Roulette Online PRO

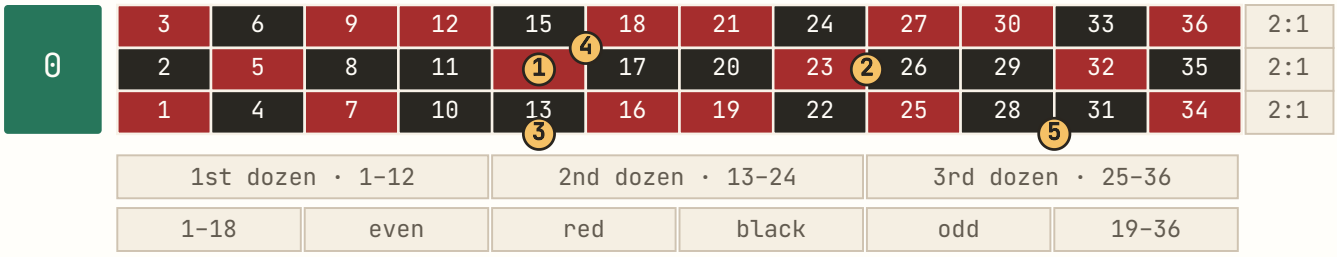
Roulette Cheat Sheet

Fixed odds for quick check
for fair wheel

European	American	French
Single zero · e get 37 pockets	0 and 00 · e get 38 pockets	La Partage, if dem get am
edge na 2.70%	**edge na 5.26%**	**1.35% for even money**

Layout of single zero

na table order, no be wheel order



Example of where chips dey sit: 1 straight · 2 split · 3 street · 4 corner · 5 six line

Outside: red/black, odd/even and 1–18/19–36 each one dey cover 18 numbers. Zero no be red or black, e no be odd or even, e no be low or high.

Payouts & di chance to win

chance to win for each spin

Bet	E cover	E dey pay	EU (37)	US (38)
Straight	1	35:1	2.70%	2.63%
Split	2	17:1	5.41%	5.26%
Street / trio	3	11:1	8.11%	7.89%
Corner	4	8:1	10.81%	10.53%
First four (0, 1, 2, 3)	4	8:1	10.81%	—
Six line	6	5:1	16.22%	15.79%
Dozen	12	2:1	32.43%	31.58%
Column	12	2:1	32.43%	31.58%
Red / black	18	1:1	48.65%	47.37%
Odd / even	18	1:1	48.65%	47.37%
Low / high (1–18 / 19–36)	18	1:1	48.65%	47.37%
US first five (0, 00, 1, 2, 3)	5	6:1	—	13.16%

US top line: 0, 00, 1, 2, 3 dey cover 5 pockets and e dey pay 6:1; im edge na 7.89%. Di single-zero first four (0, 1, 2, 3) dey pay 8:1.

Read di payout well

Di payout ratio na **profit only**. Dem go still return di stake wey win: $1 straight wey win go bring $36 back in total. If you combine bets, first remove every stake; plenty wins fit settle for one spin.

Zero & di French rules

Standard outside bets dey lose for 0 or 00. La Partage dey return half only for even-money bets wey qualify. En Prison rules dey change from table to table; read di rules for di layout before you bet.

Call bets wey come from France

Voisins
17 pockets / 9 chips

Tiers
12 pockets / 6 chips

Orphelins
8 pockets / 5 chips

Jeu zéro
7 pockets / 4 chips

One call dey join bets togeda across one sector of di wheel. Wetin you go collect dey change based on di pocket wey win; e no get special edge.

> **Use sense.** Spins no dey depend on each oda: no system fit change di edge. Before you play, set how much you fit lose and how long you go play; no ever chase loss.

fenstaband.com/learn/roulette-cheat-sheet/

Na standard fixed odds and fair wheel we assume; special tables fit dey different.

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Roulette Strategies Wey Pipo Like

For quick check
for bets wey dey pay even money

Eight systems wey pipo sabi, no be ranking wey we measure. 1u na your base stake. Bet on red/black, odd/even or 1–18/19–36.

No strategy dey change di house edge: standard single zero **2.70%**, double zero **5.26%**.

Key **W** win **L** loss 0 and 00 na full loss; no La Partage.

> **Where Martingale dey press you.** 5 losses don cost 31u; di next stake na 32u; you need 63u from di start to fit put am. Nobody promise sey you go win.

Flat Betting

Start	Na 1u every time.
Win	Stay for 1u.
Loss	Stay for 1u.
Start again	Use di session stop wey you choose before.
Risk	E no dey try bring back loss by imself.

Example **LWL** · stakes **[1, 1, 1]u** · net **-1u**

Martingale

Start	Start with 1u.
Win	Go back to 1u.
Loss	Double di stake.
Start again	Afta every win.
Risk	Table limit and bankroll limit fit stop you before you recover.

Example **LLW** · stakes **[1, 2, 4]u** · net **+1u**

Paroli / Reverse Martingale

Start	Start with 1u.
Win	Double am: 1u, 2u, 4u.
Loss	Go back to 1u.
Start again	Afta any loss or afta di third win.
Risk	Any loss wey come early go leave di cycle for −1u.

Example **WWW** · stakes **[1, 2, 4]u** · net **+7u**

D'Alembert

Start	Start with 1u.
Win	Remove 1u; e no fit go below 1u.
Loss	Add 1u to di stake.
Start again	Notin.
Risk	When you dey lose one afta di oda, di stake dey go up small small.

Example **LLWW** · stakes **[1, 2, 3, 2]u** · net **+2u**

Fibonacci

Start	Di stakes na 1u, 1u, 2u, 3u, 5u, 8u…
Win	Go back two steps, but no pass di first 1u.
Loss	Move one step forward.
Start again	Di first number na di minimum.
Risk	One win no go always bring back di loss.

Example **LLLW** · stakes **[1, 1, 2, 3]u** · net **-1u** · di next one 1u

Labouchère

Start	Line [1, 2, 3]; bet di sum of di two ends (di only number if na one remain).
Win	Remove di two ends.
Loss	Add di stake for di end of di line.
Start again	When di line don empty.
Risk	Loss dey make di line long; di stake no get ceiling.

Example **LWW** · stakes **[4, 5, 5]u** · net **+6u**

1-3-2-6

Start	Start with 1u.
Win	Move go 3u, 2u, then 6u.
Loss	Go back to 1u.
Start again	Afta four wins.
Risk	Loss for di end fit wipe di gain; nobody promise di target.

Example **WWWW** · stakes **[1, 3, 2, 6]u** · net **+12u**
Loss for di end WWWL · net **0u**

Oscar's Grind

Start	Target for each cycle na +1u; start with 1u.
Win	Add 1u if you never reach di target; no pass di amount wey still remain.
Loss	Bet di same stake again.
Start again	When you reach +1u.
Risk	One cycle fit last long well well and finish di bankroll.

Example **LLLWWW** · stakes **[1, 1, 1, 1, 2, 1]u** · net **+1u**

Before you play, set budget wey you fit afford and time to stop; no ever chase loss.

No strategy fit promise sey you go win.