StatsAI.bet

FREE GUIDE · NOVEMBER 2026 EDITION

FOOTBALL BY THE NUMBERS

AI GUIDE

How artificial intelligence reads a match, what probabilities and odds really mean, and how to use every tool on StatsAI.bet. With publicly measured model results, the good and the bad.

35,190	379,525	75 days
MATCHES MEASURED	RESOLVED ESTIMATES	OF PUBLIC TRACKING



Adults only (18+). This is a guide to statistics. It does not promise winnings and is not betting advice.

STATSAI.BET

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HOW TO READ THIS GUIDE

Each chapter explains one part of the site: what you see, how it is calculated and how to use it. Screenshots come from a demo copy of the site with sample data, so their numbers differ from today's. Every number about the model is real and public.

THREE RULES BEFORE YOUR FIRST CLICK

- **A percentage is not a promise.** 60% means that out of 10 such situations about 6 happen and 4 do not.
- **Odds contain a margin.** Remove it before you compare odds with an estimate (chapter 5).
- **Measure yourself.** The ticket wave shows what works for you and what does not. The decision is always yours.

01

WHAT STATSAI IS AND HOW AI READS A MATCH

StatsAI.bet is a statistics lab for football. Every day it estimates thousands of outcomes across dozens of leagues, and after each match it checks every estimate against the result.

01 **DATA** form, goals, Elo, venue › 02 **MODEL** a probability for every pick › 03 **CALIBRATION** corrected from past days › 04 **COMPARISON** odds without margin › 05 **MEASUREMENT** public results

The model looks at more than the table. For each match it combines both teams' form, attacking and defensive strength, goals by half, home advantage, a strength rating (Elo) and head-to-head games. The result is a probability for every market: 1X2, over or under goals, both teams to score, half-time/full-time and combinations.

Then comes calibration. If the model used to say 40% and such outcomes happened 38% of the time, the estimate is corrected. The calibration curve is learned each day only from previous days, so the model never "sees" a result in advance.

Finally each estimate is compared with the market, meaning the odds with the margin removed. All aggregate results are public (chapter 14).

