StatsAI.bet

BETTING STRATEGIES BY THE NUMBERS · 11 / 11

# DUTCHING

## STRATEGY BY THE NUMBERS

$$1 \div \Sigma\,(1 \div \text{odds})$$

THE COMBINED ODDS OF A DUTCHED BET

Back several outcomes of one match and get the same payout whichever of them wins. A real calculation, often sold as a secret. What it does and what it costs, with 10,000 simulated bettors.

**72.2%**
HOME + DRAW: BETS THAT WON

**12.5%**
OF THOSE BETTORS ENDED IN PROFIT

**13.0**
LOST PER 100 ON 3 CORRECT SCORES

**OPEN STATSAI.BET →**
Free for 7 days · one click with Google or Telegram



Adults only (18+). An explanation backed by simulations. Not a promise of winnings and not betting advice.

STATSAI.BET

BEFORE YOU TRY DUTCHING

# DUTCHING NEEDS THE RIGHT ODDS AND AN HONEST CHANCE FOR EVERY PICK. THAT IS WHERE IT STARTS.

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.

**OPEN STATSAI.BET**

## FREE, NO ACCOUNT NEEDED

**Odds calculator →**
fair odds and the margin for any match

**Bet slip checker →**
the chance of every pick and of the whole slip

**System bet calculator →**
every combination and the exact payout

**High-probability tips →**
picks with an 80%+ chance and how often they won

WANT THE BIGGER PICTURE?

Our free AI guide to football statistics (20 pages) explains odds, margin, fair odds, system bets and how AI reads a match, with publicly measured model results.

**Download the full guide free →**

## FOLLOW US

**Telegram channel →**
match of the day, number of the day, live signal

**X @statsai_bet →**
tickets of the day and results

**Personal bot →**
@tipgenbot reminds you of your matches



StatsAI.bet provides statistical estimates and education, not betting advice. Statistics, not a guarantee. 18+.

# 01
# HOW DUTCHING WORKS

Dutching means splitting one stake across several outcomes of the same event, so that you get the same payout whichever of them wins. The stake on each pick is proportional to 1 ÷ its odds.

01 **PICK** e.g. three correct scores › 02 **1 ÷ ODDS** for every pick › 03 **SPLIT** stake in proportion to 1 ÷ odds › 04 **PAYOUT** the same, whichever wins



AT A GLANCE

TYPE
**stake splitting**

BUILT FOR
**two or more outcomes of one match**

GOAL
**the same payout whichever wins**

MAIN DANGER
**adding up the margins**

Three picks at odds 7.00, 9.00 and 8.50 behave like one bet at odds **2.69**. You win more often than with any single pick, but the payout is smaller. Nothing is free: you trade odds for hit rate.

Dutching is used most on markets with many outcomes, such as correct score, first goalscorer or tournament winner, and on simple combinations like home or draw. It is a calculation, not a prediction.

WHERE THE NAME COMES FROM

The popular story links the name to Arthur Flegenheimer, the New York gangster known as Dutch Schultz, who is said to have split his money across several horses in the 1920s and 30s. Whatever its origin, the arithmetic is simple and much older.



PENGUIN TIP

A dutch is only as good as its parts. If every pick carries a margin, the combined bet carries all of those margins together.

# 02
# CALCULATING A DUTCH

Take 1 ÷ odds for every pick and add them up. The combined odds are 1 ÷ that sum, and the stake on each pick is its share of the sum.

## EXAMPLE: 100 UNITS ON THREE CORRECT SCORES

| PICK | ODDS | 1 ÷ ODDS | STAKE | PAYOUT IF IT WINS |
|---|---|---|---|---|
| 1-0 | 7.00 | 14.3% | 38.44 | 269.10 |
| 2-0 | 9.00 | 11.1% | 29.90 | 269.10 |
| 2-1 | 8.50 | 11.8% | 31.66 | 269.10 |
| Combined | 2.69 | 37.2% | 100.00 | 269.10 |

THE SAME 100 SPLIT TWO WAYS: STAKE PER PICK AND THE PAYOUT




segment width = share of the stake · × odds under each segment · → payout whichever wins

Whichever of the three scores comes in, the 100 returns **269.10**. Together the three picks have an implied chance of 37.2%, so the dutch is one bet at odds 2.69. If the match ends with any other score, all three stakes lose.

The second row is the most common dutch in football: home at 2.10 and draw at 3.40. Stakes of 61.82 and 38.18 return 129.82 either way, the same as one double chance (1X) bet at odds 1.30.



PENGUIN TIP

Before you dutch home and draw, compare the result with the double chance (1X) odds. If the bookmaker offers more than the combined odds, the single 1X bet is the better price.

