Trace Cooper

Trace Cooper's
Tri-Power Baccarat

Silverthorne Publications, Inc.

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Trace Cooper

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Introduction

"If You Have $20 You Have Enough to Bring in $4,323 a Day Playing Baccarat!"

Tri-Power Baccarat is a Fast Winning, High Performance Baccarat Strategy That Turns the Game of Baccarat Into a Quick and Reliably Source of Cash!

Trace Cooper, an aeronautical consultant, discovered how to use the "Power of Three" to turn the game of baccarat into your own personal ATM!

This strategy is a low-bankroll strategy with a documented win rate of 93.35% that produces high wins and low losses with a consistency that puts all other strategies to shame!

Tri-Power Baccarat is an extraordinary new way of playing baccarat that uses the "Power of Three" to turn the game of baccarat into an ever-ready cash source you can tap whenever you want!

Once you gain this power –

- You'll be able to set up a 100% reliable $4,000 a day income playing baccarat with just a $20 investment!

- You'll learn how to effortlessly pull in a weekly income of $20,000 or more "working" no more than ten hours a week.

- You'll get all of the critical information you need to overpower and beat every version of baccarat offered today – including mini-baccarat and all online versions of the game!

- You'll get the *Million Dollar Plan* – a plan so good that you'll use it to quickly turn $20 into $50,000 – playing in either land-based or online casinos!

- You'll learn how my students, many of whom had never played baccarat, are bringing in cash by the bucket full – quickly, safely and with little risk of ever losing!

- You'll discover why using the *Tri-Power Baccarat* Strategy is much safer than buying stocks, bonds or real estate and why smart investors are quietly switching to this high-powered, low-risk baccarat investment strategy!

The Power of Three

Tri-Power Baccarat is the only gambling strategy that incorporates the *Power of Three!*

The Power of Three is an ancient concept that is considered to have great power over people and events.

For instance, the Power of Three is symbolized in -

1. The Holy Trinity (Father, Son and Holy Spirit)

2. Body, Mind and Soul

Three is a mystical number that shows up repeatedly in mythology such as the Three Fates, Three Muses, Three Graces.

Three is the prime component in fairy tails: Three Wishes, Three Little Pigs, Three Bears.

The Power of Three is symbolized by a 'Triquetra," a Celtic pattern that shows the center of three connected circles.

Three is central to understanding the structures of life: Carbohydrates, Proteins, Fats; Electrons, Protons, Neutrons; Past, Present, Future.

And, it is the basic structure of stories: Beginning, Middle, End.

I could go on and on as the Power of Three is woven throughout everything we do.

Now, we can add one more power that is controlled by three-

The power to beat baccarat cold!

Once You Learn the Secret of Winning With Tri-Power Baccarat a New Life Awaits You!

The *Tri-Power Baccarat* Strategy, incorporating the Power of Three, offers tremendous benefits most people can only dream of!

What's more –

- It is very easy to use. (You will be up and running in less than an hour.)

- It takes no particular skills or talents to win with this strategy. All you have to do is follow the turnkey Money Plan I will teach you.

- It takes almost no money to set up. If you've got $20 you have more than enough to quickly set up your own $4,000 a Day Profit Plan!

- It is a complete Turnkey Strategy set up in easy-to-follow steps.

- This program comes with a *Realistic Money Back Plan* that is so good that you can take to the bank!

Trace Cooper's Amazing Discovery

Trace Cooper is the originator of Tri-Power Baccarat, based on the Power of Three.

Trace is an engineer-statistician who does consulting for aerospace companies and develops models to determine possible failure rates for jet engines.

While I have no idea what this means, I do recognize genius when I see it.

I met Trace at an informal breakfast my wife and I have every week with another couple we have known for years.

Trace was visiting a friend of our friends and ended up joining us for breakfast. It wasn't long before I discovered we had something in common – an interest in winning gambling systems.

Trace had developed a new system for playing baccarat based on the Power of Three.

I had never heard of this strategy and I asked him to explain.

Trace had developed a theory that patterns of threes control the game of baccarat.

For instance, there are three possible outcomes for each round of play, as each round will result in the Banker or Player hands winning or in a Tie.

Trace explained that most players assume that two-based systems can beat the game. For example, a system which assumes that a decision will repeat or will chop is really a two-based system, since only two decisions are being considered.

Trace discovered that what he called a "quantum leap in performance" can be attained by using three as a base.

He went on to explain that using his Three-Based Approach not only provides a more accurate way of determining where to place each bet, but that it also provides the basis for a new way of determining how much to bet on each round.

At this point, I wasn't sure exactly how this worked but I was intrigued and I asked him to continue.

As he talked it become apparent that Trace had gone much further with his ideas than simply developing a new gambling theory.

He was on the edge of a full-blown breakthrough in baccarat play. And, he was asking me to join him.

The Incredible Power of "Three-Based" Bet Placement

Trace divided his betting placement strategy into three modes of choosing where to place each bet.

Trend Based Betting is used a large part of the time as baccarat is a game with many strong trends. Trace's Tri-Power Betting Schematic recognizes the power of following trends and takes full advantage of catching and sticking with a profitable trend. As he explained, "Once you are in synch with a trend you will win every bet."

Countertrend Betting is the second part of Tri-Power Bet placement. If the decisions start alternating or occurring without any apparent pattern this betting mode will win most bets.

Changes in betting mode are made using the *Special Trend Adaptation Mode* (STA Mode) which is based on three.

Anytime you lose two consecutive bets, you will transition to STA Bet Placement which bridges the gap between Trending and Counter Trending bets.

You will discover that you are matching these patterns and picking many more winning bets than could ever be accomplished using any other betting strategy.

The difference in performance is really astounding –

When you use Tri-Power Betting you will easily put together long strings of winning bets even when the decisions are chopping all over the place!

A Revolutionary Discovery – Using the Power of Three to Determine the Size of Your Bets!

Betting is controlled like the rest of the system by the Power of Three.

There are three different types of bets and each type or group consists of three bets.

The Group 1 bets are the **Multiplier Bets.**

These are three bets that will quickly multiply your profits.

They are very effective because, even though they are small bets, they rapidly multiply your profits!

As a result, they provide for very quick wins!

And, because they are very small bets, almost no bankroll is needed to set up these highly effective Multiplier Bets!

These bets are small, but powerful, because they leverage winnings. They quickly multiply wins by three so that you can win triple the amount of these bets very quickly.

There are a total of three groups of bets, each with three bets in them. The Multiplier Bets are the first group. The second group is the Recovery Bets

The Group 2 Recovery Bets act as backup bets to the Multiplier Bets. They are designed to quickly recoup any loss if you don't immediately win with the Multiplier Bets.

There are three Recovery Bets designed as "rapid winners." These bets will quickly regain any lost ground and put you back in position to wrap up a game with the Multiplier Bets.

If the Recovery Bets don't rapidly lock down a win we move to the third line of defense – the Group 3 Fulfillment Bets!

Once again we have a group of three bets. This group is really powerful because they will recoup losses triple fast. They have all of the power of the Multiplier Bets and are designed to quickly end any game with a win.

Tri-Power Baccarat is a very strong performer. If you already know the game you may want to skip the chapter describing how to play the game and go right to the strategy.

Best of luck as a high-powered Tri-Power Baccarat winner!

Quick Start Guide

If you are a beginner you should read the complete book, then go back and study the chapters describing how to use *Tri-Power Baccarat.*

* Chapters you should read even if you are an experienced baccarat player and just want to learn the system.

How to Play Baccarat

Baccarat was originally a European game, which was invented and first played in Italy. The game developed a large following in France and is still a major game in Europe, with a number of casinos specializing in the European version of the game, known as chemin de fer. There is also another version of the game, called baccarat en banque.

The word "baccarat" is the French term for the Italian word *baccara* (which means zero), which refers to the value of zero given to the face cards as well as the 10 in this game of chance.

The t in baccarat is silent (bah-cah-rah). The original game in Las Vegas was introduced on the Strip in 1959. Originally the game was played using the chermin de fer rules, in which the gambler holding the bank plays against the other players; but, the game was changed to baccarat in the 1960s. In the American version of the game, which is the version used by the Internet casinos, the casino plays against all players, regardless of how they wager.

There are now two styles of baccarat in American casinos: the more formal full-pit version, played at a long table with 12 to 14 players, two dealers, a croupier and one or more house shills, and its little brother, mini-baccarat, played on a standard sized blackjack table, with six players and one dealer.

The rules are the same in either version of baccarat. The formal version of baccarat has more rituals, and generally has higher playing limits. It is typical for baccarat in a Las Vegas Strip casino to have a minimum wager of $25 with maximum wagers of up to $4,000. The house will usually raise the maximum wagers for high rollers, and it is not unusual to see wagers of $10,000 or more. Many Asian high rollers prefer this game, where the casino will cater to just about every whim. You can eat a banquet style gourmet meal while you play and if you like, the casino will provide you with a female companion, known as a shill, who will play the game along side of you as long as you wish.

More formal dress is often required for baccarat and with the combination of tuxedoed croupiers, a roped off pit, and higher betting limits, many players are a bit in awe of the game.

If you want to try your hand at this game in a land-based casino, the mini-version is the informal way to do so. The betting limits are much lower, with $2 to $5 minimum wagers common and $1,000 to $2,000 maximum wagers available. I tried my first game of mini-baccarat some years ago at Rio. The dealer was extraordinarily nice and a lady companion and I whiled away several hours at this very enjoyable game.

Baccarat is a card game with only two hands dealt. One hand is designated the "player" hand the other is for the "banker." Each hand initially receives two cards. You can bet on either the banker, the player or for a tie. All playing decisions are made, according to a standard set of rules, by the baccarat dealer or *croupier.*

In baccarat, aces are valued as one, and cards 2 through 9 are valued according to their numerical values, i.e. a deuce is valued as 2, a 5 as 5 and so on. Tens and face cards count as zero. If the total value of two cards is greater than 10, you will drop the first digit. For example, a hand of 8, 5 totaling 13 would be valued as 3, a hand of 9, 2 and 7 would total 18, with a point value of 8. A card totaling 10 is valued as zero.

The object of the game is to come as close to a total of 9 as is possible. A two-card hand totaling either eight or nine is called a *natural*. If either hand has a natural, no more cards are dealt and the play is settled. A hand of eight is *le petit* natural and a nine is *le grande* natural. As you might expect, *le grande* natural beats *le petit* natural as nine is higher than eight.

After the first two cards are dealt to each hand, strict rules determine how the cards are played; nobody makes any decisions. The rules of play are the same for baccarat, mini-baccarat and in the e-casinos where I have played baccarat.

If, after dealing the first two cards, either the banker or player hand has a total of eight or nine, the natural hand wins and the game is over.

If both hands total eight or nine, *le grand* natural wins. If they are both equal in value, the game ends as a tie.

If neither hand has a natural, both hands are played out according to a set of rules printed on the land casino's baccarat layout and available in the e-casinos.   The player's hand is always played first. The rules for completing the player's hand are listed below:

Rules for Completing the Player Hand

If the Player's firs two cards total	The Player's hand must do the following:
0, 1, 2, 3, 4 or 5	Draw another card
6 or 7	Stand
8 or 9	This is a Natural – no cards are drawn

The banker's hand is always played last. Play of the banker's hand is dependent on how the player's hand was played. If the player hand does not draw a third card the banker hand follows the procedures following:

Rules for Completing the Banker Hand
When the Player Hands Stands with Two Cards

When the Banker's first two hands total:	Banker will:
0, 1, 2, 3, 4 or 5	Draw
6, 7, 8 or 9	Stand

Whenever the player hand has a natural of eight or nine, the player does not draw any additional cards and neither does the banker.

When, according to the rules, the player hand draws a third card, the banker hand is always played according to the rules following.

Rules for Completing the Banker Hand
When the Player Hand Receives a Third Card

When the Banker's first two cards total	The Banker draws only when the Player's third card is:	The Banker stands only when the Player's third card is:
0, 1 or 2	1 2 3 4 5 6 7 8 9 10	
3	1 2 3 4 5 6 7 9 10	8
4	2 3 4 5 6 7	1 8 9 10
5	4 5 6 7	1 2 3 8 9 10
6	6 7	1 2 3 4 5 8 9 10
7		1 2 3 4 5 6 7 8 9 10

No more than three cards are ever drawn for either hand. When both hands have completed their draws, the hand closest to nine wins. The dealer pays those who bet on the winning hand. In the event of a tie, all bets on banker and player are pushes, neither winning nor losing. Banker and player bets are even-money wagers, paid 1 to 1, although a 5% commission is taken from winning banker hands. Tie bets are paid at 8 to 1.

Odds are some of the most favorable in the casino. Using the elaborate rules determining standing and drawing, the banker hand always has a slight edge over the player hand. Banker hands win 50.7% of the time and player hands 49.3% of the time, when the tie bets are excluded.

If both hands paid even-money, a smart player would only play banker and enjoy a 1.4% advantage over the casino. However, the 5% "tax" the casino charges on winning banker bets evens the field. With this house vig, the house has a 1.17% advantage over banker bets and 1.35% over player bets. These odds are just about the lowest of all casino wagers except for line bets with odds in craps which only give the casino an edge of 0.80%.

Tie bets usually pay off at 8 to 1. I have found a few land-based casinos which pay at 9 to 1 for ties, but none on the Internet that do. At any rate, the question is strictly academic for us as we will we never wager for a tie. With an 8 to 1 payoff, the house edge is 14.5%; with a 9 to 1 payoff the edge is still a healthy 4.5%.

Here are some examples of baccarat hands.

Hand No. 1
Player hand: 10-7 = 7
Banker hand: 5-2 = 7

Under the rules neither player nor banker can draw with a two-card total of 7. This is a tie.

Hand No. 2
Player hand: 4-2 = 6
Banker hand: 10-king = 0

Player must stand with a total of 6. Banker draws a card and gets a 3. Player wins 6 to 3.

Hand No. 3
Player hand: 2-2 = 4
Banker hand: king-5 = 5

Player must draw a card. Player draws a 7 and now has 2-2-7 = 1.

Even though Banker would win by standing, it still must take a card according to the rules. Banker draws a 7 and now has a hand of king-5-7 = 2. Bank wins 2 to 1.

Hand No. 4

Player hand: 3-4 = 7
Banker hand: 10-3 = 3

The player will stand with a 7. Banker draws and gets an ace. Banker has 10-3-A for a 4. Player wins 7 to 4.

Hand No. 5

Player hand: jack-8 = 8
Banker hand: 4-3 = 7

The player has a natural and wins automatically without banker having a chance to improve his hand. When a player or banker hand shows either an 8 or 9 with the original two cards, the game is over. Draws to an 8 or 9 are not naturals.

Hand No. 6

Player hand: ace-2 = 3
Banker hand: 3-queen = 3

Both hands start off equally, but it is too early to declare a tie. Player draws first and receives a 9 for an ace-2-9 or 2. The banker would love to stand with his total of 3 but is not allowed to. Banker draws an 8 for a 3-queen-8 hand worth 1. Player wins 2 to 1.

Hand No. 7

Player hand: 10-4 = 4

Banker hand: 6-9 = 5

Player must draw a card. He draws a 9 for a 10-4-9, valued as 3. Banker, with a 5 doesn't draw a card and stands with a 5. Banker wins 5 to 3.

Hand No. 8

Player hand: 4-ace = 5

Banker hand: 3-king = 3

Here the player would like to stand with a total of 5 versus a banker 3. But, since the rules of play are always followed, player draws and gets a 10. With a 4-ace-10, his hand is still valued at 5. Banker draws and gets a 6 for a 3-king-6 or 9. Banker wins 9 to 5.

Hand No. 9

Player hand: 4-10 = 4

Banker hand: king-jack = 0

Again the player would prefer to stand and take a chance on banker improving his hand. But the rules must be followed. Player draws a card and gets a 10, for a 4-10-10 or 4. Banker draws to his zero and gets a 5. The result is banker wins 5 to 4.

Hand No. 10

Player hand: 8-queen = 8

Banker hand" 9-jack = 9

Both hands have naturals. *Le grande* natural beats *le petit* natural. Banker wins 9 to 8.

Even though I have given you some examples of how different hands are played, you don't have to know anything about these rules to successfully play the game. There are no

complicated strategies to learn, cards to count or any additional rules to learn. Many baccarat players like to write down every decision on score keeping cards supplied by the casinos. In land-based casinos, there are often electronic displays showing the outcomes of the last 30 or so baccarat plays.

Rules for Online Baccarat

Online Baccarat is played using the same rules that are used in the land-based versions of the game. Below are the baccarat rules used by Oceans Casino (www.oceansonlinecasino.com/game-tutorials/baccarat.html) for their online baccarat game.

Baccarat is an exciting card/table game found in most casinos around the world. To begin, you have 3 selections on where to place your wager: bet the player's hand will win; bet the banker's hand will win; bet the game will result in a tie.

Object

The winner is the hand with the point value closest to 9. In the event of a tie, any wagers placed on the player or the banker are returned. If you wager on a tie and the two hands result in a tie, your payoff is 8 to 1.

Rules

To play, place your wager on the player's hand, the bank's hand, or on a tie. Once your wager is placed, click "DEAL". The player and the banker are each dealt their two-card

hand. According to standard baccarat rules outlined below ["Third Card Rules"], a third card may be dealt to the player and/or the banker.

Card Values

- Ace = one [1]
- Face cards and 10's = zero [0]
- All other cards count as their numbered value; for example, the seven [7] of hearts has a value of 7

If the cards in either hand have a combined value of ten or more points, subtract ten. The remainder is the baccarat point value of the hand. For example: 6+7=13, which counts as a 3 in baccarat; 9+9=18, which counts as 8. Face cards and 10's count as 0, so for example 9+King=9.

Third Card Rules

In baccarat, the player always goes first, and draws a third card if the hand total is 0-5, otherwise another card is not drawn and play proceeds to the banker.
If the banker's first two cards total 0, 1 or 2, then the banker draws one card, otherwise the banker draws according to this table:

VALUE OF FIRST TWO [2] CARDS:	DRAWS WHEN THE PLAYERS THIRD [3] CARD IS:	DOES NOT DRAW WHEN THE PLAYERS THIRD [3] CARD IS:
3	0, 1, 2, 3, 4, 5, 6, 7, 9	8
4	2, 3, 4, 5, 6, 7	0, 1, 8, 9
5	4, 5, 6, 7	0, 1, 2, 3, 8, 9
6	6, 7	0, 1, 2, 3, 4, 5, 8, 9
7	Always stands	
8, 9	Player cannot draw	Player cannot draw

Betting and Limits

Select a chip value using the left mouse button. Then, with the left mouse button, click the area on the baccarat table where you wish to place your wager. If you wish to change your bet, click on the chips you have already placed on the table using your right mouse button to remove them, or click on "CLEAR" to remove all bets from the table. Baccarat offers three separate betting ranges: $1 - 100, $5 - 500, and $25 - 1,000. Each of these three betting ranges has separate limits for the lone tie bet and the tie bet that is accompanied by a player or banker bet:

BETTING RANGE	$1 - 100	$5 - 500	$25 - 1,000
Minimum bet	1	5	25
Maximum bet	100	500	1,000
Minimum lone tie bet	1	5	25
Minimum tie bet	1	1	5
Maximum tie bet	10	60	120

Winnings

Even money is paid on all winning wagers placed on the player or banker. However, if you win by betting on the banker, the bank receives a 5% commission. If you wager on a tie and the two hands result in a tie, your payoff is 8 to 1.