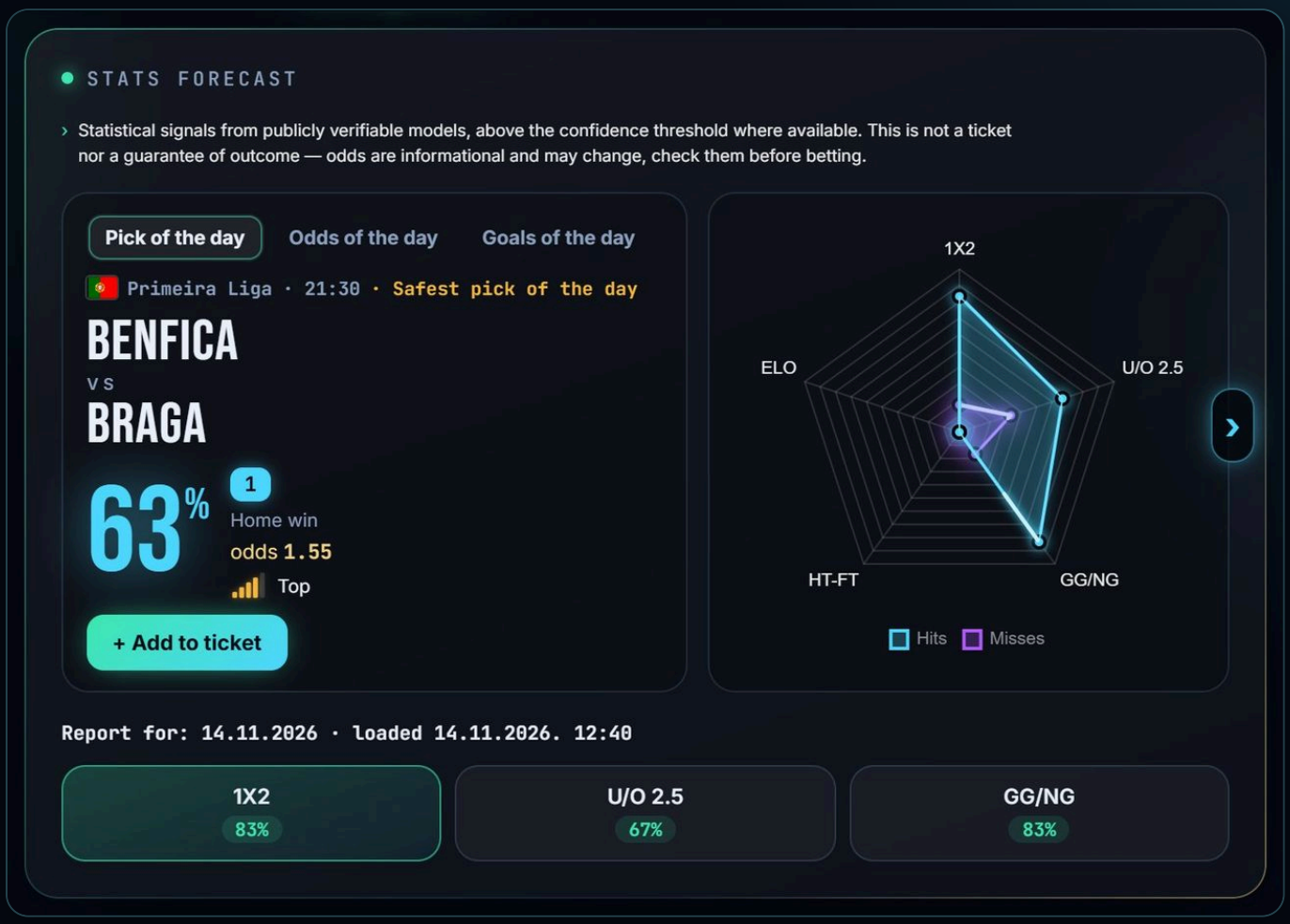
WHAT STATSAI IS NOT

StatsAI is not a bookmaker and takes no bets. It does not sell "sure tips", because they do not exist. It gives you numbers and tools so you can decide for yourself.

02

STATS: PICK OF THE DAY AND SECTIONS

The STATS tab is the morning overview: which pick has the strongest statistical signal today and how each section did yesterday.



DEMO VIEW · SAMPLE DATA

- **Pick of the day, Odds of the day, Goals of the day.** Three highlighted picks, each with the estimate, the odds and the data strength (bars from Basic to Top).
- **Radar.** Five axes (1X2, O/U 2.5, BTTS, HT-FT, Elo) show where the model is hitting right now and where it is missing.
- **Sections with a percentage.** 1X2 83% means 83% of yesterday's picks in that section won. Click to switch sections.