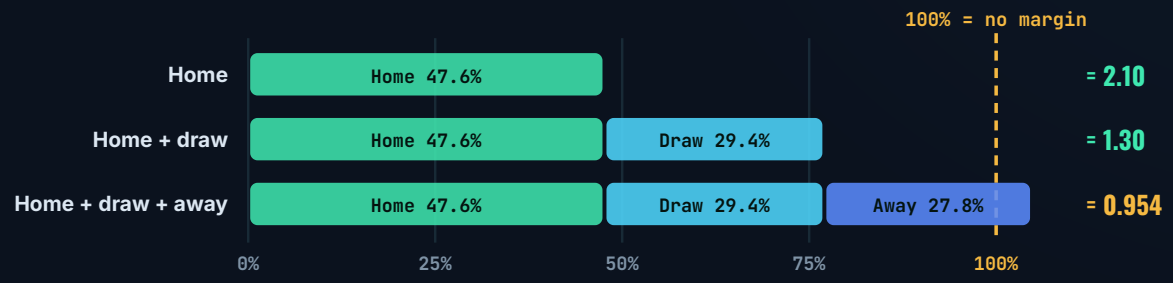
# 03

# DUTCHING CANNOT BEAT THE MARGIN

The odds of every pick carry a margin. When you combine picks, you combine their margins. Cover every outcome and the margin becomes a certain loss.

## ONE MATCH AT 2.10 / 3.40 / 3.60: COVERING MORE OUTCOMES

IMPLIED CHANCES (1 ÷ ODDS) ADDED UP, OUTCOME BY OUTCOME




| COVERED | SUM OF 1 ÷ ODDS | COMBINED ODDS | RESULT ON 100 IF IT WINS |
|---|---|---|---|
| Home | 47.6% | 2.10 | +110.00 |
| Home + draw | 77.0% | 1.30 | +29.82 |
| Home + draw + away | 104.8% | 0.954 | -4.59 |

**104.8%**
SUM OF ALL THREE OUTCOMES

**4.8%**
MARGIN OF THIS MATCH

**0.954**
COMBINED ODDS OF EVERYTHING

**-4.59**
ON 100, WHATEVER HAPPENS

The third row is the whole story of the margin. Home, draw and away add up to 104.8%, so the combined odds are 0.954: whatever happens, 100 returns less than 100. The price of certainty is exactly the margin.

The same thing happens, more quietly, with fewer picks. A dutch at a 5% margin per pick is a bet at a 5% margin. A dutch of correct scores, where the margin per pick is often 15% or more, is a bet at 15% or more.

**WHAT ABOUT ARBITRAGE?**

If the best odds for every outcome, taken from different bookmakers, add up to less than 100%, a dutch of all outcomes returns more than it costs. Such gaps are rare, small and close within minutes, and bookmakers limit accounts that use them. It is a calculation of prices, not a strategy you can repeat at will.

# 04

# 10,000 BETTORS, THREE WAYS TO BET A MATCH

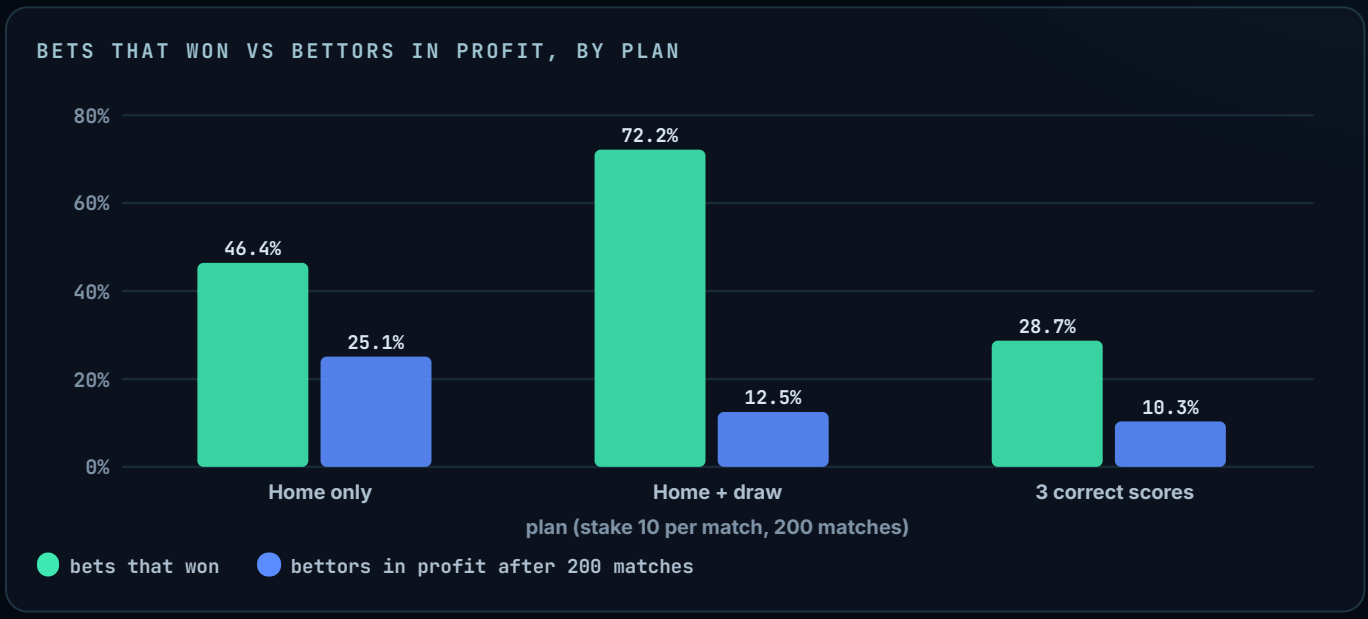
A match where the home side is expected to score 1.5 goals and the away side 1.1. From that, the real chances are home 46.4%, draw 25.8% and away 27.8%. The 1X2 odds carry a 5% margin, the correct scores 15%. Every bettor stakes 10 per match on 200 matches.