Game Buttons

DEAL	When you have placed your wagers, this deals the cards
CLEAR	Clears the table of bets
LAST BET	Places the same bets as in your previous round
NEW GAME	Starts a new round

The Player's Edge

As powerful as the casinos may seem to be, you can walk into a casino knowing that you have an edge over the house. As a successful gambler you have to be able to win more than you lose.   What are the tricks you will use to gain an edge over this formidable adversary?

Your edge will consist of the following actions:

1. When you are losing, you can quit.
2. When you are winning, you can walk out with the casino's money.
3. You can vary the size of your wagers.
4. You can pick where to play.
5. You can modify your strategy based on table results and conditions.
6. You can use discipline to develop a winning plan and then stick to it.

Most players never realize what an advantage these offer. The casino cannot be flexible. It must continue to offer the same games, with the same rules, without the ability to react to changing conditions. The nimble player can weave and dodge and even choose not to play a particular game. Let's elaborate on the player's edge:

1. When you are losing, you can quit. You can always control your losses while the casino must continue to offer its games regardless of the outcomes. I have seen hot baccarat tables where the casino lost over a hundred thousand dollars in less than an hour. All the casinos can do is order in more chips and hope that the hot streak will end.

2. When you are winning, you can walk out with the casino's money.   As a player you can always control when you stop playing. While the casino must continue offering its games twenty-four hours a day, you can jump in, grab a win and pull off. You have ultimate flexibility while the casino does not.

3. You can vary the size of your wagers. One approach a player can use is to increase the size of his wagers when he is winning and reduce them when losing. He may also choose to raise his wagers after losses so that only a win or two out of many wagers will put him

ahead. A player can set up options where he doesn't have to win the majority of his bets. Using these techniques effectively goes a long ways towards minimizing the house edge and even turning it into a player edge!

4. You can pick where to play. You can play at tables offering the best situations for you. You can choose to play at tables that are almost empty by playing during slack periods. This can significantly increase your hourly win rate. You can also make it your business to know where the best payoffs are. The casinos, which pay triple on a field roll of 12, turn this wager from a weak one to one with acceptable risk.

If you are looking for certain table conditions, you can scout for the right table before you play. You have numerous options while the house must offer the game to anyone who is old enough to play, conforms to fairly lax casinos standards and has some money to begin play.

5. You can modify your strategy based on table results and conditions.   Every table develops different trends at different times. Some tables favor bettors who play numbers, while others favor players who bet from the dark side, wagering on the don't pass or don't come. Most tables are choppy, favoring neither right nor wrong betters. You can adjust to the changing playing conditions as they occur. If the table is repeating numbers, you can modify your strategy to take advantage of this trend. If the table is ice cold, you can make still different moves. In short, you have the ability to bob and weave, duck and thrust, parry and counter punch. The table can't react to anything. Every baccarat table is like an inanimate object that must endlessly grind out numbers, while you circle and pounce.

6. You can use discipline to develop a winning plan and then stick to it. The house has ultimate discipline. The very structure of the casino games and atmosphere exhibit a carefully planned approach designed to transfer funds from the players' pockets into the casino coffers in the shortest time possible. Of course, to a large extent this relies on most players' lack of discipline. Once you gain the discipline to set up a winning game plan and then follow it, you can effectively neutralize much of the casino's edge over the crowd of players.

I played a couple of hours of baccarat in a local casino last night. I played for low stakes, buying in for $500.   I used the Baccarat Attack Strategy. The table varied from choppy to cold the whole time I was there. I don't believe that anyone else at the table won any money but me. The difference between the rest of the players and me was that I had a plan for the evening and I stuck to it. With a $500 buy-in, I set $350 as my profit goal. After less than two hours of play I checked my chips, found I was up $361 and cashed in.

The player's edge comes from all of the points listed above, plus the ability to hide your wins from the casinos.   There is really no reason that anyone other than you and your significant other should know about your casino prowess. There are people who would kill you for fifty bucks.   Casinos really don't like winners. That's why a number of Las Vegas casinos still bar blackjack card counters. It may not be fair, but even with all of its advantages, if you somehow manage to win, the casino can deny you access to their games.

The book *How to Survive and Prosper as a Professional Gambler* (See Gamblers Bookcase at back of this book) offers some excellent suggestions on how to consistently beat the casinos and still stay on the bosses' good side. I recommend it to you.

The net effect of applying all of the elements of the player's edge is to neutralize and even overcome the casino's advantage. Your biggest edge will come from your discipline. Interestingly, this is the same kind of discipline the casinos expect from their dealers, floor bosses and staff. If it works for them, you know that it will work for you too!

Betting Strategies

Nearly every gambler uses some kind of system even if his system merely consists of guessing what to do next. In July 1891, Charles Wells, an Englishman, arrived at the casino at Monte Carlo with 10,000 francs. Within a few days he had won over a million. He retired for a few months to relish his accomplishment, then returned and proceeded to win another million francs. His exploits inspired the song "The Man Who Broke the Bank at Monte Carlo."

Unfortunately, he would not quit while he was ahead. He returned the next year and lost it all. Later he resorted to illegal shenanigans, was imprisoned and eventually died in poverty. But his play gave Monte Carlo worldwide fame. Many studied his play and tried to emulate him. He finally confessed before he died that he had no system. His winnings were attributable to an amazing run of luck!

Betting systems or betting progressions have been devised for every gambling game. Many of them had their origins in eighteenth and nineteenth century roulette played on the French Riviera. While the particulars of different betting systems vary greatly, the systems fall into three broad categories:

1. Flat: Keep bets constant, waiting for a streak of successes.

2. Negative progressions: raise bets after losses, trying to recover an eventual win.

3. Positive progressions: raise bets after wins, hoping to use the "house money" to create a large win.

Each of these systems has positive and negative characteristics, but the approach, which catches the most flack from gaming experts, is the negative progression. The advocates of positive progressions don't think much of increasing your wager after a loss. By their thinking, increasing a bet after you have lost amounts to throwing good money after bad,

with the probable outcome being that you will just lose more money. However, as we shall see, in the short run just the opposite is likely to be true.

Assume that we are going to bet player for eight decisions. Three different players will help us in this illustration.

Player A does not believe in ever changing the size of his bet. He bets *flat*, that is the same amount on every hand, regardless of the outcome of his preceding hand. In our example, he will bet $10 a hand.

Player B likes to follow the system many experts recommend and he will *press* or double his bet after each win, gradually betting more and more as he uses the house's money. He will start with a $10 bet, increase it to $20 after a win, then wager $40 if he wins again. If his bet reaches as high as $160, he will stay at this level until he loses a wager. After any loss, he will drop back to betting $10.

Player C has heard that increasing his bets after losses is the "surest way to win." He will start with a $10 bet. If he loses this bet he will wager $20. If this bet loses, he will increase his bet to $40, then $80, followed by $160 if this wager also loses. His maximum wager is $160. If he reaches this level he will continue to wager $160 until he has a win. After any win, he will regress to a $10 bet.

The following table compares the results of eight decisions, consisting of six losses and two wins.

Comparison of Bet Selection Methods

Decisions	L	L	W	L	L	L	L	W
Player A								
Bet	10	10	10	10	10	10	10	10
Win (loss)	-10	-10	+10	-10	-10	-10	-10	+10
Net Win	-10	-20	-10	-20	-30	-40	-50	-40
Player B								
Bet	10	10	10	20	10	10	10	20
Win (loss)	-10	-10	+10	-20	-10	-10	-10	-20
Net Win	-10	-20	-10	-30	-40	-50	-60	-50
Player C								
Bet	10	20	40	10	20	40	80	160
Win (loss)	-10	-20	+40	-10	-20	-40	-80	+160
Net Win	-10	-30	+10	-0-	-20	-60	-140	+20

W= Win, L= Loss of wager

In this series of wagers, Player A loses $40, Player B loses $50, while Player C comes out $20 ahead. I purposely set up this example to illustrate some of the characteristics of each of the betting strategies.

For a given session, flat betting leads to sessions with the narrowest, most balanced range of expected wins and losses. In this series, we lost 75% of our wagers; therefore, we expect to have a loss.

Positive progressions, like the progression used by Player B, offer more likelihood of an adverse than a favorable session, with intermittent large wins. In this example, increasing wagers after wins caused this player to lose $50, a greater loss than the one realized betting flat.

Negative progressions, like the one used by Player C, offer a greater chance of winning any given session but have the characteristic of generating many small wins with occasional large losses.

The exact result of sessions played in casinos depends on the details of each game and on variations applied to systems by individual players. However, by ignoring variations, using each system in its rawest form, we can test how each system performed against the same set of decisions and comment on general characteristics of each approach to wagering.

A test was created assuming that wagers are made on pass line only. Each game was 100 decisions long. Limits on the progressions were imposed which required any progression to end immediately if the next bet required in the series exceeded 256 units.

The following systems were tested. Please note that these are not presented as practical systems but are used to emphasize the differences you can expect in each approach to wagering.

1. Flat Betting: Single units are bet and the amount never varies.

2. Positive Progression: In this parlay type of progression, bets are doubled after every win and reduced to one unit after every loss. Assuming a string of nine consecutive wins, this progression would be: 1, 2, 4, 8, 16, 32, 64, 128, 256.

3. Negative Progression: A *Martingale* type of progression is used where bets are doubled after every loss and reduced to a single unit after any win. Assuming a string of nine consecutive losses, this series would consist of the following wagers: 1, 2, 4, 8, 16, 32, 64, 128, 256.

The results of a 2,000-session computer run using each technique are presented in a table on the following page.

This table shows some of the trade offs among the systems. Notice that while the average size bet for flat betting was 1 unit, it increased to 3.8 units using a positive progression, and was highest at 5.2 units for the negative progression. The average size bet was larger for negative than positive progression because runs of losing bets were longer, and therefore, required higher wagers than runs of winning bets. In this contest, which is also analogous to blackjack, the losing streaks tended to be longer than the winning streaks.

Flat betting won 38.70% of the games and lost 59.85% of them. The positive progression showed the lowest win percentage of all, winning only 9.60% of the games while losing over 90% of them.

The negative progression won over 85% of the games and lost only about 15% of them. This strategy was clearly the winner in terms of the number of individual games won.

The last column in the table "Equivalent Amount Won or Lost" shows how much the amounts would have been if the flat and positive betting strategies' wagers had been raised so that the averages were the same as with the negative progression.

2,000 Session Computer Run Testing

Flat, Positive and Negative Betting Systems

Betting System	Outcomes	Percent of Sessions	Average Amount Won or Lost	Equivalent Amount Won or Lost
Flat (1 unit is the average size bet)				
	Break even	1.45%		
	Won	38.70%	7	37
	Lost	59.85%	9	48
Positive (3.8 units is the average size bet)				
	Break even	0.05%		
	Won	9.60%	56	56
	Lost	90.35%	412	412
Negative (5.2 units is the average size bet)				
	Break even	0.00%		
	Won	85.35%	359	492
	Lost	14.65%	43	59

There are a number of variables which affect your ability to avoid losing your bankroll. These variables include the type of betting system used, the size of your bankroll, the games you play, the length of time you play, and your luck at winning any given gaming contest.

Let's compare the effects of using different betting systems on our ability to play without losing our bankroll. The betting systems we will use are:

1. Flat betting. We will bet $25 regardless of previous outcomes.

2. Positive Progression. We will start with a $10 base bet. After each win we will double our bet with a maximum wager of $80. If we reach the $80 betting level we will

continue to wager $80 until we lose a wager. After any losing wager we will drop back to betting $10. The bets we would make in a winning streak would be: $10, $20, $40, $80, $80, until we have a loss.

3. Negative Progression. Again we will use a $10 base bet. After each loss we will double our bet, with our maximum bet to be $80. If we reach the $80 bet, we will continue to wager $80 until we have a win. After any win we will drop back to betting $10. A losing series would consist of: $10, $20, $40, $80, $80, until we have a win.

Here's the game we will face. We will play in a coin-tossing contest and we will always wager heads. Heads wins even money less a 2 percent house commission. When tails shows we lose the wager. The chances here are 50-50 and the house edge is 1 percent.

The next table shows how each betting system fares, varying the size of our bankroll and the number of games played. Each game consists of 100 bets.

Flat betting offers the least chance of losing your bankroll. If you are willing to use a bankroll of $2,000 in playing this coin-tossing game, you will have a 99% chance of not losing your bankroll if you flat bet.

Using a positive progression gives you almost as good a chance of keeping your bankroll intact as flat betting. A $500 bankroll offers a 94% chance of not losing all of your bankroll as compared to 96% for flat betting and only 83% for the negative progression at this level.

Computer Run Testing Different Betting Systems
Comparing the Bankroll Used and the Length of Time Played.

Chance of Not Losing Bankroll

Bankroll Size	Number of Games Played	Flat Bets	Positive Progression	Negative Progression
250	100	69%	66%	56%
500	100	96%	94%	83%
750	250	93%	87%	80%
1,000	500	90%	81%	76%
2,000	750	99%	98%	94%

Increasing your bets after losses greatly increases your chance of losing all of your bankroll. Using the negative betting progression, the chance of keeping your bankroll is only 56% using a $250 bankroll, playing for 100 games. The pattern of much higher risk of losing your bankroll with a negative progression continues until we increase our bankroll to $2,000. With a $2,000 bankroll, we can play the coin-toss game for 750 rounds with only a 6% chance of losing our bankroll (94% chance of keeping it as shown in the table). This compares favorably with the flat bettor's percentage of 99% and the positive progression bettor's percentage of 98% at this level.

The moral of this comparison should be obvious. Using a negative betting progression greatly increases your likelihood of losing your bankroll unless you increase your bankroll to an adequate level. In this example, by increasing our bankroll to $2,000, we only give up 5% of the chance of losing our bankroll using a negative progression as compared to betting flat (94% as compared to 99%).

All gambling strategies involve compromises. Betting flat offers the greatest likelihood of keeping your bankroll, but the poorest chance of winning. You may recall in the earlier table comparing betting strategies that flat betting only won about 39% of its games.

Using a positive betting progression wins only 9.6% of its games (shown in earlier table), but you won't risk losing your bankroll much more using this system than with betting flat.

Referring again to the earlier table, we notice that using a negative progression gave us a win rate over 85%. At first glance at the table on the preceding page, it would seem that this high win rate came only by increasing our risk of losing our bankroll by a large factor. But please note the following. Once we increase our bankroll to a larger amount, $2,000 in the example here, our risk of losing our bankroll using a negative progression is only 6%, not much greater than the 2% chance of losing with a positive progression, or the 1% chance of losing our bankroll betting flat.

If we are willing to use a somewhat larger bankroll, using a negative progression gives us the best of all worlds: A high probability of winning and a low possibility of losing our bankroll. This is something that almost no gambling experts will ever tell you. Experts invariably recommend only the first two approaches to win any gaming contest.

The first approach is to gain a mathematical edge over the game. This is the strategy card counters hope to use at blackjack. At roulette, wheel watchers hope to gain an edge by finding an unbalanced wheel where the ball lands in one section of the wheel a higher percentage of the time than chance would explain. With baccarat, advantage seekers look to precision shooting to alter the casino's edge against the players.

The second approach to gambling, almost universally recommended by the experts, is to use a positive betting progression. That this is the best system for capitalizing on winning streaks is the number one reason cited for using this system. Almost never mentioned by the experts is that this system has a dismal winning rate, losing about 9 out of every 10 sessions. As we have seen, the betting strategy with the greatest chance of winning is the negative progression. With an adequate bankroll, the risk of loss can be reduced to a reasonable amount.

The examples and simulations used in this chapter were for games of chance, rather than a game of skill like blackjack. The examples also assumed games where the house had an edge over the player. Our examples serve to illustrate the varying characteristics of betting flat versus using either a positive or negative betting progression.

In the next chapter we will take a look at different betting systems. Several of these approaches are over one hundred years old. Let's see if our not so dumb ancestors had any meaningful insights on how to beat the baccarat game!

Betting Progressions

Betting systems fall into the broad categories of betting the same after each decision, known as flat betting, raising wagers after wins, called positive progressions, and raising money after losses, named negative progressions.

There are also systems which have characteristics of one or more of these types, such as the Tri-Power Baccarat Strategy's Betting System which we will encounter in a few more chapters. Many of the classical betting systems were developed for roulette in the eighteenth and nineteenth centuries, but can be used for other games with even-money wagers such as craps, baccarat and blackjack. Although none of these systems in its pure form is a winning system, it is worthwhile to study the efforts of our ancestors as these betting systems are the grandparents of every modern betting system.

Martingale

Martingale is one of the oldest betting systems using a negative progression. It is named after Henry Martingale, an English casino owner in the 1700s who is reputed to urge losing punters to "double 'em up" with their wagers.

This system is very simple. You will use a betting series where each bet in the series is twice as large as the preceding one, as with 1, 2, 4, 8, 16, 32. So long as you win a bet, you will continue to bet at the lowest level, e.g. wager 1. If you lose a bet, you will move up to the next wager, doubling the amount of the previous wager. Use of the system ensures that whenever your wager eventually wins, you will win the amount of the original wager, in this instance 1.

One of my gambling friends once told me about an amazing system he had developed for craps. He had gone to Las Vegas on two consecutive trips and returned a winner. He was wagering only on don't pass at casino craps using a betting series starting with a $1 bet and doubling his bet after each loss. He was certain that his risk of loss was very small and planned to continue to use the system. He was reluctant to share the system with me but he finally confessed that he was using the following betting series, increasing his wager one

level following a loss: 1 2 4 8 16 32 64 128 256. He correctly pointed out that he would have to lose nine times in a row to lose the betting series, and he just didn't think that this was possible.

I pointed out to him that there was a very real possibility that he could lose nine decisions in a row; in fact, this would happen once about every 500 pass line - don't pass decisions. With craps decisions averaging fifty to sixty per hour, a loss of all nine wagers could happen once every eight to ten hours. I asked him to consider whether he was winning enough to sustain a loss of $511.00 (the total amount he was risking) in order to win the sum of $1. This must have impressed him as I don't think he ever used this system again (or at least he didn't tell me about losing with it).

