Roulette Online PRO

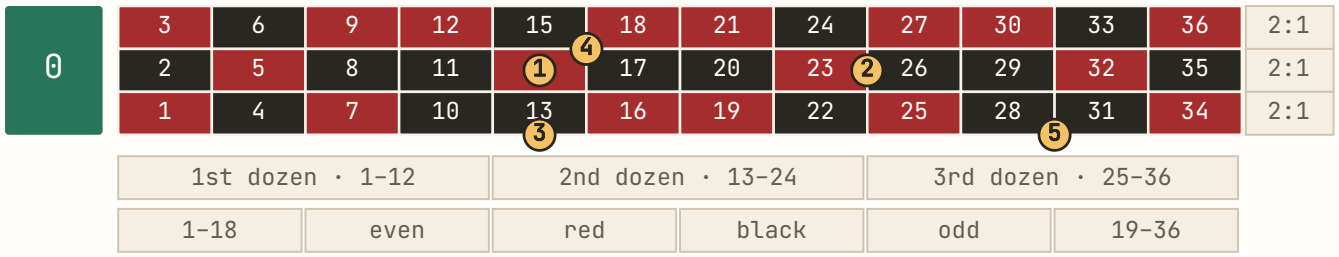
Roulette Cheat Sheet

Fixed-odds reference
for a fair wheel

European	American	French
Single zero · 37 pockets	0 and 00 · 38 pockets	La Partage, when offered
2.70% edge	**5.26% edge**	**1.35% on even money**

Single-zero layout

table order, not wheel order



Example chip positions: 1 straight · 2 split · 3 street · 4 corner · 5 six line

Outside: red/black, odd/even and 1–18/19–36 each cover 18 numbers. Zero is neither red nor black, odd nor even, low nor high.

Payouts & chances

win probability per spin

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

US top line: 0, 00, 1, 2, 3 covers 5 pockets and pays 6:1; its edge is 7.89%. The single-zero first four (0, 1, 2, 3) pays 8:1.

Read the payout correctly

Payout ratios show **profit only**. The winning stake is also returned: a $1 straight win returns $36 in total. With combined bets, subtract every stake first; several wins can settle on one spin.

Zero & French rules

Standard outside bets lose on 0 or 00. La Partage returns half only on eligible even-money bets. En Prison rules vary by table; read the layout rules before betting.

French call bets

Voisins
17 pockets / 9 chips

Tiers
12 pockets / 6 chips

Orphelins
8 pockets / 5 chips

Jeu zéro
7 pockets / 4 chips

A call combines bets across a wheel sector. Net returns vary by winning pocket; there is no special edge.

> **Keep perspective.** Spins are independent: no system changes the edge. Set an affordable loss and time limit before play; never chase losses.

ie.rouletteonline.pro/learn/roulette-cheat-sheet/
Standard fixed-odds, fair-wheel assumptions; special tables vary.

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Popular Roulette Strategies

Quick reference
for even-money bets

Eight familiar systems, not a measured ranking. 1u is your base stake. Use red/black, odd/even or 1–18/19–36.

All strategies leave the house edge unchanged: standard single-zero **2.70%**, double-zero **5.26%**.

Legend **W** win **L** loss 0 and 00 are full losses; no La Partage.

Martingale pressure point. 5 losses cost 31u; the next stake is 32u; an initial 63u is required to place it. No win is assured.

Flat Betting

Start	Always 1u.
Win	Stay at 1u.
Loss	Stay at 1u.
Reset	Use a session stop chosen in advance.
Risk	No automatic loss recovery.

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

Martingale

Start	Start at 1u.
Win	Reset to 1u.
Loss	Double the stake.
Reset	After every win.
Risk	Table and bankroll limits can break recovery.

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

Paroli / Reverse Martingale

Start	Start at 1u.
Win	Double through 1u, 2u, 4u.
Loss	Reset to 1u.
Reset	After any loss or the third win.
Risk	Any earlier loss leaves the cycle −1u.

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

D'Alembert

Start	Start at 1u.
Win	Subtract 1u; floor at 1u.
Loss	Add 1u.
Reset	None.
Risk	Losing runs steadily increase the stake.

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

Fibonacci

Start	Use 1u, 1u, 2u, 3u, 5u, 8u…
Win	Back two terms, no earlier than the first 1u.
Loss	Advance one term.
Reset	The first term is the minimum.
Risk	A win need not recover losses.

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

Labouchère

Start	Line [1, 2, 3]; bet its ends' sum (sole entry if one).
Win	Remove both ends.
Loss	Append the stake.
Reset	When the line is empty.
Risk	Losses lengthen the line; stakes are uncapped.

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

1-3-2-6

Start	Start at 1u.
Win	Advance to 3u, 2u, then 6u.
Loss	Reset to 1u.
Reset	After four wins.
Risk	Late loss can erase gains; target not guaranteed.

Example **WWWW** · stakes **[1, 3, 2, 6]u** · net **+12u**
Late loss WWWL · net **0u**

Oscar's Grind

Start	Cycle target +1u; start at 1u.
Win	Raise 1u if short; cap at amount still needed.
Loss	Repeat the current stake.
Reset	At +1u.
Risk	Cycles can last long and exhaust a bankroll.

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

Set an affordable budget and stop time before play; never chase losses.
No strategy guarantees a win.