

# **T-H Basic Blackjack**

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T-H Enterprises

Las Vegas, Nevada



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# The *T-H Blackjack Series*

Level of Difficulty	Title
①	<i>T-H Basic Blackjack</i> : Features the T-H Basic playing strategy and card count for betting and insurance. 20 in-depth system reports for 1-8 decks. Also includes the T-H Instant playing strategy, which can be learned in just a few minutes.
②	
③	<i>T-H Intermediate Blackjack</i> : A simple count-based playing strategy and detailed coverage of worldwide rules variations. 40 system reports.
④	<i>T-H Advanced Blackjack</i> : Complete count-based playing and betting strategy. Features the unbalanced true count for playing and the floating true count for betting. 20 system reports.
⑤	<i>T-H Expert Blackjack</i> : Extended playing strategy, ace side count, and the adjusted pivot. 20 system reports.
⑥	<i>T-H Master Blackjack</i> : Adds the {8,9} side count, with bonus strategies for 2-1 Blackjack and Over/Under. 30 system reports.
⑦	<i>T-H Grandmaster Blackjack</i> : The {6,7} side count, with bonus strategies for exposed hole card games. 30 system reports.
⑧	<i>T-H Champion Blackjack</i> : The {4,5} side count, and bonus strategies for Royal Match and end play. 25 system reports.

## *Bushido Blackjack*

Level of Difficulty	Title
③	<i>Bushido Blackjack</i> : An alternative to the T-H Blackjack systems. Contains the Intermediate and Advanced versions of the Bushido system complete in one volume, with 60 system reports.
④	





# **Part One:**

## **An Introduction to Blackjack**



# Why Play Casino Blackjack?

“There is more money to be made playing blackjack than doing anything else I know.”  
Lawrence Revere, *Playing Blackjack as a Business*

## **“Is it still possible to beat the casinos using the card counting method today?”**

Absolutely. If I didn't have any money, there's no doubt in my mind about where I would go.”

F. Blair Hull, interviewed in *The New Market Wizards*

“Blackjack is entirely about money.”

Anthony Holden, *The Big Deal*

Blackjack is offered on more than 10,000 tables located in over 1000 casinos all over the world, with more opening every month. In the United States, casino blackjack is now offered in more than half of the 50 states. Even in Las Vegas itself, the gambling capital of the world since the early 1950s, dozens of new casinos with hundreds of tables have opened in just the last 10 to 15 years. More places to play means more money can be won at blackjack than ever before. \$100 an hour is a reasonable goal for a serious player with an adequate bankroll. Dedicated high stakes professionals can make \$200 or more an hour. A select few of these players have had careers lasting many years and net wins in the millions of dollars.

I will not have too much to say on this topic in the following pages, but *casino compartment* is something that all winning players need to be aware of. *Never* talk about counting cards at the table! Failure to follow this simple advice can put a premature end to your playing days, and not just at one casino. Card counting is not illegal or immoral, but any casino has the right to refuse to gamble with someone they suspect has an edge over the house. If you are told your action is no longer welcome at one casino, this incident may be reported by fax to nearby casinos or, even worse, to Griffin Investigations. Other casinos will then have your name and photograph and will quickly take countermeasures or bar you from play. Just use common sense; don't be too greedy, and go to a different casino if you are being watched too closely. Also, players at the Basic and Intermediate level should always play by the book. Don't try to mix up your bets or playing strategy to fool the casinos – most players who do this are only fooling themselves.

# Rules of Casino Blackjack

## Objective

Each player is pitted individually against the dealer, attempting to achieve a higher total without going over 21. Face cards count as 10, and aces may be counted as either 1 or 11. If the player and dealer end up with equal totals, the hand is a tie, or a “push.” Any total greater than 21 is a “busted” hand, and loses immediately. The player's hands are completed first, giving the dealer the advantage of winning all “double bust” hands. Other rules exist to compensate the player for this factor and make blackjack close to an even game with the correct basic strategy.

## Procedures

**Betting:** A single chip or stack of chips must be placed within the betting circle directly in front of the player. If chips of different values are in the stack, the denominations should be arranged from largest to smallest starting at the bottom. There is a posted minimum and maximum bet at every table.

**Dealing:** Each player at the table receives two cards, both either face up or face down according to house policy, and the dealer receives one card face up and another face down. Any hand containing an ace counted as 11 is referred to as a “soft” hand; any other hand is “hard.” An untied two card soft 21 (ace and 10) is called a “natural” or a “blackjack” and is paid 3:2.

**Dealer Ace:** If the dealer has an ace up card, any player with a blackjack may ask for “even money” and forfeit the 3:2 bonus before the dealer checks for a 10 or face card in the hole. Other players may take insurance by matching up to 1/2 of their original bet in the insurance area of the table layout. If the dealer has a 10 in the hole, all bets are collected and insurance bets are paid 2:1. This results in a tie for the players who took insurance, hence the name. If the dealer does not have a ten in the hole, the dealer collects all insurance bets and play continues normally.

**Dealer Ten:** If the dealer has a ten up card, the hole card must be checked to verify that the dealer does not have an ace in the hole, resulting in blackjack. If the hole card is an ace, any players who also have blackjack push, and all others lose.

At this point, if the dealer does not have blackjack, any player with a blackjack should present it to the dealer to receive the 3:2 payout. Other than that, play is from the dealer's left to right, which is referred to as from first base to third base.

**Hit/Stand:** There are two sets of signals for hit and stand. In a face down game, the player will be holding his cards, and should scratch the table to indicate to the dealer that a hit card is desired. If the hand then totals over 21, he immediately loses and must turn the hand face up. In a face up game, the felt is scratched with the player's fingertips rather than the cards, which are handled only by the dealer. Standing is done by sliding the first two cards under the player's bet in a face down game, or by waving the hand from side to side in a face up game.

**Pairs:** If the first two cards are of the same rank, the player may match the original bet and play two separate hands starting with one of the pair on each hand. In a face down game, the split hands will be played with the face up game signals. Some casinos consider different 10 valued cards (such as jack, queen) to be pairs and others do not. A soft 21 on a pair split is treated like any other 21 and receives no bonus. Other rule variations include drawing to split aces (usually only one card on each), resplits (usually pairs can be split up to 3 times) and resplitting aces (sometimes allowed even if drawing to split aces is not).

**Double Down:** On the first two cards, the player may place any amount up to the original bet next to the betting circle. In return for the right to increase the wager, the player forfeits the right to receive more than one hit card. The double down card is dealt face down in a face down game and face up in a face up game. Variations include doubling allowed after splitting a pair and doubling restricted to certain hands.

**Surrender:** When this rule variation is available, the player may forfeit half of his original bet before taking any other action, and the dealer collects the cards and the hand is finished. The two main variations are Late Surrender (after the dealer has checked for blackjack) and Early Surrender (before the dealer has checked the hole card on a ten or ace).

**The Dealer's Hand:** The dealer must always hit until achieving a total of hard 17 and either soft 17 or soft 18 depending on the house rules. The dealer announces the total or "bust" if over 21.

**Completing the Round:** If the dealer busted, all non-busting player hands are paid at even money, including the amounts bet on splits and doubles. If the dealer did not bust, all hands greater than the dealer's and equal to or less than 21 are paid, all tie hands are counted as a "push" with no money being paid or collected, and all hands with totals lower than the dealer's lose.