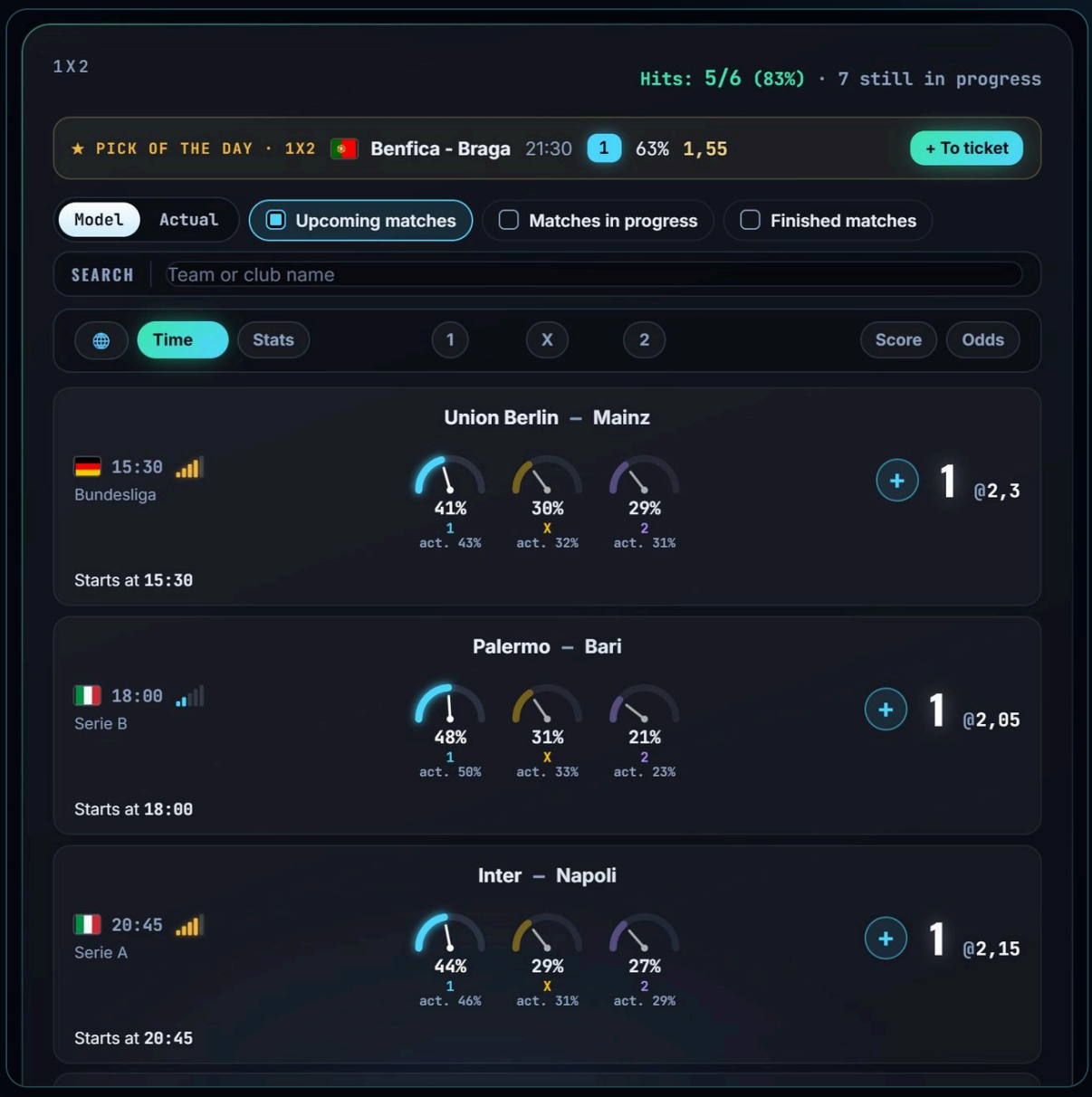
TIP

A strong signal is not the same as low odds. Compare the estimate with the chance implied by the odds: the gap is a clue, not a guarantee.

03

MATCH LIST: MODEL AND ACTUAL

Below the highlighted picks is the list of all matches in the section, each with three gauges.



