My Rulet Visual Prediction System V2

For Myrulet V2 system we need to have tilted wheel to use it. The tilted wheel is an expression for wheel where the ball likes to drop at one area more often than on the others.

The magic formula for system balancing is;

37/ (rotor rime in sec) =(ACC x 37) / (targeted ball speed)] x t   where ACC is time difference in rotations in seconds at targeted ball speed in seconds

When we simplify it and if we are targeting ball of about one sec. per rotation, we can say

t=1000 / (rotor time x ACC)

and " t" is the time needed for ball observation

For example;

Rotor speed that we mostly want to play is 4s per rotation ACC we can get from FF, or we can get it close enough if we time ball on video spin played in slow motion. On most Huxley wheels it will be 160-200ms. In this example, I will use 200ms for ACC.

From that we get

t=1000 / (4 x 200) = 1.25 seconds   We can use 1.2s as our reference time that will give us a good prediction on the wheel with such condition and with a rotor that is close to 4 sec per rotation.

Now when the ball is spinning apply that time when the ball is at any particular point and when you feel that it takes about 0.5- 1 sec per rotation. Do not worry if it is not always constant, if you miss by few rotations it is systems balance that will fix it.

Let's say we started time when the ball was at 12 o'clock.   After 1.2 sec it will make more than one rotation, at the moment when time elapses read the number under the ball. It is your prediction number.

(by observing and noticing the distance that the ball made we also know how much accurate we were in the starting point. In this particular case, if the ball makes 1-2 rotations, we will be ok with prediction.

Simply all you need to do is to apply defined time when the ball is in a particular position and read the number when time elapses.

Let's say clock way spin our predicted number was 17 and the ball with most common jump stops at number 10, move your observation (starting) point for ten pockets in ball direction. And your

prediction number will be equal to winning number. So our offset from predicted to winning number will be zero.

Exercise,

Take one video spin long enough; it doesn't have to be from the tilted wheel, it can be levelled wheel as well because this is only a proof for the systems theory.

Get software as Avidemux where you can see and move video in 40ms steps

Play spin and come to point where the ball is about 1 sec. Go 3-4 rotations earlier in spin. Chose one point and notice time From that time go 1200 ms and read number under the ball.

Next, do same but one rotation later and after 1.2 sec read the number.

Do it all the way until ball slows down.   You will notice that most rotations around when the ball is one sec/rotation are producing the same result. If that is not the case, change the time to 1.5 or 1.8s then try again.

It is because time is adjusted that rotor movement per rotation is equal to how much ball makes less per rotation. It is pretty linear for 6-7 rotations. It is not good when ball slows down too much because the ball deceleration drops so linearity of prediction may be lost.

When we play all we need to do is to estimate the time when the ball is about 1 sec per rotation, If you are missing few rotations the ball compensates for that and still gives you an accurate result.

As a time reference, I use a timer, or I simply count fast 1,2…10 the again 1…5. If you have good rhythm, you can even sing something that lasts so long.

You can do some practice and count fast from 1 – 10 then again 1.2.3. Etc Take a stopwatch and see how many counts you need for 1.2s (or for your desired time) For me it is fast counting to 10. Using timer is better when counting I can make a mistake in timing, in usual no more than 100ms. 100ms will create an error in prediction of about four pockets, that is ok, and I can live with that, it is far better than 14 pockets if wrong ball rotation is selected.

When you play, you first do same with the rotor. Count time and check if the rotor is about the same speed. If there is a small change in observation, then you need to add few pockets. Do not play when there are significant changes in rotor speed.   Play only if the change during your observation time for the rotor is up to 5 pockets.

As usual, I add extra one count for about 1.5 pockets that rotor extra makes. It also adjusts system balance better for that wheel speed, but this process is not 100% linear therefore it can't be used for significant rotor speed changes.

If a dealer, for example, changes rotor from 4 sec to 2.5 it simply wouldn't work. Such change is not good to play anyway; everything may be different including ball jumps.

What if time is 1.4 and you use 1.2s because you did not get perfect parameters for calculation?

Almost nothing.

Alternatively, you can record few spins with a camera and look in slow motion.

When you play, you can notice how much ball makes during your 1.2s in usual anything from 1-2 rotations is good.

Let's look at the more scientific way of calculating required reference time.

2184 1961 1731 1591 1426 1272 1167 1073 949 830 672 630 574 529

These are the ball times taken using the FFZ roulette computer. Let's use a full equation and to increase precision use range 574ms rotation to 1073ms.

T is the function to define reference time for VB2 t is time duration until ball slows down from 0.672 to 1.08s. Adding rotations for this example $t=0.672+0.83+0.949+1.078=3.529$ t_1 is a time of first ball rotation 0.630 t_2 is a time of last ball rotation 1.073 R is rotor time let it be around 4 seconds/rotation

$$T = (t_1 \times t_2 \times t) / (R \times (t_2 - t_1))$$

In steps $T=(0.6 \times 1.08 \times 3.529) / (4 \times (1.073 - 0.630) = (2.286) / (4 \times (0.443)) = 2.286 / 1.772$ $T = 1.29s$

It could be even better done if the difference in between 2 ball rotations were used since when the ball is measured it is a time of one ball rotation but not real ball speed. It would more confuse most of the people but if you come reading to this point you deserve something even better.

The calculation is only a mathematical proof for the system to work and to compensate for rotor movement so the prediction can be in any of selected rotations, however, to play you do not need to know any of this.

When understanding the principle of VB2 then is easy to define time more practically. VB2 predicts in different ball rotations! If that is the truth, then if you apply VB2 reference time two times during the spin if the time is correct then you should read the same number.

Say you try time of 1.5s. Apply it read number then on next ball rotation apply it again and read number again. If it is the same number, you have your time selected correctly. If it is not, you try 1.2 or 1.8 and see what will happen. Simple isn't it. Dot predict later than five rotations to go. Yo can lose linearity with late ball rotations.

Traditional VB has no chance to identify earlier ball rotations and VB2 can, and it is better.

If you use this system, please do it respectfully. Sure you can talk about it with friends but do not abuse it. From the time when some silly people (who call themselves my competitors) report me to casinos, I use VB2 much more than roulette computers.

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