## TRG Wagering System 2, "Always be Grindin"




| Wager Examples: (Play Stack + Win Stack) |  |  |  |
| :---: | :---: | :---: | :---: |
| Progressive | Bet \$10 | Bet \$25 | Bet \$50 |
| 1 | 10 | 25 | 50 |
| 1.5 | 15 | 40 | 75 |
| 2 | 20 | 50 | 100 |
| 2.5 | 25 | 60 | 125 |


| Play Stack Wager |  |  |
| :---: | :---: | :---: |
| Bet $\mathbf{\$ 1 0}$ | Bet $\mathbf{\$ 2 5}$ | Bet $\boldsymbol{\$} \mathbf{5 0}$ |
| 10 | 25 | 50 |
| 10 | 25 | 50 |
| 10 | 25 | 50 |
| 10 | 25 | 50 |


| Win Stack Wager** |  |  |
| :---: | :---: | :---: |
| Bet \$10 | Bet \$25 | Bet $\mathbf{\$ 5 0}$ |
| 0 | 0 | 0 |
| 5 | 15 | 25 |
| 10 | 25 | 50 |
| 15 | 35 | 75 |


| Regressive | Bet \$10 | Bet $\mathbf{\$ 2 5}$ | Bet $\boldsymbol{\$ 5 0}$ |
| :---: | :---: | :---: | :---: |
| 1 | 10 | 25 | 50 |
| 2 | 20 | 50 | 100 |
| 3 | 30 | 75 | 150 |

* All Regressive wagers are made from Play Stack

| Notes: Wagering System First Introduced in Episode $\mathbf{6 2}$ |
| :--- | :--- |
| $\mathbf{1}$ P.S. = Play Stack (Starts with 10 Units) |
| $\mathbf{2}$ W.S. = Win Stack (Starts with 0 units) |
| $\mathbf{3}$ Re-bet all Surrenders \& Ties |
| $\mathbf{4}$ All wins get totaled in the P.S. to determine the next bet |
| $\mathbf{5}$ All Chips in the P.S. greater then 10 are moved to the W.S. |
| $\mathbf{6}$ Splits \& doubles additional bets are taken from the P.S. |
| and W.S. in the same proportion as the original bet. |
| $\mathbf{7}$ If this system calls for a bet that takes the P.S. down below |
| 3 units it is up to the player to determine whether to make the bet. |
| Doubles and splits additional bets should be considered. |