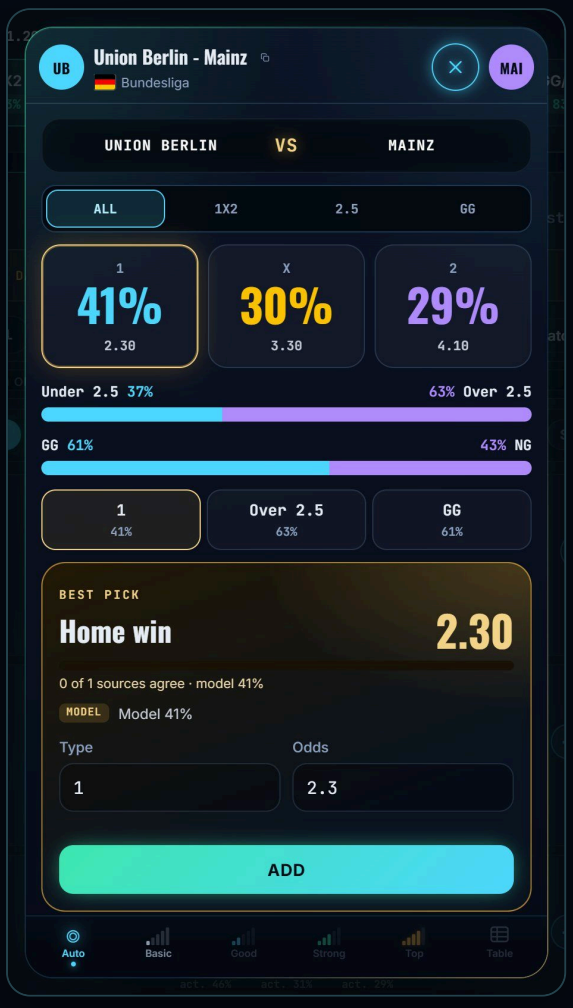
DEMO VIEW · SAMPLE DATA

- **Gauges 1, X, 2.** The big number is the model's estimate, for example 41% for the home side.
- **"act." under each gauge** shows how often such picks actually won over the last 90 days. The **Model / Actual** switch decides which number is the main one.
- **On the right are the pick and the odds** (e.g. 1 @2.30), and the **+** sign sends the selection straight to your ticket.
- **Filters:** upcoming, live and finished matches, team search, and sorting by time, statistics, score or odds.

04

MATCH WINDOW IN FIVE LEVELS

Click any match to open a window with every estimate in one place.



DEMO VIEW · SAMPLE DATA

- **1 · X · 2 cards** with the percentage and the odds. Below them are bars for under/over 2.5 goals and BTTS.
- **Best pick:** the selection with the best balance of chance and odds. You can edit the pick and the odds before adding it to your ticket.
- **Levels Auto, Basic, Good, Strong, Top.** The more data a match has, the richer the view: halves, exact goal counts, form and trends.
- **Table:** overall, home and away, with recent form.
- **The orange triangle** warns about injuries, missing key players or weak motivation.

05

ODDS, PROBABILITY AND MARGIN

Odds are a price, not an estimate. To compare them with the model, first remove the bookmaker's margin.

1. IMPLIED CHANCE

1 ÷ odds. Odds of 1.95 → 51.3%.

2. SUM OF CHANCES

For three outcomes the sum is above 100%. The excess is the margin.

3. FAIR ODDS

Divide each chance by the sum, then 1 ÷ fair chance.

OUTCOME	ODDS	IMPLIED CHANCE	FAIR CHANCE	FAIR ODDS
1 (home)	1.95	51.3%	49.0%	2.04
X (draw)	3.60	27.8%	26.5%	3.77
2 (away)	3.90	25.6%	24.5%	4.08
Sum		104.7%	100.0%	

Margin in this example: **4.7%**. That is what every pick on this match "costs".

EXPECTED VALUE (EV)

