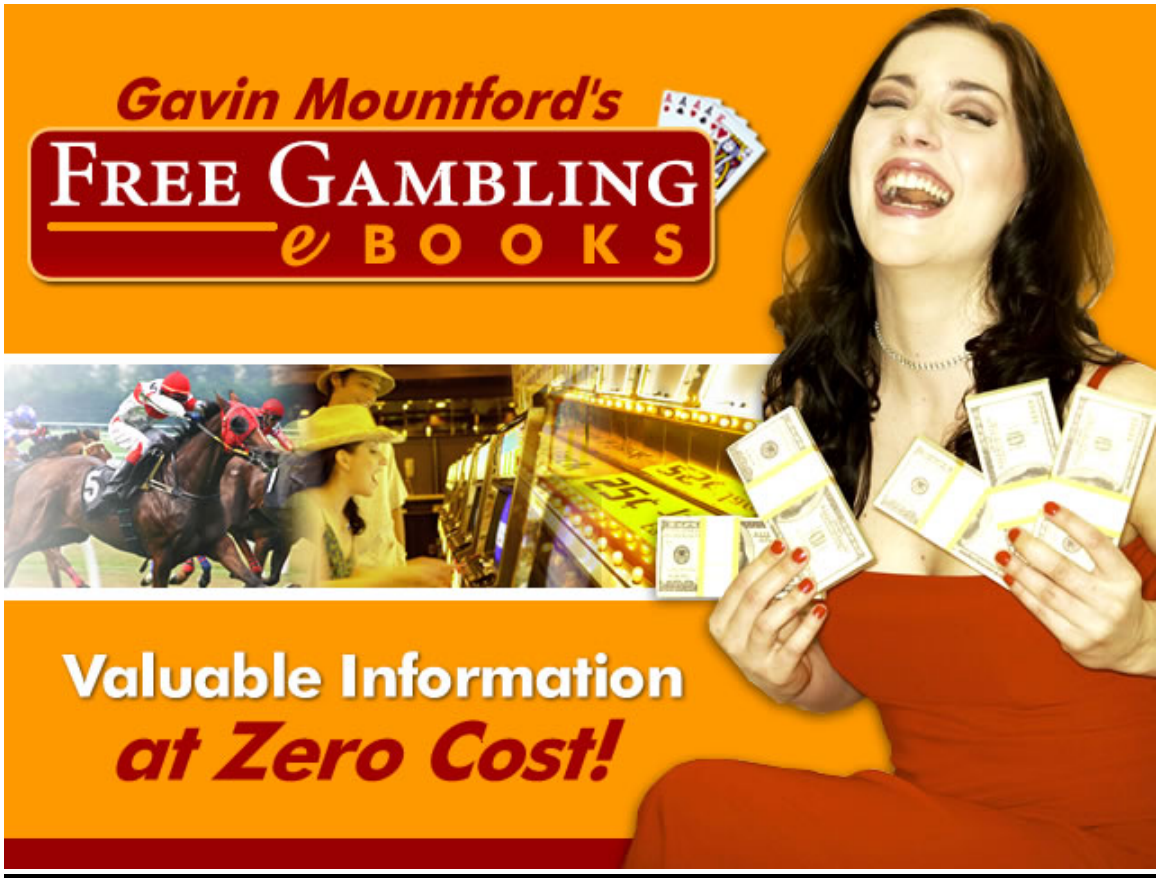

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Open a New Betfair Account

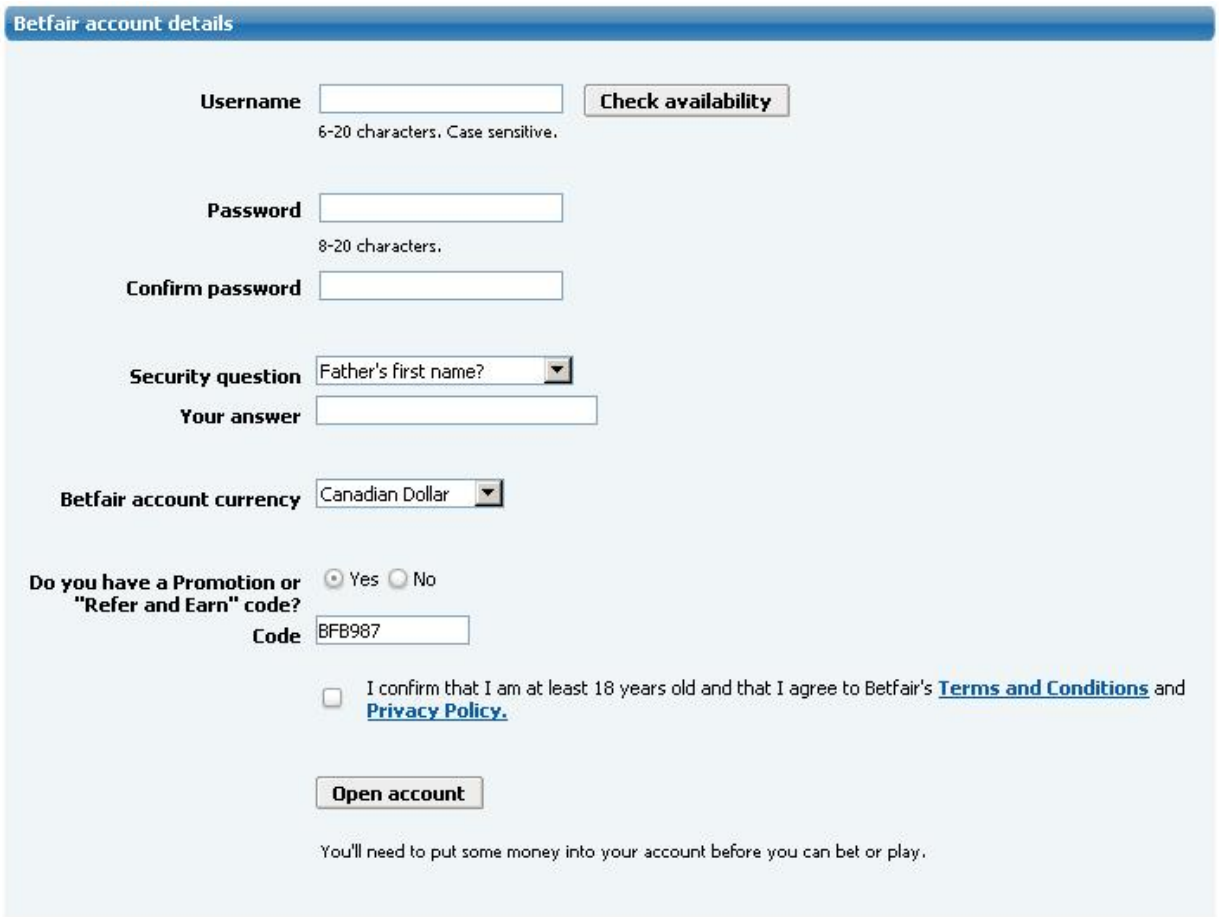
If you haven't yet opened a Betfair account, I will now run through the steps to open your account and receive your free £10 bet.

Betfair is the biggest and best betting exchange. They have a huge range of betting markets and users so there is never a problem of getting your bets matched. No only that but Betfair will give new account holders £10 free.

See the terms and conditions when opening your Betfair account.

Important
Click on this link: http://www.betfair.com/Bonus10Euro.aspx in order to be eligible for the free £10. Then click "Claim Now".

Simply enter your details, choose your Betfair account currency and open your account.



Leave the promotion code as **BFB987**

If you do successfully open your Betfair account using the above code, then Betfair will:

Credit your account with £10 after you've made a deposit to your account and bet at least £10 either in one bet or in a series of smaller bets.*

You'll receive your free £10 within 24 hours, whether you win or lose your bets! Simple as that.

*Please refer to the Betfair terms and conditions when opening your account.

Introduction

Thank you for purchasing this Poker Exchange laying system. It is, I believe, the first and probably the only system that describes how to achieve success on the Poker Exchange.

The objective of this system is to provide a method which identifies when to bet, when not to bet and how much to bet in order that a profit may be made on the Poker Exchange. It is based upon a statistical analysis and observations of the Poker Exchange.

The system is fully inclusive in that it covers all aspects of betting on the Poker Exchange, including: the basics of poker; the differences between poker and the Poker Exchange; when to bet and when not to bet and alternative betting strategies and tips and hints.

One word of caution before we begin: The system is based upon a statistical model and has been designed to win consistently over the long-term. However, no system is perfect and this system is no exception. As such, short-term losses are possible. It is therefore **strongly** recommended that users of this system only risk what they can afford to lose.

We hope that you have a happy and prosperous future as a result of purchasing this system.

This system has been tested and produced good profits in the past, however there were times when the results did not go according to plan and there were several wipeouts in close succession. **Please paper trade this system first before committing any money!**

Please use this manual as an introduction to the Betting Exchanges and Poker and use it as a tool to help you develop your own systems.

