StatsAI.bet

BETTING STRATEGIES BY THE NUMBERS · 10 / 11

1-3-2-6

STRATEGY BY THE NUMBERS

1 · 3 · 2 · 6 UNITS STAKED ON FOUR BETS IN A ROW

A positive progression with a built-in brake: the third bet steps down to protect part of the profit. What the four-bet cycle really pays, checked on 10,000 simulated bettors.

30.7%
ENDED IN PROFIT

5.3%
OF CYCLES WIN ALL FOUR BETS

4.0
LOST PER 100 STAKED

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BEFORE YOU TRY 1-3-2-6

1-3-2-6 NEEDS FOUR WINS IN A ROW TO PAY IN FULL. HOW OFTEN DOES THAT HAPPEN?

Every strategy in this series stands or falls on two numbers: the real chance and the odds. StatsAI.bet shows both for today's matches. Create an account in one click with Google or Telegram and use every tool free for the first 7 days. After the trial a free basic level remains.

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every combination and the exact payout

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picks with an 80%+ chance and how often they won

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01

HOW 1-3-2-6 WORKS

You stake 1, 3, 2 and 6 units on four bets in a row, moving to the next number only after a win. Any loss sends you back to 1. After the fourth win the cycle is complete and you start again.

01	02	03	04	05
BET 1	**WIN**	**WIN**	**WIN**	**FOUR WINS**
1 unit (10)	3 units (30)	2 units (20)	6 units (60)	+120, back to 10



AT A GLANCE

TYPE
positive progression

BUILT FOR
odds around 2.00

GOAL
+12 units per full cycle

MAIN DANGER
four wins in a row are rare

The step down from 3 to 2 is the clever part. After two wins you are 40 ahead. Staking only 20 on the third bet means that even a loss there leaves the cycle at **+20**. A loss on the fourth bet leaves it at exactly 0.

The weak point is the second bet. A win and then a loss costs **−20**, two base stakes, and that ending happens in 25.0% of cycles. A full cycle of four wins, worth +120, happens in only 5.3%.

WHERE IT COMES FROM

The 1-3-2-6 system is a modern variation of old positive progressions such as Paroli, popular with roulette and baccarat players. It has no famous inventor. Its name is simply the sequence of units.



