StatsAI.bet

BETTING STRATEGIES BY THE NUMBERS · 06 / 11

OSCAR'S GRIND

STRATEGY BY THE NUMBERS

+1 EVERY CYCLE AIMS FOR EXACTLY ONE UNIT

A patient system with a modest goal: grind out one unit of profit per cycle, raising the stake only after a win. Checked on 10,000 simulated bettors.

56.7%	35.1%	4.0
ENDED IN PROFIT	WENT BUST	LOST PER 100 STAKED

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BEFORE YOU TRY OSCAR'S GRIND

ONE UNIT PER CYCLE SOUNDS MODEST. THE LONG CYCLES ARE WHAT YOU PAY FOR IT.

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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01

HOW OSCAR'S GRIND WORKS

Every cycle has one goal: finish exactly one unit ahead. You start with one unit. After a loss the stake stays the same, after a win it rises by one unit, but never above what you need to reach +1.

01	02	03	04	05
START	**LOSS**	**WIN**	**CAP**	**+1 REACHED**
stake 1 unit (10)	same stake	+1 unit stake	never more than needed for +1	new cycle



AT A GLANCE

TYPE
positive progression

GOAL
+1 base stake per cycle

BUILT FOR
odds around 2.00

MAIN DANGER
rare cycles that never end

Unlike the Martingale, the stake goes up only after a win, so it rises when you are doing well. And the cap keeps you from overshooting: you never stake more than the cycle needs.

Most cycles finish in a few bets. The danger is the rare long cycle, in which losses pile up and the stake slowly climbs while you try to get back to +1.

WHERE THE NAME COMES FROM

The system was described by Allan Wilson in his 1965 book The Casino Gambler's Guide, after a craps player called Oscar who used it. It has been popular since, because it promises a calm, steady "grind".



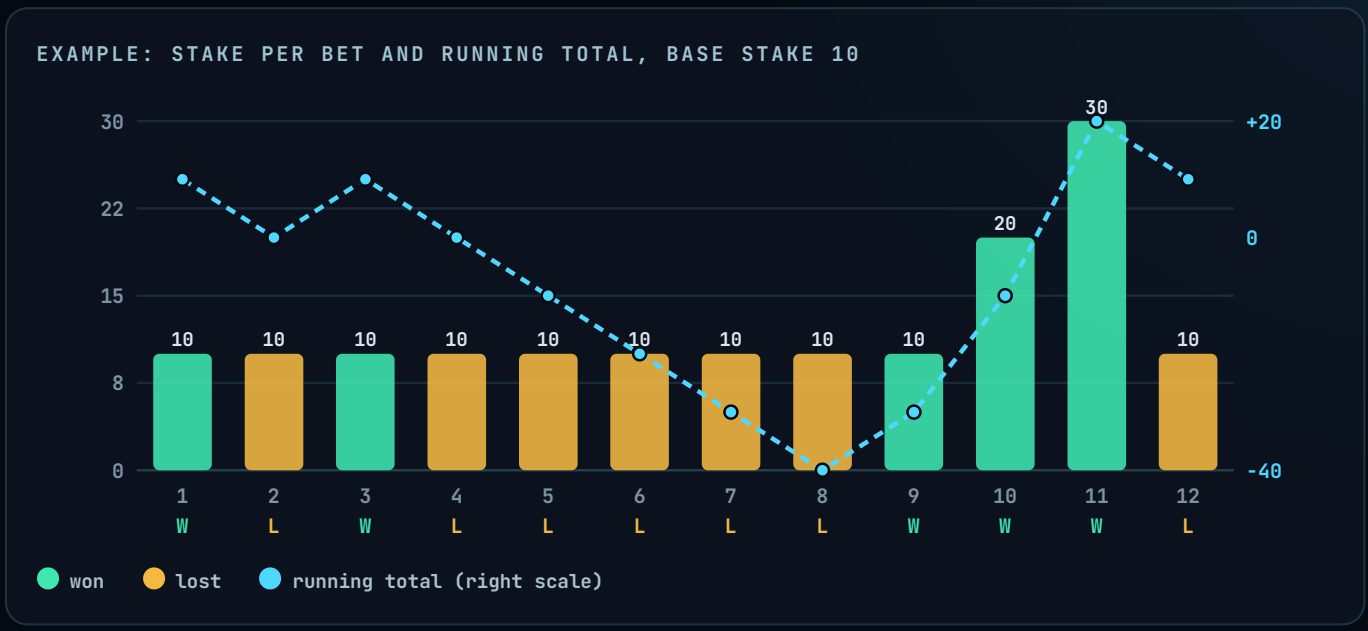
PENGUIN TIP

The goal of +1 per cycle is not small by accident. It keeps the system calm for a long time, until a cycle refuses to end.