Normal Poker Versus the Poker Exchange

Poker has grown enormously over the last few years. There is live coverage on TV, world poker tournaments are now frequently held and internet poker sites abound. Poker has now become 'big business'.

The latest development is the Poker Exchange. It is based upon the popular poker variant of 'Texas hold 'em'.

Normal Poker

Poker is a card game for 2 to 10 players and is played with a standard 52-card deck.

The first stage of a poker game is referred to as the ***'deal'*** where each player is dealt 2 cards face down. These are referred to as the '***hole'*** cards. Each player may only view their own hole cards. They may not view those of any other player.

An additional 5 cards are then dealt, also face down. These cards are referred to as the '***community'*** cards since they can be used by all the players to make a poker hand. This stage of the game is referred to as the '***preflop***'.

Each player, in turn, then either bets, calls or folds. Each player's action is dependent upon the perceived strength of their '***hole***' cards and/or their ability to bluff other players, with stronger hands, into thinking that they actually hold weaker hands. If a player folds, their participation in the game is ended and their bets made, to this point, forfeited.

When this round of the betting is complete, the first 3 '***community***' cards are revealed. This stage is referred to as the '***flop***'. Each player is now able to see 5 cards – their 2 hole cards and 3 of the 5 ***'community'*** cards. Again, a round of betting takes place in which each player either bets, raises or folds.

When this round of the betting is complete, the fourth ***'community'*** card is revealed. This is referred to as the '***turn'*** card. Each player is now able to see 6 cards – their 2 hole cards and 4 of the 5 ***'community'*** cards. At this stage, each player mentally constructs the best 5-card hand that can be made

from the 6 cards that they are privy to and the remaining card is mentally discarded. Each player then determines the strength of their hand relative to the probable strengths of their opponents' hands. Again, a round of betting takes place in which each player either bets, raises or folds.

When this round of the betting is complete, the last ***'community'*** card, referred to as the '***river'*** card, is revealed. Each player is now able to see 7 cards – their 2 hole cards and all 5 of the ***'community'*** cards. At this stage, each of the players mentally constructs the best 5-card hand that can be made from the 7 cards that they are privy to and the remaining two cards are mentally discarded. Each player then determines the strength of their hand relative to the probable strengths of their opponents' hands. Again, a round of betting takes place in which each player either bets, raises or folds.

When this round of the betting is complete, the game is ended. Of the players who have not folded, the one with the highest hand is declared the winner. That player also wins all the money bet by all the other players during the betting phases of the game.

Poker hands, in order of priority, are:

1. Royal Flush - 10, jack, queen, king and ace of the same suite.

2. Straight flush - 5 consecutive cards of the same suite e.g. 4, 5, 6, 7 and 8 of hearts.

3. Four of a kind - four cards of the same denomination e.g. 3, 6, 6, 6 and 6.

4. Full house - 3 cards of one denomination and 2 cards of a second denomination e.g. k, k, k, 3 and 3.

5. Flush - any 5 cards of the same suite.

6. Straight - 5 consecutive cards of any suite e.g. 4, 5, 6, 7 and 8.

7. 3 of a kind - 3 cards of one denomination e.g. 3, 3, 3, 9, and 10.

8. 2 pairs – 2 cards of one denomination and 2 cards of a second denomination e.g. k, k, 3, 3 and 8.

9. One pair - 2 cards of one denomination e.g. k, k, 3, 5 and 8.

10. High – The highest denominated card in the hand e.g. A, 3, 2, 8 and 9.

The Poker Exchange

The Poker Exchange is a four handed computer simulation of Texas Hold 'Em. It is available 24 hours a day, 7 days per week. Each hand is randomly generated, by a computer programme, as are the community cards.

The main difference between 'normal' poker and the Poker Exchange is that on the Poker Exchange there are no players, only observers. In normal poker, a player may only view their own '***hole***' and ***'community'*** cards i.e. their own hand. On the Poker Exchange, all four hands are revealed. As such, the objective isn't to win, as in normal poker, but to back the winning hand and/or lay any or all of the three losing hands.

At each stage of the play, odds to bet and lay each of the four hands are displayed by the simulation.

Another major difference between normal poker and the Poker Exchange is that, in normal poker, bets must be made at each stage of the game. On the Poker Exchange, betting on a hand is allowed at one or more stages in the game. In addition, betting one more than one hand is permissible as is laying more than one hand. Arbitraging one or more hands, i.e. betting on a hand to win and laying the same hand to lose, is also permissible.