The Martingale system would be just about unbeatable if you could continue to double your wagers until you finally won a bet. Modern casinos are very aware of Martingale, and they know that the easiest way to thwart the system is to narrow the spread between maximum and minimum bets allowed. In other words, the minimum wager must be high enough and the maximum wager low enough that no more than eight or nine doublings can occur. If you find a table with a low minimum, such as $1 and a high maximum, such as $3,000, you may wish to try using a Martingale system against the table.

You could use the following series of wagers: 1 2 4 8 16 32 64 128 256 512 1,024 2,048. With 12 bets in the series, you would be an odds-on favorite to win any weekend gambling contest involving even-money wagers. However, you might want to consider one thing. If you try this, sooner or later you will lose bet number 11, for $1,024. You will now have lost $2,047 and will be called on to bet $2,048 in order to win the grand sum of $1. Are you willing to risk it? If you win, you will be up exactly one buck for your efforts. However, if you lose your last wager of $2,048, you will have lost $4,095 in the gaming contest. While the risk of loss is low, it will happen at some time if you continue to wager this way, and there is no guarantee that it won't happen during your first casino excursion using this system.

Mini-Martingale

Martingale in its purest form is too risky for the amount of reward offered. Nearly every gambling expert likes to cite Martingale as an example of a losing system and then jump into a gloating mode and proclaim that all betting systems are losers. However, a Martingale system can be used with very good results if it is used on a spot basis. Assume that you are wagering on an even-money game and that you have lost the last four consecutive wagers. Usually, a three-stage Martingale against this trend continuing for three more decisions will be quite profitable and the reward will be reasonable as compared to the amount risked.

A five-stage Martingale progression can be used very profitably when it is used against a betting pattern which is less likely to occur than would normally be expected.

Grand Martingale

One criticism of Martingale is that too much is risked as compared to the potential return. For example, in the first Martingale series shown, you would have had to wager $256 in order to win a net $1. With Grand Martingale, additional chips are added to each increased wager, so that when a win finally occurs, the amount won will be greater than just the amount of the first wager. A typical Grand Martingale series is: 1 3 5 15 35 75.

Martingale in all forms risks a lot to win a little. When the losses come, they will wipe out hours of profits. Another twist to using a Martingale series is to play Martingale in reverse, called an "Anti-Martingale" betting series. With this system, winning wagers will be pressed (doubled). Whenever you encounter a long winning streak this system can produce phenomenal profits. Assume we use the following Anti-Martingale series: 5 10 20 40 80. With five consecutive wins, we will $155, while our total risk is only the amount of our first wager, $5. The high-risk reward ratio is a major reason raising your wagers after wins is recommended by many gaming experts. However, as we saw two chapters back, this type of system wins very infrequently, and the many small losses overwhelm most gains, so that over 90% of all games will end with a loss.

Labouchere

With Labouchere, also known as the Cancellation System, the player sets up a series of numbers which will add up to the profit he will make if he wins this betting series. If he picks 1 2 3 as his series, his expected profit for winning this series is $1 + 2 + 3 = 6$. Like the variations of Martingale, this series is used with even-money bets.

To start the series, a player will wager the sum of the two outside numbers, in this case 4 (1 + 3 = 4). If he wins this wager, he will cancel the two outside numbers by scratching them out, and wager the sum of the next two outside numbers. In this simple series, only the single number of 2 is left, so the player would wager 2. If he also wins this wager, he will have won the series, having won 4 on the first round and 2 for the second wager, for a total of 6, the total of all bets in the series.

Any time the player loses a wager, he will add the amount lost to the series and continue to wager the sum of the two outside wagers. Let's assume the player lost the first bet of 4. He would add this wager to the series, which would now become: 1 2 3 4. His next wager would be for 5, the sum of the two outside wagers. We will assume that this bet wins. Having won the bet, our players cancels the outside numbers of 1 and 4 leaving the series as: 2 3. He next wagers the sum of these two numbers, betting 5. If this wager wins the series is completed. If he loses this wager, the losing bet of 5 will be added to the series and he will continue the series.

The principal appeal of this system is that it appears to be a two for one proposition in that each win cancels two numbers while a loss only adds one number to the series. However, this isn't the case, as the player is not paid two for one on winning bets.

In testing this system, I have had bets escalate to wagers of hundreds of dollars all too frequently. This is probably the most insidious of the old time roulette systems. It is said to have been responsible for more suicides on the French Riviera than any other system. Part of the problem with this system is that the small stream of steady wins tends to lull the player into believing that the system can't lose. Unfortunately, a long enough losing streak will occur that the wagers called for will either be larger than the player's bankroll or will

exceed the house limits and not be allowed. In either case, the series will be over with the end result that the player suffers a substantial loss.

This system can also be played in reverse, known as Reverse Labouchere. With Reverse Labby, as many punters call it, the amount of each win is added to the series, and the two outside numbers are canceled whenever a loss occurs. Each wager is still the sum of the two outside numbers. This system produces many small losses in exchange for an occasional win over 1,000 times the amount at risk.

Use of this approach is recounted in Norman Leigh's fascinating account of his successful effort to beat the casino in Monte Carlo by playing Labouchere in reverse (*Thirteen Against the Bank*, William Morrow & Co., 1976). Norman Leigh theorized that the reason so many players lose with Labouchere is that they run into the house limits or lose their playing capital and are unable to recoup losses. Since the bank has almost unlimited capital in comparison to the players, the bank can out wait most player assaults, knowing that either the house betting limit or the player's own limited financial resources will bring about the player's demise.

In using the reverse betting strategy, Leigh reasoned that this approach would most closely resemble the bank's approach to most other players. *He would wait out the small losses until a large win occurred.* Leigh spent months recruiting and training a team to play against the casino. His trials in pulling off this coup make for fascinating reading. I believe that one of the reasons he was eventually able to beat the casino in Monte Carlo was that his starting wagers were fairly low and the house maximums large in comparison. Consequently, he was able to keep his losses fairly low while his team played on, waiting for the monster win.

It is doubtful that this system could be used successfully now, as the spread between minimum and maximum wagers is not large enough in most casinos. The losses realized while waiting for the large win would be enormous, with the house limits on maximum wagers limiting the systems' ability to ultimately recoup the losses.

D'Alembert

This system was invented by a French mathematician, based on the assumption of *equilibrium* in gaming contests. D'Alembert reasoned that since winning and losing bets must eventually equal one another, a system of adding one chip after each losing bet and subtracting a chip after a winning bet would ultimately result in a win as winning wagers would always be greater than losing ones.

It is not unusual to win only ten of the first thirty wagers in an even-money betting contest. With d'Alembert's system, the player will wager higher and higher amounts until he eventually runs into our old nemesis, the house limit.

D'Alembert can be fairly successful if it is modified to include no more than nine or ten bets in a series of wagers, so that potential losses are limited. An additional modification to improve the system is to space the bets so that the win of two consecutive wagers will offset prior losses. A series which accomplishes this is 1 2 3 4 7 11 18. With this series, a player would drop back to the lowest bet after winning two consecutive wagers, such as 7 and 4. This system can be fairly successful if used by two partners betting the opposite in roulette, craps or baccarat.

Contra-d-Alembert

Like Reverse Labouchere, the idea behind Contra-d'Alembert is to reduce the amount risked while allowing profitable runs to rise to great heights. With this strategy we will increase our wager one level after a win and reduce it a level following a loss.

The only positive aspect to the strategy is that when you hit a prolonged losing streak the size of your wagers is quickly reduced. In this respect this system can help protect your bankroll.

However, the upside of using any system requiring increasing your wager following wins is limited. Trends of long, uninterrupted winning streaks are fairly rare in gaming and a system relying on piling up win after consecutive win is not going to win very often.

Here's an example. Your first bet is for one unit. You win and move up to betting two units. With another win, you wager three units and have a loss. You have won two out of three bets and have absolutely nothing to show for it. All of your profit evaporated with that single loss.

If you could always pick your spots, this system would have merit. Of course, if pigs could fly . . . well, you get the idea. It is just about impossible to know in advance when a three-wager consecutive win might occur so that you could jump in with a Contra-d'Alembert. Like so many systems, this one sounds good on paper, but is difficult to squeeze profits out of in real world gaming.

Ascot

This is another of the old time roulette systems that can be adapted to any game offering even-money bets. With Ascot, winning wagers are increased one unit at a time in a predetermined series of wagers while losing bets are lowered one step using the same betting series.   An Ascot betting series can be from seven to eleven numbers. A typical series is: 2 3 5 8 13 20 30. The player's first wager would be a middle number such as 8. If this wager wins, the next wager would be 13. If this wager also won, the succeeding wager would be for 20, and so on, with each win followed by an increase of one level in the betting series. The series would end with the win of the last bet in the series. For a win, that would be a win of 30. A losing series would be terminated with the loss of the lowest bet of 2.

The greatest problem with Ascot is that alternating wins and losses at the higher levels of wagers will destroy the profit potential of the series. This can be a serious flaw in any system calling for a large reduction in the amount wagered following a loss.

The Fibonacci System

Fibonacci was a mathematician who discovered a series of numbers where the sum of each two numbers in the series equals the number which follows. A Fibonacci series with twelve levels of bets would look like: 1 2 3 5 8 13 21 34 55 89 144 233 for a total risked of $608.

This is a very low risk system for use with even-money bets at craps, roulette and baccarat. To use it, you will increase your bet one level following a loss. After any win, you drop your next wager one level. If you win two bets in a row, or win two out of three bets, you drop back to the first bet in the series.

This system was sold many years ago for $100 a copy with instructions to use it betting *don't pass* in craps. This is a good system for partners to use betting opposites. With roulette, for instance, one partner could bet red while the other wagered black. With craps, one would wager on pass line and the other on don't pass. With baccarat, one partner would bet banker and the other on player hands.

An adaptation of this system has been used to successfully win at craps The Silverthorne System, Silverthorne Publications.

Incidentally, there are a number of derivations of the Fibonacci series of numbers, including ratios of the numbers, which are regularly used in trading stocks and commodity future contracts. This is indeed a versatile and powerful sequence of numbers.

The Parlay

A parlay or *paroli* is a positive progression method. In its simplest form, it consists of leaving a winning bet plus the winnings up for a second win. If you are betting $10 on an even-money bet and win $10, you parlay the wager by leaving $20 up for the next decision. If this bet wins, you will have won $30 while only risking $10.

Probably the most attractive aspect of a successful parlay is that it wins three times as much as the amount risked. However, the probability of winning two bets in a row on even-money wagers is less than one in four. For this reason, one of the better ways to use a parlay is to combine it with a series of bets where the amount wagered is increased following a loss. For example the following parlay progression could be used: 2 2 3 4 6 8 12 16. To use this series, you would normally start with the first wager in the series. If this bet won, you would parlay it and next wager $4. If either the original wager or the parlay lost you would move up one level in the betting series. Any time a parlay bet is won, you

will start the betting series over. If the series is lost, you may either start the series over or leave the table.

Setting up parlay progressions like the one above can be the basis for some of the best performing betting progressions in gambling. To use such a series in blackjack, which requires additional money in order to handle pair splitting and doublings, requires adjustments to the series. One way to handle this is to modify basic strategy to reduce the number of splitting and doubling plays. However, this is not a wise way to play blackjack as these moves represent one of the player's strongest winning options. A better way to handle the program of developing a winning parlay progression for blackjack is to modify the progression so that it allows for splitting and doubling opportunities.

Oscar's Grind

If you want to use a system with very little risk of loss, here's the one you want.

Oscar has a target of winning one unit at the end of any successful betting series. That's it. One unit. Here are the rules:

1. Increase your bet by one unit after every win; provided that winning the wager won't result in a series gain larger then one unit.

2. Never change the size of your bet following a loss.

Assume that your betting unit is $5 and you are betting don't pass. You find yourself fighting a hot streak and you have lost six bets in a row for a cumulative loss of $30. You continue to bet $5 since you never change the size of your wager following losses. You bet $5 again and win. Now, with one win and six losses, you are down a net $25. Following the win, you raise your bet one unit and wager $10. This wager also wins. You have reduced your net loss to $15. You raise your next wager one more unit to $15 and win. You are now even. Your final wager will revert to $5. Why? Because of the rule limiting the size of a wager to one which will not result in a gain larger than one unit.

Your last bet of $5 wins. You now have a net win of $5, having lost six bets and won four.

Even this system can take you to high levels on occasion. If you find yourself in a situation where you have occasional wins followed by multiple losses, the size of your wagers will continue to grow. If you run into this situation, you will be forced to stop the series at some point and accept a loss, rather than risking larger and larger amounts of money.

Patrick's System

John Patrick, a professional gambler turned writer, presented another positive betting system for blackjack, which can also be used for baccarat. In his *John Patrick's Blackjack* (Carol Publishing Group, 1995) he describes his system. He uses a system with both progressive and regressive attributes. With his system, you will start with a wager at least twice as large as the table minimum so that you have room to reduce the size of your bet after wins. After your first win, your next wager will be one-half the size of the first winning wager. For instance, if your base bet is $10 and you win, you will wager $5 next. After any net loss you will revert to the original starting bet. However, if you can manage to win the second bet in a series, you will return to the two-unit bet and increase the amount wagered after any additional win.

A series of six wins at a $10 minimum table would look like: 20 10 20 30 40 50 for a total of $170 won.

Patrick suggests a way to limit losses by quitting if you lose the first four hands in a shoe or deck.

Where to Place Your Bets

The Tri-Power Baccarat Strategy is fairly simple since there are only three decisions to make when you play baccarat.

We will only bet on Player or Banker and never wager on Ties, so your choice of where to place your wager is simplified more. We will bet on either Player or Banker.

Your second decision is how much to wager. We will take up the process of deciding how much to wager in the next chapter. In this chapter we are only concerned with *where you place your wagers.*

The principle behind determining where you place each bet was developed after thoroughly evaluating the game of baccarat. The game is unique in that it develops both long trends of repeating decisions, such as banker, banker, banker, etc., as well as choppy and fairly unpredictable patterns of decisions, such as banker, player, player, banker, player, banker, banker, player etc.

Baccarat is a trending game. It is not unusual to find streaks of four, five or even six or longer repeating decisions.

To take advantage of possible trending our primary bet selection system is to simply bet that the previous decision will repeat.

If the Banker hand wins, then you will bet on Banker for the next hand.

If the Player side wins, you will bet that Player will repeat.

If a Tie shows, you will ignore and bet that the decision before the Tie will repeat.

This betting pattern is called *Trend Betting.*

Because trends are predominant in baccarat, we will always start a game of baccarat using Trend Betting.

Even though trends are common there are many times when baccarat is not trending. It may be chopping, where Banker and Player decisions alternate, or it may be showing in some kind of random pattern.

To catch chopping bets we use the ***Countertrend Betting*** where we will bet that the opposite of the previous decision will show.

Thus, if Player shows we bet on Banker. If Banker shows we bet on Player.

Both Trend and Countertrend Betting methods are effective at baccarat.

However, it is important to know when to change from one betting method to another.

We tested these betting methods for millions of simulated baccarat decisions and found that the following bet system produces the highest number of winning bets.

Rule 1. Always start out using ***Trend Betting .*** With Trend Betting you will bet that the previous decision will repeat. If Banker won the last round of bets, you will bet on Banker. If Player won you will bet on Player.

Rule 2. You will continue using the Trend Betting Pattern until you have two consecutive losses. Tie bets are ignored. If you have a pattern of Loss-Tie-Loss, this counts as two consecutive losses. Once you have had two consecutive losing Trend Bets, you will change to betting Countertrend.

Rule 3. With ***Countertrend Bets*** you will wager that the opposite of the preceding decision will show. If Banker won the previous round, you will bet on Player. If Player was the previous winner, you will wager on Banker. You will continue using Countertrend Betting until you have two consecutive losses. Tie bets are ignored.

Rule 4. You will always change betting patterns after losing two consecutive Trend or Countertrend Bets. If you are betting Trend and lose two consecutive bets, change to Countertrend. If you are betting Countertrend and lose two consecutive bets, change to Trend betting. There is one exception to this rule called the ***Reverse Bet***. If you lose the first bet after changing patterns because of two consecutive losses, immediately change back to the previous pattern. For example, if you are betting Trend, lose two consecutive bets, change to Countertrend and lose the first bet, you will ***Reverse*** and resume betting the Trend Pattern. Once you Reverse you will use the standard rules for the pattern, ie, you must lose two consecutive Trend bets before changing the betting pattern.

The table below illustrates several wagers made using these betting patterns

Table Showing Bets Made Using Trend, Countertrend and Reverse Betting Patterns

B = Banker P = Player

W = Win L = Loss

Trend = S, indicating Bet Same as preceding decision

Countertrend = O, indicating Bet Opposite as preceding decision

Reverse Decisions = R

Round of Play	Observed Decision	Bet Pattern	Bet Made	Outcome of Wager
0	B			
1	P	S	B	L
2	B	S	P	L
3	P	O	P	W
4	B	O	B	W
5	P	O	P	W
6	B	O	B	W
7	B	O	P	L
8	B	O	P	L
9	P	S	B	L
10	P	Reverse to O	B	L
11	B	O	B	W
12	T	O	P	T
13	B	O	P	L
14	B	O	P	L
15	B	S	B	W
16	B	S	B	W
17	P	S	B	L
18	P	S	P	W
19	P	S	P	

Explanation of Rounds of Play:

Round 0. Observe decision before beginning play. If you are playing online where a bet is required before cards are dealt, bet on either P or B using Trend.

Round 1. The first decision was B. Using Trend Betting, bet Same as B. P shows and bet lost.

Round 2.   Continuing in the Trend Betting mode, we bet the same as preceding decision, wagering on P. Banker won and we lost the bet. Since we have lost two consecutive bets, we will change our betting mode for the next round.

Round 3. Changing to the Countertrend mode we bet on the opposite of the last decision, placing a wager on P and won.

Round 4. Still in Countertrend mode we bet on the opposite of the preceding decision and made a wager on B. Our bet won.

Rounds 5 and 6. We continued in Countertrend mode and won these rounds of play.

Rounds 7 and 8. We lost two consecutive rounds in Countertrend mode. This set up a change to Trend Betting for the next round.

Round 9. Changing to Trend Betting we placed a bet on B which won the previous round. Our bet lost. We just lost our first bet after changing betting modes, setting up a Reverse situation. Under the Reverse rules, we change our betting mode again in the next round.

Round 10. Following the Reverse signal we changed to the Countertrend mode and bet that the opposite of the previous decision would show. Since B won Round 9, we made a bet on B. Player showed and we lost the bet.

Round 11. We continued in Countertrend mode as once we have Reversed our betting mode (as was done in Round 10) we continued in the mode until we had two consecutive losses. Betting the opposite of the last decision we wagered on B and won the bet.