02

EXAMPLE: TWELVE BETS

The same twelve bets as in the rest of the series: 5 wins and 7 losses at odds 2.00. Flat stakes end at −20. Oscar's Grind ends at **+10**.



#	STAKE		±	TOTAL
1	10	W	+10	+10
2	10	L	-10	0
3	10	W	+10	+10
4	10	L	-10	0
5	10	L	-10	-10
6	10	L	-10	-20

#	STAKE		±	TOTAL
7	10	L	-10	-30
8	10	L	-10	-40
9	10	W	+10	-30
10	20	W	+20	-10
11	30	W	+30	+20
12	10	L	-10	+10

Bet 1 wins and closes a cycle immediately. The second cycle starts with a loss and a win, then runs into five losses in a row at the same small stake of 10. Three wins (stakes 10, 20 and 30) finish it at +10.

Notice how the stake stays low during the losing run. That is the system's main strength, and the reason long cycles feel harmless until they are not.

03

HOW LONG A CYCLE LASTS

We played 100,000 separate cycles at odds 2.00 with a 48% chance, without a bankroll limit, to see how long it takes to get to +1.

100,000 CYCLES OF OSCAR'S GRIND

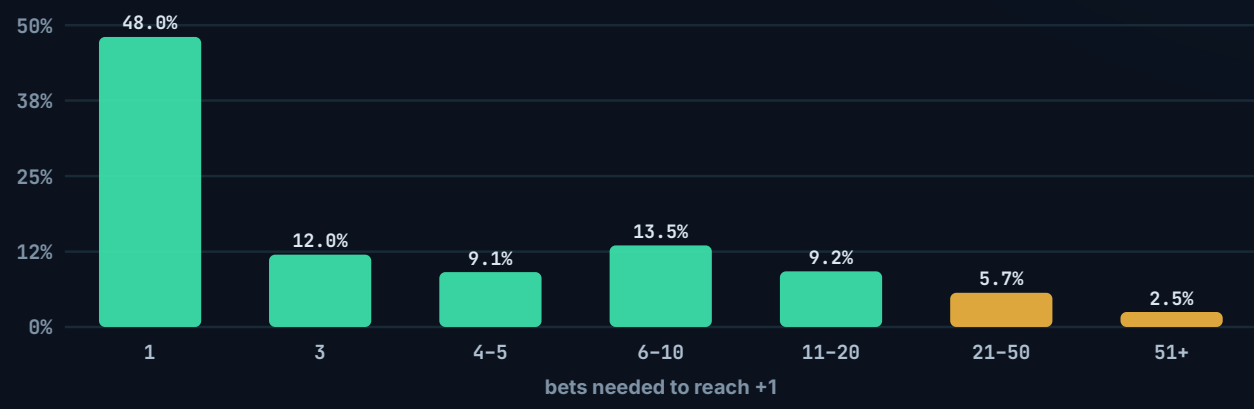
69.1%
OF CYCLES END WITHIN 5 BETS

3
BETS IN A MEDIAN CYCLE

99
BETS IN 1 CYCLE OUT OF 100

2.5%
OF CYCLES LAST 50+ BETS

HOW MANY BETS A CYCLE TAKES (100,000 CYCLES; A 2-BET CYCLE IS IMPOSSIBLE)



Most cycles are short: half end within 3 bets, and 69.1% within five. But one cycle in a hundred lasts 99 bets or more, and in those cycles the losses can reach hundreds of units, all to win one.

Over 200 bets you play dozens of cycles, so meeting at least one long cycle is likely. That is where the simulated bankrolls disappeared.

THE EXPECTED VALUE DOES NOT CHANGE

Every bet still has an expected value of **−4%**. Oscar's Grind turns most cycles into a small win and a few into a large loss. The average does not move.