**Shuffling:** In some casinos, shuffling is done at the dealer's discretion. In others, a plastic cut card is placed in the cards and when it is dealt the cards will be reshuffled at the end of the round.

# Typical Playing Strategies

Very few players use a correct basic strategy or a count-based system. Instead, they will follow a losing method similar to those described below.

## Naïve strategies

Players of these strategies ignore the dealer's exposed card and play the same way against an ace as they do against a 6.

Mimic the dealer: Never split or double, and always hit until reaching hard 17 and either soft 17 or soft 18. This terrible strategy yields a disadvantage of about 8%.

No Bust: The player stands on hard 12 or higher, thereby avoiding any possibility of busting. This plan is just as bad as "Mimic the dealer."

Stand on other totals: Some players will stand on a minimum total of 13, 14, 15, or 16.

## Abbreviated Strategies

These strategies are a bit more detailed than the naïve strategies, but still lack the complexity and sophistication of a complete basic strategy. Guidelines are given for broad groups of hands, and exceptions to these rules are generally ignored. An example is the old saying "always split aces and eights." Although easy to learn, most systems of this type are very expensive to play. The T-H Instant playing strategy is an exception. This method of play costs the player only about 0.1% overall compared to perfect basic strategy.

## Hunch Strategies

Misguided players of this type most often use an abbreviated strategy or even a mostly correct basic strategy, but will sometimes play according to feeling or intuition rather than the system. Some of them will suddenly make very strange moves, such as standing on a hard 9 against a 6, after playing a decent game for an hour or more. A popular explanation for these sudden irrational plays is that they were made to "change the flow of the cards."

# Basic Strategies

For every combination of a player hand and exposed dealer card, there is one play that has the highest mathematical expectation. A Basic Strategy player memorizes all of these plays and follows them without exception. This reduces the house advantage to less than 1% in all but the very worst games. House advantages of a mere 0.2% to 0.5% with basic strategy are quite common. There are even a few games with rules so favorable that Basic Strategy alone is enough to give the player a small edge over the house.

## **Generic Basic Strategy**

The same strategy is used for any rules or number of decks. Many players have learned the basic strategy for 2 or 6 decks and play it in all games.

## **Specific Basic Strategy**

Basic strategy is modified to account for rules variations and the number of decks in play. Most players learn which additional pairs to split when double after split is allowed.

## **Composition Dependent Basic Strategy**

The play of certain hands is modified based on the cards in the hand. For example, 14 vs. 10 should normally be hit in any number of decks. In single deck, if the total of 14 is made up of a pair of 7s, it is better to stand.

## **Incorrect Basic Strategies**

Many books give charts purporting to be Basic Strategy that may contain errors ranging from the few and inconsequential to the numerous and serious. See the “Other Resources” section in the back for information on reliable sources of Basic Strategy.

# Card Counting Playing Strategies

## **Dollar-Weighted Strategy**

This is an extension of Basic Strategy theory that considers the fact that more money will be bet by card counters when more small cards (2-7) than big cards (10, Ace) have been dealt. This changes the weighted average composition of the deck and results in several significant changes to the standard basic strategy.

## **Count-Based Strategy**

This method requires the player to first learn the Basic Strategy or dollar-weighted strategy and then memorize a series of index numbers that indicate the minimum count to make a certain play. Systems of this type can have as few as one number (usually for insurance) or more than 200 numbers covering every play that could conceivably be varied by the count. Most systems include only a reasonable subset of the most important plays.

## **Multiple-Parameter Strategy**

This is the use of count-based strategy by a player who is keeping two or more counts simultaneously. He must learn not only the value for each play, but also what count or combination of counts to use in each case.

## **Combinatorial Analysis**

This is the ultimate level of playing accuracy with a randomly shuffled deck. For every decision, the best play for the exact subset of cards remaining is determined. Only computers are capable of playing with this level of expertise. In theory, a highly skilled human with a powerful multiple-parameter strategy can come close to this ideal.



# The T-H Instant Playing Strategy

The T-H Instant playing strategy can be summarized in a few sentences and takes just a few minutes to learn. The player using this simplified method pays just a 0.1% penalty compared to perfect basic strategy. This small price is less than the value of most common rules variations such as double after split or dealer standing on soft 17.

<b>Hit/Stand</b>
Stand on 12–16 vs. 2-6 Hit soft 18 vs. 9, 10, Ace

<b>Surrender</b>
Surrender 15 and 16 vs. 9, 10, Ace Do not surrender 88; split instead

<b>Double Down</b>
Always double 10 or 11 Double 9 vs. 2-6 Double on A2-A7 vs. 4, 5, 6

<b>Split Pairs</b>
Always split AA and 88 Split 99 vs. 2-9 Split 22, 33, 66, and 77 vs. 2-7

Unless otherwise noted, hit until reaching a total of hard 17 or soft 18

# T-H Instant Playing Strategy

Hit / Stand		Dealer Upcard									
Player		2	3	4	5	6	7	8	9	10	Ace
Hard Totals	17	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand
	16	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit
	15	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit
	14	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit
	13	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit
	12	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit
Soft 18		Stand	Stand	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit

Double Down		Dealer Upcard									
Player		2	3	4	5	6	7	8	9	10	Ace
Hard Totals	11	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double
	10	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double
	9	Double	Double	Double	Double	Double					
Soft Totals	A7			Double	Double	Double					
	A6			Double	Double	Double					
	A5			Double	Double	Double					
	A4			Double	Double	Double					
	A3			Double	Double	Double					
	A2			Double	Double	Double					

Split Pairs		Dealer Upcard									
Player		2	3	4	5	6	7	8	9	10	Ace
AA	AA	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
	99	Split	Split	Split	Split	Split	Split	Split	Split		
88	88	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
	77	Split	Split	Split	Split	Split	Split				
66	66	Split	Split	Split	Split	Split	Split				
	33	Split	Split	Split	Split	Split	Split				
22	22	Split	Split	Split	Split	Split	Split				

Late Surrender		Dealer Upcard				
Player		7	8	9	10	A S17
Hard Totals	16			Sur	Sur	Sur
	15			Sur	Sur	Sur
Pair	88					

Insurance	
Player	Ace
Insurance	No
Even Money	No

# How Card Counters Win

The simplest and most important strategy available to card counters is to bet more when the deck composition indicates a player advantage. In addition, there are many benefits to betting in proportion to the advantage, so it is useful to know not only when the player has the edge but also by how much.

Ideally, the player will bet one unit on the first hand after a shuffle, and increase the bet only when the count indicates a player advantage. The ratio of the biggest bet to the starting bet is referred to as the bet spread. Bet spreads can be as small as 2–1 in single deck or as large as 20–1 or more in a six- or eight-deck game. More advanced players who have a bigger edge overall can get by with a smaller bankroll and wait for higher counts to make their largest bets.

The size of the bet spread is one of the most important factors in determining the player's edge. Some games can be beaten soundly with a 2–1 bet spread ratio, while in others even 10–1 is barely good even to break even. In general, with fewer decks, better rules, or more cards dealt before the shuffle, a smaller minimum bet spread is needed to win. On the other hand, a larger bet spread can make up for poor rules or penetration (percentage of cards dealt), up to a certain point.

Another way a card counter can profit from information about the cards remaining is by varying the play of his hands. This concept is introduced with the insurance wager in *T-H Basic Blackjack*, and further developed in the more advanced systems presented later in this series. Even though all decisions other than betting and insurance are fixed, the T-H Basic playing strategy does profit from this concept by the use of dollar-weighted decisions based on a bet spread according to the count.

