%
n = 4: p(4) = 8/9 x 7/9 x 3/9 $\approx$ 23,05% 53,91%
n = 5: p(5) = 8/9 x 7/9 x 6/9 x 4/9 $\approx$ 20,48% 74,39%
n = 6: p(6) = 8/9 x 7/9 x 6/9 $\times$ 5/9 x 5/9 $\approx$ 14,23% 88,62%
n = 7: p(7) = 8/9 x 7/9 x 6/9 x 5/9 x 4/9 x 6/9 $\approx$ 7,59% 96,21%

etc. on the remaining cases we have 3,79%.

The outcome of this is the maximum distribution for **n = 4** (center for the optimal attack window).

2) Conclusion

This is a concept wich was not yet sufficiently tested as synthesis.
Only something similar , among themselve independant components of this system where
Successfully tested. You need to get used to the system , because of its flexibility but ones you get the gist of it
You wont need a disk … to count the BTD . the score card with a printed wheel on it Is enough
If you know wich one digit number belongs to wich two digit number from the disc allocation wich formes
The Nine Quad-Groups

Everything that the case is and once computed correctly wihstands also practice.
(even if a building collapses doesent mean that it was wrongly computed ,the builders could have been sloppy.)

regards

PB