roulette fair

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Resumo:

roulette fair : Explore o arco-íris de oportunidades em downthehalltechnologies.net! Registre-se e ganhe um bônus exclusivo para começar a ganhar em grande estilo!

contente:

A Martingale é uma das estratégias de apostas na roleta mais conhecidas e bem-sucedidas (para alguns é a melhor estratégia de roleta), e é muito simples de ser aplicada. Ela pode ser usada somente em apostas externas, aquelas que oferecem quase 50% de chance de ganhar, excluindo o 0.

A idéia por trás da Martingale é simplesmente dobrar roulette fair aposta a cada vez que você perde, de modo que, quando você ganhar, você recuperará todas as apostas anteriores que perdeu e, além disso, obterá um retorno líquido de R$ 1.

Apesar de roulette fair popularidade, é importante lembrar que, em última análise, a Martingale é apenas uma estratégia de apostas baseada em azar, e não há garantia de que você irá ganhar dinheiro aplicando-a. Além disso, alguns cassinos podem ter limites nas mesas que impedem a aplicaçãoeficaz daMartingale, então é importante estar ciente disso antes de decidir usá-la.

Outras estratégias de apostas na roleta bem-sucedidas

Além da Martingale, existem outras estratégias de apostas na roleta que também podem ajudar a maximizar suas chances de ganhar, algumas delas incluem:

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Previous chapters:

The roulette bias winning method of García Pelayo

Betting system for

biased wheels

As we can observe, if we have a 6 thousand spins taken from a truly random
table, without bias, we would hardly find the most spun number having something 6 beyond
15 positives. Likewise, we have a soft limit for the best two numbers, the two which
have been spun 6 the most, of +26. If we continue searching for different groups of best
numbers, we can center in the sum 6 of the best nine, which have a soft limit of +67. Why
the soft limit only? Because the hard limit 6 is too erratic and luck might make a number
to fire-up without actually having any bias. It is more trustworthy 6 to work with the
soft limit, which occurs 95% of the time, making decisions based on it. These tables
are 6 more reliable the larger the numerical group is. Application to a single number
being more doubtful than the sum of 6 the best six, where it is harder for luck to
interfere in a decisive manner. I make the study only 6 up to the best nine, because if
there are ten or more best numbers outside the limit, it tells the 6 table is entirely
good, and this is already studied on the first part.

How do these tables complement the
previous analysis? 6 It might be the case that a roulette as a whole doesn't goes beyond
the soft limit, as we studied 6 at the beginning, but the best four numbers do go beyond.
They can be bet without much risk, awaiting to 6 collect more data which defines with a
higher accuracy the quality of the current roulette table. When a roulette is 6 truly
good, we will likewise reinforce on its quality by proving it does go outside of the

limits set on 6 these tables.

Always using simulation tests on the computer, this is, in
a experimental non-theoretical way, I studied other secondary limits 6 which assist to complete the analysis of any statistics taken from a roulette. For instance, "how many consecutive numbers, as 6 they are ordered on the wheel, can be throwing positives?", or "How many positives can two consecutive numbers have as 6 a maximum?". I do not show these tables because they are not essential and only confirm BIAS which should have 6 been detected by the tables previously shown. Any way, we will see some practical examples below.

So far the system was 6 based on evidence that -although simulated- was
being empirical; these were made with the help of the computer in order 6 to verify the behavior of a random roulette.

I found the limits up to where luck alone could take it,
then 6 I was able to effectuate a comparison with real-life statistics from machines which were clearly showing result outside the limits 6 of pure chance, this is, they pointed to trends that would remain throughout its life if their materials would not 6 suffer alterations. These physical abnormalities could be due to pockets of unequal size, however small this inequality, lateral curvatures leaving 6 sunken areas with the counterweight of other raised areas. Or even a different screwing of the walls from the pockets 6 collecting the ball so that a harder wall means more bounce. With the consequent loss of results that are increased 6 in the neighboring pockets which collect these bounced balls with a higher frequency than normal.

