



ROULETTE PROFITABLE THEORY

(SKIP AVERAGE, BE LEGENDARY)

I am going to share with you the RP Theory, how you can possibly reach new income stream playing online RNG roulette. All information is direct, to the point and base on my 16+ years of experience playing online roulette.

It is special Add-on BONUS for all passionate roulette players joining my 3Sigma webinar. Good luck. Petr #1 Online Roulette App player



[THEORY #1] CAN YOU BEAT RNG?

Why to beat RNG? My theory is to use RNG for profits. As simple as that.

RNG is Random number generator, it is a piece of code pseudo-randomly generating numbers, in our case 37 nbs, in the sequence.

There is no memory, RNG base on seed and used algorithm will show you new number out of 37 every single spin. That's it.

Your task? Bet on the number which is supposed to be generated.

There are always 37 options to earn money.



[THEORY #1] CAN YOU BEAT RNG?

So you are there on online roulette table to use in your advantage the RNG which is provided by online audited and fair casino.

You are here to take maximum advantages to use RNG for your profits.

There is no question, how to BEAT RNG or how to win against casino.

Yes, you might ask quickly, if I don't know what number is coming, how can I generate profit?

OK, you don't have to know next number, you need to increase your chance to maximum to hit your number in the next e.g, 20 spins.

I'LL SKIP SEVERAL PARTS ALSO IMPORTANT FOR PROFITABLE ROULETTE BEHAVIOR, AS YOU CAN FIND IT ON MY WEB PAGES ALREADY, LIKE LONG-TERM STRATEGY, STOPLOSS, PROFIT TARGET, BANKROLL AND MONEY MANAGEMENT ...

MORE INFO TO THESE POINTS: WWW.ROULETTEFORLIVING.COM



[THEORY #2] HOW TO PREDICT RNG NUMBERS?

Can we even do something about that? Some guys will tell you, no chance, just no chance to get any advantage. Don't play.

And they are right If you are not curious and passionate person who likes to push RNG to the corner and constantly search for new opportunities.

I use statistics and probability. Why? Have you seen e.g. roulette sequence like 1,22,22,4,22,11,11,11,11,11,11,6, 35 ... I guess maximum what you've seen is 4 times one number in a row, right?

Probability to hit 1 nb out of 37 is? ... yes 2,7%, not much right?



[THEORY #2] HOW TO PREDICT RNG NUMBERS?

What is prob. to see 1 nb hitting 4 times in a row? $1/37 * 1/37 * 1/37 * 1/37 =$
0,000053%

That's cool right? To see something like 6,6,6,6, ... there is almost no chance, but it happens. To see 6,6,... is prob. 0,073% and you see that quite often right?

On the other hand, base on this example you can see that it is impossible that 1 or 2 nbs are hitting all the time in let's say 20 spins. So other nbs have to come as well.

And therefore I don't focus much on directly repeating nbs, but on statistically advantageous nbs to come in e.g. next 20 spins.



[THEORY #3] NUMBERS RECYCLING

What is that?

In my 3Sigma algorithm I recycle numbers to be hit again, I don't want to play directly repeating nbs, because of shown probability, as it is low, but rather nbs, and now ATTENTION,

nbs which have proven already to have certain frequency of hits in the not so long history (74 spins) with current high expectation of hit and unlucky selection of RNG base on seed evaluation ... uff tough one, right?

What a heck is he talking about? I will share with you a bit more about RPT



[THEORY #3] NUMBERS RECYCLING

The overall 3Sigma algo calculation I share with you at [3Sigma Udemy Free Webinar](#) as FREE webinar plus also on my YouTube channel [VRSEGE](#).

Therefore I talk now more about Numbers' recycling ratio calculation which you can use as basis for your 3Sigma evaluation analysis.

Example:

nb. 6, in the last 25 spins, 1 hit, current NH 10 spins + so called SpinsSpan calculated for all 37 nbs is also 10 (it measures span between last hit of nb 6 and the next one, but not forever, I reset it after 37 spins)

Hey what? Slowly please 😊



[THEORY #3] NUMBERS RECYCLING

We continue.

for nb. 6 I have NH 10 + 1 Hit + Span 10 in current 25 spins, I calculate ratio only for nbs having all these 3 values > 0 . I don't like sleepers for 300 spins.

I increase the weight of $NH * Span * Fixed\ coeff. 2$, NH is 200 now.

Expectation of hit is 1 time in 37 spins, so we are just fine to divide $200/1$ Hit. And we have first version of ratio of nb.6 for now. Cool?

If we reach $Span = 37$, I reset it and decrease the weight of NH, every single spin I recalculate all 37 ratios.



[THEORY #3] NUMBERS RECYCLING

And the finish is finally, I know, here.

I sort nbs with highest ratios on top of seq, pick 4 of them from top and sum up the ratios. If it reaches value of 5 and is less than 15 I want to play these 4 nbs using my RPT and recycling system.

I don't play sleepers.

I don't play repeaters.

I use RNG Normal distribution for recycling of nbs in maximum of 74 spins.

Can it work for you too? Give it a try and discover the miracle



YOU ARE GREAT!

JOIN ME on website RouletteForLiving.Com

JOIN ME on YouTube channel [VRSEGE](https://VRSEdge)