# The Ace Count

Point Count Values												
2	3	4	5	6	7	8	9	10	J	Q	K	A
0	0	0	0	0	0	0	0	0	0	0	0	-1

## Ace Count and T-H Instant Playing Strategy Single Deck 4 Rounds to 2 Players H17 No DAS

RC	Freq	Adv	Var
0	1.4	-2.4	1.28
+1	7.9	-1.4	1.31
+2	19.2	-0.5	1.33
+3	27.2	-0.1	1.34
+4	44.2	0.0	1.34
Total	100	-0.28	1.33

The player starts counting at +4, which means four aces remaining in the deck, and subtracts one point from the count every time an ace is dealt.

As the chart above illustrates, the Ace Count is not useful for finding chances to make bets with advantage. All it can be used for (without additional information) is to warn the player when the odds have shifted in favor of the dealer.

Even though the Ace Count is not a winning method, a 1-3 bet spread can be used to reduce the odds against the player from a -.05% ROI (ROI is a measure of risk-adjusted return; see "Reading the Reports," pages 43-44) to just -.01%.

# The Five Count

**Point Count Values**

2	3	4	5	6	7	8	9	10	J	Q	K	A
0	0	0	+1	0	0	0	0	0	0	0	0	0

**Five Count and T-H Instant Playing Strategy  
Single Deck 4 Rounds to 2 Players  
H17 No DAS**

RC	Freq	Adv	Var
-4	44.7	-0.8	1.34
-3	26.7	-0.6	1.34
-2	19.2	0.4	1.32
-1	8.0	1.5	1.31
0	1.5	2.7	1.29
Total	100	-0.28	1.33

Versions of this counting method have been published in *Beat the Dealer* by Ed Thorp and *Playing Blackjack As a Business* by Lawrence Revere. The player starts counting at -4, which indicates that there are 4 fives remaining in the deck. Since removing a five from the game favors the player, each time one is dealt it is counted as +1.

When all of the fives are gone, the player has approximately a 2.7% edge. With one or more fives remaining, the exact odds depend on the expected (average) number of fives dealt since the shuffle. Whenever there is a shortage of fives among the remaining cards, the odds are in the player's favor.

Rounds Completed	Average Number of Fives Dealt	Average Number of Fives Remaining
0	0.0	4.0
1	0.6	3.4
2	1.2	2.8
3	1.9	2.1
4	2.5	1.5

A Five Count of -2 (2 fives remaining) indicates a player edge after one round and a dealer edge after four rounds. The figures given in the above chart are averages through the fourth round. If a fifth round is dealt, the small player edge for a -2 running count from rounds 2, 3, and 4 is wiped out when averaged with the dealer's edge with a -2 running count in round 5.

The Five Count in this single deck game with a 1-3 spread is just barely strong enough to give the player a tiny edge: an ROI of +.01%.

# The Ace-Five Count

Point Count Values

2	3	4	5	6	7	8	9	10	J	Q	K	A
0	0	0	+1	0	0	0	0	0	0	0	0	-1

Ace-Five Count and T-H Instant Playing Strategy  
Single Deck 4 Rounds to 2 Players  
H17 No DAS

RC	Freq	Adv	Var
-4	0.2	-4.3	1.32
-3	1.5	-3.3	1.33
-2	6.7	-2.2	1.33
-1	17.3	-1.2	1.34
0	48.9	-0.3	1.34
+1	16.9	0.7	1.33
+2	6.8	1.7	1.33
+3	1.6	2.9	1.32
+4	0.2	4.0	1.32
Total	100	-0.28	1.33

The Five Count and the Ace Count can be added together to create the Ace-Five Count, which first appeared in *Million Dollar Blackjack* by Ken Uston. Unlike the single rank counts, the Ace-Five Count balances positive and negative cards against each other to become equally efficient in evaluating situations that favor the player or the dealer.

The Ace-Five Count is just a little stronger than the Five Count. A 1-3 bet spread yields an ROI of +.02%.

# The Forty-Five Count

**Point Count Values**

<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>J</b>	<b>Q</b>	<b>K</b>	<b>A</b>
0	0	+1	+1	0	0	0	0	0	0	0	0	-1

**Forty-Five Count and T-H Instant Playing Strategy  
Single Deck 4 Rounds to 2 Players  
H17 No DAS**

<b>RC</b>	<b>Freq</b>	<b>Adv</b>	<b>Var</b>
< -5	2.5	-3.4	1.35
-5	7.6	-2.3	1.35
-4	40.1	-0.7	1.34
-3	18.2	-0.5	1.34
-2	15.2	0.4	1.33
-1	9.5	1.3	1.32
0	4.6	2.3	1.31
+1	1.7	3.3	1.30
+2	0.4	4.3	1.29
+3	0.1	5.3	1.27
+4	0.0	6.5	1.27
<b>Total</b>	<b>100</b>	<b>-0.28</b>	<b>1.33</b>

The Forty-Five Count is similar to the Ace-Five Count, but with more weight given to finding positive situations than evaluating the exact odds when the dealer has the edge. This is perfectly acceptable, because the profit comes from making larger bets when the odds favor the player.

The Forty-Five Count with a 1-3 bet spread yields an ROI of +.04%, which is still not much better than breaking even.

# The T-H Basic Point Count

**Point Count Values**

2	3	4	5	6	7	8	9	10	J	Q	K	A
+1	+1	+1	+1	+1	+1	0	0	-1	-1	-1	-1	-1

The T-H Basic Point Count was inspired by the Knock-Out, or K-O Count, from *Knock-Out Blackjack* by Ken Fuchs and Olaf Vancura. This is an unbalanced count, with more + than - points in a complete deck. To adjust for this, it is important to start the count with a negative number every time you enter a game or after each shuffle.

Decks	Starting Count
1	- 4
2	- 8
4	-16
6	-24
8	-32

You will have a more reliable indicator of the player's edge when the count is close to 0, indicating roughly a 2% advantage with any number of cards remaining. With a large positive or negative count, the exact advantage or disadvantage depends on the number of cards left. Fortunately, the average error is very small when all of these situations are averaged together. Only players at the Advanced level or above need to be concerned with any limitations of the running count.

Insurance should be taken with a running count of -1 or greater. If you have a blackjack, take even money with a running count of -2 or greater.

The System Reports on the following pages cover the T-H Instant playing strategy with and without insurance taken according to the running count. System Reports are explained in detail in "Reading the Reports," pages 43-44.