Round 12. Still in the Countertrend mode we bet the opposite of the last decision and made a bet on P. The round was a tie.

Round 13. We ignored the tie and repeated the last wager on P. Banker shows and we lost the bet.

Round 14. Still in Countertrend mode we bet on P and lost. We have lost two consecutive rounds setting up a change in mode for the next round.

Round 15. We changed to the Trending mode and wagered that the last decision of Banker would repeat. Our bet on B won.

Round 16. Sticking with Trend betting we bet on B again and won the wager.

Round 17. Still in Trend mode we bet on B again and lost when Player wins.

Round 18. Following the trend we bet on P and won the round.

You should be clear on how to determine where to place each bet before you go on to the next chapter where we will learn how much to bet each time we wager.

Determining Bet Sizes

In the previous chapter you learned about how to determine *where to place each bet.* In this chapter you'll learn how to *determine the size of each bet.*

This strategy works very well when combined with our bet sizing system, discussed in this chapter.

Most betting strategies fall into one of three categories:

Flat betting is the most common type of betting where the bet size never varies or bet size is determined very arbitrarily based on feelings or intuition. This is not a reliable strategy for winning at baccarat as there is no way to take advantage of winning streaks by raising bets when winning or reducing the risk of losses by reducing bets when losing.

Betting Progressions such as a *Martingale Progression* raise bets after losses and operate under the premise that eventually the player is bound to win, and when this happens a profit will be generated. The downside of using these types of progressions is that the player must risk a large amount of money in exchange for small winnings. However, when a loss does occur, it is very large and may wipe out many hours of profits in just a few minutes.

Increasing bets when winning can be a sound strategy, but many players increase their bets too quickly with the result that a single losing bet can wipe out two or three winning bets at one time. These types of systems will lose more often than they win and can be very frustrating to a player who wants consistent winnings.

Needless to say, most betting systems are fixed progressions or betting schemes that are unable to adapt to changing table conditions. They have been developed in the pattern of "one size fits all." Unfortunately, all of these systems fail all too often.

After years of using just about every betting system ever developed, I finally concluded that no fixed betting strategy will ever produce the kind of consistent and reliable winnings needed to make gambling a realistic way of making money.

What is needed to win at any game offering even-money wagers, such as craps, roulette and baccarat is a way to automatically adjust and size your bets to match changing game conditions.

The Tri-Power Betting System uses three different types of bets as follows:

Level	Name	Bets Used With $5 Base Bets
Group 1 Bets	T-1 Bets	5 5 5
Group 2 Bets	T-2 Bets	15 25 40
Group 3 Bets	T-3 Bets	35 50 70

These bets can be arranged as a Betting Series as follows:
Tri-Power Bets With $5 Base Bets

	-------- T-1 Bets--------			---------T-2 Bets---------			-------T-3 Bets ---------		
Level	1	2	3	4	5	6	7	8	9
Bet	5	5	5	15	25	40	35	50	70
Type	P	P	P	S	S	S	P	P	P

Here are the rules for Tri-Power Betting:

1. Always begin a game making a Level 1 Bet. For $5 Base Bets (shown above) you will start with a Level 1 bet of $5.

2. Each time you lose a bet your next bet will be the bet one Level Higher. This applies except for special rules used with T-2 bets.

3. With T-1 bets and T-3 bets you will attempt to parlay any wins.   Parlaying consists of leaving up any winnings for one more bet and attempting to win two bets in a row. For example, if you win a T-1 Level-1 bet of $5, you will leave the $5 winnings up and wager

$10 for the next bet. Thus any parlay win returns three times the amount of the original wager.

4. After any parlay win, you will start the Betting Series over with a T-1 Level-1 bet for the next round of play. Assume you win a T-3 Level-7 bet for $35, parlay the bet and win. Upon winning the parlay, your next bet will be a T-1, Level-1 bet for $5.

5. All of the T-1 and T-3 bets are subject to the parlay betting rules:
a. Anytime you win you will parlay the bet.
b. If you win a parlayed bet you will start the betting series over with a T-1, Level-1 bet.
c. If you lose any T-1 or T-3 bet, whether it is the first bet or a parlay bet, your next bet will be one level higher. For example it you lose a T-1, Level-2 bet, your next bet will be a T-1 Level-3 wager.

6. With T-2 bets, different betting rules are used. With T-2 bets-
a. Anytime you win a Level-4 bet your next bet will be a T-1 Level-3 wager.
b. When you win a T-2 bet you will drop back one level for the next bet.
c. If you win two out of three T-2 bets you will drop back one level. The exception here is that you must win the Level-4 bet called the *3-P Master Bet* before starting the Betting Series over with a T-1 Level-3 wager.

7. There are special rules for the T-2, Level-4 *3-P Master Bet*.
a. Anytime you are in the T-2 Betting Group, you must win the Level-4 bet before you can drop back to making a T-1, Level-1 Bet.
b. If you win two out of three T-2 level bets you will never drop back to a Level-3 bet even if the "win two out of three bets rule" calls for you to drop two betting levels.
For example, assume you win a T-2, Level-5 bet and drop back to a T-2, Level-4 bet and then lose this wager. Your next bet will again be a T-2 Level-5 bet. If you win this bet, instead of dropping back two levels to a T-1, Level-3 bet, you will make the T-2, Level-4 3-P Master Bet.

The easiest way to understand these rules is to see them in action. Sample Game 1, which follows, uses the same decisions that were presented in the last chapter to demonstrate

where you place each bet. Now, we will add bet amounts to illustrate the complete Tri-Power Baccarat System.

Sample Game 1

B = Banker P = Player
W = Win L = Loss
Pr – Parlayed Bet
Trend = S, indicating Bet Same as preceding decision
Countertrend = O, indicating Bet Opposite as preceding decision
Reverse Decisions = R

Round of Play	Observed Decision	Bet Pattern	Bet On	Bet Level	Amount Bet	Bet Outcome	Cum Win
0	B						
1	P	S	B	T-1, L-1	5	L	-5
2	B	S	P	T-1, L-2	5	L	-10
3	P	O	P	T-1, L-3	5	W	-5
4	B	O	B	T-1 ,L-3Pr	10	W	+5
5	P	O	P	T-1, L-1	5	W	+10
6	B	O	B	T-1, L-1Pr	10	W	+20
7	B	O	P	T-1, L-1	5	L	+15
8	B	O	P	T-1, L-2	5	L	+10
9	P	S	B	T-1, L-3	5	L	+5
10	P	Reverse to O	B	T-2, L-4	15	L	-10
11	B	O	B	T-2, L-5	25	W	+15
12	T	O	P	T-2, L-4	15	T	+15
13	B	O	P	T-2, L-4	15	L	-0-
14	B	O	P	T-2, L-5	25	L	-25
15	B	S	B	T-2, L-6	40	W	+15
16	B	S	B	T-2, L-5	25	W	+40
17	P	S	B	T-2, L-4	15	L	+25
18	P	S	P	T-2, L-5	25	W	+50
19	P	S	P	T-2, L-4	15	W	+65

Explanation of Rounds of Play:

Round 0. Observe decision before beginning play. If you are playing online where a bet is required before cards are dealt, bet on either P or B using Trend.

Round 1. Start with a T-1, L-1 bet of $5. The bet loses.

Round 2. Following the loss, increase your bet one level and make a T-1, L-2 bet of $5. The bet loses.

Round 3. With two consecutive losses we change the bet selection mode. We make a T-1, L-3 bet for $5 and win.

Round 4. Following any T-1 bet win we will attempt to parlay the win. We make a $10 parlay bet which wins. Since we won a parlayed bet, we will drop back to the beginning of the betting series for the next round.

Round 5. After a parlay win we start over with a T-1, L-1 bet of $5 which wins.

Round 6. We parlay the T-1, L-1 bet and wager $10 which wins. With a parlay win we start the betting series over.

Round 7. We make a T-1, L-1 bet of $5 and lose.

Round 8. We move up one level and make a T-1, L-2 bet of $5 and lose.

Round 9. We increase our bet one more level. Having lost two bets in a row we change betting modes back to betting Same as the last decision.   We lose the bet.

Round 10. Three consecutive losses triggers a Reverse in the betting mode. We make a T-2, L-4 bet of $15 and lose.

Round 11. We make a T-2, L-5 bet for $25 and win.

Round 12. We drop our bet one level and make a T-2, L-4 bet of $15. There is a tie.

Round 13. Following a tie decision we repeat the same bet making a T-2, L-4 bet of $15 on P. Our bet loses.

Round 14. Following a loss we increase our bet one level to T-2, L-5, wager $25 and lose.

Round 15. We make a T-2, L-6 bet of $40 and win.

Round 16. Following the win we drop our bet one level and make a T-2, L-5 bet of 25 which wins.

Round 17. We have won two bets in a row in the T-2 group. Our primary rule is to drop our bet two levels. However, we must win the T-2, L-4 bet before resuming T-1 bets, so we make the T-2, L-4 *3-P Master Bet* and lose.

Round 18. We increase our bet one level and make a T-2, L-5 bet of $25 which wins.

Round 19. We drop one level and make a T-2, L-4 bet and win. With the win of the *3-P Master Bet*. we could drop back to making a T-1, L-1 bet if we continued to play.

Bankroll Requirements and Setting and Using Profit Goals

Money management is as much a part of the Tri-Power Baccarat System as bet placement and the betting series.

Game Bankroll

You should always make sure that you adhere to the bankroll requirements. Let's start with the amount of money you need to begin a game. The amount of money needed for a game of baccarat using this system is called the Buy-in or *Game Bankroll.*

The Game Bankroll to be used for the Nine-Bet Betting Series used in Tri-Power Baccarat is 50 times the size of the Base Bet.

The Base Bet is the minimum bet you will make using this system. It can range from $1 to as high as $2,000, depending on where you play and the size of your bankroll.

It you want to start at the lowest level of play you can get started making $1 bets online. Here you will need a Game Bankroll of $50 (50 x the Base Bet of $1).

Total Bankroll

You will need a Total Bankroll five times the size of the Game Bankroll. As a $5 bettor you will use a Game Bankroll of $250 and your Total Bankroll is $1,250.

Target Profit

Extensive testing of Tri-Power Baccarat has shown that the system performs best when a *Target Profit* is set for each game. The object of any game becomes to reach or exceed the Target Profit for that level of play. Once the Target Profit is reached, you will call a game completed. If you wish to keep playing, you will set your winnings aside and start the betting series over as if it were a new game. This technique is especially useful when playing online as many times you will reach your Target Profit in five minutes or less.

Summary of Base Bets, Game Bankrolls, Total Bankrolls and Target Profits

The following table summarizes Base Bets, Game Bankrolls, Total Bankrolls and Target Profits for Base Bets ranging from $1 to $2,000.

Summary of Game Bankroll, Total Bankroll and Target Profits for Tri-Power Baccarat Used for Nine-Bet, Three Group Betting System

Base Bet	Game Bankroll (50 x Base Bet)	Total Bankroll (5 x Game Bankroll)	Target Profit (8 x Base Bet)
1	50	250	$8
2	100	500	$16
3	150	750	$24
4	200	1000	$32
5	250	1250	$40
8	400	2000	$64
10	500	2500	$80
15	750	3750	$120
20	1000	5000	$160
25	1250	6250	$200
35	1750	8750	$280
50	2500	12,500	$400
75	3750	18,750	$600
100	5000	25,000	$800
200	10,000	50,000	$1600
300	15,000	75,000	$2400
400	20,000	100,000	$3200
500	25,000	125,000	$4000
750	37,500	187,500	$6000
1000	50,000	250,000	$8000
1500	75,000	375,000	$12000
2000	100,000	500,000	$16000

More Sample Games

There are more Sample Games in this chapter. You should review each game and make sure that you understand how and why the Tri-Power Baccarat Strategy was used.

Sample Game 2

B = Banker P = Player
W = Win L = Loss
Pr – Parlayed Bet
Trend = S, indicating Bet Same as preceding decision
Countertrend = O, indicating Bet Opposite as preceding decision
Reverse Decisions = R

Round of Play	Observed Decision	Bet Pattern	Bet On	Bet Level	Amount Bet	Bet Out-come	Cum Win
0							
1	P	S	B	1	5	L	-5
2	P	S	P	2	5	W	-0-
3	P	S	P	2Pr	10	W	+10
4	T	S	P	1	5	T	+10
5	P	S	P	1	5	W	+15
6	P	S	P	1Pr	10	W	+25
7	B	S	P	1	5	L	+20
8	P	S	B	2	5	L	+15
9	B	O	B	3	5	W	+20
10	P	O	P	3Pr	10	W	+30
11	B	O	B	1	5	W	+35
12	P	O	P	1Pr	10	W	+45
13	B	O	B	1	5	W	+50
Win Net of Banker Commissions = $49.50							

Assumptions used for game:

We started this game without observing any decisions prior to starting to play. If you play online you will find that most casinos require a bet before the game will start so that you cannot observe any decisions before you play. To counter this I usually start using the Trend following mode betting the same as the prior decision. With no prior decision I will alternated making first bets on Banker for one game and Player for the next game.

Banker payoffs are less than 1 to 1 as 5% vig is deducted from winning Banker bets. To make the sample game easier to follow, I ignored Banker commissions on winning Banker

bets. In this game for instance, our actual net winnings were $49.50 after deducting commissions for Banker wins.

Explanation of Rounds of Play:

Round 0.   In this online game we skipped Round 0 and begin playing using the Same betting mode making a bet on B.

Round 1. We started the game betting S pattern with a Level-1 bet on B which lost.

Round 2. Continuing with the S pattern we made a Level-2 bet for $5 on P which won.

Round 3. Following the win we parlayed the wager making a $10 bet on P which won.

Round 4. We continued with the S pattern of bet selection and started the betting series over with a Level-1 bet of $5. There was a Tie decision.

Round 5. Ignoring the Tie decision we repeated the last bet which won.

Round 6. We parlayed the winning bet, betting $10 on P and won the bet.

Round 7. Continuing to use the S pattern we made a Level-1 bet of $5 on P and lost.

Round 8. Still using the S pattern to select bets we made a Level-2 bet of $5 on B and lost.

Round 9. Having lost two consecutive bets we changed to Countertrend betting and bet the Opposite of the prior decision. We made a Level-3 bet of $5 on B and won.

Round 10. Following the Level-3 win we parlayed that bet using O pattern, wagered on P and won.

Round 11. Continuing to bet Opposite, we made a Level-1 bet of $5 on B and won.

Round 12. Betting opposite and wagering on P we parlay the last bet and bet $10 on P and win. This win puts us over our Target Win of $40. However we decide to play one more round and see if we can improve this win.

Round 13. Using the O pattern we make a Level-1 bet of $5 on B and win. We are up $50 at this point and we decide not to attempt to parlay the win, instead opting to call the game over.

Sample Game 3
B = Banker P = Player
W = Win L = Loss
Pr – Parlayed Bet
Trend = S, indicating Bet Same as preceding decision
Countertrend = O, indicating Bet Opposite as preceding decision
Reverse Decisions = R

Round of Play	Observed Decision	Bet Pattern	Bet On	Bet Level	Amount Bet	Bet Outcome	Cum Win
0							
1	P	S	P	1	5	W	+5
2	B	S	P	1Pr	10	L	-5
3	P	S	B	2	5	L	-10
4	B	O	B	3	5	W	-5
5	P	O	P	3Pr	10	W	+5
6	P	O	B	1	5	L	-0-
7	P	O	B	2	5	L	-5
8	B	S	P	3	5	L	-10
9	B	O Reverse	P	4	15	L	-25
10	T	O	P	5	25	T	-25
11	P	O	P	5	25	W	-0-
12	P	O	B	4	15	L	-15
13	P	O	B	5	25	L	-40
14	P	S	P	6	40	W	-0-
15	P	S	P	5	25	W	+25
16	P	S	P	4	15	W	+40
17	P	S	P	1	5	W	+45
Win Net of Banker Commissions = $44.75							

Assumptions used for game:

We started this game without observing any decisions prior to starting to play. If you play online you will find that most casinos require a bet before the game will start so that you

cannot observe any decisions before you play. To counter this I usually start using the Trend following mode betting the same as the prior decision. With no prior decision I will alternated between making first bets on Banker for one game and Player for the next game.

Banker payoffs are less than 1 to 1 as 5% vig is deducted from winning Banker bets. To make the sample game easier to follow, I ignored Banker commissions on winning Banker

Explanation of Rounds of Play:

Round 0. In this online game we skipped Round 0 and begin playing using the Same betting mode making a bet on B.

Round 1. We started the game betting S pattern with a Level-1 bet on P which won.

Round 2. Continuing with the S pattern we bet on P again. We parlayed the Level-1 win and wagered $10. Our bet lost.

Round 3. We bet the same as the last decision, betting on B to repeat. We made a Level-2, $5 bet and lost.

Round 4. Having lost two consecutive bets betting Trend (Same as preceding) we changed to Countertrend and bet that the opposite of the last decision would show. We made a Level-3 bet on B which won.

Round 5. Continuing betting Opposite, we bet on P and parlayed our Level-3 win, betting $10. Our bet won.

Round 6. Since we won a parlay we dropped back to a Level-1 bet and continued betting Opposite. We bet $5 on B and lost.

Round 7. Sticking with the Opposite betting pattern we made a Level-2 bet on B and lost.

Round 8. Since we lost two consecutive bets we changed the betting pattern to betting Same as the previous decision. We made a Level-3 bet on P and lost.

Round 9. Having lost the first bet after changing betting pattern we reversed and resumed betting Opposite. We made a Level-4 bet on P and lost.

Round 10. Continuing with the Opposite pattern we made a Level-5 bets on P. There was a Tie.

Round 11. Following a Tie we kept the same betting pattern and bet and again made a Level-5 bet on P.   Our bet won.

Round 12. Using the Opposite pattern we made a Level-4 bet on B and lost.

Round 13. Still betting Opposite we made a Level-5 bet on B and lost.

Round 14. Since we lost two consecutive bets we changed our betting pattern to betting Same. We made a Level-6 wager on P and won.

Round 15. Following the Same pattern we made a Level-5 bet on P and won.

Round 16. We have won the last two bets. Normally we would drop our bet two levels when we are making T-2 bets (Levels 4, 5 and 6 bets). However, we must win the Level 4 bet before dropping back to making T-1 bets, so we made a Level-4 bet and won.

Round 17. We have now reached our Target Profit. We decided to try for another winning bet.   Having won a Level-4 bet we dropped back to a Level-1 bet, wagered $ 5 on P and won. This brought our winnings up to $45 and we called the game completed.

Using a Two-Tier Betting System

All of the games and examples presented to this point were based on using the Full Three-Tiered Betting System.

