MONEY MANAGEMENT

REVERSED LABOUCHERE

REVERSED LABOUCHERE (or Reversed Labby or Cancellation or Cross-Out or...) is a pen-and-paper accounting system. You need pen and paper for this one but that is OK with most casinos. Some will only let you use their score-cards but that doesn't matter, as long as it is a piece of paper... It is in all aspects except one, essential, identical to the "normal" **LABOUCHERE** system. The difference is that you use it "the opposite way"; you cancel losses and add wins.

The system was (to my knowledge) first described in the novel "Thirteen Against The Bank" by Norman Leigh. (This novel is about a group of people winning big with this system, in France in the sixtees).

The **REVERSED LABOUCHERE** system is (mainly) used for even chances betting (Red, Black, Even, Odd, Low, High) and found in numerous variations. Essentially it is used in this way:

Write some numbers down on your paper, a line like: **1 2 3 4**
The sum of this (1 + 2 + 3 + 4 = 10) is your **accepted loss for the session**.
(A session can be 2 or more spins in length.) This is your session bank-roll.
Bet the **first** and the **last** figures of the line: **1 + 4** = 5
You win (only luck). Because you **won**, you note the value of your win (**5**) at the right end of the line. (You add the winning to your bank-roll.)
The line now looks like this: **1 2 3 4 5**
Bet the **first** and the **last** figures: **1 + 5** = 6
Now you lose. Because you **lost**, you cross out (hence one of its many nick-names) the two figures you used for your bet - 1 and 5. (You delete the bet from your bank-roll.)
The line now looks like this: X **2 3 4** X
Bet the **first** and the **last** figures: **2 + 4** = 6
Win. Note 6 at the right end: X **2 3 4** X **6**
Bet **2 + 6** = 8
Win, note: X **2 3 4** X **6 8**
Bet **2 + 8** = 10
Lose, x out: X X **3 4** X **6** X
Bet **3 + 6** = 9
Lose, x out: X X X **4** X X X
Bet **4** (only left)
Win, note: X X X **4** X X X **4**
Bet **4 + 4** = 8 (first and last)
Lose, x out: X X X X X X X X
Session end.
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The bets were: 5 + 6 + 6 + 8 + 10 + 9 + 4 + 8 = 56 units, and the winnings were: 10 + 12 + 16 + 8 = 46. When subtracting bet units from won, there is a negative net of ten units. That is equal to the sum of the line, when started - exactly as expected. No matter the values of the figures in the line at start; the sum of them is what you will lose when **ALL** figures are crossed out. The line "**1 1 1**" will give a net result of minus **3** units and the line "**3 7 12 22 30**" will give a net result of minus **74**

So, what's the up-side of this system, then?

First of all; you are **in control of your bank-roll**. You know, all the time, your exact financial situation. You don't have to use some spare money, as you have to in the normal **LABOUCHERE**.

A streak of alternating losses and wins, dominated by the winnings, is what you want here. The result will be a very long line and/or very high bets, but reaching a limit of some hundred units is **not** easy! This is due to the fact that **ONE loss crosses out TWO winnings!** It is seen in the above example.
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But of course, you set your limits; highest bet or a number of consequtive losses or whatever. **Any** limit, lower than the table-limit, is a good limit! If you do reach a limit, you collect the total value of all the (not crossed-out) figures in your line, and you start a new line/session. But it's **very** easy to cross-out the complete line, as **one single loss** will out-cross **two winnings**!

Systems like these really lacks a "stop-loss handler" - that is, some signal of some sort preventing you from losing too much, maybe all the way down to a completely crossed-out line. Such things are making this simple system much more complicated but there is a description of a **REVERSED LABOUCHERE** including a "stop loss handler" at **NEXT PAGE** (click). (It also gets rid of the "one single loss crosses out two winnings" problem the above system suffers from...)