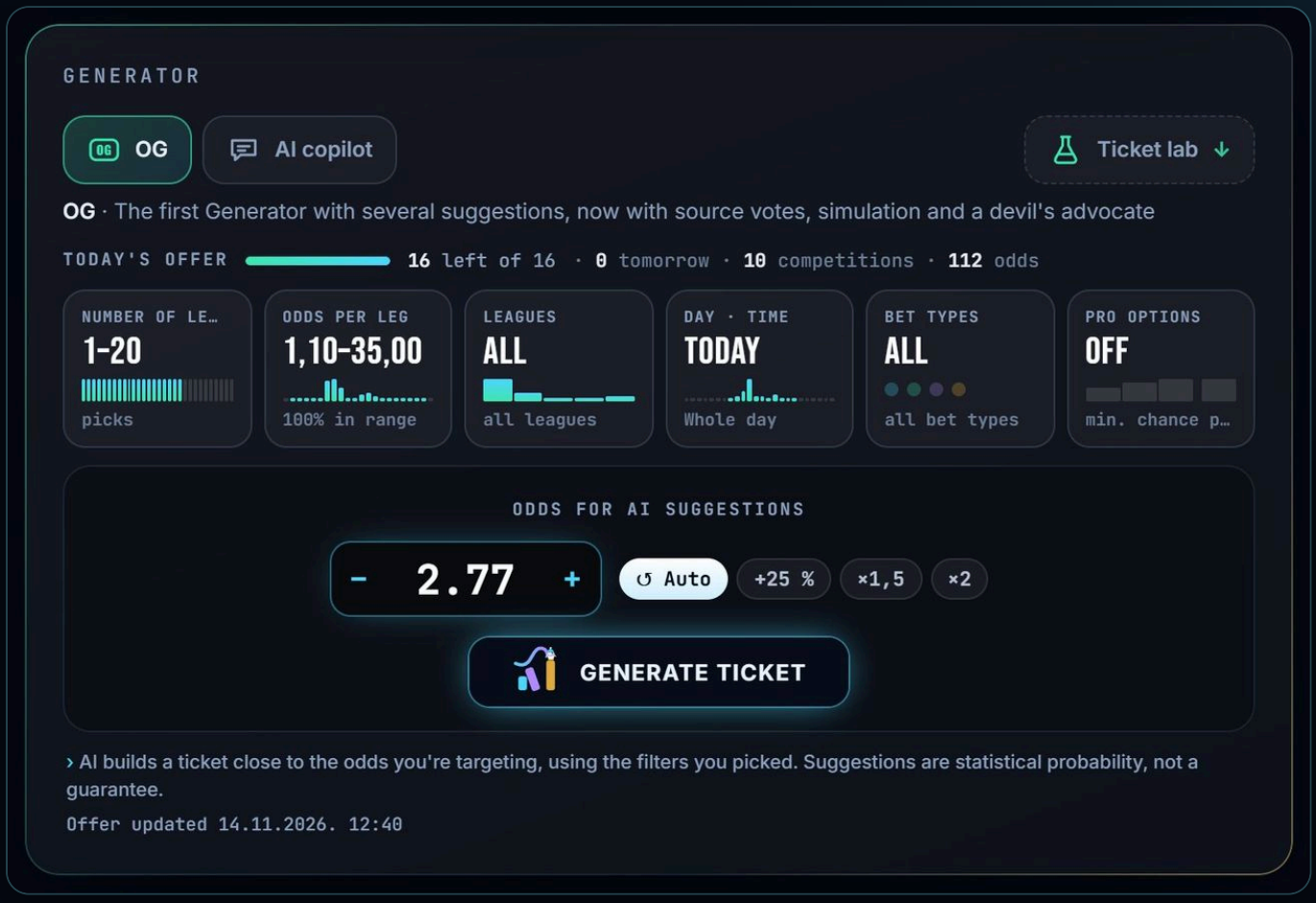
EV = chance × odds − 1. If the fair chance of a home win is 49% and the odds are 1.95, EV is 0.49 × 1.95 − 1 = **−4.5%**. Positive EV only exists when your estimate is more accurate than the market, which is rare (chapter 14).

Work out your own match in the Odds calculator →

06

TIPGEN: GENERATOR, COPILOT AND TICKET LAB

TIPGEN builds a ticket by your rules. It has three modes.



DEMO VIEW · SAMPLE DATA

- **OG, the control bar.** Six tiles: number of picks, odds per pick, leagues, day and time, bet types and pro options. Enter the total odds you are aiming for (or leave it on Auto), click **Generate ticket**, and the AI picks selections close to that target.
- **AI copilot, the command bar.** Type a sentence such as "3 picks, goals, odds around 4". The copilot understands it as you type and sets the filters for you.
- **Ticket lab.** Every match is "played" 10,000 times in a simulation. You see the most common match flow and how often the whole ticket wins.
- **Devil's advocate** checks injuries, key players and motivation before you send the ticket and warns you if something looks off.