This Betting Series for $5 Base Bets is repeated below for your reference:

Summary of Tri-Power Betting System
(Three Tiers)

Level	Name	Bets Used With $5 Base Bets
Group 1 Bets	T-1 Bets	5 5 5
Group 2 Bets	T-2 Bets	15 25 40
Group 3 Bets	T-3 Bets	35 50 70

Betting Series Used

	-------- T-1 Bets--------			---------T-2 Bets---------			-------T-3 Bets ---------		
Level	1	2	3	4	5	6	7	8	9
Bet	5	5	5	15	25	40	35	50	70
Type	P	P	P	S	S	S	P	P	P

After testing Tri-Power Baccarat for 4,216 games we decided to test a shortened version of the Betting Series dropping off the third tier of bets.

For simplicity from now on we will refer to the Nine-Bet Series, which is the original Tri-Power Betting Series and the Six-Bet Series, which is the shortened betting series.

Below is presented a summary of the Six-Bet Betting Series.

Level	Name	Bets Used With $5 Base Bets
Group 1 Bets	T-1 Bets	5 5 5
Group 2 Bets	T-2 Bets	15 25 40

These bets can be arranged as a Betting Series as follows:

Six-Bet Betting Series With $5 Base Bets

	-------- T-1 Bets--------			---------T-2 Bets---------		
Level	1	2	3	4	5	6
Bet	5	5	5	15	25	40
Type	P	P	P	S	S	S

When using the Six-Bet Betting Series your highest bet will be the Level-6 bet. If you lose this bet, the game is over with a loss.

Before we tested the Six-Bet Betting Series, we knew that the number of losing games would increase because of giving up the T-3 tier of bets.

However, we also knew that the bankroll requirements would drop for the Six-Bet Betting Series and we thought the that tradeoff between a higher loss rate with a much lower bankroll might be worth testing.

The following table compares the Game Bankroll, Total Bankroll and Target Profits for Six-Bet and Nine-Bet betting series.

Comparison of Six-Bet and Nine-Bet Betting Series
Bankrolls and Target Profits

Base Bet Level Type	Six-Bet Series		Nine-Bet Series	
	Game Bankroll	Target Profit	Game Bankroll	Target Profit
1	20	$8	50	$8
2	40	$16	100	$16
3	60	$24	150	$24
4	80	$32	200	$32
5	95	$40	250	$40
8	160	$64	400	$64
10	180	$80	500	$80
15	270	$120	750	$120
20	360	$160	1000	$160
25	450	$200	1250	$200
35	630	$280	1750	$280
50	950	$400	2500	$400
75	1425	$600	3750	$600
100	1800	$800	5000	$800
200	3600	$1600	10,000	$1600
300	5400	$2400	15,000	$2400
400	7200	$3200	20,000	$3200
500	9000	$4000	25,000	$4000
750	13500	$6000	37,500	$6000
1000	18000	$8000	50,000	$8000
1500	27000	$12000	75,000	$12000
2000	36000	$16000	100,000	$16000

The bankroll requirements are much lower for the Six-Bet Betting Series than the Nine-Bet Betting Series.

For example, a $5 better, using the Nine-Bet Betting Series will need a Game Bankroll of $250 and a Total Bankroll of $1,250.

The same bettor, using the Six-Bet Betting Series, only needs a Game Bankroll of $95 and a Total Bankroll of $450.

You will notice the Target Profits are the same under either version of betting. The objective of the Six-Bet Betting Series is to win the same amounts on winning games as the Nine-Bet System while using a smaller bankroll.

In the next chapter we compute the results of playing both nine-bet and six-bet versions for over 4,000 documented games.

Long-term Testing of Six and Nine-Bet Versions of Play

We set up a long-term test of the original Nine-Bet Version of Tri-Power Baccarat.

We played baccarat in a variety of different locations and at different betting levels.

In land-based casinos we played on tables with minimum bets ranging from $5 to $100.

Online we mostly played with $1 to $10 base bets.

To facilitate comparability of play at different levels we converted all play to the equivalent of making $5 Base Bets.

Below is a summary of playing 4,216 documented games of baccarat and mini-baccarat:

Game Summary Using Nine-Bet Series

Total Games	4216
Games Won	3944
Games Lost	272
Win Percent 3944/4216 =	93.35%
Total Rounds Played	95,880
Net Won	$100,572
Average Winnings per round of play	$1.0049
Average Winnings per game (all games)	$23.85
Total Won excluding losing games	$132,192
Number of Winning Games	3944
Average Winnings per winning game $132,192/3944	$33.52
Average Loss per losing game	$215.25
Average Rounds per Game 95,880 rounds played/ 4,216 games =	22.74

We won 3,944 games out of 4,216 played for a Game Win Rate of 93.35%.

These games entailed playing 95,880 rounds of baccarat.

Our net winnings (adjusted to $5 Base Betting level) was $100,572. Our average winnings per round of play was $1.0049 per round of play.

The average amount won per winning game was $33.52 while the size of our average loss was $215.25.

This is a good winning system. A $5 bettor playing in a land-based game with an average number of 80 rounds of play per hour will win an average of $80.39 an hour. A $25 bettor playing in a land-based game can pull in $419.60 an hour. Thus, a $25 bettor playing in a land-based casino can easily clear $1,000 a day using the Nine-Bet Betting Series.

In the faster online version of baccarat, where 300 rounds an hour can be easily played, a $5 bettor can pull in $301.47 an hour. A $25 bettor, playing online, can bring in average hourly winnings of $1,507.35.

Obviously, these are very respectable win rates. Let's see how the Six-Bet version of Tri-Power Baccarat did.

Testing the Six-Bet Version of Tri-Power Baccarat

To test using a shortened six-bet betting series we **replayed** the 4,216 games played using the Nine-Bet Betting Series.

To replay these game we analyzed each game and determined the differences if the Six-Bet System had been used in place of the Nine-Bet System.

In games where the highest bet did not exceed a Level-6 bet the outcomes were the same.

In games where a Level-6 bet lost, we counted the game as a loss for the Six-Bet System, since this is the highest possible bet for this system.

Thus, every game with Tier-3 bets of Levels 7, 8 and 9 was a losing game for the Six-Bet System.

The results of replaying these games using the Shortened Six Bet version of Tri-Power Baccarat are shown below:

Game Summary Using Six-Bet Series

Total Games	4216
Games Won	3264
Games Lost	952
Win Percent 3944/4216 =	77.42%
Total Rounds Played	89,216
Net Won	$64,294
Average Winnings per round of play	$0.72.06
Average Winnings per game (all games)	$15.25
Total Won excluding losing games	$129,404
Number of Winning Games	3264
Average Winnings per winning game $129,404/3264	$39.65
Average Loss per losing game	$68.39
Average Rounds per Game 89,216 rounds played/ 4,216 games =	21.16

Playing against the same baccarat decisions as the Nine-Bet Series, we won 77.42% of the games played.

The average amount won per winning game was $39.65 while the amount lost per average losing game was reduced to just $68.39.

The average amount won per round of play was $.7206.

Comparison of Nine-Bet and Six-Bet Versions of Tri-Power Baccarat

Nine-Bet Betting Series for $5 Base Bets

	-------- T-1 Bets--------			---------T-2 Bets---------			-------T-3 Bets ---------		
Level	1	2	3	4	5	6	7	8	9
Bet	5	5	5	15	25	40	35	50	70
Type	P	P	P	S	S	S	P	P	P

Game Bankroll for $5 Base Bets = $250

Six-Bet Betting Series for $5 Base Bets

	-------- T-1 Bets--------			---------T-2 Bets---------		
Level	1	2	3	4	5	6
Bet	5	5	5	15	25	40
Type	P	P	P	S	S	S

Game Bankroll for $5 Base Bets = $95

Below is a comparison of the performance of Six-Bet and Nine-Bet Betting Series

Description	Nine-Bet Series	Six-Bet Series
Game Bankroll	$250	$95
Total Bankroll	$1250	$475
Win rate per round	$1.049	$.7206
Winning per Hour:		
Land-based play (80 rounds per hour)	$83.92	$57.65
Online play (300 rounds per hour)	$305.70	$216.18
Return on Game Bankroll:		
Nine-Bet Play: 83.92 per hr / $250 Game Bankroll =	.3356	
Six-Bet Play: $57.65 per hr / $95 Game Bankroll =		.607

If you just compare hourly winnings you will be inclined to rate the Nine-Bet Series higher than the Six-Bet Series. A $5 bettor playing in a land-based casino would win an average of $83.92 an hour using the Nine-Bet Series and only $57.65 an hour using the Six-Bet Series.

However, this comparison ignores the difference in the bankroll risked for each betting series

For $5 betting, the Nine-Bet Series requires a Game Bankroll of $250, while the Six-Bet Series only requires $95.

The Return on Game Bankroll calculations tells a more complete story that just comparing hourly winnings.

The Nine-Bet Series earns an average of 33% an hour on the money risked.   However, the Six-Bet Series returns 61% an hour on the money risked. Clearly, looking at the returns on the money risked, the Six-Bet Series has the decisive edge.

Here's another way of looking at it –

With the Nine-Bet Series you can win $83.92 an hour on your investment of $250.

With the Six-Bet Series you'll win $57.65 on your investment of $95.

The Nine-Bet Series investment per game of $250 is 2.63 times larger than the Six-Bet Series investment of $95. Let's compare how much per hour you will make when you hold the Game Bankroll constant at $250.

With the Nine-Bet Series you will make $83.82 an hour on the $250 risked.

With the Six-Bet Series you will make 2.63 times the amount per hour on the same money risked. If we multiply the Six-Bet Series hourly return of $57.65 per hour for playing with $95 by 2.63 to bring our bankroll up to $250, we will see that if we played the Six-Bet Series we would make 2.63 x $57.65 per hour or $151.62 an hour.

Once we compare the systems using the same bankroll for each system we can clearly see the advantage of using the Six-Bet Series.

With the Nine-Bet Series an investment of $250 wins $83.82 an hour in land-based play, while with the Six-Bet Series, the same investment will yield $151.62 an hour.

If you like to play with a higher win rate and don't mind putting up more money to do it, you will prefer using our original Nine-Bet Series.

If you want "more bang for the buck" and are mostly concerned with maximizing your return even if it entails losing more often, you will prefer using the Six-Bet Series.

Skilful Play

There are a number of decisions you can make in becoming a successful Tri-Power Baccarat Strategy player. For example, you must decide where to play and whether you will tip or not.

You will also need to make decisions on setting up and using a casino credit line as well as having your play rated. How you handle these situations can have a great bearing on your long-term success as a winning gambler.

Picking where you play

Your first choice in deciding to become a baccarat winner is deciding where to play. I rate casinos on several different aspects. My first concern is whether the casino offers games that I find playable.

Every casino sets minimum and maximum bets for its table games. Typical minimum and maximum bets for baccarat games offered by small casinos might be $5 minimum bets and $500 maximum bets. These limits will be acceptable for 90% of the players using the Baccarat Attack Strategy. But a few players may require higher betting limits.

A more typical problem faces players in casinos which set minimum bets too high. Some East Coast casinos set their minimum baccarat bets at $10.

Many casinos will change their minimum wagers depending on the time of day and day of the week. Minimum bets are raised in the evenings and on weekends. If you are an Atlantic City player looking for tables with lower minimum bets, you will find more baccarat tables with lower minimums if you play during the week instead of on weekends.

Besides table limits, I also consider the atmosphere of a casino. I absolutely refuse to play in casinos with rude dealers. I can tolerate slow dealers, dealers still in training and dealers who don't talk much. But I refuse to put up with dealers who make sarcastic remarks to other players or criticize my play. Life is too short. Change tables or, if necessary, change casinos.

Fortunately, casino employees are reasonable people and problematic dealers are not seen too often.

Some casinos have other annoying quirks. Can you tolerate a lot of smoke? Some casinos have poor ventilation systems so that a dull cloud of smoke seems to permeate the casino area. If this bothers you, don't play there.

Other casinos are dirty or have crowded, uncomfortable playing conditions. For several years there was a casino less than ten minutes from my house where I absolutely refused to play because the place resembled a dump (it has been updated and is now acceptable).

These are choices you must make. If you play in Las Vegas, you have just about every choice you can imagine available. If you want to play in a real players' joint, try Binion's Horseshoe downtown. Would you like some real elegance? You'll like the Venetian or Bellagio's.

One thing I don't do is discuss my system while I play. Some dealers will comment on it; most don't. You may get questions from other players. If you decide to discuss your system, keep it simple. You might state that you like to raise bets when you are winning, but sometimes you raise them after a loss as well.

If you start talking about the system, you will undoubtedly lose your concentration. In addition, it is almost a given that if you are trying to demonstrate the system to

someone, you are going to have a loss. Call it bad luck or bad karma, but you can believe that discussing the system while you are playing is not a good idea.

Tipping

If you don't like to tip, most international play will suit you fine. Most casinos in Asia, Europe and Commonwealth countries like England, Australia and New Zealand forbid tipping the dealers.

In the U.S., you really have no choice but to tip. Many players refuse to tip, arguing that tips come right off their bottom line. I can't argue with the logic, but I will question the results of a no-tipping policy.

I personally have a great deal of respect for most casino personnel and especially dealers. I enjoy tipping them in exchange for good service, and once it is established that I am a "George" (slang for a good tipper), the level of service increases appreciably.

When I tip, I never just give the dealer the tip. I only tip by making bets for the dealer.

I tip by making a bet for the dealers if I have been winning. If I continue to win I will make another bet for the dealer about every twenty to thirty rounds of play.

Act like a gambler

Play like a loser. If you are in a prolonged winning streak, don't rub it in the casino's face by continuing to play at the same table. If you do, make sure that you consistently make the kinds of moves which will throw the pit off. But your best ploy is not to overstay your welcome, especially if you are winning a bundle.

If you have a nice win and a floor person comments on it, you can casually mention that you dropped a bundle at craps last night and you are still not close to even. But don't do this if you never play craps. Make your story plausible.

Hide Chips

As a winning player, you will want to look for ways to disguise the amount you are winning. The easiest way to do this is to pocket chips.

This is harder to accomplish if you are playing alone, and is easiest to accomplish if you have a playing partner.

How to Survive and Prosper as a Professional Gambler, published by Silverthorne Publications, has some excellent suggestions on chip hiding routines. With a female accomplice, it is easy to slip chips to her and let her hide them in her purse. Sometimes my wife carries a shopping bag with her, which is a great place to stash chips and offers additional cover to help us look like a pair of happy, typical tourists.

If you are a black chip player, you are better off hiding green chips, as the bosses are more concerned with watching your stack of black chips. If you commonly wager $500 or more, then you can get away with hiding $100 chips, but don't try to stash the $500 chips as the bosses may catch on.

Play for Cash or on Credit?

There are many advantages to establishing credit with several casinos. Once you have established credit, it is there any time you want to use it. You don't have to carry cash, arrange for wire transfers or try to talk casinos into cashing checks. You generally will not be able to even cash a cashier's check in a casino until it has been

verified. If you show up on a Saturday hoping to cash a cashier's check, you will be out of luck until your bank reopens on Monday and can verify the check.

Another advantage to establishing credit is that when you use casino credit, you get to sign markers at the table. You will look like a gambler, since most gamblers who play with black chips have casino credit lines.

I'll let you in on a dirty secret. Casinos are not in the business of loaning money to gamblers, at least not now.   If you have a bad gambling habit and a weak bank account, your local friendly loan shark is more likely to accommodate you than your not-so-friendly casino.

When you establish a credit line, the casino is agreeing to advance you no more than the average balance in your checking account for the last six months.

Your creditworthiness has nothing to do with getting casino credit. These guys don't care whether you are employed, just filed for bankruptcy or are dodging your other creditors. Casino credit is based on how much bread you keep in your checking account.

Do you feel a little better about the high rollers signing the markers? They are signing magnetically coded checks which can be run through their checking accounts. Normally markers are not handled this way as the casino prefers to be paid by check, but if necessary, the casino markers can and will be deposited by the casino and will be presented for payment at your bank just like any other check you have written.

If you are a black chip player, casino credit is almost mandatory unless you want to carry a large amount of cash with you, which I don't recommend. If you know where you will be playing, you can arrange to have cash deposited with the casino cashier and sign markers against your own *front money* on deposit with the casino.

Rated Players

Once you start playing with green or black chips, you are going to be asked by a floor person if you want to be rated. Many novice gamblers resent the intrusion of a floor person and answer evasively or even negatively. This is a big mistake. By rating your play, the casino is evaluating your ability to receive comps or freebies from the casino. Comps can really add to your bottom line and can be very profitable once you learn to play the comp game. Another reason to become rated is that being rated and receiving comps from the casino is what gamblers normally do. And you want to look like just another gambler.

Even if you are a low to mid-range player and want to get *full RFB*, which stands for Room, Food and Beverages comped, there are many casinos which will accommodate you.

Using casino comps, you can travel just about anywhere and get full VIP treatment. Many casinos will even pay your airfare. But you have to know how to work the system to maximize these benefits. I suggest that you learn how to get the maximum amount of comps and let a casino pay for all of your gambling excursions.

As a Tri-Power Baccarat Strategy player, you are in the perfect position to get and benefit from comps. No matter what your level of play, you can increase your enjoyment and profits by availing yourself of casino comps.

Learn to play another casino game

I highly recommend that you learn to play at least one other table game besides baccarat. My number one choice of the game to learn is craps.

Craps is still a favorite game of many high rollers. Just by making pass line bets with double odds you can play almost even with the house. If you add a winning strategy on top

of learning craps, such as the unique betting system revealed in the [Power Craps Strategy,](#)
then you are on the way to having a second casino game you can beat.

Craps, using the *Power Craps Strategy,* is an excellent game for using hit and run
tactics. If you have been playing baccarat and are tired of concentrating on your
wagers, craps may give you just the break you need. This can't hurt your reputation
with the casino. Because many high rollers now favor craps, you will enhance your
appearance as a high roller when you add this game to your repertoire. By mixing a
little craps play in with your baccarat play, you will look more and more like
another gambler to the casino bosses.

You may be surprised how well you do at craps. On a typical casino visit, I usually
make almost as much money playing craps as I do playing baccarat. Silverthorne
Publications is the premier publisher for winning craps systems. You can check out
the **Power Craps Strategy** at www.silverthornepublications.com/PowerCraps

And so, you are almost ready to start beating the casinos, but . . .
You are almost ready to take on the casinos. I have presented a complete strategy
which has been proven to win against casino baccarat. Perhaps you have been
practicing the Baccarat Attack Strategy. You have figured out how to put together
your bankroll. However, the greatest battle still awaits you. The casinos have even
more powerful weapons at their disposal than the house edge. They are masters at a
whole number of psychological traps set to ensnare you, with the end goal of
relieving you of as much of your money as they can in the shortest and most
pleasant way possible. Let's take at look at the casino's battery of weapons and see
what you can do about them.