REVERSED LABOUCHERE "SLH"

This page describes some ideas for a variation of the **REVERSED LABOUCHERE** positive (or mixed) progression betting scheme, with a "**stop-loss handler**". This handling of the line has the benefit of telling you when you have lost too many wins to continue, if you want to save some. Also; this system does not suffer from the "One Loss Crosses Out Two Winnings" problem, that the normal **REVERSED LABOUCHERE** suffers from. This system is also very flexible as the user can change the rules of the system **while** using it.

The following text presumes that you are already familiar with the **REVERSED LABOUCHERE**. It is stressed that the contents of this text is a ***BASIC IDEA*** for a progresson and, as it can be varied in countless ways - also while using it - it is ***NOT COMPLETE***! Anyone interested will, though, get as much information as necessary for setting up a personal plan, using parts or all of the below. There is also an example of a "complete" plan at the end of the text. Readers are encouraged to read the full text in order to understand the necessity of some of the basic concepts, before developing/testing own versions.
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The first problem to eliminate is the "One Loss Crosses Out Two Winnings" problem. That can, I'm sure, be done in several ways - this is one of them: **Split the net win** into two parts. The benefit from this operation is, that whenever you cross out two figures, you will cross out two **parts** of two won bets, in effect crossing out one bet (although only by the number - not units).

Where to put the two parts onto the line? As the win (the net only!) is to be split in two parts and as the bet is to be the sum of two figures, this will start out with the simplest of lines:

1 1 First bet (1 + 1) **2**

Win (!) Split the winning (2) into two parts and place at the right end of the line:

1 1 *1 1* Next bet (1 + 1) **2**

As we see, there is no progression in this! Obviously the two parts have to each be bigger than the rightmost figure. But this cannot be, as the other part of the bet (the leftmost figure of the line) is equal to or less than the rightmost figure. **The two parts have to be put at both ends of the line.**

2 2 First bet (2 + 2) **4**

Win and split into two parts - 1 and 3 or whatever - and put one part at each end of the line, there is just no progress at next bet, because it is, in fact, the same bet!
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The problem is solved by **splitting the line** into two parts, using a Bar (I) AND always use the **rightmost** figure of **each part** for the bet:

2 I **2** First bet (2 + 2) **4**

Win and split into two parts. As 2 + 2 means no progression, the 4 units are split 1 + 3:

1 **2** I **2** ***3*** Next bet (2 + 3) **5**

Next bet is 5 as that is the sum of the rightmost figures of **each part** of the line, separated by the Bar, but the

splitted win, is put at both ends of the **whole** line! One thing here: The figure placed to the **left** must always be **smaller** (by 1 unit or more) than the **left PART** of the bet, to achieve progression. Supposing the next bet (5) is won, the left part of the bet is 2 and the line looks like:

1 **1 2** I **2 3** ***4*** Next bet (2 + 4) **6**

In the case of a loss, the 2 and the 4 are crossed out and the line looks like:

1 1 X I **2 3** X Next bet (1 + 3) **4**

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Where is the stop-loss handler? If the last bet (4) is won, it is to be split into two parts, of which one is to be smaller than the left part of the bet - that is 1, as the two parts are 1 + 3. But a zero is not to be placed on the line! The session is over! There was one loss and then when there was a winning spin the session ended. The figure to the left of the bar in the starting line, subtracted by one, will determine how many *sequences* of losses will be accepted before ending a session after a win (if you have a line long enough to handle the losses), as the smaller part of the bet will be lower for each sequence of losses. As there was a 2 to the left of the line only one sequence of losses was allowed and the session ended when there was the first win after the loss. This is a built-in stop-loss handler.

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There is also a possibility to build a stop-loss handler into the line, simply by making the Bar **moveable**. Suppose the Bar moves one step (not crossed-out figure) to the right for, for example, every two winnings, a sequence (very constructed and another line) could look like this:

Starting the line: **2** I **3** First bet (2 + 3) **5**
Win and split: **1 2** I **3 4** Next bet (2 + 4) **6**
Win and split: **1 1 2** I **3 4 5** Two wins - move Bar
Bar is moved: **1 1 2 3** I **4 5** Next bet (3 + 5) **8**

Two things are achieved here: The bet did a jump up by two units, instead of one as previous, and also - very important - the smaller part of the bet got bigger! The rightmost figure to the left of the Bar is now 3 instead of 2, making it possible to, if the bet is won, put a 2 on to the left end of the line if that is desired.