HOW TO START

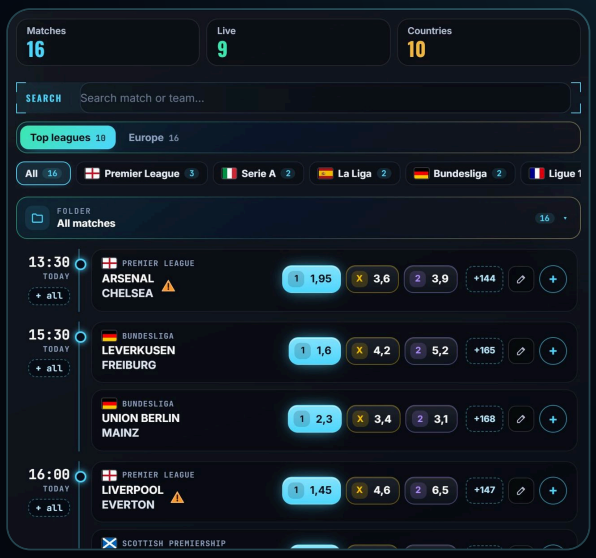
The first time, leave everything on Auto, then change one tile at a time. That way you see what each filter does to the odds and the chance.

07

DAILY OFFER LIST AND TICKET

The list is today's offer sorted by kick-off time, and the ticket is your till.

- **List:** matches by kick-off time with flag and league, Top leagues or all of Europe, and search.
- **Folders** filter the offer in one click: Few goals, Goal fests, High chance, Multiple sources, BTTS / no BTTS, Possible upsets.
- **The + next to the odds** adds a selection. Add the same match with another pick and the old one is replaced.
- **The ticket as a timeline:** selections by kick-off, total odds, stake and potential winnings in the currency you choose (RSD, EUR, USD, HUF, BAM, GBP or CHF).



DEMO VIEW · SAMPLE DATA



DEMO VIEW · SAMPLE DATA

08

SYSTEM BETS WITHOUT THE HEADACHE

A system bet splits the stake into several smaller tickets. With a 2/3 system one miss does not sink everything.

Example: three selections at odds 1.80, 2.00 and 2.20, stake 300. A 2/3 system makes 3 combinations of 100 each.

COMBINATION	ODDS	PAYOUT IF IT WINS
1.80 × 2.00	3.60	360
1.80 × 2.20	3.96	396
2.00 × 2.20	4.40	440

- All three win: payout **1,196**.
- The 2.20 selection loses: only 1.80 × 2.00 wins, payout **360**.
- Two selections lose: no combination wins.

On the site, **Generate system** picks K/N and the selections for you, and the System bet calculator works out every combination and the exact payout, even when a selection is voided.

SYSTEM OR ACCUMULATOR?

The same picks as one accumulator: 1.80 × 2.00 × 2.20 = 7.92, so a stake of 300 returns 2,376, but only if all three win. The 2/3 system pays 1,196 when all three win, and it also survives one miss. A system buys safety with a smaller payout.

Open the System bet calculator →

09

TICKET WAVE: YOUR OWN STATISTICS

The most useful number on the site is your own. The ticket wave plots every day: stakes, payouts and the running net.



DEMO VIEW · SAMPLE DATA

- **Per day or cumulative:** bars are stakes and payouts, the line is the net.
- **ROI, median odds, biggest win, longest streak.** Four numbers that describe your style.
- **Ticket table:** stake, payout and what is still in play, ticket by ticket.
- **Bankroll through a streak:** set a starting amount and track it across a run of tickets. Switch it on in your profile.

TIP

If your median odds are high and your hit rate is low, the problem is not luck but maths. See calibration in chapter 14.