# T-H Instant System Report

Single Deck 4 Rounds to 2 Players  
H17 No DAS No Insurance

- 25 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-2	1-3	1-4	1-5	1-6	1-8	Safest
< -5	14.2	-3.9	1.41	0.00	1	0	0	0	1	1	1	1	1	1	1
-5	8.0	-1.8	1.37	0.00	1	0	0	0	1	1	1	1	1	1	1
-4	34.4	-0.5	1.34	0.00	1	0	0	0	1	1	1	1	1	1	1
-3	9.8	-0.2	1.34	0.00	1	0	0	0	1	1	1	1	1	1	1
-2	9.2	0.5	1.32	0.38	1	1	0	0	2	2	1	1	1	2	1
-1	7.8	1.2	1.31	0.95	1	1	0	1	2	3	3	3	3	4	1
0	6.0	1.9	1.29	1.46	1	1	1	1	2	3	4	5	5	6	2
+1	4.3	2.6	1.27	2.03	1	1	1	1	2	3	4	5	6	8	3
+2	2.8	3.3	1.26	2.59	1	1	1	2	2	3	4	5	6	8	4
+3	1.7	3.9	1.24	3.14	1	1	1	2	2	3	4	5	6	8	5
> +3	1.8	4.9	1.21	4.05	1	1	1	2	2	3	4	5	6	8	6
<b>Total</b>	100	-0.28	1.33												
<b>ROR%</b>	10														
<b>Min Bet Units</b>		Win/100		1.31	-0.28	0.61	0.47	0.81	0.34	0.91	1.33	1.80	2.16	3.13	1.05
		SD/100		11.43	11.55	6.58	4.59	7.39	16.23	20.48	23.02	26.82	29.41	37.81	19.53
		Mini-Bank		115	-558	81	51	77	897	533	459	460	462	526	419
<b>Max Bet Units</b>		Win/100		0.32	-0.28	0.61	0.47	0.41	0.17	0.30	0.33	0.36	0.36	0.39	0.17
		SD/100		2.82	11.55	6.58	4.59	3.70	8.12	6.83	5.76	5.36	4.90	4.73	3.25
		Mini-Bank		28	-558	81	51	39	448	178	115	92	77	66	70
		ROI/100		1.14%	-0.05%	0.75%	0.92%	1.05%	0.04%	0.17%	0.29%	0.39%	0.47%	0.59%	0.25%

This is the standard "rule of six" single deck game, with 5 rounds to 1 player, 4 to 2, or 3 to 3.  
The higher bet spreads may be difficult to achieve in real life, since frequent bet jumps are called for.

# T-H Instant System Report

Single Deck 4 Rounds to 2 Players  
H17 No DAS

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RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-2	1-3	1-4	1-5	1-6	1-8	Safest
< -5	14.2	-3.9	1.41	0.00	1	0	0	0	1	1	1	1	1	1	1
-5	8.0	-1.8	1.37	0.00	1	0	0	0	1	1	1	1	1	1	1
-4	34.4	-0.5	1.34	0.00	1	0	0	0	1	1	1	1	1	1	1
-3	9.8	-0.2	1.34	0.00	1	0	0	0	1	1	1	1	1	1	1
-2	9.2	0.5	1.32	0.39	1	1	0	0	2	2	1	1	1	2	1
-1	7.8	1.3	1.30	1.00	1	1	0	1	2	3	3	3	3	4	1
0	6.0	2.0	1.29	1.58	1	1	1	1	2	3	4	5	5	6	2
+1	4.3	3.0	1.27	2.37	1	1	1	1	2	3	4	5	6	8	3
+2	2.8	3.7	1.25	2.99	1	1	1	2	2	3	4	5	6	8	4
+3	1.7	4.6	1.23	3.75	1	1	1	2	2	3	4	5	6	8	5
> +3	1.8	6.2	1.19	5.17	1	1	1	2	2	3	4	5	6	8	6
<b>Total</b>	100	-0.19	1.33												
<b>ROR%</b>	10														
<b>Min Bet Units</b>		Win/100		1.81	-0.19	0.70	0.55	0.94	0.50	1.15	1.65	2.20	2.62	3.74	1.38
		SD/100		13.45	11.55	6.57	4.58	7.37	16.22	20.45	22.99	26.77	29.35	37.73	19.46
		Mini-Bank		115	-796	72	44	66	602	419	369	376	379	438	317
<b>Max Bet Units</b>		Win/100		0.35	-0.19	0.70	0.55	0.47	0.25	0.38	0.41	0.44	0.44	0.47	0.23
		SD/100		2.60	11.55	6.57	4.58	3.68	8.11	6.82	5.75	5.35	4.89	4.72	3.24
		Mini-Bank		22	-796	72	44	33	301	140	92	75	63	55	53
		ROI/100		1.57%	-0.02%	0.97%	1.24%	1.42%	0.08%	0.27%	0.45%	0.58%	0.69%	0.85%	0.44%

This is the standard "rule of six" single deck game, with 5 rounds to 1 player, 4 to 2, or 3 to 3.  
The higher bet spreads may be difficult to achieve in real life, since frequent bet jumps are called for.

# T-H Instant to T-H Basic Playing Strategy

This page summarizes the differences between the T-H Instant and T-H Basic strategies. These modifications can be thought of as exceptions to the general rules defined in the T-H Instant strategy.

<b>Insurance/Even Money</b>
Take insurance at -1 or higher Take even money at -2 or higher

<b>Surrender</b>
Do not surrender 15 vs. 9 Surrender 14 vs. 10

<b>Double Down</b>
Do not double 10 vs. 10 Do not double 10 vs. Ace Double 8 vs. 5 and 6 Double A8 vs. 5 and 6 Double A7 vs. 2 and 3 Double A6 vs. 2 and 3

<b>Hit/Stand</b>
Hit 12 vs. 2 Stand on 16 vs. 10 <u>If the dealer stands on soft 17</u> •Stand on soft 18 vs. Ace

<b>Split Pairs Double After Split</b>
Do not split 99 vs. 7 Do not split 66 vs. 7 Split 77 vs. 8 Split 44 vs. 4-6 <u>If the dealer hits soft 17</u> •Split 99 vs. Ace

<b>Split Pairs No Double After Split</b>
Do not split 99 vs. 7 Do not split 66 vs. 7 Do not split 33 vs. 2 Do not split 33 vs. 3 Do not split 22 vs. 2



# **Part Two:**

## **T-H Basic Playing Strategy**



# The T-H Basic Playing Strategy

The T-H Basic playing strategy is not designed to have the highest possible expectation at all times. In fact, the expectation is lower than standard basic strategy if the same amount is bet at all times. It is a dollar-weighted strategy, which means the expectation will be greater in the higher counts when more money is bet and lower in the lower counts when minimum bets are made. This gives the card counter a higher overall expectation than can be obtained with standard basic strategy.

It is absolutely essential to have instant recall of every one of the decisions on the following pages before playing in a casino for the first time. The best way to learn is with homemade flash cards. Use 3 x 5 cards and write a play such as “12 vs. 3” on one side and “Stand” on the other. Highlighter pens are excellent for writing because the light colors cannot be seen from the other side of the index cards. Start by dividing the decisions into groups:

Hit/Stand	Hard Double	Soft Double	Splitting Pairs	Surrender (if available)
-----------	-------------	-------------	-----------------	-----------------------------

First study each group separately, then mix all of the cards together to increase the level of difficulty. Do not even attempt to count cards while playing until you have mastered these exercises. The distraction of having to think about how to play a hand is sure to lead to counting errors.

There are two columns for the ace, one for dealer stands on soft 17 (A S17) and one for dealer hits soft 17 (A H17). /Sp means split the pair only if double after split is allowed.

Except for 77 vs. 10 and 77 vs. Ace (see page 36), the T-H Basic playing strategy is the same for any number of decks.