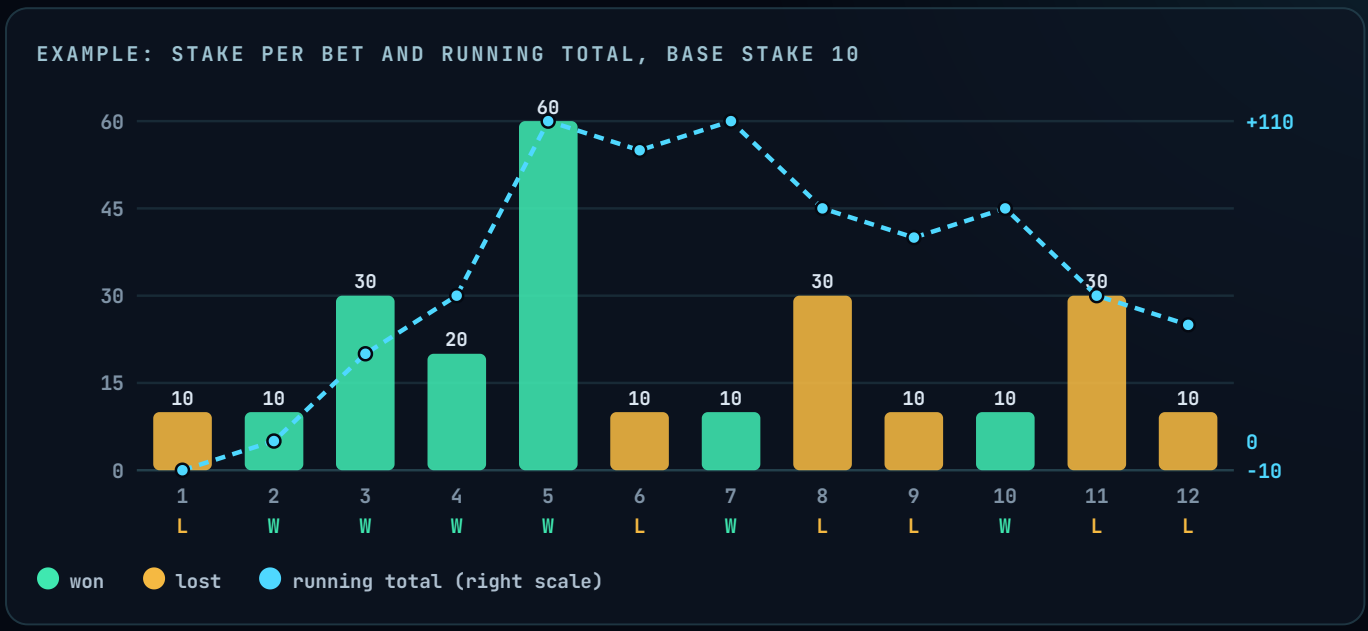
PENGUIN TIP

1-3-2-6 does not change the chance of any bet. It decides which endings of a cycle cost you and which pay you.

02

EXAMPLE: TWELVE BETS

Twelve bets at odds 2.00 with a base stake of 10: 6 wins and 6 losses. With flat stakes this sequence ends at 0. 1-3-2-6 ends at **+40**.



#	STAKE		±	TOTAL
1	10	L	-10	-10
2	10	W	+10	0
3	30	W	+30	+30
4	20	W	+20	+50
5	60	W	+60	+110
6	10	L	-10	+100

#	STAKE		±	TOTAL
7	10	W	+10	+110
8	30	L	-30	+80
9	10	L	-10	+70
10	10	W	+10	+80
11	30	L	-30	+50
12	10	L	-10	+40

Bets 2 to 5 are one full cycle: 10, 30, 20 and 60, all won, for +120. That single cycle carries the whole result. Bets 7–8 and 10–11 show the weak point: a win, then a loss of 30, so each of those cycles ends at −20.

This sequence was kind: it contains four wins in a row. Without them, every cycle in the example would have lost. The simulation on page 4 shows how often kind sequences arrive.

03

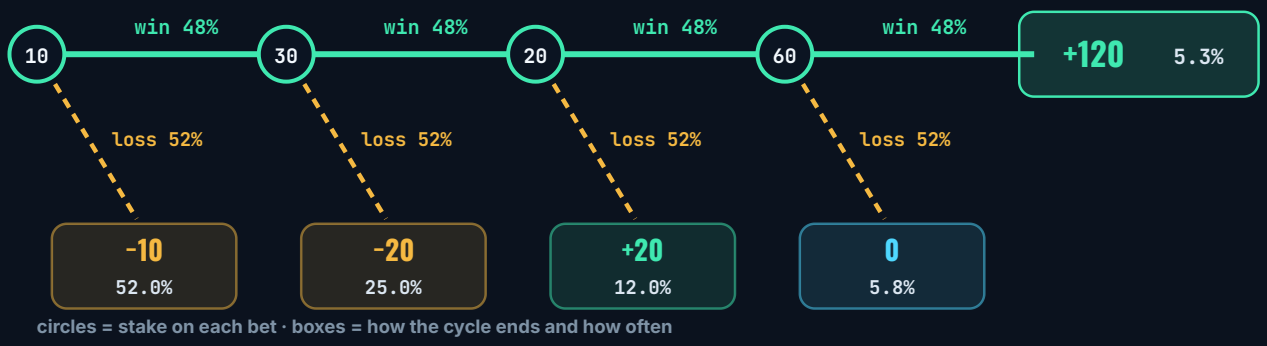
ONE CYCLE, FIVE ENDINGS

A 1-3-2-6 cycle can end in five ways. Only one of them pays in full, and it needs four wins in a row.

