

Gambling model within an electronic couponing system.

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Abstract

This paper describes a way gambling and its outcomes can happen in a system that is not derived on a debt based monetary system.

How to gamble?.

Saving coupons can be transferred into chips. (electronic or otherwise)

For these coupons inventory is `parked`. Upon transferring coupons to chips a portion of the saving coupons are used to facilitate the gambling industry.

Gambling is always within a persons means using a coupon system. In current debt based systems people take on debt. The recovery of debt is in a coupon system obsolete. Making it a more efficient system.

The only window of debt there is, is when a coupon is due for transfer into an item or good.

Gains of gambling?.

There is not an instant gratification of a great money prize (like say you win a million bucks) but a lot of things can be won (like equivalent to a million bucks):

*)Speed of allocation. (Faster acces to inventory)

*)Potential of a direct win or acces to better quality items out of inventory. (Cars,houses,boats,planes etc.)

*)Periodical/ Instant increase of salary received. (Prior to couponization into saving coupons)

Reference:

Vixra 1908.0532. How to Get Rid of a Debt Based Money System. Author: Ivo van der Rijt.