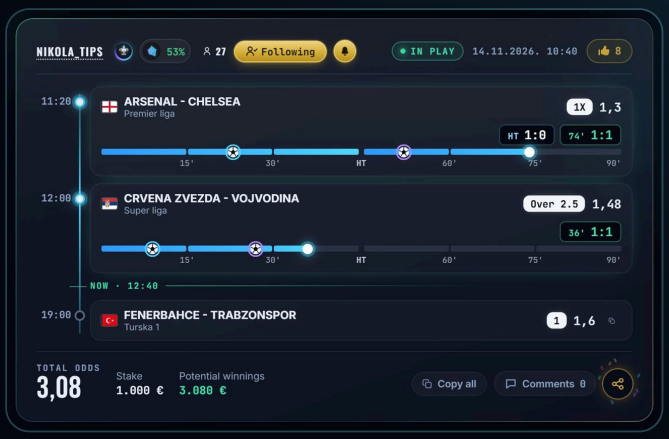
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GLOBAL: COMMUNITY TICKETS

The GLOBAL tab shows tickets that users saved and marked as public.



DEMO VIEW · SAMPLE DATA



DEMO VIEW · SAMPLE DATA

- **Ticket of the day, Highest odds, Most followed:** a quick pick of the day's most interesting tickets.
- **Copy to ticket** copies a whole ticket, or **+** copies a single selection. Click a selection to open its statistics.
- **Comments:** a discussion under each ticket with a Wins / Loses vote.
- **Leaderboard:** a monthly ranking based on saved tickets, with each player's hit rate.

> **TIP**
>
> Before copying, check the author's hit rate and the statistics of each selection. A popular ticket is not the same as a good one.

11

PING: THE PENGUIN CONSENSUS

Every morning our 14 penguins collect free tips from the internet for today's matches. Each penguin is one source.



- **Matched to the offer:** every tip is paired with a match and its odds in our offer.
- **Each penguin's hit rate** over the last 30 days, for example 62% (51/82), so you can see who is worth trusting.
- **Consensus:** 11/14 means 11 penguins say the same. The "minimum penguins agreeing" filter keeps only strong agreement.
- **Odds and bet type filters** (1X2, double chance, goals, BTTS, combinations), plus penguin comments on each match.



DEMO VIEW · SAMPLE DATA

WHY PENGUINS

Many sources saying the same thing is not a guarantee, but it is a useful signal, especially when it matches our own estimate.

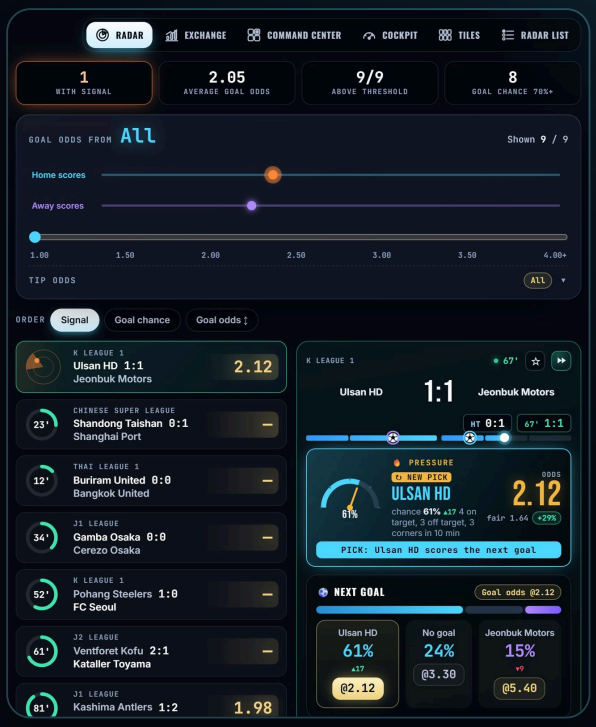
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LIVE: NEXT GOAL IN REAL TIME

LIVE follows matches in play and calculates who is more likely to score next.

- **Radar and signal:** matches where the chance of a goal is above the threshold are flagged at once.
- **Next goal chance** for the home side, the away side and "no goal", with fair odds next to each.
- **Pressure:** shots on target, shots off target and corners in the last 10 minutes.
- **Fast-forward** ⏩ simulates the rest of the match and shows when the next goal is most likely.
- **Six layouts** (Radar, Exchange, Command center, Cockpit, Tiles, List) and a star for your own matches.

