

Re: Software roulette statistics

Source: <http://sci.tech-archive.net/Archive/sci.stat.math/2006-11/msg00603.html>

- *From:* "David A. Heiser" <dah_box1@xxxxxxxxxxxxxx>
 - *Date:* Tue, 28 Nov 2006 10:16:17 -0800
-

<cunchy64@xxxxxxxxxxxx> wrote in message
news:1164709891.405678.305250@xx

Reef Fish Bob,

Thanks for your comments, all of which are perfectly understandable and understood.

I agree that there is mathematically no reason why a software roulette operator should tamper with the software program given that the odds are mathematically in their favour anyway for a perfectly 'straight' game. It comes down to greed. A favour of a 1-2% on a european wheel is not high compared to other odds that operators use. For example, in the UK there are software roulette machines throughout bookmakers shops (where bets are placed for horseracing, football etc.) and it is well known that these are biased highly in favour of the operator and that the software wheels are not 'true'. If you are 'lucky' enough to get a good winning run the software will simply begin throwing in losing numbers. Greed. The operator is not content to wait, in the long run, for their 1-2%. Gaming machines (fruit machines) are set to as low as 70% in some places.

On some roulette software gambling websites the operators claim that their games are completely random and roulette is classed as 'low risk' and is monitored by outside parties. Fair enough. Some, however, do not claim this, including the site that I use.

I would again point out that perhaps if you play the roulette game, on the site I use, 'normally' then perhaps the software behaves and the winning margins to the site operator may well be only 1-2%. However, there is a method of playing such that the player always 'wins' on each spin and then the software (supposedly) does not like this and starts throwing in the green zero more often than one in 37

In the absence of being able to get my hands on the particular software algorithm perhaps you would be kind enough to consider the following points I raise:

Re: Software roulette statistics

1) What is statistically a large, significant number of spins to monitor the recurrence of green zero? You will recall that I have monitored 252 games (7580 spins), playing my 'always win' method, and that green zero occurs, on average, every 30.39 spins with a standard deviation of 28.26. When can I be reasonably su