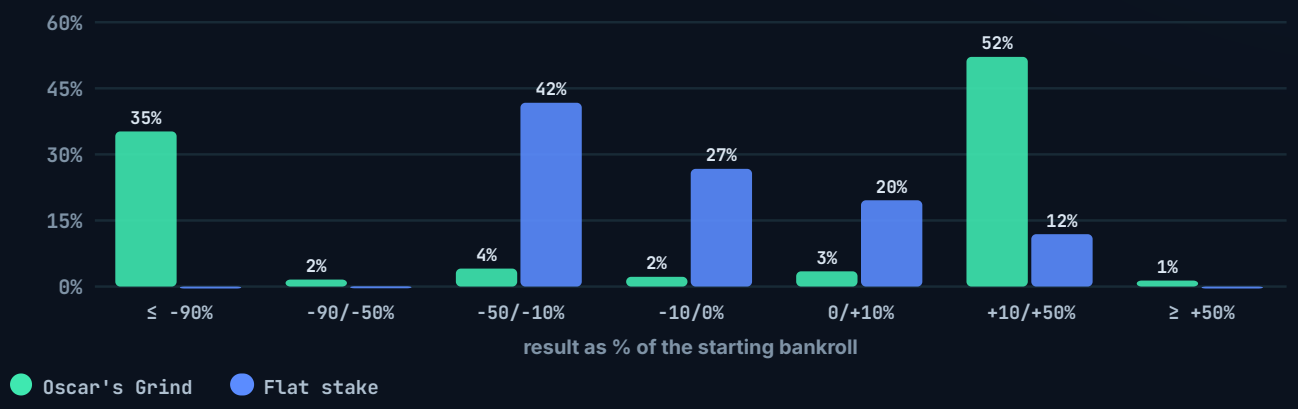
04

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.

56.7%	35.1%	-211	4.0
ENDED IN PROFIT	WENT BUST	AVERAGE RESULT (UNITS)	LOST PER 100 STAKED

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



	OSCAR'S GRIND	FLAT STAKE
Ended in profit	56.7%	26.9%
Median result	+150	-80
Average result	-211	-79
Went bust	35.1%	0.0%
Largest stake (9 in 10 stayed below)	200	10
Total staked	5,321	2,000
Lost per 100 staked	4.0	4.0

More than half of the bettors finished in profit, and the median result is positive. But about a third went bust: those are the bettors who met a long cycle.

The same pattern as the Fibonacci: frequent small wins, rare large losses, and an average that stays negative.

05
VERDICT

Oscar's Grind is the calmest of the negative-expectation systems: the stake rises only after wins and never overshoots. It is calm until a long cycle arrives.

WHAT IT DOES WELL

- \+ The stake rises only after a win
- \+ The cap stops you from overshooting the goal
- \+ Most cycles end within a few bets

WHERE IT BREAKS

- − 1 cycle in 100 lasts 99+ bets
- − 35.1% of simulated bettors went bust
- − A tiny goal (+1) for a large risk
- − Does not change the −4% expected value per bet

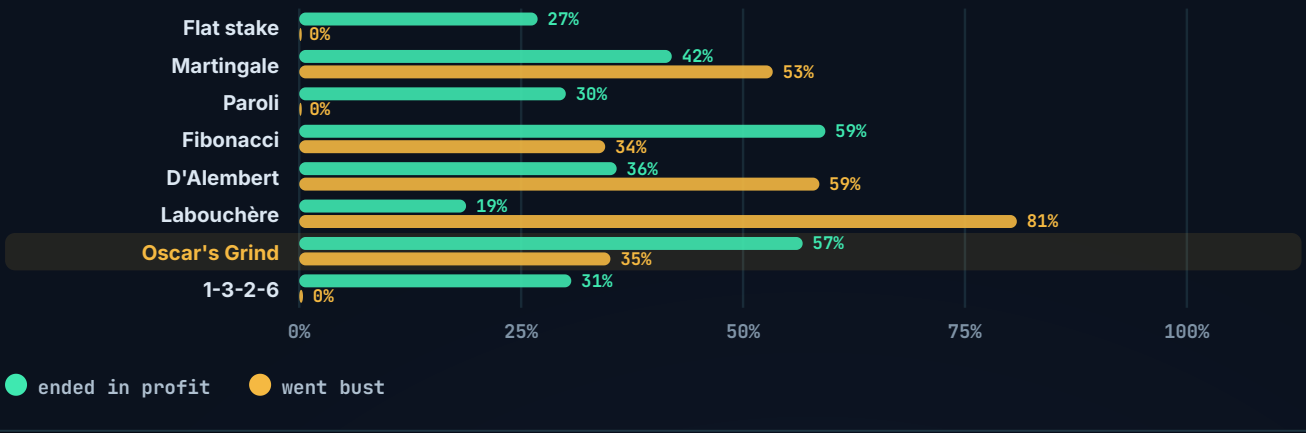
RISK **HIGH** 35.1% went bust, 56.7% finished ahead

IF YOU STILL WANT TO TRY IT

- Set a loss limit per cycle (for example 20 units) and close the cycle when you hit it.
- Keep the base stake well below 1% of the bankroll.
- Judge the system by the average result over many cycles.
- Check the real chance of every pick first.

Bet slip checker → **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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