

bet roulette

Testing the Orphelins Bet in a Roulette Simulator

We ran a simulation using Google Sheets to see how profitable the Orphelins bet would be in the long run. In this simulation, we used four players, gave each of them a bankroll of 1,000 GBP, and made 1,000 spins. Below you can see the simulation results. We can say that the results are quite interesting: Orphelins is more effective in the long run, despite offering a lower chance of winning than Voisins du Zero overall. Despite the 78.38% chance of losing, we lost no more than 5 GBP per spin. Two players managed to get above their initial bankroll after 1,000 spins. We can say that the Orphelins bet is profitable in the long run compared to other racetrack bets.

Tips and Strategies for Using the Orphelins Strategy

Like all racetrack bets, you can integrate the Orphelins bet into existing roulette strategies and systems. Below we show you three ways to do this:

d'Alembert Method (with Orphelins and Tiers)

Here's what you need to do to use the d'Alembert betting strategy with Orphelins: Place bets on Orphelins and Tiers, as can be seen in the image below. If you lose, increase the wager amount by 1 unit. If you win, reduce the wager amount by 1 unit. With this system, you will place 11 chips/wagers per round and cover 20 of the 37 possible outcomes. This increases the chance of winning to 54.05%. Compared to Martingale, you can recover your losses much faster with this method.

Orphelins and Neighbors Strategy

To use this strategy, do these step-by-step:

- Start by placing an Orphelins bet.
- If you lose on the first spin, place additional bets on three adjacent numbers next to one of Orphelins's sectors. For example, place a bet on 21, 22, 25, and 13, 27, and 36 as well since they are neighbours of 17, 34, and 6.
- If you lose again, add three more adjacent numbers from both sectors.
- If the next spin results in another loss, bet again on all n