Discipline and Control

At this point, you should have a good understanding about how to use the Tri-Power Baccarat Strategy to win money at baccarat. You should know when to bet, how much to wager, and when to quit. You know about how your bankroll determines the size of your wagers and about using game bankrolls. You should have some definite ideas about how you want to interact with casino personnel. You have learned some ways to improve playing conditions by interacting with and tipping the dealer. You also have been introduced to the idea of playing on casino credit and playing for comps.

Now you have to deal with the largest obstacle to your success. The greatest single threat to your success is not the casino personnel. It is not a bad run at the tables. It is not the risk of consecutive losses eating up your bankroll. It is not the wine, the women, and the atmosphere. The greatest single threat to your playing career will be you. Surprised? Read on.

Self Control

Ultimately, success at casino gambling, business, romance or life, for that matter, largely depends on self-control. Winning at gambling is all about self-control. It is about controlling the amount of money used for gambling. It's about reducing losses. It's about limiting the amount of money used for any session of play. And ultimately, it's about walking out the door a winner.

Gamblers are a lot like fishermen. They like to talk about the one that got away. How many times have you been in a casino winning and ended up leaving a net loser? In the real world, the only wins that count are the ones you go home with.

Actually, it is no great feat to get ahead playing baccarat. Probably over 75% of all baccarat players are ahead sometime in their play. But do they walk out the door winners? No. Probably close to 95% of all baccarat players end up losing money. The typical casino hold is about 20% for a baccarat table. *Hold* is a term referring to the amount the casino keeps as its win out of the money dropped at the table — e.g. the *drop*. If you buy in for a hundred dollars, and play for thirty minutes and leave with $85, you have lost $15 out of

$100. Your contribution to the drop was $100 and your loss gave the casino a hold rate of 15%.

Winning at gambling is first about controlling yourself. It is about accepting responsibilities for your own actions. In the long run, you don't win because you were lucky, and you don't lose because you had a string of bad luck. Using the Tri-Power Baccarat Strategy will help you create your own luck. Used properly, you will be able to play at an advantage over the casino and be a net winner.

If you think about the times you were ahead in a casino and ended up giving it all back plus whatever additional cash you scrounged, who is to blame? The casino? The game? The house edge?

Don't get angry with me for pointing this out. What is wrong with setting aside your winnings when you are ahead? And what is wrong with limiting your losses when you hit a losing streak? And what is wrong with leaving a losing table?

I hope you answered "nothing." Doing these things requires self-control. They are easy to think about doing but may be much harder to actually accomplish. I am a former smoker. I always thought I could quit smoking when I wanted to. But I failed to quit a number of times. When I finally quit, I realized how difficult the process really was. It was easy to think about quitting smoking but doing it was quite challenging. Now that I have quit, I am out of the woods, right? Well, not quite. I believe that smoking is much like a drug addiction, and as a former addict, I am never cured. I am only one cigarette away from becoming a smoker again.

Control in a casino may require much the same discipline as that of a reformed smoker. Having a large monetary loss only requires a temporary loss of control.

Trust me, winning is habit forming. Losing, especially at a game like baccarat when you know you are using a winning strategy, is tough. Some professional gamblers, especially traditional blackjack card counters, will lose for months at a time. I am not sure that I could continue to play blackjack under those circumstances. The documented losing

streaks for the Tri-Power Baccarat Strategy tend to be fairly short. If you play baccarat regularly using this strategy, it is highly unlikely that you will ever encounter two back-to-back losing casino visits. But it can happen.

Once you are in a losing streak, you will be hard pressed to continue with your set game plan. You will begin to question everything about the strategy. You may feel like the dealer has it in for you. You will start to think that no matter how you wager, your bets will lose. When your larger bets lose, you will begin to question the betting strategy.

Trends are a dominant factor in gambling. Every baccarat table has streaks. If you are in a winning streak, you may begin to feel omnipotent. However, when a losing streak hits, you may start to question every aspect of your playing strategy.

Perhaps the best thing you can do whenever you encounter losing tables is to first change tables. Your next option is to quit playing baccarat for a time.   Depending on your feelings, you should either quit gambling altogether during your break, or if you are still in the mood to play, switch casino games. I have found on many occasions that a switch of games was exactly what I needed to improve my mood.

Many players seem to become chained to a particular table at some point in their play. This may be fine when the table is winning, but could spell disaster during a prolonged losing spell.

While losing is tough, winning may be even tougher for some people. Many players subconsciously feel that gambling winnings are "ill begotten gains." Many times people raised with a strong work ethic cannot adjust to the reality that winning at gambling requires a great deal of effort too. Gambling winnings may not seem real or may even seem shameful. Many people feel guilty when they win. For these people, walking out with some of the casino's money doesn't feel right.

Gamblers never cease to amaze me. Gambling falls into some special category of human behavior that escapes the normal rules we usually live by. People change their behavior dramatically in casinos. Consummate misers can't wait to throw their money away in

casinos. People who clip coupons every week to save ten bucks on groceries think nothing of dropping a hundred, five hundred or even a thousand in a casino.

Discipline is all about the ability to develop a winning plan. Control is about being able to follow it.

Ego Needs

We all share a need for recognition. We like to talk about our triumphs. Once you become a successful, consistent winner at baccarat, you are going to feel the need to talk about it occasionally.

You need to curb the urge to discuss the fact that you are a winner, especially while you are in a casino. If you have a big win at the craps table, feel free to comment on your success. The casino is not concerned with craps winners, because they do not believe that anyone can gain an advantage over them in this game, at least not without cheating.

Obviously, you should never discuss your baccarat winnings with any casino employees. Your goal is to look as much like another losing gambler as possible. Casinos don't like winners, and you are much more likely to get the royal treatment if you look like another losing gambler.

Occasionally, outside of the casino, I have been asked about how my strategies work. When I first learned to beat the casinos, I was quite enthusiastic and wanted to share my enthusiasm with other people. The typical reaction when I have revealed that I have a winning baccarat system is total disbelief. I am simply not believed. My best advice is to act like the vast majority of casino patrons who don't have a clue as to how to win.

Act Like a Gambler

I have given a number of suggestions about looking like a gambler. Everyone has his (or her) own style, and I am not suggesting that you disguise yourself physically or change your identity. However, individuals who look serious, never drink, never tip, or don't talk

to dealers or floor personnel do not look like gamblers and will not get the full benefit of casino generosity, including comps.

I have tried to give you as much ammunition as I can, but you can add your own finishing touches. Using casino credit is a must if you are a black chip player. You simply don't want to walk around with ten thousand dollars or more on your person. Not only are you literally risking your life should a mugger decide to target you, but you could run afoul of U.S. laws if you leave the country with more than $10,000 in cash on you and don't declare it. Using the casino's credit and signing markers will make you look much more like a gambler, and it actually is a very convenient way to play.

You should also play for comps. Once you are playing with black chips, you will have comps offered to you and you might as well enjoy them. Even mid-range gamblers and low rollers can avail themselves of substantial comps.

The Casino is Not Your Enemy

The dealers, floor persons, cocktail waitresses, pit bosses, shift bosses and casino hosts are not your enemy. While pit bosses often scrutinize the play of high rollers, they are just doing their jobs. Many of the casino employees are actually rooting for you to win. We have discussed how to get a dealer on your side by being friendly and using your tips advantageously. But your floor person is not against your winning. As long as you are not perceived as a threat to the casino's bankroll and are not engaged in behavior the casino objects to, e.g. card counting, you are free to win occasionally. Just don't rub it in their faces.

Floor persons are the primary decision-makers on the amount of comps you get, and I always chat with the nearest floor person. Starting a conversation is easy. Once you are a credit player, you will interact with the floor person as soon as you buy in, by signing a marker. After establishing some rapport with a floor person, I will occasionally ask him or her for advice on certain baccarat wagers. It is always better to down play just how knowledgeable you are. Most floor persons enjoy helping players and like to show off their own expertise.

In dealing with all casino personnel, your goal is to always be a polite, friendly person who likes the casino, enjoys talking to pit personnel, is impressed by the floor person's tremendous knowledge of baccarat, makes large wagers and doesn't quite know how to play baccarat correctly. This act will buy you a tremendous amount of unrestricted playing time, and your comp rate should go up exponentially. You are the perfect player from the casino's viewpoint, and the casino bosses will be willing to pay to ensure that you play in their casino.

Things to Avoid

There are some things I just won't tolerate when I play baccarat. Top on my list of "the things I like least" are rude dealers. If a dealer starts making comments about my play, or is rude to other players, my advice is to just leave.

You don't need this kind of aggravation. If you have a bad feeling about the table, trust your instincts and leave.

I also refuse to play with rude players. I recall one instance years ago at the Desert Inn when there was a young and obviously drunk player at the opposite end of the table. He made comments about every shooter and was constantly harassing the female dealer next to him, making off color comments about her clothes, her shape and her dealing. I finally told him that no one thought he was funny and that it was time to back off.

He told me to f___ off and I told him that it was time for him to go. By this time the boxman had signaled security.

Up walked two burly security guards. Mr. Jerk was escorted out of the casino. After the uproar had subsided, the dealer he had been harassing gave me one of her biggest smiles and thanked me for supporting her. The floor person gave me a thumbs up and he comped me to a delicious gourmet meal.

Drinking

You've been waiting for this part, haven't you? I have yet to read a book on gambling where the author does not admonish the reader not to drink.   Professional baccarat players, I guess, are too engrossed in observing the game to even lift a glass to their beleaguered lips. If they do manage a drink, it has to be Evian water. For the bosses and for most players, having a drink while you play is part of the fun. Gamblers do it for sure. And you want to look like a gambler, right?

I generally have a few drinks while I gamble. I also drink straight orange juice, coffee, iced tea and even ice water at the tables.

Drinking something alcoholic at the craps table is one more signal to the pit that you are not a threat. I generally go slow on the alcoholic drinks and time my drinks. In general, the fact that you are a baccarat player will go a long way towards enhancing your reputation as a gambler.

Superstitions

Superstitions really have no effect on the outcome of cards or dice or little balls spinning around inside of larger wheels or do they? Most gamblers and many pit personnel are superstitious. Gambling itself seems to breed superstitions.

What happens is that we remember certain events that occurred prior to, or in connection with other events, and we assume that there is a causal relationship between two seemingly unrelated occurrences.

The dice game is rift with superstitions. Lady shooters are lucky, as are virgin shooters, who have never rolled the dice before. If a die or the dice fly off the table, many old pros call their odds, place and buy bets off on the next roll, as everyone knows that sevens come after the dice fall on the floor.

Blackjack players have their own superstitions. Many of these concern upsetting the natural order of the cards. If you have been playing one hand of blackjack and suddenly

spread to two hands, the other players may become unglued at the move. Likewise playing a hand differently than they would have can cause a barrage of negative comments.

Poker players may wear their lucky hats, and where would a slots player be without her lucky charm bracelet?

Many casino bosses have lucky and unlucky dealers.   A craps crew which loses too much money may find itself fired, or at least broken up and the members rotated into different crews. If a blackjack player is winning too much money, a boss may bring in a lucky dealer.

In the good old days when Vegas was mobbed up, the lucky dealer may well have been dealing seconds, with a real reason behind the luck.   In this day of corporation controlled casinos, a cheating dealer is unlikely, as a casino is not willing to risk its license over one winning player. However, many bosses believe certain dealers are lucky for the house, just as other dealers are unlucky. If a boss decides a dealer is unlucky, the hapless dealer is not likely to have a fruitful career with that casino.

Because gamblers and bosses are superstitious, it makes sense for you to at least appear to be superstitious too. If you lose, it is because the table is too cold, or in the alternative, if you win, you are on a hot streak. Hot and cold streaks do occur, and it doesn't hurt to play them up.

In addition to enhancing your conversation with bosses, you can use your superstitions to influence dealers as well. More than once I have told a dealer that I feel that the next wheel spin will be lucky and placed a larger bet when the floor person was watching.

Use superstitions to justify certain plays when you are talking to the bosses. Just don't get caught up in believing too many casino superstitions yourself. Your lucky hat is not likely to have been responsible for your last win, nor is a particular casino necessarily unlucky.

I will admit that I partially subscribe to the "unlucky casino syndrome." There are some casinos where I never seem to do well.   I have no rational explanation for this. However,

since I tend to play in Las Vegas where dozens of casinos vie for my attention, I can easily avoid the casinos that are unlucky for me.

Moving Up Your Betting Levels

If you devote much time to baccarat using the Tri-Power Baccarat Strategy, at some point you will want to increase the size of base bets — jumping from a betting series with a $5 Base Bet to a higher level, for example. Many players find that an emotional adjustment is required to make these moves.

The size of the wagers required may intimidate them to the extent that they feel compelled to modify the Tri-Power Baccarat Betting Strategy.

Of course, you must adhere to all of the requirements I have described before you decide to increase the size of your base wagers. You never want to over-bet your bankroll, and you should only increase the size of your wagers when your bankroll is large enough to justify it. If you are undercapitalized, then you clearly are out of your league to jump from green chip to black chip play.

However, once you have built the prerequisite bankroll, you should be able to increase the size of your wagers. To acclimate yourself to making larger wagers, try moving in steps. You might increase from being a $5 Base Bet bettor to using $10 wagers as your starting point.

Probably your biggest hurdle will be moving up to black $100 chip play. You will receive a great deal more attention from the casino than when you were a red chip or green chip player. Most of the attention will be positive. When you play with black chips, you automatically join an exclusive club with significant casino comps to be made available. However, your play will also be under greater scrutiny, and this bothers many players.

In addition to being showered with comps, you will also find that black chip play has other privileges. It is usually much easier to find uncrowded tables as a black chip player.

I suggest that you start wagering at a comfortable level for you. Your comfort level may be as a $3, $5 or a $10 player. Stay at this level until you have thoroughly mastered, not only the technical side of playing correctly, but the emotional side of dealing with players, bosses and dealers. When you are ready, both psychologically and with adequate bankroll, try moving up just one step and then playing at this level for a while.   Continue to hone your casino people skills at each new level and don't forget to look and act the part. Black chip players do act differently than nickel chip players.

A Winning System + Money Management + Discipline

There are really three components to the Baccarat Attack Strategy, consisting of

Having a Winning System

Managing Your Money

Using Discipline

We have covered the winning system and money management in depth. Discipline consists of being able to follow the Tri-Power Baccarat Strategy consistently and to stick to the money management rules for using the strategy.

Bankroll Control

When you lose control of your bankroll, you have lost one of the big three needed to beat the casinos. You must always bring the amount of money required for a given level of play.   The tables below summarize the amount of Game Bankrolls, Total Bankrolls and Target Profits for both Nine-Bet and Six-Bet Betting Series.

Summary of Game Bankroll, Total Bankroll and Target Profits for Tri-Power Baccarat Used for Nine-Bet, Three Group Betting System

Base Bet	Game Bankroll (50 x Base Bet)	Total Bankroll (5 x Game Bankroll)	Target Profit (8 x Base Bet)
1	50	250	$8
2	100	500	$16
3	150	750	$24
4	200	1000	$32
5	250	1250	$40
8	400	2000	$64
10	500	2500	$80
15	750	3750	$120
20	1000	5000	$160
25	1250	6250	$200
35	1750	8750	$280
50	2500	12,500	$400
75	3750	18,750	$600
100	5000	25,000	$800
200	10,000	50,000	$1600
300	15,000	75,000	$2400
400	20,000	100,000	$3200
500	25,000	125,000	$4000
750	37,500	187,500	$6000
1000	50,000	250,000	$8000
1500	75,000	375,000	$12000
2000	100,000	500,000	$16000

Summary of Game Bankroll, Total Bankroll and Target Profits for Tri-Power Baccarat Used for Six-Bet, Two Group Betting System

Base Bet	Game Bankroll (x Base Bet)	Total Bankroll (5 x Game Bankroll)	Target Profit (8 x Base Bet)
1	20	100	$8
2	40	200	$16
3	60	300	$24
4	80	400	$32
5	95	475	$40
8	160	800	$64
10	180	900	$80
15	270	1350	$120
20	360	1800	$160
25	450	2250	$200
35	630	3325	$280
50	950	4500	$400
75	1425	6750	$600
100	1800	9000	$800
200	3600	18000	$1600
300	5400	27000	$2400
400	7200	36000	$3200
500	9000	45000	$4000
750	13500	67500	$6000
1000	18000	90000	$8000
1500	27000	135000	$12000
2000	36000	180000	$16000

You must have the requisite bankroll needed for each level of play. Let's assume you decide to use the Six-Bet, Two Tier Betting Series. If you plan on playing in $10 minimum wager land-based games, you will need a bankroll of $900 to safely play at this level.

If you are short of bankroll, one of the best ways to get started is to play in the $1 minimum bet games offered online. Here, you can get started with a $20 Game Bankroll and literally grow your own bankroll using your winnings as your source of bankroll.

Once you have the required minimum amounts you can move on to playing in the higher minimum bet land-based games.

The Casino As Your New Office

Walking up to a baccarat tables the first time can be an intimidating experience. If you have not played much, you will not fully understand the roles of the dealer, the floor person, the pit boss, the other casino personnel, and the eye-in-the-sky cameras following your every move.

If you are unfamiliar with casino surroundings, you may want to progress into your new role as a winning baccarat player on a step-by-step basis.

You can first play using a lower level of play. This is an excellent approach, and you will win plenty of money using this approach. The best way to practice playing baccarat and using the Tri-Power Baccarat Strategy is to play online in "practice mode" where you can play at your own pace and refer to the Baccarat Tracking Form and the Playing Strategy card as often and as leisurely as you like.

Once you feel very comfortable playing baccarat, you can gradually increase your betting level, using casino profits to build your bankroll. It may take a number of trips before you feel confident enough to move up to higher-level play.

Only after you have completely mastered the Tri-Power Baccarat Strategy should you consider moving up to black chip status. At this point, you should feel that the casino is your new office, and the casino personnel are your fellow workers.

Remember that the casino is not your enemy. The primary functions of modern casino personal, including bosses, are to make sure the casino patrons have a good enough experience that they will become repeat customers.

Once you become known in a casino, you will find yourself interacting with the casino personnel even more. Dealers will welcome you by name. Cocktail waitresses will remember your favorite drink. Bosses will invite you to coffee. A casino host will work with you to make sure that you get all of the comps to which you are entitled.

Once you sense that everyone in the casino is genuinely rooting for you to win, you will know that you have done your job well.

In order to reach this level, there is no substitute for putting in your hours. You will need to demonstrate that you are not only friendly, but also reliable, honest and consistent in your fair treatment of all you encounter.

Too many players complain to bosses, dealers and anyone else who works in the casino. Grumpy players are all too common, and you want to make sure that you don't present this face to your "fellow workers." If you are tired or grumpy, don't play. It is important to take breaks frequently and use the time to relax. You should be at your peak emotionally when you play, and this includes having a positive mental attitude and interacting with players and casino personnel on a friendly and helpful basis.