A CYCLE AT ODDS 2.00 AND A 48% CHANCE, BASE STAKE 10

CYCLE	CHANCE	RESULT	STAKED
Loss on bet 1	52.0%	-10	10
Win, then loss	25.0%	-20	40
Two wins, then loss	12.0%	+20	60
Three wins, then loss	5.8%	0	120
Four wins	5.3%	+120	120
Average per cycle	100%	-1.43	35.6

ONE 1-3-2-6 CYCLE AS A TREE (ODDS 2.00, CHANCE 48%, BASE STAKE 10)



circles = stake on each bet · boxes = how the cycle ends and how often

The average cycle ends at **−1.43** units. Divided by the average amount staked per cycle, that is −4.0%: exactly the margin on a single bet. The step-down moves results between endings, it does not add any.

Most cycles end early: 52.0% on the first bet and 25.0% on the second. Those two endings alone cost more on average than the rare full cycle brings back.

WHY IT FEELS SAFE

No cycle can lose more than 20, and three of the five endings are a profit or zero. That keeps the swings small. It does not change the price of the bets, and the bigger stakes mean more total money exposed to the margin.

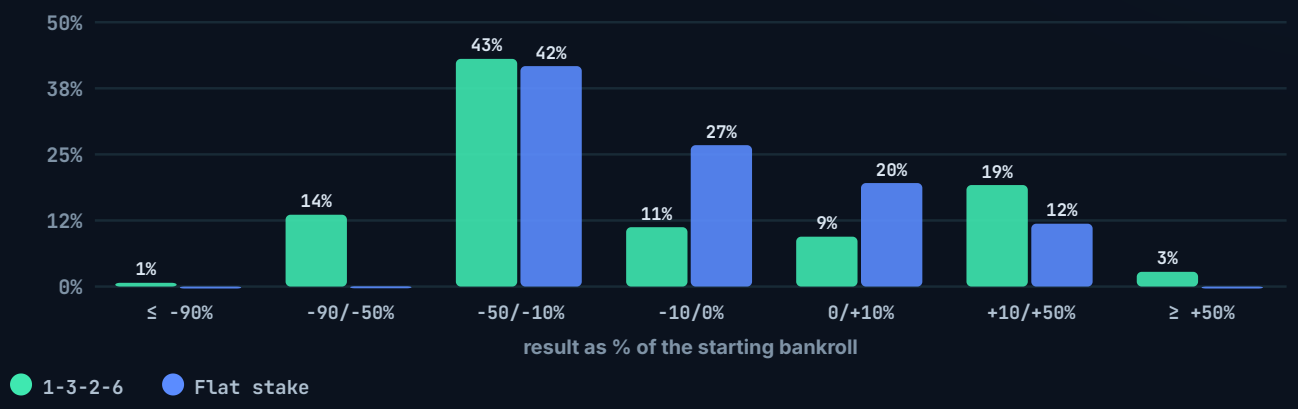
04

10,000 BETTORS, 200 BETS EACH

We simulated **10,000 bettors**. Each starts with 1,000 units and a base stake of 10, then places 200 bets at odds 2.00 where the real chance is 48%. That is about what a 4% margin leaves you. Every bettor got exactly the same results as with a flat stake, so the only difference is the staking. "Bust" means the bankroll fell below one base stake.

30.7%	0.4%	-156	4.0
ENDED IN PROFIT	WENT BUST	AVERAGE RESULT (UNITS)	LOST PER 100 STAKED

WHERE THE BETTORS ENDED AFTER 200 BETS (SHARE OF BETTORS)



	1-3-2-6	FLAT STAKE
Ended in profit	30.7%	26.9%
Median result	-160	-80
Average result	-156	-79
Went bust	0.4%	0.0%
Largest stake (9 in 10 stayed below)	60	10
Total staked	3,904	2,000
Lost per 100 staked	4.0	4.0

The spread is wider than with flat stakes in both directions: more bettors finished 10–50% ahead, and many more finished 50–90% behind. Only 0.4% went bust, because a cycle is capped at −20, but 15.0% lost half the bankroll or more.

