

# GROUPS SYSTEM

System based in 9 groups.  
Groups are:

**Group 1:** 1,10,19,28

**Group 2:** 2,11,20,29

**Group 3:** 3,12,21,30

**Group 4:** 4,13,22,31

**Group 5:** 5,14,23,32

**Group 6:** 6,15,24,33

**Group 7:** 7,16,25,34

**Group 8:** 8,17,26,35

**Group 9:** 9,18,27,36

The **0** still excluded of this system.

\* We will play on groups (5-7-9-2-4-6), when one of these groups repeats we began to bet.

\* If once the game with a group was initiated, inside of one cycle of 9 spins, a minimal, custom-made profit that they go away repeating in identical conditions the group was not produced that he began the game they will go away incorporating new groups.

\* When the first profit is produced (for half note than be) or you break even, the game gets interrupted and the table is abandoned.

\* When a group at stake, refuses to come out after 9 spins during the session, you stop risking it, until it becomes a repeat, beginning again the game for the aforementioned group.

\* If once in the aforementioned game the group does not show up during 9 spins, you abandon it forever during the session.

\* If in a session of 36 played spins do not turn over a profit, the game ends with a 68 unit loss.

\* If you do not reach this number of loss (68 units) when coming to a session of 72 played spins, you will end this session with a loss of 100 units.

## Examples:

Spin	Number	Group	Bet
<b>1</b>	<b>21</b>	<b>3</b>	<b>Start session - No bet</b>
<b>2</b>	<b>21</b>	<b>3</b>	<b>No bet</b>
<b>3</b>	<b>29</b>	<b>2</b>	<b>No bet</b>
<b>4</b>	<b>31</b>	<b>4</b>	<b>No bet</b>

