

STAKING PLAN ONE

Column 1: Always start with a target of 4 for the 1st bet and add 4 for each and every bet until a profit is made and the coup is closed.

Column 2: The total of column 1 and column 5. Column 5 being the running total of points lost. Always treat column 5 as a positive value when adding to column 1, irrespective of whether it is showing a plus or a minus.

Column 3: Stake Indicator. Divide column 2 by 3 (except the first bet), always round up to next whole pound. Multiply the resulting figure by your chosen point value to find your next stake.

Column 4. This is the amount won or lost on the bet. i.e. plus or minus. Always include betting tax at this point.

Column 5. Running total of points won or lost. Column 5 from the previous bet plus or minus column 4 of current bet.

Bet at the indicated stake in column 3 (multiplying this by your chosen point value) until the value of column 5 EQUALS or EXCEEDS 1. Do not start a new plan until the coup is closed.

EXAMPLE (10% Betting Tax included)

COLUMN 1 4 points + 4 every bet	COLUMN 2 Total of Col 1 + Col 5 (5 always negative)	COLUMN 3 Stake Indicator Divide Col 2 by 3 & multiply by your chosen point value to find your stake	COLUMN 4 Amount won or lost on bet Include tax	COLUMN 5 Running total of points won won or lost
4	4	2 (lost)	-2.20	-2.20
8	10.2	4 (lost)	-4.40	-6.60
12	18.60	7 (lost)	-7.70	-14.30
16	30.30	11 (lost)	-12.10	-26.40
20	46.40	16 (won 2/1)	+30.40	+4.00
24	28.00	10 (won 4/1)	+39.00	+43.00

Column 5 exceeds column 1 - GAME CLOSES

In the above example, if your chosen point value was 5 (column 3 multiplied by 5) your stakes would have been £10-£20-£35-£55-£80-£50 and a profit of £215 would have been made.

STAKING PLAN TWO

- 1st of each month divide your bank by 20 to arrive at an initial monthly stake (5% of your betting bank)
- Continue with this stake until a profit is shown on the month. After an overall monthly profit has been made, increase your stake to 7.5% of your bank
- Continue using 7.5% of your bank until a new profit is shown on the month Each time a new profit is made, increase your stake by 2.5% to a maximum 25% of your bank Once a higher percentage of your bank has been reached, DO NOT REDUCE your stake. Remain on your current stake until an overall profit has been made.
- Re-calculate your new starting stake on the 1st day of each month by dividing your total bank by 20 and start again with 5%

An accurate record of your monthly Profit/Loss figures should be kept to operate this staking plan. Ensure that betting tax is included in your figures.

EXAMPLE

STARTING BANK £2000.00 - Tax @ 10%

1 st	month	5%	bank = £100 (lost)	Bank = £1890
2 nd	month	5%	bank = £100 (lost)	Bank = £1780
3 rd	month	5%	bank = £100 (Won 3/1)	Bank = £2070
5 th	month	7.5%	bank = £155 (lost)	Bank = £1899.50
7 th	month	7.5%	bank = £155 (lost)	Bank = £1729
12 th	month	7.5%	bank = £155 (Won 3/1)	Bank = £2178.50
16 th	month	10%	bank = £218 (Won 9/2)	Bank = £3137.70
20 th	month	12.5%	bank = £392 (lost)	Bank = £2706.50
22 nd	month	12.5%	bank = £392 (Won 2/1)	Bank = £3451.30
25 th	month	15%	bank = £518 (Won 1/1)	Bank = £3917.50
26 th	month	17.5%	bank = £686 (Won 7/4)	Bank = £5049.40
27 th	month	20%	bank = £1010 (lost)	Bank = £3938.40
31 st	month	20%	bank = £1010 (Won 10/11)	Bank = £4755.58

BANK @ CLOSE OF MONTH = £4755.58

1 st	month	5%	bank = £238 (lost)	Bank = £4493.78
2 nd	month	5%	bank = £238 (Won 15/8)	Bank = £4916.23
3 rd	month	7.5%	bank = £369	

Etc

STAKING PLAN THREE

Divide your bank by 9 to find your first stake.

If selection loses:

Divide Bank by 9 again to find second stake

Continue dividing by 9 until a winner

After a winner:

Divide bank by 5 (always divide by 5 after a winner)

If next selection loses:

Divide bank by 7 to find next stake

If Lose:

Divide by 9 and continue dividing by 9 until a winner

To summarise:-

$1/9^{\text{th}}$ of betting bank until a winner

$1/5^{\text{th}}$ of betting bank after a winner, until a loser

$1/7^{\text{th}}$ of betting bank on next bet

If $1/7^{\text{th}}$ wins, stake $1/5^{\text{th}}$ on next bet.

If $1/7^{\text{th}}$ loses, stake $1/9^{\text{th}}$ on next bet

STAKING PLAN FOUR

To find your stake, multiply the Aim by 1. Decrease the multiplication factor after each loser as follows:-

Horse 2 = x 0.80

Horse 3 = x 0.60

Horse 4 = x 0.40

Horse 5 = x 0.30 and remain multiplying by 0.30 until a winner.

After a winner restart multiplying the Aim by 1 and repeat.

Start with an Aim of 50 for this example and Arrears of NIL.

After each loser add your lost stake to both Aim and Arrears.

Each game closes when the Arrears exceed the Aim by at least 50 (or whatever your chosen unit Aim.)

Always ensure that your stake is never more than the Aim (except for betting tax).

AIM	Arrears	Return	Stake inc tax
AIM 50	Arrears Nil		
Horse 1 (aim x 1)	= £50 = tax (lost)	-	£55
AIM -150	Arrears - 55		
Horse 2 (aim x 0.80)	=£84 + tax (lost)	-	£92.40
AIM -197.40	Arrears -147.40		
Horse 3 (aim x 0.60)	= £119 + tax (lost)	-	£130.90
AIM -328.30	Arrears -278.30		
Horse 4 (aim x 0.40)	= £132 + tax (lost)	-	£145.20
AIM -473.50	Arrears -423.50		
Horse 5 (aim x 0.30)	= £143 + tax (W 3/1)	£572	£157.30
AIM -58.80	Arrears -8.80		
Horse 6 (aim x 1)	= £59 + tax (W 9/4)	£191.75	£64.90
AIM +68.05	PROFIT + £118.05		

Each game closes when the arrears exceed the aim by at least 50.