Eventually the casino will recognize you as congenial, reliable and dependable. And, if you decide to make playing baccarat your new profession, your relationship with your new associates will serve as the foundation for your new business.

Rules and Guidelines for Disciplined Play

1. Learn how baccarat is played. It is not necessary to understand the drawing and standing rules for the Player and Banker hands, but you should understand the basic rules of the game.

2. Learn the Tri-Power Baccarat Strategy Bet Placement rules. While using Templates A and B may seem complicated at first, it is really easy and you will learn them with a little practice.

3. Learn how to move from one betting mode to another. There are three betting modes and you should know exactly when you will move from Trigger Betting to Attack or Retrenchment Betting and when you will move bet to making a Trigger Bet.

4. Learn the betting series for the level of play you will play. If you plan on making $2 Base Bets online, then learn the betting series for this level of play.

5. Practice using the strategy in play mode in an online casino. I recommend using Ocean's Online (*www.oceansonlinecasino.com*) practice mode for learn the strategy.

6. Set up a BAT Bet Tracker before you begin practice play, recording the appropriate betting series amounts for your proposed level of play.

7. Practice playing at least 20 games. Be sure to record each bet as you play. You may refer to one of my sample games as an example of how to record your bets.

8. When you practice a critical part of your play is learning when to stop playing and how to lock up your targeted Profit Plateau. Knowing when to quit each game is a critical part of using the Tri-Power Baccarat Strategy correctly.

9. Raise the correct bankroll needed for your level of play before you begin playing with real money.

10. When you are playing periodically take stock of your physical and mental state. Quit if you are tired or your concentration is wavering.

11. Set up daily profit goals and quit when you reach them. These should be realistic and not require too much play. If you are playing in a land-based casino, four to five hours a day at the table is more than enough. If you play longer you will not be playing at your sharpest and your winner's edge may slip.

12. Use a BAT Bet Tracker to record each game. Keep a running summary of your game wins and losses so that you always know exactly where you stand.

13. Don't worry about quitting in the middle of a shoe. The Tri-Power Baccarat Strategy does not require that you play through an entire shoe before assessing your winnings.

You should follow our guidelines and quit using our profit lock-up rules irrespective of whether a shoe is finished or not.

Getting Casino Comps

Whether you chose to become a rated player at the casino table games, join a slot club or both, once you get into the system, you can start getting your share of comps. There are a number of tried and proven ways to multiply the number of comps you get. Here are some pointers.

Chose a primary casino and then play there.
A basic premise of the whole comp system is to reward loyal players. Casinos offer comps to lure new players to their casino and to make sure that their current customers remain their customers. If you think you have it tough trying to use the comp system to your advantage, just think what the casinos are up against with new competition springing up every day.

If you are a whale, you can ignore my advice. Just plan on either bringing or setting up a credit line of $100,000 or larger, and wherever you decide to land will be glad to comp you. If you are in the million dollar plus range, the casino will not only comp you, but anyone else you chose to bring with you. They'll even charter a 737 and fly in as many of your friends as you want to bring along.

If you are not quite in this range, then it will pay to find a primary casino and reward it with your patronage. A player with as little as $1,000 can get RFB treatment in some of the downtown casinos in Las Vegas. A player with a $2,500 bankroll will have an even greater choice of hotel casinos. Move up to the $5,000 to $10,000 range, and a whole other batch of casinos become available.

But, in order to get noticed and adequately comped with a bankroll from $1,000 to $10,000, you have to be willing to reward a casino with your playing time.

A friend of mine visits Las Vegas about ten times a year. He usually takes $5,000 to $10,000 and manages to lose between half and three quarters of it per trip. I won't comment on his approach to gambling. Quite frankly, it stinks. Anyway, the subject is comps.

Believe it or not, he doesn't get any. He stays at a different casino every trip. I think he believes the constant changes might improve his luck. This is not necessarily bad, if he would play at the casino where he stays. He invariably changes casinos every hour or two and ends up playing in ten to twelve different establishments over the course of two or three days.

Because of the size of his buy-ins, he is constantly asked if he wants to be rated. He always declines. He confesses that he doesn't want the casinos to know how much he is losing. I think that he is trying to kid himself about his losses.

I have explained the comp system to him. As long as he is losing, he might as well have the casinos kick in $750 to $1,000 per trip. This money is there for the asking if he would only pick a primary casino and give it a reasonable amount of play.

I can't convince him to change his ways. But, maybe I can influence you.

There are many other benefits to playing more in a primary casino. The first benefit is the application of the old saw, "If you scratch my back, I'll scratch yours."

The casino will accelerate the rewards offered you the more you play. Some casinos formalize this process and actually accelerate the comps to slot club members as their total number of points increases. Many casinos offer more and more free rooms and entertainment the more you patronize them.

The key to maximizing your benefits from this whole process is to find a casino that matches your needs and then start playing there. If you have picked correctly, your loyalty will be well rewarded.

Join a slot club and/or get a VIP card.
The start of getting comps is to be into the casino comp system. If you bet $25,000 a hand, the host will find you. If you bet $5 to $25 a pop, you have to get the casino's attention. And the easiest way to do this is with a little piece of plastic which looks just like a credit card.

Once you have a card, getting comped will become part of your routine. The first thing you will do as a machine player is to insert your club card in the card reader.

When you sit down at a craps, roulette or a baccarat table you will present your VIP card when you buy in.

Your card will go down with your cash at the blackjack table when you lay five hundred in front of the dealer and tell him, "Chips please."

Once you have the cards and use them, all of your play will count towards something.

Get to know your casino host.
The casino host or the slot host will be your key to getting the most comps in most casinos.

If you are a member of the casino's slot club, you will get nearly all of your comps by asking the casino slot host.   Many times comps for food, rooms, shows and merchandise are built right into the slot club payoffs. If you have just joined a slot club, try giving them some play for an hour or two and then asking the slot host for a buffet comp.

My experience with comps from playing slots or video poker is that the slot hosts are much more likely to be generous with comps than the personnel at the slot club booths. If you want brochures on the slot clubs or general information on the slot club, talk to the clerks at the booth. If you want a particular comp, ask the slot host.

Casino hosts, catering to the table game players, are at the top of the casino pecking order for granting comps. Their top priority is to cultivate new customers and to keep the current customers happy.

The casino hostesses are the persons working for VIP Services who help you check in, arrange your limo service, make dinner and show reservations and so forth.

The hostesses will handle most of your scheduling and reservation needs. The casino hosts are the people you need to talk to to arrange RFB and airfare reimbursement.

You can meet a casino host a number of ways. One way is to call a casino before coming and ask to speak to a host. This is a good way to ask about the casino's comp policy and to tell the host that you are interested in playing there.

If you are playing with front money, you should meet your host after depositing your money with the cage but before you begin play.

If you are a cash player and make a large enough buy-in, you may have a chance to meet a host when the casino sets you up with a VIP card.

After you have played in a casino, you can make reservations through the casino host. Making a reservation through a host who knows you is a good way to get a room even if the front desk claims that no rooms are available. Casinos always reserve a block of rooms for their best customers, and a casino host can get you a room when a reservation clerk can't.

I recommend taking a little time to develop a relationship with a host. Part of developing a relationship is consistency. If you make one casino your primary casino and visit several times a year, it will be easier to become known to a host than if he only sees you every other year.

If you are using a casino credit line, the host will introduce himself to you. With front money or cash, you will want to make a point of meeting the host.

Treat your host with respect and nurture the relationship. He can shower you with all kinds of freebies, including gifts, food, a free room and VIP treatment. And he is paid to do this. For your part, you have to convince your host that your action is sufficient to justify the comps you want. And being a nice person won't hurt either.

Be a nice person.
Or have I said that? You can get enormous leverage out of maintaining friendly relationships with the people who work in casinos.

Start with the dealers and cocktail waitresses. These people have a couple of the hardest jobs in the casino and are at the bottom of the casino hierarchy. A smile and a reasonable tipping policy will do wonders to get these folks on your side. I believe that creating a positive atmosphere starts with how you act towards the casino personnel. A positive atmosphere is conducive to winning as well as to getting your fair share of comps.

You might look at it this way. If you are a grump, the dealer will probably reciprocate. This is contagious behavior, and soon the whole table will act the same way. The pit personnel not only will not be impressed with your play, the whole scene at your table probably will put them off. Not only will your rating likely suffer, you won't have nearly as much fun.

You can't always control how dealers and other customers act. If I join a table where no one is talking, and the dealer barely grunts when spoken to, I will make my departure very quickly. Usually a few cheerful words followed by a toke for the dealer will turn the atmosphere around. However, if this fails, you can't be faulted for not trying. Life is too short to play under miserable conditions.   It is always better to change tables than to continue to play with an out of sorts crew and crabby complaining customers. Under these conditions, you should just leave.

Visit the casino at off times.
I nearly always schedule my casino trips for the middle of the week. I will typically arrive on a Monday afternoon and stay until Thursday afternoon. The benefits of visiting during the week are many. If there are any drawbacks to avoiding the weekend crowds, I haven't found them.

I don't like waiting and I hate lines. By timing my visits to the middle of the week, I can usually walk into any coffee shop, make reservations for a gourmet restaurant just about any time I chose and get show tickets to the shows I want to see.

If you want to really reduce the size of the crowds, travel in the middle of the week during off-season. Las Vegas is slower during the middle of summer when it is hot and in the late fall and early winter when it's colder. The slowest time in Vegas is usually between Thanksgiving and Christmas. But watch out for conventions. The Comdex is usually in town in November. Then it's impossible to get a room (unless you are a rated player or belong to a slot club).

If you like to visit Atlantic City, try visiting during the middle of the week in the dead of winter. You'll not only avoid the larger crowds, but you'll find that the minimum wagers on many tables have been reduced.

Visiting during an off time is also an excellent way to get noticed for purposes of getting rated and getting your comp career off to a roaring start.

With fewer players to contend with, a host or a floor person is easier to meet and to visit with. Also, during slow times, casinos tend to be more generous with comps. After all, they are more likely to have a slew of vacant rooms just waiting to be given away to qualified players on a Wednesday night in December.

Ask for comps.

If you play $10,000 a hand at baccarat, you do not have to ask for comps. The casino will shower you with them. If you are like the rest of us wagering anywhere from $5 to several hundred a hand, you need to ask for comps.

Slot players have the more systematic approach as the card readers on the machines are tied into a centralized computer system, and comps are based on points. If you are a slots or video poker player, getting a comp is pretty straightforward with this system.

Table game players have to deal more with people. And unless you are a whale, a boss will almost never offer you a comp unless you have just won big in a smaller casino which watches every loss. Facing a player who might walk out with their money in hand, some casinos will start throwing comps at the player. But most of the time, even rated players can play and play and never be offered a comp unless they ask for it.

My advice? Always ask for the comp. I have given you several examples of how to do it.

Maximize your comps.

Anyone who follows the steps I have described can get comps. Your first step is to pick your primary casino and give it most of your business. Before you pick your casino you want to make sure that the casino has a reasonable comp policy and that

it has beatable games. You should also like the casino as you will be receiving a lot of invitations there once you get into their comp system.

After picking your primary casino, you need to join its slot club and get a VIP card. I usually do both. Some casinos, like Rio in Las Vegas, combine rating slot, video poker and table players on one card. Others track machine and table action separately. However, it usually pays to join the slot club, even if you are mostly a table game player.

In many ways, slot club players have an advantage over the table game players. Their rating is automatic, they don't have to get the attention of some boss. By joining the slot club, they start receiving mailing from the casino. I have received offers of free rooms from casinos where I had never played a slot machine, but had joined their slot club.

If you are just establishing your rating and want to get a room on a crowded weekend, your slot club membership can be invaluable. After the reservation clerk tells you there are no rooms available, tell her you are a member of the slot club or ask to speak to a slot host. Chances are, the casino will find a room for you.

Getting to know the casino personal is critical. The more the casino personnel know and like you, the more comps are likely to flow your way. This is even true for slot players with their automated rating system. A slot host can easily "bump up" your comp from a buffet for two to a coffee shop comp for two, even if your rating is not quite there.

With table players, interacting with the pit personnel is critical. A boss can make or break you in terms of your rating. If your average wager is $25, your goal is to be

rated as at least a $50 to $75 player. It is not enough to increase your wagers when the boss is looking, you need to be a nice person.

Playing with front money gives the casino a real shot at beating you. When you deposit the money in the cage, the casino knows that they have a shot at winning all of your front money. If you are willing to risk $10,000, this will open the door to full RFB at most establishments.

When you play with front money, be sure to put it all in play. If you deposit $10,000, draw markers for the full ten grand. This doesn't mean you should lose the money. If you look like a loser and the casino sees that you have put all of your front money into play, your rating will increase.

Remember to look like a loser. You can save your bragging for when you get home. Appear to lose, but lose gracefully. Dealers and bosses hear players gripe about losing every day. Look like a loser but don't complain.

If you run into a fantastic winning streak, don't worry about disguising the fact that you are a winner. The bosses will know that you are winning. If you try to hide enough chips to turn a big win into a loss, they'll know. When you have a big win, act like a winner. Go ahead and tip a little more. If you are playing craps, shouting is not out of line. I have had some of my best comps come out of big wins as casinos hate to see winners walk out the door with their money.

Summary of the Comps Game
Once you know how to play the comps game, you will be able to milk the casinos for every dime your action entitles you to. I have given you some pointers on how to get a quarter's worth of comps for a dime's worth of action.

When you combine getting the maximum number of comps with the Baccarat Attack Strategy, you are in the best position to maximize your profits from casino gambling.

If you at least break even, then the comps you receive constitute a profit for your play. If you are able to win money at the casino games, then your profit will be even greater.

Casino Etiquette

If you know how to dine in a fine restaurant without making a scene, or automatically open doors for others and say thanks when someone holds open a door for you, you will probably not have any trouble knowing how to conduct yourself in a casino.   I normally don't think much about etiquette until I see some jerk raising hell with a dealer about his losses, or chewing out a cocktail waitress for taking too long with an order. Then I have to wonder how the concept of manners has escaped him completely.

I said *him,* because boorish, obnoxious behavior nearly always comes from males, with very few females managing to become the perfect asses that males seem to delight in being.

Casinos seem to attract a higher than normal number of persons with a need to blow off at some unfortunate casino employee. The times I have somehow gotten in the middle of these disputes, I nearly always take the side of the dealer or floor person, especially if a male patron is unjustifiably berating a female employee for no reason other than he has poor control over his gambling, managed to lose much more than that should have, and is now looking for a scape goat.

For most persons who visit casinos, etiquette is simply a matter of common courtesy. It's okay to get a little wild in a casino. These are supposed to be places of fun, and drinking a little too much may be part of the entertainment. But for a successful Tri-Power Baccarat Strategy player, the rules are not quite the same. The casino is your place of employment and drinking should be limited. It goes without saying, courteous behavior should be practiced at all times.

At all casino table games, the rules of etiquette are pretty simple. Treat the dealers and other players with respect and avoid being loud, pushy or belligerent. If you

get into a disagreement with a dealer, stay calm and be gracious even if the dealer really is wrong. It does not make sense to win an argument over a single payoff.

Here are some guidelines for casino play.

1. When you have finished playing, you can ask the dealer to color you up before leaving the table.

2. Watch your own bets at all times. Baccarat bets are easy to track as you handle the bets yourself and place them directly in front of you.

3. Don't force your way into a crowded table. If the table is crowded ask the nearest player if he minds if you join them.

4. Don't slow down the game by constantly asking the dealer basic questions about how the game is played or how bets are made. There are hundreds of books on how to play baccarat including this one. You should learn the correct payoffs for the bets you will be making.

5. Try to be discrete about your wins and losses. No one really cares to know how much you are winning, and it doesn't do you any good to advertise that you are a consistent winner.

6. While playing, conduct yourself courteously at all times. If you drink, refrain from overdoing it and never get drunk. You will need to stay alert to correctly make the wagers required by the Baccarat Attack Strategy, and contrary to the opinion of some drunks, alcohol does not make you think clearer.

7. Toke the dealers. Dealers call tips "tokes" as in a token of appreciation. Many players don't realize that dealers are not paid much more than minimum wage. Baccarat dealers try very hard to please the public. Most dealers want the players

to win and have a good time. They know that if the players enjoy themselves and win, they will get toked. I always toke the dealers. If I win more I will toke them more, but even if I lose, I will make several bets for the dealer. This is not only the right thing to do but will pay you off in spades if you do it consistently. Even floor personnel know who the tippers are, and my experience has been that if you tip, you will be more than repaid by hard working dealers, who will watch out for your bets and by casino complimentaries, controlled by and large by pit personnel who rate your play.

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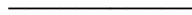
It's time to pull together everything we have learned. The next chapter reviews all aspects of the Tri-Power Baccarat Strategy and gives you a concrete game plan you can put into action.

How to Win With the Tri-Power Baccarat Strategy

Most people approach casino gambling as a lark, and little consideration is given to the amount of time, money or psychological preparation necessary for winning. Some attention is given to finding a "system" or "gimmick" and off the player goes to try his hand at winning. Needless to say, this approach hardly ever works.

Some work and advance preparation are essential to becoming a consistent winner at baccarat or any other casino game.

The advance preparation is fairly easy. First, read and understand this book. The easiest way to practice is to play in an online casino on your home computer in "practice mode" where no money is risked. This will give you a realistic feel for baccarat as it is played, whether you play online or in a land-based game.

Practice is essential for two reasons. First, by practicing you will gain a greater understanding of the system than you ever will by just reading about it. Second, practicing the system will give you a greater feel for it than I can ever convey by describing it. In practicing this strategy, you will gain a level of confidence in your play which is important before you ever venture forth to take on a casino.

In a casino, your enemy is not the casino or the dealer. It is your own lack of self-control. If you can control yourself and have a mastery of your approach, you will become a winner. If you can't, then it is unlikely that the Tri-Power Baccarat Strategy or any other system can make you a winner.

After you have learned and practiced this strategy, you will want to begin planning to apply it in a casino. "What?" you say. *Planning*? I just spent time learning the darned thing! What's this planning? Why can't I just jump in my car or get on a

plane, arrive at a location that has baccarat and start playing? Or, why can't I just get online, pick an online casino and start playing baccarat?

Planning begins with determining the size of bankroll you will take for your Tri-Power Baccarat Strategy Sessions. The amount you take for an excursion to a casino(s) is called the Trip Bankroll, and it should be four times the size of bankroll required to play a game. If you decide to play online, you can use these same concepts. Here your "Trip Bankroll" can be thought of as your total bankroll for online play.

It is necessary to use a larger bankroll for a trip to provide for an adequate cushion against losses. If, for example, you decided that since the loss rate is so low you would only take the amount needed to play one game. What would you do if the loss occurred in the first session, or even the first half dozen sessions? You would not have a large enough bankroll to continue to play baccarat, and you would be "tapped out" even with a winning system.