## Flat Bet Expectation

Decks	Rules	Pen	Basic Strategy	T-H Instant	T-H Basic	T-H Basic <sup>1</sup>
1	H17 No DAS	4 to 2	-0.19%	-0.28%	-0.24%	-0.16%
2	H17 DAS	55%	-0.45%	-0.55%	-0.51%	-0.48%
4	S17 DAS	65%	-0.38%	-0.51%	-0.44%	-0.43%
6	S17 DAS	4.5/6	-0.43%	-0.56%	-0.49%	-0.48%
8	S17 DAS	6.5/8	-0.45%	-0.58%	-0.51%	-0.50%

<sup>1</sup> With insurance

# Hitting and Standing

Hit/Stand		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	AS17	AH17
Hard Totals	17	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand
	16	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Stand	Hit	Hit
	15	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	14	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	13	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	12	Hit	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
Soft 18		Stand	Stand	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Stand	Hit

Hard Hands
Always stand on 17 or higher
Always stand on 12–16 vs. 2-6 and hit 12–16 vs. 7-A except:
<ul style="list-style-type: none"> <li>•Hit 12 vs. 2</li> <li>•Stand on 16 vs. 10</li> </ul>

Soft Hands
Always hit soft 17 or lower
Always stand on soft 18 or higher, except:
<ul style="list-style-type: none"> <li>•Hit soft 18 vs. 9 and 10</li> <li>•Hit soft 18 vs. Ace if the dealer hits soft 17</li> </ul>

Hitting or standing is only considered after all other options (surrender, split, and/or double down) have been exhausted. Proper hitting and standing adds 3.7% to the player's overall advantage in the standard single deck game.



# Doubling Down

Double Down		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	AS17	AH17
Hard Totals	11	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double
	10	Double	Double	Double	Double	Double	Double	Double	Double			
	9	Double	Double	Double	Double	Double						
	8				Double	Double						
	7											
Soft Totals	A9											
	A8				Double	Double						
	A7	Double	Double	Double	Double	Double						
	A6	Double	Double	Double	Double	Double						
	A5			Double	Double	Double						
	A4			Double	Double	Double						
	A3			Double	Double	Double						
	A2			Double	Double	Double						

Hard Hands
Always double on 11
Double on 10 vs. 2-9
Double on 9 vs. 2-6
Double on 8 vs. 5 and 6
Never double on 7 or lower

Soft Hands
Never double on A9
Double on A8 vs. 5 and 6
Double on A6 and A7 vs. 2-6
Double on A2 to A5 vs. 4-6

With 44, for a total of hard 8, when double after split is allowed, splitting is preferred over doubling down. All other hands clearly fall into one category or the other. Never double on hard 12 or more or hard 7 or less. Following the correct double down strategy adds 1.6% to the player's advantage. Most of this gain is from the highly profitable doubles on hard 10 and 11.

# Splitting Pairs

Split Pairs		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
	AA	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
	TT											
No DAS/DAS	99	Split	Split	Split	Split	Split		Split	Split			/Sp
	88	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
* See chart pg. 36	77	Split	Split	Split	Split	Split	Split	/Sp		*		
	66	Split	Split	Split	Split	Split						
55: Never Split	44			/Sp	/Sp	/Sp						
	33	/Sp	/Sp	Split	Split	Split	Split					
	22	/Sp	Split	Split	Split	Split	Split					

No Double After Split	When Double After Split Is Allowed
Always split aces and eights	Split all of the pairs listed on the left, and also the following: <ul style="list-style-type: none"> <li>• 99 vs. Ace if the dealer hits soft 17</li> <li>• 77 vs. 8</li> <li>• 44 vs. 4-6</li> <li>• 33 vs. 2 and 3</li> <li>• 22 vs. 2</li> </ul>
Never split tens, fives, and fours	
Split 99 vs. 2-9 except vs. 7	
Split 77 vs. 2-7	
Split 66 vs. 2-6	
Split 33 vs. 4-7	
Split 22 vs. 3-7	

When surrender is not available, splitting pairs is always the first choice to consider.

Note that 44 is treated as any other hard 8 unless double after split is allowed.

The value of splitting pairs is a little less than 0.4% when double after split is not allowed, and just over 0.5% when double after split is allowed.

# Late and Early Surrender

Late Surrender				
Player	9	10	AS17	AH17
Hard 17				
Totals 16	Sur	Sur	Sur	Sur
15		Sur	Sur	Sur
14		Sur		
13				
12				
88		Sur		
* See chart pg. 36 77		Sur	*	*

Early Surrender			
Player	10	AS17	AH17
Hard 17		Sur	Sur
Totals 16	Sur	Sur	Sur
15	Sur	Sur	Sur
14	Sur	Sur	Sur
13	Sur	Sur	Sur
12		Sur	Sur
8			Sur
4, 5, 6, 7		Sur	Sur
88	Sur	Sur	Sur
77	Sur	Sur	Sur

Late Surrender
Surrender 16 vs. 9, 10, and Ace
Surrender 15 vs. 10 and Ace
Surrender 14, 88 vs. 10

Early Surrender
Surrender 16 vs. 9
Surrender 13 – 16 vs. 10
Surrender 12–17 vs. Ace
Surrender 4-7 vs. Ace
Surrender 8 vs. Ace if dealer hits soft 17
Surrender 88 and 77 vs. 10 and Ace

When it is allowed, early surrender is the first choice the player needs to make, even before considering insurance when the dealer has an ace. Late surrender is considered before all other choices after the dealer checks for blackjack. There is no difference between early surrender and late surrender against a dealer 9 or less.

Surrender is mostly offered in six deck games, where late surrender is worth 0.1% and early surrender a whopping 0.7%. Card counters find these rules even more attractive than those figures suggest, because surrender is most valuable during the high counts when larger bets are made.

# 77 vs. 10 and Ace

Hit / Stand				
Player 77	Decks	10	AS17	AH17
	1	Stand	Hit	Hit
	2	Hit	Hit	Hit
	4+	Hit	Hit	Hit

Late Surrender				
Player 77	Decks	10	AS17	AH17
	1	Sur	Sur	Sur
	2	Sur		Sur
	4+	Sur		

77 vs. 10 and Ace
Stand vs. 10 in single deck
Late surrender vs. Ace in single deck
Late surrender vs. Ace in double deck if the dealer hits soft 17
Otherwise treat the same as any other 14

In single deck, when the player has 77, two of the four cards that could give him a 21 are no longer available. Even in double deck, the removal of two 7s out of the original eight is important. For this reason, 77 vs. 10 and 77 vs. Ace are the only two plays in the T-H Basic playing strategy where the number of decks must be considered in playing the hand.

# Insurance and Even Money

The last two entries at the bottom right of the T-H Basic playing strategy charts (pages 39-40) are different from the rest. Instead of decisions, they contain running count target values, referred to as *playing indices*. The play is only made when the running count is greater than or equal to the index number.

The first of these plays is insurance. Although it is incorrect to take insurance most of the time, when the count is high enough it can be a very profitable decision.

Insurance pays 2:1, and has a positive expectation whenever more than  $1/3$  (33.3%) of the remaining cards are tens or face cards. The normal ratio of tens to non-tens is 16:32 (30.8%). This figure must be adjusted for the removal of an ace which is the dealer's upcard, giving 16:35 (31.4%) in a single-deck game. Three more of the non-ten cards, changing the ratio to 16:32 (33.3%), must be removed from a single deck for insurance to be a break-even play.

With the T-H Basic system, take insurance whenever the running count is  $-1$  or greater. Fortunately, this number is the same no matter how many decks are in play. When the count is  $-1$ , insurance is only marginally profitable, but with higher counts the advantage rises rapidly.