The total staked was 2.0× larger than with flat stakes, and the margin took its 4 per 100 on all of it. That is why the average result, −156, is about twice the flat-stake loss.

05
VERDICT

1-3-2-6 is a tidy positive progression: it caps the loss per cycle and protects part of the profit after two wins. It is still a way to arrange results, not to improve them.

WHAT IT DOES WELL

+ The loss per cycle is capped at 20 (two base stakes)
+ A loss on bet 3 or 4 still ends at a profit or zero
+ Clear rules and a clear end to every cycle

WHERE IT BREAKS

− A full cycle needs four wins in a row: only 5.3%
− The most common losing ending, a win then a loss, costs two base stakes
− About twice the total staked of flat betting, so about twice the margin paid
− Does not change the expected value

RISK **MODERATE**

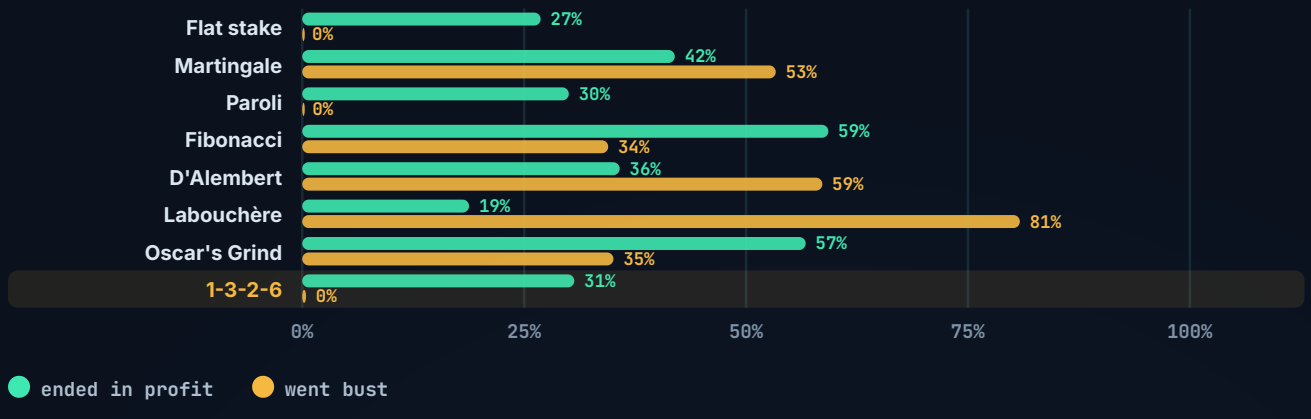
0.4% went bust, but 15.0% lost half the bankroll or more

IF YOU WANT TO USE IT

- Use odds around 2.00: at lower odds the 1-3-2-6 numbers no longer balance.
- Never extend the cycle past the fourth bet.
- Count cycles, not bets: most of them end at −10 or −20, and that is normal.
- Check every pick's real chance first; it matters more than the order of the stakes.

Odds calculator → High-probability tips →

THE WHOLE SERIES COMPARED: 200 BETS AT ODDS 2.00, REAL CHANCE 48%



06

KEEP LEARNING

A staking plan cannot create an edge. What it can do is decide how fast you lose, how big the swings are and how long you stay in the game. Start from the odds and the real chance: those are on StatsAI.bet for every match today.

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08 Value Betting: price beats prediction
09 Flat Betting: the same stake every time
10 1-3-2-6: four bets, one cycle YOU ARE HERE
11 Dutching: several picks, one payout

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18+

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