The Bar is now the stop-loss handler. As it moves to the right, it will preserve the two leftmost figures of the line in case of losses because when **all** figures to the **right** of the current bar are crossed out the **session ends**, because the next bet is supposed to be the sum of the rightmost figures of both ends of the line, but there is no rightmost figure to the right of the Bar.

This handling of the Bar will allow as many losses as half of the winnings (in numbers - not units) - greater part if odd - plus one. (The one is determined by half of the number of figures in the starting line - greater part if odd) Note: This is a "running count" meaning that the loss/win ratio is calculated of the totals, from session start, at any point.

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One alternative could be to move the Bar at first win and then wait and move it every second. That would allow for as many losses as half of the winnings - smaller part if odd - plus one. This is the difference to the above:

Starting the line: **2** I **3** First bet (2 + 3) **5**
Win and split: **1 2** I **3 4** Move Bar now
Bar is moved: **1 2 3** I **4** Next bet (3 + 4) **7**
Win and split: **1 1 2 3** I **4 6** Next bet (3 + 6) **9**

When moving the Bar already at first win, the left two figures of the line are preserved if the second bet should be lost. As there is only one figure to the right of the Bar, the session ends and the bankroll is reduced by 2 units. To compare with the above example, a loss on second spin would reduce the sum of the line by 6 but would not end the session. Another loss would be needed for that and then that session ends with a loss of 5 units. And a second loss in the latter example would be a loss of 5, as another session is started but immediately lost, thus making the total loss 7 units. In this very specific example.

The Bar can be moved at any interval, as desired, making it an option during actual play to move it. The Bar is moving to preserve the left end of the line in case of losses - the user has to decide how many; in beforehand by setting up a rule of when to move and/or ad hoc when playing. The number of accepted future losses is readily seen on the line as it is the number of un-crossed figures right of the Bar. And as that many

losses crosses out the same number of figures to the left of the line, it is very easy to see how much will be left of the session bankroll in case of a total loss.
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The preserved figures are so small! 1) Don't be greedy when gambling! 2) In both examples above, one can see that eventually the smaller part of the bet will be 3 instead of 2. This opens up for options. As said before; the figure put to the left end of the line is to be smaller than the figure to the left of the Bar (making the left part of the bet). But how much smaller, is for the user to decide. In both cases above, if the last bet is won the left part of the bet is 3 (3 + 5 and 3 + 6 resp) and this makes it possible to choose between adding a 1 or a 2 to the left end of the line. Adding more means a possible saving in case of repeated losses but in case of repeated winnings it means that the bet will progress more moderately.

As you understand, this system can be varied forever; The length of the starting line, the sum of the figures of the starting line and the value of each one, where to put the Bar and when to move it... Try it! Test different versions on the same spins and maybe you find a suitable one...
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And here is one for you to start with:
The starting line is: **5 4** I **3 2** First bet (4 + 2) **6**
The Bar moves...
...one step after noting a LOSS - except for the first loss of the session
...one step after TWO WINS in sequence
The figure to be put at the left end...
...may never be INcreased by more than 1 compared to the leftmost figure of the line
...starts out as the left part of the bet minus 1, if the above does not override this
...may never be 1 if not forced to (by betting a left part of 2)
...is to be DEcreased by 1 on second and later wins in a winning sequence, if the above does not override this
...is to be INcreased by 1 on later wins in a winning sequence, if it HAS BEEN 1 or 2
The session ends...
...when there are no more figures to the right of the Bar
...when a zero is forced to be put at the left end after a win

(A winning sequence is a sequence of wins only, ended by a loss)

To all of the above there should still be added a reasonable **betting limit**!

Just my $.02 - nothing of the above will EVER change the ODDS of winning/losing!
Mr Oops