It is far better to plan for the worst and then do your best to prevent it from occurring.

Needless to say, your gambling bankroll should come from money that is extra and will not be needed for living expenses. If you take the money needed to pay your mother's medical bill for gambling, the psychological pressure will probably be too much for you, and in general, this is just not a good way to approach any speculative venture.

After building your bankroll and practicing the system until you can perform it flawlessly, you may begin your final preparations for a gambling excursion. You should have an adequate number of T-3 BetTracker forms, a notebook for recording the results of your play and a game plan for your trip.

A trip game plan can be very informal consisting of an itinerary with playing time scheduled in a general way. You don't have to have every minute scheduled, but I have found that my mental attitude is improved if I have planned a definite amount of time for gambling as well as other activities.

If you wish to approach using the Tri-Power Baccarat Strategy in an extremely organized and professional manner, you may wish to develop a plan to let the system help build your bankroll.

Assume that your bankroll is $700 and that you will be using the Six Bet Betting Series. You are planning a trip to Las Vegas and you find out that the minimum baccarat bets where you will play are $10 bets.

You check with the bankroll tables and see that the bankroll required to use the Tri-Power Baccarat Strategy with $10 unit bets is $950. You can see that you don't have a large enough bankroll to play at this level.

You really only have a couple of choices now. You can postpone using the Tri-Power Baccarat Strategy in Las Vegas until you save another $250 and have the bankroll required.

Or, you can play online in a game with lower minimum wagers, where your $700 bankroll will be adequate. You can literally "build" the bankroll needed for the Las Vegas trip from your winnings playing online.

You see that you have enough of a bankroll to play online making $5 Base Bets since $700 is more than adequate to play at this level.

You check with the following table showing hourly win rates for the Six Bet Betting Series.

Hourly Win Rates for Online Play
Using Six-Bet Betting Series

Base Bet	Total Bankroll Needed for this Level of Play	Average Hourly Winnings at 300 Decisions per Hour
$1	$100	$43.23
$2	$200	$86.46
$3	$300	$129.69
$4	$400	$172.92
$5	$475	$216.15
$6	$570	$259.38
$7	$665	$302.61
$8	$760	$345.84
$10	$950	$432.30
$15	$1425	$648.45
$20	$1900	$864.60
$25	$2375	$1080.75
$30	$2850	$1296.90
$35	$3325	$1513.05
$50	$4750	$2161.50
$75	$7125	$3242.25
$100	$9500	$4323.00

The table above shows average hourly winnings of $216 an hour for a $5 Base Bettor playing online. This assumes a rate of play of 300 rounds per hour. Let's assume that starting out you only play at half-speed and average 150 rounds per hour. At this rate you will average making $108 an hour as a $5 bettor. At a win rate of $108 an hour, you win the $250 needed to build your bankroll in less than two and a half hours!

When you arrive at your choice of gambling locale, it is important that you arrive prepared, confident that you have mastered the Tri-Power Baccarat Strategy, determined a plan of action, brought your needed materials with you, planned the correct bankroll and developed a playing schedule for your trip.

Come to the baccarat table confident about yourself and your game plan. Although you will undoubtedly enjoy the edge you have over other players, make sure that your enjoyment never interferes with your plan to beat the dealer.

Good luck in all of your play!!!

Summary of the Tri-Power Baccarat Strategy

Bet Placement

Rule 1. Always start out using **_Trend Betting_** . With Trend Betting you will bet that the previous decision will repeat. If Banker won the last round of bets, you will bet on Banker. If Player won you will bet on Player.

Rule 2. You will continue using the Trend Betting Pattern until you have two consecutive losses. Tie bets are ignored. If you have a pattern of Loss-Tie-Loss, this counts as two consecutive losses. Once you have two consecutive losing Trend Bets, you will change to betting Countertrend.

Rule 3. With **_Countertrend Bets_** you will wager that the opposite of the preceding decision will show. If Banker won the previous round, you will bet on Player. If Player was the previous winner, you will wager on Banker. You will continue using Countertrend Betting until you have two consecutive losses. Tie bets are ignored.

Rule 4. You will always change betting patterns after losing two consecutive Trend or Countertrend Bets. If you are betting Trend and lose two consecutive bets, change to Countertrend. If you are betting Countertrend and lose two consecutive bets, change to Trend betting. There is one exception to this rule called the **_Reverse Bet_**. If you lose the first bet after changing patterns because of two consecutive losses, immediately change back to the previous pattern. For example, if you are betting Trend, lose two consecutive bets, change to Countertrend and lose the first bet you will Reverse and resume betting the Trend Pattern. Once you Reverse you will use the standard rules for the pattern, ie, you must lose two consecutive Trend bets before changing the betting pattern.

Rules for Using the Nine-Bet Tri-Power Baccarat Betting Series

The Tri-Power Betting System uses three different types of bets as follows:

Level	Name	Bets Used With $5 Base Bets
Group 1 Bets	T-1 Bets	5 5 5
Group 2 Bets	T-2 Bets	15 25 40
Group 3 Bets	T-3 Bets	35 50 70

These bets can be arranged as a Betting Series as follows:

Tri-Power Bets With $5 Base Bets

	-------- T-1 Bets--------			---------T-2 Bets---------			-------T-3 Bets ---------		
Level	1	2	3	4	5	6	7	8	9
Bet	5	5	5	15	25	40	35	50	70
Type	P	P	P	S	S	S	P	P	P

Here are the rules for Tri-Power Betting:

1. Always begin a game making a Level 1 Bet. For $5 Base Bets (shown above) you will start with a Level 1 bet of $5.

2. Each time you lose a bet your next bet will be the bet one Level Higher. This applies except for special rules used with T-2 bets.

3. With T-1 bets and T-3 bets you will attempt to parlay any wins.   Parlaying consists of leaving up any winnings for one more bet and attempting to win two bets in a row. For example, if you win a T-1 Level-1 bet of $5, you will leave the $5 winnings up and wager $10 for the next bet. Thus any parlay win returns three times the amount of the original wager.

4. After any parlay win, you will start the Betting Series over with a T-1 Level-1 bet for the

next round of play. Assume you win a T-3 Level-7 bet for $35, parlay the bet and win. Upon winning the parlay, your next bet will be a T-1, Level-1 bet for $5.

5. All of the T-1 and T-3 bets are subject to the parlay betting rules:

a. Anytime you win you will parlay the bet.

b. If you win a parlayed bet you will start the betting series over with a T-1, Level-1 bet.

c. If you lose any T-1 or T-3 bet, whether it is the first bet or a parlay bet, your next bet will be one level higher. For example it you lose a T-1, Level-2 bet, your next bet will be a T-1 Level-3 wager.

6. With T-2 bets, different betting rules are used. With T-2 bets-

a. Anytime you win a Level-4 bet your next bet will be a T-1 Level-3 wager.

b. When you win a T-2 bet you will drop back one level for the next bet.

c. If you win two out of three T-2 bets you will drop back one level. The exception here is that you must win the Level-4 bet called the *3-P Master Bet* before starting the Betting Series over with a T-1 Level-3 wager.

7. There are special rules for the T-2, Level-4 *3-P Master Bet*.

a. Anytime you are in the T-2 Betting Group, you must win the Level-4 bet before you can drop back to making a T-1, Level-1 Bet.

b. If you win two out of three T-2 level bets you will never drop back to a Level-3 bet even if the "win two out of three bets rule" calls for you to drop two betting levels.

For example, assume you win a T-2, Level-5 bet and drop back to a T-2, Level-4 bet and then lose this wager. Your next bet will again be a T-2 Level-5 bet. If you win this bet, instead of dropping back two levels to a T-1, Level-3 bet, you will make the T-2, Level-4 3-P Master Bet.

Rules for Using the Six-Bet Tri-Power Baccarat Betting Series

Six-Bet Betting Series With $5 Base Bets

	-------- T-1 Bets--------			---------T-2 Bets---------		
Level	1	2	3	4	5	6
Bet	5	5	5	15	25	40
Type	P	P	P	S	S	S

When using the Six-Bet Betting Series your highest bet will be the Level-6 bet. If you lose this bet, the game is over with a loss.

All of the betting rules are the same as those used for the Nine-Bet Betting Series, except that T-3 Bets are eliminated.

Nine-Bet, Three Tier Betting

Summary of Game Bankroll, Total Bankroll and Target Profits for Tri-Power Baccarat Used for Nine-Bet, Three Group Betting System

Base Bet	Game Bankroll (50 x Base Bet)	Total Bankroll (5 x Game Bankroll)	Target Profit (8 x Base Bet)
1	50	250	$8
2	100	500	$16
3	150	750	$24
4	200	1000	$32
5	250	1250	$40
8	400	2000	$64
10	500	2500	$80
15	750	3750	$120
20	1000	5000	$160
25	1250	6250	$200
35	1750	8750	$280
50	2500	12,500	$400
75	3750	18,750	$600
100	5000	25,000	$800
200	10,000	50,000	$1600
300	15,000	75,000	$2400
400	20,000	100,000	$3200
500	25,000	125,000	$4000
750	37,500	187,500	$6000
1000	50,000	250,000	$8000
1500	75,000	375,000	$12000
2000	100,000	500,000	$16000

Nine-Bet Summary of Game Bankroll,
Target Profit and Betting Series

Base Bet	Game Bankroll	Target Profit	----------T-1 Bets-------			----------T-2 Bets-------			--------T-3 Bets---------		
Level			1	2	3	4	5	6	7	8	9
Type			P	P	P	S	S	S	P	P	P
1	50	$8	1	1	1	3	5	8	7	10	14
2	100	$16	2	2	2	6	10	16	14	20	28
3	150	$24	3	3	3	9	15	24	21	30	42
4	200	$32	4	4	4	12	20	32	28	40	56
5	250	$40	5	5	5	15	25	40	35	50	70
8	400	$64	8	8	8	24	40	64	56	80	112
10	500	$80	10	10	10	30	50	80	70	100	140
15	750	$120	15	15	15	45	75	120	105	150	210
20	1000	$160	20	20	20	60	100	160	140	200	280
25	1250	$200	25	25	25	75	125	200	175	250	350
35	1750	$280	35	35	35	105	175	280	245	350	490
50	2500	$400	50	50	50	150	250	400	350	500	700
75	3750	$600	75	75	75	225	375	600	535	750	1050
100	5000	$800	100	100	100	300	500	800	700	1000	1400
200	10,000	$1600	200	200	200	600	1000	1600	1400	2000	2800
300	15,000	$2400	300	300	300	900	1500	2400	2100	3000	4200
400	20,000	$3200	400	400	400	1200	2000	3200	2800	4000	5600
500	25,000	$4000	500	500	500	1500	2500	4000	3500	5000	7000
750	37,500	$6000	750	750	750	2250	3750	6000	5350	7500	10500
1000	50,000	$8000	1000	1000	1000	3000	5000	8000	7000	10000	14000
1500	75,000	$12000	1500	1500	1500	4500	7500	12000	10500	15000	21000
2000	100,000	$16000	2000	2000	2000	6000	10000	16000	14000	20000	28000

Six-Bet, Two Tier Betting

Summary of Game Bankroll, Total Bankroll and Target Profits for Tri-Power Baccarat Used for Six-Bet, Two Group Betting System

Base Bet	Game Bankroll (x Base Bet)	Total Bankroll (5 x Game Bankroll)	Target Profit (8 x Base Bet)
1	20	100	$8
2	40	200	$16
3	60	300	$24
4	80	400	$32
5	95	475	$40
8	160	800	$64
10	180	900	$80
15	270	1350	$120
20	360	1800	$160
25	450	2250	$200
35	630	3325	$280
50	950	4500	$400
75	1425	6750	$600
100	1800	9000	$800
200	3600	18000	$1600
300	5400	27000	$2400
400	7200	36000	$3200
500	9000	45000	$4000
750	13500	67500	$6000
1000	18000	90000	$8000
1500	27000	135000	$12000
2000	36000	180000	$16000

Six-Bet Summary of Game Bankroll, Target Profit and Betting Series

Base Bet	Game Bankroll	Target Profit	----------T-1 Bets-------			----------T-2 Bets-------		
Level			1	2	3	4	5	6
Type			P	P	P	S	S	S
1	20	$8	1	1	1	3	5	8
2	40	$16	2	2	2	6	10	16
3	60	$24	3	3	3	9	15	24
4	80	$32	4	4	4	12	20	32
5	95	$40	5	5	5	15	25	40
8	160	$64	8	8	8	24	40	64
10	180	$80	10	10	10	30	50	80
15	270	$120	15	15	15	45	75	120
20	360	$160	20	20	20	60	100	160
25	450	$200	25	25	25	75	125	200
35	630	$280	35	35	35	105	175	280
50	950	$400	50	50	50	150	250	400
75	1425	$600	75	75	75	225	375	600
100	1800	$800	100	100	100	300	500	800
200	3600	$1600	200	200	200	600	1000	1600
300	5400	$2400	300	300	300	900	1500	2400
400	7200	$3200	400	400	400	1200	2000	3200
500	9000	$4000	500	500	500	1500	2500	4000
750	13500	$6000	750	750	750	2250	3750	6000
1000	18000	$8000	1000	1000	1000	3000	5000	8000
1500	27000	$12000	1500	1500	1500	4500	7500	12000
2000	36000	$16000	2000	2000	2000	6000	10000	16000

The Tri-Power Baccarat Automatic Game Player

The Tri-Power Baccarat Automatic Game Player a tracking form you can use while you play baccarat to track your bets. You can use it for either the Six-Bet or the Nine-Bet versions of Tri-Power Baccarat.

It is very similar to the form used for the Sample Games presented in this book. There are two different formats for the Automatic Game Player.

There is the Vertical Automatic Game Player where each round of play is listed on a row in a table as you play.

And, there is the Horizontal Automatic Game Player where plays are recorded in vertical columns.

I prefer to use the Horizontal format because it is more compact. You can use either format. Blank forms as well as Sample Games using the forms are presented on the next few pages.

You may copy these forms and use them as you play.

To use the Automatic Game Player you will fill in the information for the Betting Series you will be using so that you can refer to it when you play.

SampleGame

Vertical Tri-Power Baccarat Automatic Game Player

Date_____ Casino_____ Betting Series_____ Game Bankroll_____

	-------- T-1 Bets--------			---------T-2 Bets---------			-------T-3 Bets ---------		
Level	1	2	3	4	5	6	7	8	9
Bet									
Type	P	P	P	S	S	S	P	P	P

B = Banker P = Player W = Win L = Loss Pr – Parlayed Bet Trend = S, indicating Bet Same as preceding decision Countertrend = O, indicating Bet Opposite as preceding decision. Reverse Decisions = R

Round of Play	Observed Decision	Bet Pattern	Bet On	Bet Level	Amount Bet	Bet Out-come	Cum Win
0							
1	P	S	P	1	5	W	+5
2	B	S	P	1Pr	10	L	-5
3	P	S	B	2	5	L	-10
4	B	O	B	3	5	W	-5
5	P	O	P	3Pr	10	W	+5
6	P	O	B	1	5	L	-0-
7	P	O	B	2	5	L	-5
8	B	S	P	3	5	L	-10
9	B	O Reverse	P	4	15	L	-25
10	T	O	P	5	25	T	-25
11	P	O	P	5	25	W	-0-
12	P	O	B	4	15	L	-15
13	P	O	B	5	25	L	-40
14	P	S	P	6	40	W	-0-
15	P	S	P	5	25	W	+25
16	P	S	P	4	15	W	+40
17	P	S	P	1	5	W	+45
18							
19							
20							
21							
22							
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37							
38							
39							
40							
41							
42							
43							
44							

SampleGame

Horizontal l Tri-Power Baccarat Automatic Game Player Sample Game

Date_____ Casino_____ Betting Series_____ Game Bankroll_____

	-------- T-1 Bets--------			---------T-2 Bets---------			-------T-3 Bets ---------		
Level	1	2	3	4	5	6	7	8	9
Bet									
Type	P	P	P	S	S	S	P	P	P

B = Banker P = Player W = Win L = Loss Pr – Parlayed Bet Trend = S, indicating Bet Same as preceding decision Countertrend = O, indicating Bet Opposite as preceding decision. Reverse Decisions = R

Decision	P	B	P	B	P	P	P	R	B	T	P	P	P	P	P	P
Pattern	S	S	S	O	O	O	O	S	O-R	O	O	O	O	S	S	S	S
Bet on	P	P	B	B	P	B	B	P	P	P	P	B	B	P	P	P	P
Level	1	1Pr	2	3	3Pr	1	2	3	4	5	5	4	5	6	5	4	1
$ Bet	5	10	5	10	5	5	5	15	25	25	15	25	40	25	15	5
W/l	W	L	L	W	W	L	L	L	L	T	W	L	L	W	W	W	W
Net Win	+5	-5	-10	-5	+5	0	-5	-10	-25	-25	0	-15	-40	0	+25	+40	+45

Decision															
Pattern															
Bet on															
Level															
$ Bet															
W/l															
Net Win															

Blank Automatic Game Player Forms

You may make copies of the Automatic Game Player forms on the next two pages and use them when you play.

Vertical Tri-Power Baccarat Automatic Game Player

Date_____ Casino_____ Betting Series_____ Game Bankroll_____

	-------- T-1 Bets--------			---------T-2 Bets---------			-------T-3 Bets ---------		
Level	1	2	3	4	5	6	7	8	9
Bet									
Type	P	P	P	S	S	S	P	P	P

B = Banker P = Player W = Win L = Loss Pr – Parlayed Bet Trend = S, indicating Bet Same as preceding decision Countertrend = O, indicating Bet Opposite as preceding decision. Reverse Decisions = R

Round of Play	Observed Decision	Bet Pattern	Bet On	Bet Level	Amount Bet	Bet Outcome	Cum Win
0							
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
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47							
48							

Horizontal l Tri-Power Baccarat Automatic Game Player

Date_____ Casino_____ Betting Series_____ Game Bankroll_____

	-------- T-1 Bets--------			---------T-2 Bets---------			-------T-3 Bets ---------		
Level	1	2	3	4	5	6	7	8	9
Bet									
Type	P	P	P	S	S	S	P	P	P

B = Banker P = Player W = Win L = Loss Pr – Parlayed Bet Trend = S, indicating Bet Same as preceding decision Countertrend = O, indicating Bet Opposite as preceding decision. Reverse Decisions = R

Decision	P	B	P	B	P	P	P	R	B	T	P	P	P	P	P	P	P
Pattern																	
Bet on																	
Level																	
$ Bet																	
W/l																	
Net Win																	

Decision																	
Pattern																	
Bet on																	
Level																	
$ Bet																	
W/l																	
Net Win																	