Given that the exchange is a computer simulation, and therefore devoid of human intervention, folding is an excluded function. As such, the winner of the game is not usually declared until the '***river'*** card is revealed. The term 'usually' is used because hands, which cannot possibly win, are eliminated at the earliest possible stage in the game.

As was stated earlier the option to back or lay any hand, at any time in the game, exists. It is therefore possible to place a bet on a hand after the cards have been dealt but prior to any cards being revealed. This action is considered to be a totally random act since the outcome of a bet is totally reliant upon luck. It is therefore not to be recommended.

Following the dealing of the cards comes the '***preflop***' stage where the '***hole***' cards of the four hands are revealed. The '***community***' cards, at this stage, are not visible.

Once a bet has been placed, it remains in effect until the game is ended. Further bets may be placed at any stage of the game. Again, they will remain in effect until the game is ended.

At the end of the game, all bets are settled and funds either credit to, or debited from, the player's accounts.

For those familiar with horse race betting, the Poker Exchange is akin to betting on a horse race whist it is in progress. This is called in-running betting. As a horse race proceeds, the odds on each particular horse either increases or decreases depending on the perceived chances of the horse winning or losing the race. This is also the case with the Poker Exchange and the odds on a hand winning or losing change at each stage of the game.

As a consequence of all four hands being revealed on the Poker Exchange, observers are able to take advantage of cards that have already been dealt. Here is an example: One hand contains '***hole***' cards of a pair of 4s. The '***hole***' cards of the other three hands are: A6, A8 and AQ. Therefore, because three aces are already visible, the odds of an ace being in the **'community'** cards are significantly reduced. As a result, the strength of the pair of fours is significantly increased.

Each Poker Exchange game lasts for approximately 4 minutes whereas a normal poker game, on average, lasts for about 15 minutes. Between Poker Exchange stages, approximately 40 seconds of betting time is allowed during which bets may be placed on any or all of the four hands. A progress bar, which is yellow in colour, is located below the ***'community'*** cards on the Poker Exchange screen. The progress bar indicates the betting time remaining.

Note that Betfair retains a maximum of 5% commission on all winning Poker Exchange bets in order to cover their costs and provide a profit margin. The commission rate, however, varies according to the betting activity of the individual.

System Developement

We do not advise that bets are placed on hands until the '***hole***' cards are revealed. If a bet is placed prior to the '***hole***' cards being revealed, whether a bet placed at this stage wins or losess is purely a matter of luck. This system does not depend on luck. We therefore strongly advise that bets are not placed until the '***hole***' cards have been revealed.

Poker Exchange hands are dealt randomly. Statistically, therefore, there is a 1 in 4 chance of a hand winning. Be aware, however, that this is an average and hands that win or lose up to ten times in succession are not uncommon.

Whilst this system was in development, various methods were tested. One involved backing the favourite hand at the ***'flop'*** stage. Initially, this proved profitable until 10 favourite hands in succession all lost.

The next method that was tested involved laying the favourite hand at the '***flop***' stage. Initially, this also proved profitable until 4 favourite hands in succession all won.

Given that both of these methods failed, a more scientific approach was taken and statistical data was collected during sessions that lasted for approximately 2 hours.

The system, contained within this document, was created as a result of analysing the statistical data.

Data Analysis

Prior to conducting the investigations into the Poker Exchange, it was apparent that the stronger the 2 'hole' cards of a poker hand are, the greater the chances are of that hand winning. With that in mind, Poker Exchange results were recorded over a number of approximately two-hour sessions.

Subsequent analysis of the data revealed that, in some two-hour sessions, up to 90% of the winning hands contained either the highest or second highest '***hole***' card. Of the remaining two-hour sessions, the lowest percentage of winning hands that contained either the highest or second highest '***hole***' card was 60%. On average, approximately 70% of winning hands contained the highest or second highest '***hole***' card.

The analysis also revealed that the third highest hand at the '***flop***' stage, on average, lost approximately 82.5% of games. All third highest hands were therefore layed. This resulted in the system losing money over the long-term. However, when hands whose decimal lay odds exceeded 5.0 (4/1 fractional odds) were excluded, the system either won or broke even. With a strike rate of 82.5%, provided that the average odds of the losing bets do not exceed 4.48, a profit will be made or a break-even situation reached. These odds include an allowance for Betfair's 5% commission on winning bets.

When this system was used in earnest, it became apparent just how important '**hole**' cards are and it was realised that the key to winning was understanding the strength, or weakness, of the '**hole**' cards.