On theoretical grounds I
studied areas 6 of mathematics unknown to me, in the probability branch, and worked a lot with the concept of variance and standard 6 deviations. They helped me, but I could not apply them correctly given the complexity of roulette, that is more like 6 a coin with 18 sides and 19 crosses bearing different combinatorial situations, which invalidate the study with binomials and similar.

The 6 major theoretical discovery was forwarded to me
by a nephew, who was finishing his career in physics. He referred me 6 some problems on the randomness of a six-sided die. To do this they were using a tool called the « 6 chi square », whose formula unraveled -with varying degrees of accuracy- the perfection or defects from each drawn series. How 6 come nobody had applied that to roulette?

I handled
myself with absolute certainty in the study of the machines, to which 6 the fleet had already pulled out great performance up to that date, thanks to our experimental analysis, but theoretical confirmation 6 of these analyzes would give me a comforting sense of harmony (In such situations I'm always humming «I giorni dell'arcoballeno»*.

We 6 carefully adapt this formula to this 37-face die and it goes as
follows:

The chi square of a random roulette should 6 shed a number close to 35.33. Only 5% of the time (soft limit) a number of 50.96 can be reached 6 -by pure luck- and only 0.01% of the time it will be able to slightly exceed the hard limit of 6 67.91.

We had to
compare these numbers with those from the long calculations to be made on the statistics from the 6 real wheel we were studying. How are these calculations made?

The
times the first number has showed minus all tested spins 6 divided by 37, all squared, and divided by the total of analyzed spins divided by 37.

Do not panic. Let's suppose
6 the first number we analyze is the 0, to follow in a clockwise direction with all other roulette numbers. Let's 6 suppose on a thousand spins sample number 0 has come out 30

times:

(30-1000/37) squared and the result divided by (1000/37) 6 = 0.327

The same should

be done with the following number, in this case in wheel order, proceeding with 32 and 6 following with all roulette numbers. The total sum of results is the chi square of the table. When compared with 6 the three figures as set out above we will find if this machine has a tendency, more or less marked, 6 or it is a random table instead.

The

calculation, done by hand, frightens by its length but using a computer it 6 takes less than a flash.

Statistical analysis of numbers and wheel bias identification

strategy

While in my experimental tests I only watched 6 leader numbers , this chi-square test also has in mind those numbers that come out very little and also unbalance 6 the expected result.

There was a moment of magic when I found that the results of the previous tables were perfectly 6 in accordance with the results that the chi-square test threw.

With all these weapons for proper analysis I did a program 6 from which, finally, we'll see some illustrations:

TOTAL POSITIVE + 127 HIGHER + 24 L1 + 41 L2 + 70 L3 6 + 94

L4 + 113

LB + 174 A + 353 B + 243 C + 195 NA 4 AG 60 6 AD 46 N.° P 12 SPINS 10.000

CHI

37,18 50,96 67,91 35,33 DV-7,51 ROULETTE/DAY: RANDOM

*LB = Límite blando = Soft

limit.

In 6 this chart I created throwing 10,000 spins to simulate a random table, we can find all patterns of randomness; this 6 will serve to compare with other real tables we'll see later.

In the bottom of the table, to the left at 6 two columns, there are all European roulette numbers placed on its actual disposition starting at 0 and continuing in clockwise 6 direction (0, 32 15, 19, 4, 21, 2, 25, etc.). We highlighted those which have appeared more, not only based 6 on their probability, which is one time out of 37, but also based on the need to profit, i.e. more 6 than once every 36.

If the average to

not lose with any number would be 1.000/36 = 27.77, our 0 has 6 come out forty times; therefore it is on 40, to which we subtract 27.77 = 12.22. Which are its positives, 6 or extra shows; therefore we would have gain. When 20 is – 4 4, 7 8 it is the number 6 of chips lost on the 10,000 spins thrown.