> **TIP**
>
> The next-goal chance changes minute by minute. A signal is a snapshot of the current state, not a forecast for the whole match.



DEMO VIEW · SAMPLE DATA

13

MOST LIKELY AND WINNING TIPS

Two public pages tell two sides of the same story: how often the "safe" wins and how rarely the "big" wins.



THE MULTIPLICATION TRAP

Three selections at 81%, 82% and 84% give the whole ticket a chance of only **56%**. Out of 10 such tickets about 6 win and 4 lose. Every extra selection lowers the chance.

WINNING TIPS OF THE DAY

For each section we highlight up to five winning picks with the highest odds, with the half-time and full-time score. Example, 13 Nov: highest winning odds 9.90 (X-X), 46 highlighted wins in total, 23 of them at odds of 3.00+. These are selected wins only, not every pick of the day.

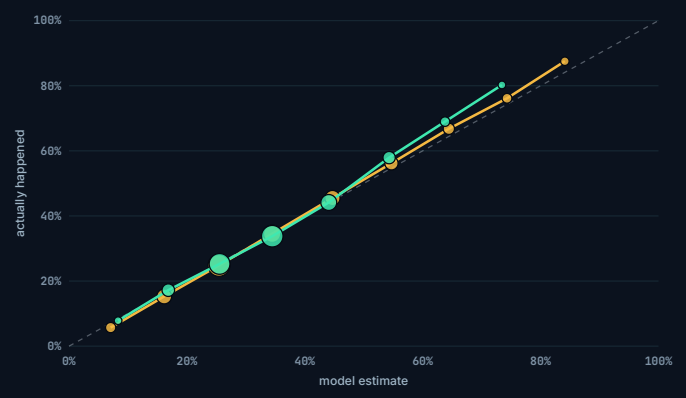
High-probability tips → | Winning tips →

14

MODEL PERFORMANCE: HONEST MEASUREMENT

What you do not measure, you do not know. After each match every estimate is compared with the result and with the margin-free odds on the same event.

1X2 CALIBRATION: SAID → HAPPENED



HONESTLY

On all four markets the margin-free odds are still more accurate than our model. That is why we never talk about "beating the bookmaker". The model's strength is calibration: when it says 30%, it happens about 30% of the time. The 1X2 calibration error is **0.68** percentage points (market 0.78). Goals by half: said 28.7%, happened 28.9%. Combinations: 25.7% vs 26.1%.

BRIER SCORE (LOWER = BETTER)

MARKET	N	MODEL AI	MARKET NO MARGIN	BASELINE AVERAGE
1X2	27,886	0.629	0.590	0.646
Over/under 2.5	17,996	0.495	0.474	0.496
Both teams to score	25,030	0.496	0.489	0.496
Elo 1X2	2,273	0.605	0.582	0.641

Data: 379,525 resolved estimates, 31 Aug 2026 – 13 Nov 2026. Open data (CC BY 4.0) on the AI model performance page.

See all charts →

15
RESPONSIBLE PLAY AND GLOSSARY

Statistics help you understand risk, not avoid it.

18+

- Only play if you are 18 or older, and only with money you can afford to lose.
- Set a monthly budget in advance and never chase losses.
- A losing streak is normal, even with good estimates.
- If betting stops being fun, take a break and seek help.

MINI GLOSSARY

Fair odds
odds without margin, 1 ÷ fair chance

Margin
how far the sum of implied chances goes above 100%

EV
expected value: chance × odds − 1

Calibration
how well a stated percentage matches reality

Brier score
mean squared error of an estimate; lower is better

Elo
a team strength rating that rises after wins

System K/N
N selections; every combination of K selections is a bet

HT-FT
result at half-time and full-time, e.g. X-2

16
START IN 30 SECONDS

Create an account and use every tool free for the first 7 days. After the trial a free basic level remains.

OPEN STATSAI.BET

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

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

Personal bot @tipgenbot →
reminders for your matches and tickets

StatsAI Academy →
articles on odds, systems and statistics



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