Strong '**hole**' cards increase the chances of winning a hand whereas weak '**hole**' cards decrease the chances.

The following '**hole**' cards are considered to be strong:

- Pair of court cards i.e. Aces, Kings, Queens, Jacks and Tens
- Consecutive cards of the same suite e.g. A and K of hearts, 4 and 5 of clubs etc.
- Two court cards of the same suite e.g. A and 10 hearts, Q and 10 of clubs etc.

The following '**hole**' cards are considered to be medium in strength:

- Pairs of 9s, 8s, 7s or 6s
- Consecutive cards of different suites e.g. A of hearts and K of clubs, 4 of spades and 5 of clubs etc.
- Two cards of the same suite e.g. 3 and 8 of hearts, A and 7 of spades etc.

All other combinations of '**hole**' cards are considered to be weak and, although they are still capable of winning, their chances are relatively slim.

It was then noticed that a significant proportion of third highest hands that contained the highest '***hole***' card won. The system was therefore modified such that the third highest hand of a deal was only layed if its odds were less than 5.0 and if it did not contain the highest '***hole***' card. Here is an example of such a hand:

E.g.	5(h), K(s)	6(c), 7(c)	9(d), 10(s)	2(s), 7(d)
	Hand 1	hand 2	hand 3	hand 4
	4.7	2.9	3.4	7.2

Of the above, hand 1 is the third highest hand and, since its odds is less than 5.0, it should be layed. However, hand 1 also contains the King of Spades, which is the highest '***hole***' card. Therefore, we would not lay hand 1.

The reason for not laying a hand containing the highest '***hole***' card is as follows: The odds on a given hand at the '***preflop***' stage largely reflects its **potential** to win rather than its current ranking.

If it becomes increasingly obvious that the potential of a hand may not be realised, the odds on that hand will begin to increase since the chances of the hand winning will begin to decrease. In this event, the odds of the highest current ranking hand will decrease. In the above example, if the potential of hands 2, 3 and 4 are not realised, hand 1, having the highest ranking card, will win. We can avoid this scenario by not betting on this type of hand. The favourite in the above game is hand 2 because it has the potential to become a straight or a flush since it contains two consecutive cards of the same suit. If the ***'community'*** cards, however, are such that a straight or a flush cannot be made by hand 2, then the king, in hand 1, will become increasingly important, even to the point where hand 1 wins.

On occasions, the cards are such that there may be joint favourites, joint second favourites and joint third favourites. It is advised that bets are not placed when there are joint second or joint third favourites since, in these cases, there is no clear third favourite.

Be aware that it is possible for hands to ‘dead heat’. In this case, Betfair rules dictate that backers lose 50% of their stakes and layers lose 50% of their liability.

The data that was collected during the investigation period may be found at the end of this document.

The System

To recap, the system is:

- Lay the third favourite hand after the '***hole***' cards have been revealed provided that:
    - The odds to lay the hand are less than 5.0
    - It does not contain the highest '***hole***' card
    - It is not a joint second or joint third favourite hand

If, on a given deal, the above conditions are not met, ignore the deal and do not bet.

Staking Plans

A staking plan is just as important as a system. In fact, in some ways, the staking plan is even more important than the system. A good staking plan can often make up for the short-comings of a system.

It is recognised that each of us is unique and that some people are cautious whilst others are less so. With this in mind, we offer a number of different staking plans with this system in recognition of the fact that people are different.

It should be noted that numerous staking plans, and variants, exist and that this document by no means covers all the known staking plans.

It should also be noted that the minimum stake accepted by the Betfair Poker Exchange is £2.

The Aggressive Staking Plan

This system is not for the cautious or feint-hearted. The risk element of this system is high, but so are the returns.

With this staking plan, it is possible that the betting bank can be lost within a very short space of time. It is for this reason that this staking plan is referred to as aggressive.

The plan is based on the Martingale principal. A variation of this plan has also been used to back favourites in horse races, which only has a 33% strike rate.

The principal involves maintaining a consistent stake until such time as bet is lost. At this stage, the stake on the next bet is increased in order to recover the losses incurred on the previous bet and to provide a profit.

Let us consider the following example:

Suppose that the aim is to obtain a profit of £2 per winning bet. For the moment, ignore Betfair's 2% commission on all winning bets. Suppose that a hand is layed to lose at odds of 5.0. The stake, in order to win £2, must be set to £2. The liability on the bet, should it lose, is therefore £8. Suppose

that the hand, on which the lay bet is placed, wins and the bet is lost. The loss is therefore £8. In addition, £2 must be won on the next bet. The stake on the next bet therefore becomes: £8 (loss from the previous bet) + £2 (to be won on the next bet) = £10.