The even money decision is based on the same mathematics as insurance. Taking even money is profitable when more than  $1/3$  of the remaining cards are tens, and unprofitable when the fraction is less than  $1/3$ . There are two reasons why the even money index number is lower than the index for insurance. First, the player's hand includes an ace counted as  $-1$ , while the dealer's odds of having a ten in the hole are the same if the player had a 10 with a 2-9. Even money can also be taken with a  $-3$  running count, when the dealer's chance of having a 10 in the hole is almost exactly  $1/3$ . This option reduces fluctuations by locking in a winner at a very small cost in expectation.

# Rules Variations

Some of the T-H Basic strategy plays are affected by different house rules. Here are the most important strategy variations based on rules that differ from a standard single-deck game where the dealer hits soft 17, double after split is not allowed, and the player can not lose splits or doubles to a dealer blackjack.

<b>Dealer Stands on Soft 17</b>	
Stand on soft 18 vs. Ace Do Not Early Surrender 8 vs. Ace	Never Split 99 vs. Ace

<b>Double After Split</b>	
Split 99 vs. Ace if dealer hits soft 17 Split 44 vs. 4-6 Split 22 vs. 2	Split 77 vs. 8 Split 33 vs. 2, 3

<b>Late Surrender</b>		
Surrender 16 vs. 9	Surrender 14–16 vs. 10 Surrender 88 vs. 10	Surrender 15, 16 vs. A
<b>Early Surrender</b>		
Surrender 16 vs. 9	Surrender 13–16 vs. 10	Surrender 12–17 vs. A Surrender 4-7 vs. A Surrender 8 vs. A if the dealer hits soft 17

<b>No Hole Card (Splits and Doubles Lose to Dealer Blackjack)</b>	
Hit 11 vs. Ace Hit AA vs. Ace Never Split 99 vs. Ace	Hit 88 vs. 10 Hit 88 vs. Ace

The T-H Basic playing strategy is summarized in chart form on the next two pages. The first page covers American rules and late surrender; the second page covers the European no hole card rule (player loses splits and doubles to dealer blackjack) and early surrender.

Permission is granted to reproduce the T-H Basic playing strategy, practice sheet and quick reference cards (pages 81 – 84) for personal use only.

# T-H Basic Playing Strategy

American Hole Card and Late Surrender

Hit / Stand		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	17	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand
	16	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Stand	Hit	Hit
	15	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	14	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	13	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	12	Hit	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
Soft 18	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Stand	Hit

Double Down		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	11	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double
	10	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double
	9	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double
	8				Double	Double	Double	Double	Double	Double	Double	Double
	7					Double	Double	Double	Double	Double	Double	Double
Soft Totals	A9											
	A8				Double	Double	Double	Double	Double	Double	Double	Double
	A7	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double
	A6	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double
	A5			Double	Double	Double	Double	Double	Double	Double	Double	Double
	A4			Double	Double	Double	Double	Double	Double	Double	Double	Double
	A3			Double	Double	Double	Double	Double	Double	Double	Double	Double
A2			Double	Double	Double	Double	Double	Double	Double	Double	Double	

Split Pairs		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
AA	AA	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
	TT											
No DAS/DAS	99	Split	Split	Split	Split	Split		Split	Split			/Sp
	88	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
* See chart pg. 36	77	Split	Split	Split	Split	Split	Split	/Sp		*		
	66	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
	44			/Sp	/Sp	/Sp	/Sp	/Sp	/Sp	/Sp	/Sp	/Sp
	33	/Sp	/Sp	Split	Split	Split	Split	Split	Split	Split	Split	Split
	22	/Sp	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split

Late Surrender		Dealer Upcard					
Player		7	8	9	10	A S17	A H17
Hard Totals	17						
	16			Sur	Sur	Sur	Sur
	15				Sur	Sur	Sur
	14				Sur		
	13						
	12						
* See chart pg. 36	88				Sur		
	77				Sur	*	*

Insurance	
Player	A
Insurance	-1
Even Money	-2

# T-H Basic Playing Strategy

European No Hole Card and Early Surrender

Hit / Stand		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	17	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand
	16	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Stand	Hit	Hit
	15	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	14	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	13	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	12	Hit	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
Soft 18	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Stand	Hit	

Double Down		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	11	Double	Double	Double	Double	Double	Double	Double	Double	Double		
	10	Double	Double	Double	Double	Double	Double	Double	Double			
	9	Double	Double	Double	Double	Double						
	8				Double	Double						
	7											
Soft Totals	A9											
	A8				Double	Double						
	A7	Double	Double	Double	Double	Double						
	A6	Double	Double	Double	Double	Double						
	A5			Double	Double	Double						
	A4			Double	Double	Double						
	A3			Double	Double	Double						
	A2			Double	Double	Double						

Split Pairs		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
AA	AA	Split	Split	Split	Split	Split	Split	Split	Split	Split		
	TT											
No DAS/DAS	99	Split	Split	Split	Split	Split		Split	Split			
	88	Split	Split	Split	Split	Split	Split	Split	Split			
* See chart pg. 36	77	Split	Split	Split	Split	Split	Split	/Sp		*		
	66	Split	Split	Split	Split	Split						
	44			/Sp	/Sp	/Sp						
	33	/Sp	/Sp	Split	Split	Split	Split					
	22	/Sp	Split	Split	Split	Split	Split					

Early Surrender		Dealer Upcard					
Player		7	8	9	10	A S17	A H17
Hard Totals	17					Sur	Sur
	16			Sur	Sur	Sur	Sur
	15				Sur	Sur	Sur
	14				Sur	Sur	Sur
	13				Sur	Sur	Sur
	12					Sur	Sur
* See chart on right 4 - 8						*	*
	88				Sur	Sur	Sur
	77				Sur	Sur	Sur

Insurance	
Player	A
Insurance	-1
Even Money	-2

More ES		A S17	A H17
	8		Sur
	7	Sur	Sur
	6	Sur	Sur
	5	Sur	Sur
	4	Sur	Sur



# **Part Three:**

## **T-H Basic System Reports**



# Reading the Reports

**RC (Running Count):** In these reports, the starting count is always chosen so that the ending count will be 0.

**Freq (Frequency):** This is the percentage of time each of the counts or count ranges will occur at the beginning of a round.

**Adv (Advantage):** This is the number of units won or lost per 100 hands played at each count or count range.

**Var (Variance):** A statistical measure of the volatility of a single hand's result. This will be covered in greater detail later in the text. For now, just remember that variance is increased by splits and doubles, and decreased by pushes and surrenders.

**Opt Bet (Optimal Bet):** This is the Advantage divided by Variance. Ideally, all bets will be in proportion to this ratio. Different forms of optimal betting will be discussed at length later in the text.

**1-1:** The player bets one unit at all times and plays all hands.

**0-1 EV:** The player bets 0 units with no advantage and 1 unit with any advantage. This strategy maximizes the variable  $BB/100$  (see below).

**0-1 ROI:** The player bets 0 units with no advantage or a very small advantage and 1 unit at all other times. This strategy maximizes ROI (see below) for a 0-1 bet spread.

**0-2 ROI:** The player bets 0 units with no advantage or a very small advantage, 1 unit with a moderate advantage, and 2 units with a large advantage. This is a compromise between the 0-1 ROI strategy and exact optimal bets.

**1-2 up to 1-20:** Several bet spreads are presented for each game. Each is designed to achieve the maximum possible ROI under the given conditions.