In the first row we find the total positive sum

of all the 6 lucky numbers is +127 (the mean of a random table in our first table is +126), away from the soft 6 limit* (*Soft limit = Límite blando = LB), which is at the beginning of the second row, and which for 6 that amount of spins is +174. Next to it is the reference of known biased tables, (All taken from the 6 first table) which shows that even the weakest (table C) with +195 is far from the poor performance which begins 6 to demonstrate that we are in front of a random table where drawn numbers have come out by accident, so 6 it will possibly be others tomorrow.

Returning to the first row we see

that our best number has +24 (it is 6 2) but that the limit for a single number (L I) is +41, so it is quite normal 6 that 2 has obtained that amount, which is not significant. If we want to take more into account we are 6 indicated with L2, L3 and L4 the limits of the two, three and four best numbers, as we saw in 6 the second tables (our

two best would be 2 and 4 for a total of +42 when their limit should 6 be +70). Nothing at all for this part.

In the middle of the second row NA 4 it means that it 6 is difficult to have over four continuous single numbers bearing positives (we only have two). AG 60 tells us that 6 the sum of positives from continuous numbers is not likely to pass sixty (in our case 0 and 32 make 6 up only +21). AD 46 is a particular case of the sum of the top two adjacent numbers (likewise 0 6 and 32 do not reach half that limit). After pointing out the amount of numbers with positives (there are 12) 6 and the 10,000 spins studied we move to the next row which opens with the chi square of the table. In 6 this case 37,18 serves for comparison with the three fixed figures as follow: 50.96 (soft limit of chi), 67.91 (hard 6 limit) and 35.33 which is a normal random table. It is clear again that's what we have.

Follows DV-751 which is 6 the usual disadvantage with these spins each number must accumulate (what the casino wins). Those circa this amount (the case 6 of 3) have come out as the probability of one in 37 dictates, but not the one in 36 required 6 to break even. We conclude with the name given to the table. From this roulette's expected mediocrity now we move to 6 analyze the best table that we will see in these examples. As all of the following are real tables we 6 played (in this case our friends "the submarines" *) in the same casino and on the same dates. The best, 6 table Four:

(* Note: "Submarines" is the euphemism used by Pelayo to name the hidden players from his team).

TOTAL POSITIVES + 6 363 HIGHER + 73 L1 + 46 L2 + 78 L3 + 105 L4 + 126 LB
+ 185 A + 6 447 B + 299 C + 231 NA 4 AG 66 AD 52 N.° P 13 SPINS 13.093
CHI 129,46 50,96
6 67,91 35,33 DV-9,83 ROULETTE/DAY: 4-11-7

What a difference! Here almost everything is out of the limits: the positive (+363) away from 6 the soft limit of 185. The table does not reach A but goes well beyond the category of B. The 6 formidable 129.46 chi, very far from the fixed hard limit of 67.91 gives us absolute mathematical certainty of the very 6 strong trends this machine experience. The magnificent 11 with +73 reaches a much higher limit of a number (L1 46), 6 11 and 17 break the L2, if we add 3 they break the L3, along with 35 they break the 6 L4 with a whopping +221 to fulminate the L4 (126). It doesn't beat the mark for contiguous numbers with positives 6 (NA 4), because we only have two, but AG 66 is pulverized by the best group: 35 and 3,along with 6 that formed by 17 and 37, as well as the one by 36 and 11. The contiguous numbers that are 6 marked as AD 52 are again beaten by no less than the exact three same groups, showing themselves as very 6 safe. Finally it must be noted that the large negative groups ranging from 30 to 16 and 31 to 7 6 appear to be the mounds that reject the ball, especially after seeing them in the graph on the same arrangement 6 as found in the wheel.

Playing all positive numbers (perhaps without the 27) we get about 25 positive gain in one 6 thousand played spin (the table is between B and A, with 20 and 30 positives of expectation in each case). 6 It is practically impossible not winning playing these for a thousand spins, which would take a week.

Another question is chip 6 value, depending on the bank we have.

My advice: value each chip to a thousandth of the bank. If you 6 have 30,000 euros, 30 euros for each unit. These based on the famous calculations of "Ruin theory" precisely to avoid 6 ruining during a rough patch.