Suppose that the odds on the next hand, which meets the system's criteria, is 5.0. The stake, in order to win £2 and recover the losses, must be set to £10. The liability on the bet, should it lose, is therefore £40. Suppose that the hand, on which the lay bet is placed, wins and the bet is lost. The loss is therefore £40. In addition, £2 must be won on the next bet. The stake on the next bet therefore becomes: £48 (losses from the previous bets) + £2 (to be won on the next bet) = £50.

Suppose that the odds of the next hand, which meets the system's criteria, is 5.0. The stake, in order to win £2 and recover the losses, must be set to £50. The liability on the bet, should it lose, is therefore £200. Suppose that the hand, on which the lay bet is placed, wins and the bet is lost. The loss is therefore £200. In addition, £2 must be won on the next bet. The stake on the next bet therefore becomes: £248 (losses from the previous bets) + £2 (to be won on the next bet) = £250.

At this point, it is advised that betting should cease, unless the betting bank is so large and its loss can be disregarded. If this is the case, the above process must be continued until a hand losess and a bet is won.

When a winning bet is placed, a £2 profit (less commission) will be made. At this point, the stake should be reduced, once again, to £2.

To use this system, a minimum bank of £248 is required because, should three consecutive bets, whose odds are all 5.0, all lose, the total liability on the losing bets would be £248.

It should be pointed out that the above is the worse case scenario. To date, this system has never encountered three consecutive losing bets. Statistically, however, this is possible and a bank of £248 could be lost in a matter of three bets.

A slightly less aggressive variant of the above is, following a loss, to place bets in such a way that losses are recovered and the profit element disregarded.

If this method is used, the worse case scenario is as follows:

Suppose the stake is £2 and a hand is layed to lose at odds of 5.0. The liability on the bet, should it lose, is therefore £8. Suppose that the hand, on which the lay bet is placed, wins and the bet is lost. The loss is therefore £8. The stake on the next bet therefore becomes £8 in order to recover the loss from previous bet.

Suppose that the odds on the next hand, which meets the system's criteria, is 5.0. The stake, in order to recover the previous losses must be set to £8. The liability on the bet, should it lose, is therefore £32. Suppose that the hand, on which the lay bet is placed, wins and the bet is lost. The loss is therefore £32. The stake on the next bet therefore becomes £40 (losses from the previous bets).

Suppose that the odds of the next hand, which meets the system's criteria, is 5.0. The stake, in order to recover the previous losses, must be set to £40. The liability on the bet, should it lose, is therefore £160. Suppose that the hand, on which the lay bet is placed, wins and the bet is lost. The loss is therefore £160. The stake on the next bet therefore becomes £208 (losses from the previous bets).

The advantage of this variant is that, following three consecutive losses, £42 of a £250 bank would remain. This would allow some form of betting activity to continue.

Should either of the above methods prove successful, it is advised that, once the betting bank's balance has doubled, half should be withdrawn and used for contingency purposes when, and if, three consecutive losing bets are encountered.

The Fixed Stakes Staking Plan

This staking plan involves placing a fixed amount on each qualifying hand, regardless of whether the previous bet won or lost.

With this system, the win amount is fixed whilst the liability varies with the odds. The greater the odds, the greater the liability.

The system has the advantage that it is quick and simple to use and does not involve any mathematics whatsoever. It also has the advantage that the performance of several systems can be easily compared using this staking plan. This allows for the best performing systems to be retained and the worst to be discarded. It also has the advantage that win amount per bet can be quickly calculated since it is the stake amount minus Betfair's commission.

The disadvantage of this system is that the loss per bet varies according to the odds at which a hand is layed. The higher the odds, the higher the losses.

Most gamblers that I have encountered maintain that if a system cannot win using a fixed stakes staking plan, then the system should be discarded.

The Fixed Liability Staking Plan

This staking plan involves placing a variable amount on each qualifying hand, depending upon the odds of the hand being layed. Regardless of whether the previous bet won or lost, the liability remains fixed.

With this system, the liability is fixed whilst the win amount varies with the odds. The lower the odds, the greater is the win amount.

To determine the stake, divide the fixed liability by the odds minus 1.0.