**Safest:** This bet spread is calculated to minimize the long-term risk of losing the bankroll. For more information on this topic, see "Risk of Ruin" in *T-H Intermediate Blackjack* and "Utility Functions" in *T-H Advanced Blackjack*.

**Mini-Bank:** This number is calculated using the Win/100, SD/100, and ROR % figures. A player with a stake of this size playing in the same game forever will have a 10% chance of going broke. A negative number indicates the overall expectation is negative and this is therefore the mini-bank that the casino would need for a 10% risk of ruin. Table minimum players need to consider this along with ROI (see below) when evaluating games.

**ROI/100 (Return On Investment/100):** This is the Win/100 divided by the Mini-Bank required for each game. This is the number most players should look at when comparing different games, bet spreads, or systems. A higher ROI translates into both a shorter time period expected to double the Mini-Bank, and a higher probability of winning in the short run.

**Win/100:** Win rate per 100 hands dealt. Table maximum players should look at this along with ROI when evaluating games.

**SD/100:** Standard Deviation per 100 hands dealt. Standard deviation is the square root of variance, and is easier to work with for a group of 100 hands.

**BB/100 (Big Bets/100):** This is the Win/100 divided by the maximum bet. Used to measure expectation without regard to risk.

**ROR% (Risk of Ruin %):** This value is set to 10% in all of the reports in this volume, so that the Mini-Bank and ROI numbers may be compared directly. A 10% risk of ruin is used for a “large” mini-bank; for a “small” mini-bank with a risk of ruin of 22.4% multiply the number of units required by .65. Amateur players should have at least one large mini-bank or two small mini-banks for different levels of stakes, while professionals should have a minimum of two large or three small mini-banks in the total bankroll.

# T-H Basic Playing Strategy Gain

Single Deck 4 Rounds to 2 Players  
H17 No DAS

RC	Mimic	BJ 3:2	Stand	Double	Split	Insure	T-H Basic
< -5	-8.1	+1.6	+1.4	+0.9	+0.2	+0.0	-4.0
-5	-8.2	+2.0	+2.8	+1.4	+0.3	+0.0	-1.8
-4	-8.3	+2.3	+3.6	+1.6	+0.3	+0.0	-0.4
-3	-8.3	+2.3	+3.8	+1.7	+0.4	+0.0	-0.2
-2	-8.4	+2.4	+4.3	+1.8	+0.4	+0.0	0.5
-1	-8.4	+2.6	+4.7	+1.9	+0.4	+0.1	1.4
0	-8.3	+2.8	+5.1	+2.0	+0.5	+0.2	2.1
+1	-8.3	+2.9	+5.5	+2.0	+0.5	+0.4	3.0
+2	-8.2	+3.1	+5.8	+2.1	+0.6	+0.4	3.9
+3	-8.0	+3.4	+6.0	+2.0	+0.7	+0.6	4.7
> +3	-7.6	+4.0	+6.1	+1.9(a)	+0.7	+1.3	6.4
<b>Adv</b>	-8.24	+2.32	+3.70	+1.61	+0.37	+0.08	-0.16
<b>Var</b>	0.90	+0.06	+0.01(b)	+0.31	+0.04	0.00(c)	1.32
<b>Freq</b>		4.65%		10.79%	1.90%	1.66%	

In the "Mimic" column, the player hits until reaching hard 17 or soft 18, and receives no 3:2 blackjack bonus. The next five columns show the gain from the 3:2 bonus and from various portions of the T-H Basic playing strategy. The column on the right shows the expectation for T-H Basic.

(a) Doubling is worth less at > +3 than at +3, because these hands are dealt much less frequently at the highest counts.

(b) Standing on 12-16 increases variance slightly because it eliminates the possibility of a tie.

(c) The overall effect of insurance on variance is negligible. Insuring good hands decreases variance, and insuring bad hands increases variance.

# T-H Basic System Report

Single Deck 4 Rounds to 2 Players  
H17 No DAS

- 46 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-2	1-3	1-4	1-5	1-6	1-8	Safest
< -5	14.3	-3.9	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-5	8.0	-1.8	1.36	0.00	1	0	0	0	1	1	1	1	1	1	1
-4	34.4	-0.5	1.33	0.00	1	0	0	0	1	1	1	1	1	1	1
-3	9.8	-0.2	1.33	0.00	1	0	0	0	1	1	1	1	1	1	1
-2	9.2	0.6	1.31	0.42	1	1	0	0	2	1	1	1	1	1	1
-1	7.8	1.4	1.29	1.05	1	1	0	1	2	3	3	3	3	4	1
0	6.0	2.2	1.28	1.68	1	1	1	1	2	3	4	5	5	6	2
+1	4.3	3.1	1.26	2.49	1	1	1	1	2	3	4	5	6	8	3
+2	2.8	3.9	1.24	3.13	1	1	1	2	2	3	4	5	6	8	4
+3	1.7	4.7	1.22	3.89	1	1	1	2	2	3	4	5	6	8	5
> +3	1.8	6.4	1.18	5.44	1	1	1	2	2	3	4	5	6	8	6
<b>Total</b>	100	-0.16	1.32												
		<b>Min Bet Units</b>	Win/100	1.97	-0.16	0.73	0.57	0.98	0.57	1.19	1.76	2.33	2.77	3.88	1.47
			SD/100	14.05	11.50	6.54	4.55	7.33	16.15	19.45	22.88	26.65	29.22	37.06	19.38
			Mini-Bank	115	-973	68	42	63	528	365	342	351	355	407	293
		<b>Max Bet Units</b>	Win/100	0.36	-0.16	0.73	0.57	0.49	0.28	0.40	0.44	0.47	0.46	0.49	0.25
			SD/100	2.58	11.50	6.54	4.55	3.67	8.07	6.48	5.72	5.33	4.87	4.63	3.23
			Mini-Bank	21	-973	68	42	32	264	122	86	70	59	51	49
			ROI/100	1.71%	-0.02%	1.07%	1.35%	1.55%	0.11%	0.33%	0.51%	0.66%	0.78%	0.95%	0.50%

This is the standard "rule of six" single deck game, with 5 rounds to 1 player, 4 to 2, or 3 to 3.  
The higher bet spreads may be difficult to achieve in real life, since frequent bet jumps are called for.