**72.2%**
HOME + DRAW: BETS WON

**12.5%**
HOME + DRAW: IN PROFIT

**13.0**
CORRECT SCORES: LOST PER 100

**13**
CORRECT SCORES: TYPICAL LONGEST Llosing RUN




| PLAN | ODDS | WON | IN PROFIT | MEDIAN | AVERAGE | LOST PER 100 | LOSING RUN |
|---|---|---|---|---|---|---|---|
| **Home only** | 2.05 | 46.4% | 25.1% | -92 | -96 | 4.8 | 7 |
| **Home + draw** | 1.32 | 72.2% | 12.5% | -100 | -96 | 4.8 | 4 |
| **3 correct scores** | 3.03 | 28.7% | 10.3% | -272 | -261 | 13.0 | 13 |

Home + draw won 72.2% of the bets, but only 12.5% of bettors ended in profit, half as many as with home only. The dutch did not change the margin. It made the results steadier, and with a negative expected value steadier means that the loss shows up more reliably.

The correct-score dutch lost 13.0 per 100 staked, almost three times more than the 1X2 plans, because it carried the higher margin of three picks. The last column is the typical longest run of losses per bettor.

# 05
# VERDICT

Dutching is a useful calculation: it turns several picks into one bet with a clear price. It does not create value that the individual picks do not have.

### WHAT IT DOES WELL

- \+ One payout, whichever covered outcome wins
- \+ Easy to calculate: stakes in proportion to 1 ÷ odds
- \+ Shows the real combined odds of a combination

### WHERE IT BREAKS

- − Combines the margins of all picks
- − Correct-score dutches carry high margins
- − A high hit rate hides a smaller payout
- − Covering every outcome is a certain loss

RISK **MODERATE** — small swings; the risk is betting into high margins without noticing

### IF YOU WANT TO USE IT

- Calculate the combined odds before you bet and compare them with a single market that covers the same outcomes (e.g. double chance).
- Check the margin of each pick: one badly priced pick spoils the whole dutch.
- Add up the real chances of the covered outcomes, not the number of picks.
- Use a flat stake for the total of each dutch.

Odds calculator → Bet slip checker →

**1 · COMBINED ODDS**
1 ÷ the sum of 1 ÷ odds of your picks

**2 · YOUR CHANCE**
add up the real chances of the outcomes you cover

**3 · COMPARE**
dutch only when chance × combined odds is clearly above 1

# 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.

**OPEN STATSAI.BET FREE FOR 7 DAYS**

**Telegram channel →**
Match of the day at 10:00, Number of the day at 16:00, Live signal in the evening (CET)

**X @statsai_bet →**
tickets of the day and results with an image

**Personal bot @tipgenbot →**
reminders for your matches and tickets

**StatsAI Academy →**
free articles on odds, systems and statistics

## THE WHOLE SERIES

01 Martingale: double after a loss
02 Paroli: let the wins ride
03 Fibonacci: the sequence system
04 D'Alembert: one up, one down
05 Labouchère: the cancellation line
06 Oscar's Grind: one unit at a time
07 Kelly Criterion: stake by your edge
08 Value Betting: price beats prediction
09 Flat Betting: the same stake every time
10 1-3-2-6: four bets, one cycle
11 Dutching: several picks, one payout — YOU ARE HERE

Every title is free to read on Scribd: search for StatsAI.bet.

18+

StatsAI.bet provides statistical estimates and education, not betting advice. The simulations show possible outcomes under the stated assumptions; real results differ. Play only with money you can afford to lose, never chase losses, and if betting stops being fun, take a break and seek help.