The best way to describe this system is by way of the following examples:

Suppose that the odds of the hand to be layed is 5.0 and that a fixed liability of £20 has been selected. In order to determine the stake, subtract 1.0 from the odds and divide the result into £20. Therefore, the stake is:

$$20/(5.0 - 1.0) = 5.00$$

In this case, a stake of £5 is required in order that the liability is fixed at £20.

Now suppose that the odds of the hand to be layed is 4.67 and that a fixed liability of £20 has been selected. In order to determine the stake, subtract 1.0 from the odds and divide the result into £20. Therefore, the stake is:

$$20/(4.67 - 1.0) = 5.45$$

In this case, a stake of £5.45 is required in order that the liability is fixed at £20.

The system has the advantage that the loss on each bet is fixed and known. Therefore, the potential day's losses can be quickly and easily determined by simply multiplying the number of intended bets by the fixed liability per bet.

The main disadvantage of this system is that the stake must be calculated for each bet. A calculator or spreadsheet is therefore required.

The Fixed Percentage of Bank Staking Plan

This staking plan involves placing a fixed percentage of the betting bank on each hand that meets the system's criteria. Typically, 1% of the betting bank is used. Regardless of whether the previous bet won or lost, the percentage remains fixed.

The fixed percentage can be applied either to the stake or the liability of the bet.

If the current bet wins, the stake on the next bet is increased in line with the new betting bank balance. If the current bet loses, the stake on the next bet is decreased in line with the new betting bank balance.

The main advantage of this system is that it maximises the number of bets which can be derived from a given bank balance. Another advantage of this system is that the size of the bets increases only in line with increases in the betting bank balance. Losses are therefore usually containable. Likewise, as losses are sustained, the bet size is reduced in order to minimise the impact of future losses on the bank.

The main disadvantage of this system is that losses are recovered at a lesser rate than that at which they were incurred since, following a loss, the stakes are reduced. Using this method, therefore, betting banks tend to become slowly depleted over the long-term.

In order to nullify this disadvantage, a 'ratchet' mechanism can be employed. This involves increasing the size of the bet only when the betting bank balance has exceeded its previous highest balance. It also involves never reducing the bet size.

The ‘ratchet’ mechanism can be applied to either the fixed stake or fixed liability variants.

By way of an illustration, consider the following examples:

Initial bank – £250. Fixed percentage = 1%. Fixed stakes. Ratchet applied.

Bet 1.
Opening Bank Balance = £250
Stake =£2.50 *(1% of bank)*
Odds = 4.0
Result = win
Profit = £2.50
Closing Bank Balance = £252.50

Bet 2.
Initial Balance = £252.50
Stake =2.53 *(1% of new bank)*
Odds = 3.5
Result = loss
Profit = -£6.33
Final Bank Balance = £246.17

Bet 3.
Initial Balance = £246.17
Stake =2.53 *(same as bet 2)*
Odds = 3.5
Result = win
Profit = £2.53
Final Bank Balance = £248.70

Bet 4.
Initial Balance = £248.70
Stake =2.53 *(same as bet 2)*
Odds = 4.5
Result = win
Profit = £2.53
Final Bank Balance = £251.23

Bet 5.
Initial Balance = £251.23
Stake =2.53 *(same as bet 2)*
Odds = 3.8
Result = win
Profit = £2.53
Final Bank Balance = £253.76

Bet 6.
Initial Balance = £253.76
Stake =2.54 *(1% of new bank since previous highest bank exceeded)*
Odds = 3.5
Result = win
Profit = £2.54
Final Bank Balance = £256.30

Arbitraging

Arbitraging is a set of actions that result in a win-win or no lose situation irrespective of the result.

It is for the cautious gambler and is best described by reference to the following examples:

Let us suppose that hand 3 is layed at the ***'preflop'*** stage at odds of 5.0 and the stake is £2. The liability, should hand 3 win, is £8. Should hands 1, 2 or 4 win, the win is £2. The situation is best summed up in the form of the following table:

	Wins
Hand 1	+£2
Hand 2	+£2
Hand 3	-£8
Hand 4	+£2

Let us further suppose that the first 3 community cards revealed are of no help to hand 3 but are to hands 1, 2 and 4. As a result, the odds on hand 3 increase to 10.0. At this stage, a £2 bet could be placed on hand 3 to win. In this case, £18 would be won on hand 3 if it wins and £2 lost if it lost. Again, the situation is best summed up in the form of the following table:

	Wins
Hand 1	-£2
Hand 2	-£2
Hand 3	+£18
Hand 4	-£2

The net effect of the two bets is again best summed up by the following table which has been created by summing the contents of the above two tables:

	Wins
Hand 1	+£2 - £2
Hand 2	+£2 - £2
Hand 3	+£18 - £8
Hand 4	+£2 - £2

As may be seen, the net effect of the two bets is that if hand 3 wins, £10 is won. If any other hand wins, nothing is won. A no lose situation is therefore achieved.