Another interesting table for us, the

Seven:
TOTAL POSITIVES + 294 HIGHER + 83 L1 + 56 6 L2 + 94 L3 + 126 L4 + 151
LB + 198 A +
713 B + 452 C + 325 6 NA 4 AG 77 AD 62 N.° P 13 SPINS 21.602
CHI 77,48 50,96 67,91 35,33
DV-16,22 ROUILETTE/DAY: 7-9-3
This table seven, 6 with many spins, is out of bounds in
positives and chi, but the quality is less than C. It has, 6 however, a large area
ranging from 20 to 18 having almost +200 by itself, that breaks all NA, AG and 6 AD,
which while being secondary measures have value here. No doubt there's something,
especially when compared with the lousy zone 6 it is faced with from 4 to 34 (I wouldn't
save the 21). Here should be a "downhill area" which 6 is detected in this almost
radiography. The slope seems to end at the magnificent 31. Also add the 26. Finally, 6 a
typical roulette worth less than average but more than B and C which is out of bounds
with three 6 well defined areas that give a great tranquility since even as it doesn't
has excessive quality, with many balls it 6 becomes very safe.
Table Eight:
TOTAL
POSITIVES + 466 HIGHER + 107 L1 + 59 L2 + 99 L3 + 134 L4 6 + 161
LB + 200 A + 839 B + 526
C + 372 NA 4 AG 83 AD 73 N.° 6 P 14 SPINS 25.645
CHI 155,71 50,96 67,91 35,33 DV-19,26
ROULETTE/DAY: 8-12-7
It is the first time that we publish these authentic 6 soul
radiographies of roulette. My furthest desire is not to encourage anyone who,
misunderstanding this annex, plays happily the hot 6 numbers on a roulette as seen out
while dining. That's not significant and I certainly do not look forward to 6 increase
the profits of the casinos with players who believe they are practicing a foolproof
system. It takes many spins 6 to be sure of the advantage of some numbers. Do no play
before.
Be vigilant when you find a gem to 6 detect they do not touch or modify it in
part or its entirety. If this happens (which is illegal but 6 no one prevents it), your
have to re-study it as if it were a new one.
Regardless of how much advantage 6 you have
(and these roulette tables are around 6% advantage, ie, more than double the 2.7%
theoretical advantage of the 6 casino) it does not hurt that luck helps. I wish so to
you.

roulette fair :qual slot paga mais na betano

5.26%! Por exemplo: Uma ca nos Cinco NúmeroS (01, 00; 1- 2 - 3) carrega um margemde
89%). Asposta as externas Na roleto carregarm o menor risco e Eles cobreram mais
também os pagamentoes são menos baixos (1/1 para Vermelho
zero e Zero duplo. Se fosse
m jogo justo, pagaria 38 a 1. No entanto de paga apenas 36a 1; Por que A roleta é
O jogo de casino roulette tem sido um passatempo popular por séculos. Embora a sorte tenha um
grande papel a desempenhar em cada partida, algumas pessoas ainda se perguntam se o
roulette é um jogo de sorte ou de habilidade. Neste artigo, exploraremos os dois lados da
medalha e daremos nossas conclusões sobre este assunto empolgante.
Jogo de sorte: A natureza aleatória do roulette
Como cada rodada é determinada puramente pela sorte, é difícil prever com precisão onde a bola
aterrizará. Dessa forma, o roulette pode facilmente ser classificado como um jogo de sorte. A

natureza aleatória do jogo significa que nenhum número ou cor tem preferência sobre outro, e os jogadores têm que confiar apenas em roulette fair sorte.

Para apostadores ocasionais ou iniciantes, o roulette pode ser um jogo simples de jogar, onde não são necessárias estratégias complexas ou jogadas intrincadas. Os jogadores simplesmente escolhem e colocam suas fichas nas chances que desejam, depois relaxam e aguardam o resultado da rodada.

Elementos de habilidade: Tomando decisões informadas

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