

From Lanky:

SIX POINT DIVISOR PLAN / H6 POINT DIVISOR

The aim of the Six Point Plan is to win six betting units every time the punter backs a winner, or winners, whose odds total six.

The target figure decides the opening bet.

// target figure should be editable. It could be 6, 1, 2, etc.

Example: If you were aiming to win \$6 altogether, the opening bet would be \$1 because the DIVISOR is six. So you have six divided into six, which equals a bet of one unit.

The betting action is just a matter of simple division of the DIVISOR into the TARGET figure.

To explain the action, we'll work to a target figure of \$12. To work out your bets you use the divisor of six and the target of 12.

The opening bet, then, is \$2 (12 divided by six). If the opening bet lost, the objective would be increased by the lost \$2 to \$14 and you would then divide six into 14 to get the total of the next bet. Rounding off, your next bet would be \$2.50.

Let's assume your bet lost again. You now have a target of \$16.50 and this is divided by six so your next bet would be, rounded off, \$3.

Let's assume the worst and we have this bet losing. Your target now rises to \$19.50, which again is divided by six to get your next bet, which is, rounded off, \$3.50.

Good news! You get a winner at 2/1. That means you have won \$7 of the target of \$19.50, which reduces the target to \$12.50.

You now have to drop your divisor by two points (the price of the winner) and this now becomes a divisor of four.

Your next bet, then, is \$12.50 divided by four, which gives you a bet, rounded off, of \$3. If this bet won, say, at 2/1 you would have a profit of \$6 coming off the \$12.50, leaving you only \$6.50 to get to complete the Six Point Plan, with a divisor of 1. At this point you can simply rule off that particular section and begin a completely new Six Point target and divisor.

Should you strike a losing run which seems without end, you can easily halt any rapid rise in stakes by introducing the **Safety Brake**.

The divisor may be six when you strike a slump which has taken the target figure to, say, 60, meaning a bet of 10 units next time.

All you do now is bring in a new divisor to add to the present one, and a fresh target. This means a new target of 12 (added to the current 60) making 72, and a new divisor of 12.

Your next bet, then, would be 72 divided by 12, equaling six.

If you were still not happy you could even bring in a third divisor of six and a third extra target of 12, making your set-up now a target of 84 divided by 18, meaning a next bet of, say, \$4.50.

// have a field where I can specify the amount of "safety breaks" I want. Each safety break if activated should retarget the original target. This way, for example, if set to 2, then after the 2nd safety break there will be no more safety breaks and no more retargeting of the original target.

You can also introduce new divisor/target figures when your current divisor has, say, dropped to two, with an objective, say, of \$5. This calls for a \$2.50 bet. Whenever the divisor is lower than three it is sensible, to protect your capital, to bring in a new divisor and objective, as this prevents stakes rising too rapidly in the event of a long losing run.

Divisor Target

2 5

Bring in new divisor

6 12

New divisor/target

8 17

As you can see, you now have a new divisor of eight and a new target of 17, giving you a next bet of, say, \$2.

// for my system, I would need to be able to configure a "divisor limit". So anytime a bet will go under a divisor of n, then bring in another divisor and target.

In this process, it should "retarget" the original target figure as Lanky explains.

In another post he says:

*And another thing if the divisor gets down to 2
(you can make this 3 for extra safety if you want)
I always add another divisor of 6 + 6 more to target.*

I think lanky is making a mistake. Someone asked him about this. Text in BLUE are lanky's responses:

Hi Lanky, the reason I got confused is because early on you showed example:

Divisor Target

2 5

Bring in new divisor

6 12 <<< Ok so if that was the Case then in that Example We must have been playing the 6/12 to start with ??

New divisor/target

8 17 <<or otherwise We can't get this Total.(Unless I did Something wrong)

so that was adding 6 to divisor and 12 to target, and then later you said when adding more to target and divisor, "I always add another divisor of 6 + 6 more to target" and showed play where this is done.

Can You put the link Here Mate? //he deoesn't even remember what he said a few posts back.

Maybe though in first example this was for 2 for 1 bets and second was for ec.s and that is why the difference? Ahhh Now that would explain the difference if there on Different things like the EC and the Dozens.

I will be playing ec.s so do I always add equal amounts to target and divisor?

I will show 2 sessions I played on ec.s and copy how I recorded it but you must forgive me, I cannot get used to having divisor on left and target on right because here in U.S. the divisor is always on right (one half= 1/2= .5) So please understand the target and divisor numbers are reversed, also when I round up or down, if .5 or more I round up, if less than .5 I round down.

I'm really not sure what do to with this as Lanky doesn't explain it very well.

I do know however that I need something to keeps bets safe, even if it turns into a grinder. That's the whole point of botting this system.

I think a better way to do this and easy is that if a bet goes over n , then bring in a new divisor of X (configurable) and retarget. Kind of like a new safety break.

What do you think, Nick? Any suggestions are welcome.

Why do we bring in this safety brake? Because, with a divisor of only two you Bets could climb too steeply and the situation just might become fraught with panic on your side.

The good thing about the Six Point Plan is that it provides, through the safety brakes, for a common-sense approach.