So, what has all this achieved? A free bet! If hand 3 wins, £10 is won. If any other hand wins, nothing is won – but nothing is lost either.

Now let us go on to a more complex scenario. One in which a win is achieved, regardless of the outcome! This is called a win-win situation.

Let us suppose that hand 3 is layed at the ***'preflop'*** stage at odds of 5.0 and the stake is £3. The liability, should hand 3 win, is £12. Should hands 1, 2 or 4 win, the win is £3. The situation is best summed up in the form of the following table:

	Wins
Hand 1	+£3
Hand 2	+£3
Hand 3	-£12
Hand 4	+£3

Let us also suppose that the first three community cards revealed are no help to hand 3 but are to hands 1, 2 and 4. As a result, the odds on hand 3 increase to 10.0. At this stage, a £2 bet could be placed on hand 3 to win. In this case, £18 would be won on hand 3 if it wins and £2 lost if it lost. Again, the situation is best summed up in the form of the following table:

	Wins
Hand 1	-£2
Hand 2	-£2
Hand 3	+£18
Hand 4	-£2

The net effect of the two bets is again best summed up by the following table which has been created by summing the contents of the above two tables:

	Wins
Hand 1	+£3 - £2
Hand 2	+£3 - £2
Hand 3	+£18 - £12
Hand 4	+£3 - £2

As may be seen, the net effect of the two bets is that if hand 3 wins, £6 is won. If any other hand wins, £1 is won.

So, what has all this achieved? A win regardless of the outcome of the game.

So where's the catch? Firstly, in order to achieve a no lose or a win-win situation, the odds on hand 3 must increase. If they remain the same or decrease, the bet cannot be arbitraged. Secondly, a win-win situation cannot be achieved unless more than the minimum £2 bet is staked. This means increased liabilities should the bet lose. Thirdly, if a win-win situation is achieved and hand 3 loses anyway, in effect, £2 is 'lost'. The reason for this is that, had the hand not been arbitraged and hand 3 loses anyway, £3 would have been won instead of the £1 that was won. On the other hand, had the hand not been arbitraged and had hand 3 gone on to win, £18 would have been lost. With arbitraging, £6 would have been won had hand 3 won.

We suggest that the above is re-read until it is fully understand and the contents fully appreciated.

Tips & Hints

1. **NEVER**, under any circumstances, bet more than you can afford to lose.

2. Identify which staking plan best suits you. If you are in any doubt as to which is best suited, test each of them.

3. Decide how much money you can afford to lose and create a betting bank up to that value. Once your bank has been completely depleted, cease gambling.

4. **Before** betting with real money, 'paper trade' the system for a period of time. Firstly, it will give you time to become familiar with the Poker Exchange. Secondly, it will give you time to satisfy yourself that the system really works.

5. Determine a realistic daily profit and loss. Once your profit or loss for the day has been attained, cease gambling for the day. There's always tomorrow.

6. Stick with your system and your targets. Do not deviate from them and remain disciplined. Ill discipline and deviations can prove to be costly.

7. Be prepared for bad days as well as good days. This system has been shown to win over the long-term. However, no system is perfect and short-term losses are to be expected.

8. Initially, bet the minimum stake allowed by the Poker Exchange (£2) until you have built up your confidence, experience and expertise.

9. When you begin to feel confident, increase the size of your bets slowly. First learn to walk, then learn to run.

10. Staring at a computer screen for hours on end can be tiring. Mistakes occur more often when tired. It is therefore recommended that a 5 minute break is taken every 20 minutes when betting on the Poker Exchange. It can also save a hefty optician's bill.

11. Mistakes cost money. Having made a mistake and lost money, at least gain something from the experience. There is much that can be learned from mistakes. Therefore, record and analyse your betting activities. Ensure that you don't make the same mistake twice.

12. If, as a result of playing the game over a period of time, certain trends are noticed, they should be recorded. When sufficient data, relating to the trends, has been recorded, they should be analysed. Ways should then be sought to profit from the trends. It is advised that, initially, the trend should be fully tested and that no money is placed on the betting exchange. Following a successful testing period, minimum bets should then be placed on the Poker Exchange until the system proves its worth. Once the system has proved itself, it should then, and only then, be incorporated into your system.

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