# T-H Basic System Report

Single Deck 5 Rounds to 2 Players  
H17 No DAS

- 47 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-2	1-3	1-4	1-5	1-6	1-8	Safest
< -5	13.8	-4.9	1.41	0.00	1	0	0	0	1	1	1	1	1	1	1
-5	7.8	-2.4	1.37	0.00	1	0	0	0	1	1	1	1	1	1	1
-4	29.4	-0.6	1.33	0.00	1	0	0	0	1	1	1	1	1	1	1
-3	10.0	-0.5	1.33	0.00	1	0	0	0	1	1	1	1	1	1	1
-2	9.8	0.4	1.31	0.31	1	1	0	0	1	1	1	1	1	1	1
-1	8.6	1.4	1.29	1.06	1	1	0	0	2	2	2	2	3	3	1
0	7.0	2.3	1.28	1.81	1	1	1	1	2	3	4	4	4	5	2
+1	5.2	3.5	1.26	2.78	1	1	1	1	2	3	4	5	6	8	3
+2	3.6	4.4	1.22	3.59	1	1	1	1	2	3	4	5	6	8	3
+3	2.3	5.5	1.20	4.55	1	1	1	2	2	3	4	5	6	8	4
> +3	2.6	7.5	1.16	6.47	1	1	1	2	2	3	4	5	6	8	6
<b>Total</b>	100	-0.11	1.32												
		<b>Min Bet Units</b>	Win/100	3.34	-0.11	0.98	0.82	1.14	0.82	1.65	2.47	3.13	3.91	5.39	2.08
			SD/100	18.27	11.50	7.04	5.06	6.55	15.57	19.25	23.45	26.46	30.65	38.57	19.84
			Mini-Bank	115	-1331	58	36	43	338	259	256	258	277	318	218
		<b>Max Bet Units</b>	Win/100	0.52	-0.11	0.98	0.82	0.57	0.41	0.55	0.62	0.63	0.65	0.67	0.35
			SD/100	2.82	11.50	7.04	5.06	3.28	7.79	6.42	5.86	5.29	5.11	4.82	3.31
			Mini-Bank	18	-1331	58	36	22	169	86	64	52	46	40	36
			ROI/100	2.90%	-0.01%	1.68%	2.29%	2.64%	0.24%	0.64%	0.96%	1.21%	1.41%	1.70%	0.96%

<b>ROR%</b>
10

# T-H Basic System Report

Single Deck 2 Rounds to 5 Players  
H17 No DAS

- 48 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-2	1-3	1-4	1-5	1-6	1-8	Safest
< -5	9.9	-3.9	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-5	5.1	-1.8	1.36	0.00	1	0	0	0	1	1	1	1	1	1	1
-4	55.9	-0.3	1.33	0.00	1	0	0	0	1	1	1	1	1	1	1
-3	6.3	-0.2	1.33	0.00	1	0	0	0	1	1	1	1	1	1	1
-2	6.0	0.6	1.31	0.45	1	1	0	0	2	2	2	2	2	2	2
-1	5.3	1.3	1.29	1.04	1	1	0	1	2	3	4	4	4	5	2
0	4.2	2.1	1.28	1.65	1	1	1	1	2	3	4	5	6	8	3
+1	3.0	3.0	1.27	2.37	1	1	1	1	2	3	4	5	6	8	4
+2	2.0	3.6	1.24	2.93	1	1	1	2	2	3	4	5	6	8	5
+3	1.2	4.4	1.22	3.61	1	1	1	2	2	3	4	5	6	8	6
> +3	1.2	5.7	1.20	4.74	1	1	1	2	2	3	4	5	6	8	8
<b>Total</b>	100	-0.18	1.32												
		<b>Min Bet Units</b>	Win/100	1.17	-0.18	0.48	0.37	0.63	0.29	0.73	1.18	1.54	1.91	2.72	1.35
			SD/100	10.80	11.50	5.40	3.80	6.10	14.83	18.06	21.80	24.61	27.66	35.09	21.24
			Mini-Bank	115	-837	71	45	68	861	511	466	451	460	520	384
		<b>Max Bet Units</b>	Win/100	0.25	-0.18	0.48	0.37	0.32	0.15	0.24	0.29	0.31	0.32	0.34	0.17
			SD/100	2.28	11.50	5.40	3.80	3.05	7.41	6.02	5.45	4.92	4.61	4.39	2.66
			Mini-Bank	24	-837	71	45	34	430	170	116	90	77	65	48
			ROI/100	1.01%	-0.02%	0.67%	0.82%	0.93%	0.03%	0.14%	0.25%	0.34%	0.42%	0.52%	0.35%

With a full table (5-7 players), only two rounds will be dealt from a single deck.  
T-H Basic players should avoid any game with less than 3 rounds dealt per shuffle.



# T-H Basic System Report

Single Deck 2 Rounds to 7 Players  
H17 No DAS

- 49 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-2	1-3	1-4	1-5	1-6	1-8	Safest
< -5	8.9	-5.1	1.42	0.00	1	0	0	0	1	1	1	1	1	1	1
-5	4.5	-2.4	1.37	0.00	1	0	0	0	1	1	1	1	1	1	1
-4	55.3	-0.3	1.33	0.00	1	0	0	0	1	1	1	1	1	1	1
-3	5.9	-0.5	1.33	0.00	1	0	0	0	1	1	1	1	1	1	1
-2	5.9	0.5	1.31	0.34	1	1	0	0	2	1	1	1	1	1	1
-1	5.4	1.3	1.29	1.02	1	1	0	0	2	3	3	3	3	3	1
0	4.6	2.2	1.28	1.72	1	1	1	1	2	3	4	5	5	6	2
+1	3.5	3.2	1.26	2.58	1	1	1	1	2	3	4	5	6	8	3
+2	2.5	4.0	1.23	3.22	1	1	1	1	2	3	4	5	6	8	4
+3	1.6	4.9	1.22	4.02	1	1	1	2	2	3	4	5	6	8	5
> +3	1.9	6.4	1.18	5.43	1	1	1	2	2	3	4	5	6	8	6
<b>Total</b>	100	-0.17	1.32												
		<b>Min Bet Units</b>	Win/100	1.86	-0.17	0.61	0.52	0.72	0.45	1.01	1.53	2.04	2.46	3.39	1.39
			SD/100	13.62	11.50	5.68	4.19	5.51	15.14	18.14	21.26	24.71	27.20	33.66	18.93
			Mini-Bank	115	-915	61	39	49	589	375	341	344	347	385	296
		<b>Max Bet Units</b>	Win/100	0.34	-0.17	0.61	0.52	0.36	0.22	0.34	0.38	0.41	0.41	0.42	0.23
			SD/100	2.51	11.50	5.68	4.19	2.75	7.57	6.05	5.32	4.94	4.53	4.21	3.15
			Mini-Bank	21	-915	61	39	24	294	125	85	69	58	48	49
			ROI/100	1.61%	-0.02%	1.02%	1.32%	1.48%	0.08%	0.27%	0.45%	0.59%	0.71%	0.88%	0.47%

This game is not as good as it looks, because the hands per hour will be well under 100.  
More advanced players can still achieve a decent return by the use of playing strategy variation.

# T-H Basic System Report

Double Deck 55% Dealt  
2 Players H17 DAS

- 50 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-3	1-4	1-5	1-6	1-8	1-10	Safest
< -8	23.5	-2.5	1.43	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -7	30.4	-0.7	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-6 to -5	16.1	-0.3	1.37	0.00	1	0	0	0	1	1	1	1	1	1	1
-4 to -3	12.6	0.4	1.36	0.31	1	1	0	0	3	3	2	2	2	2	1
-2	4.7	1.0	1.34	0.74	1	1	0	1	3	4	5	6	6	6	2
-1	3.7	1.4	1.33	1.06	1	1	1	1	3	4	5	6	8	8	3
0	2.8	1.8	1.32	1.38	1	1	1	1	3	4	5	6	8	10	4
+1	2.1	2.4	1.31	1.83	1	1	1	2	3	4	5	6	8	10	6
+2	1.5	2.7	1.29	2.13	1	1	1	2	3	4	5	6	8	10	6
+3	1.0	3.2	1.28	2.49	1	1	1	2	3	4	5	6	8	10	8
> +3	1.6	4.2	1.25	3.37	1	1	1	2	3	4	5	6	8	10	10
<b>Total</b>	100	-0.47	1.38												
		<b>Min Bet Units</b>	Win/100	0.67	-0.47	0.39	0.29	0.53	0.32	0.66	0.95	1.30	1.88	2.37	1.14
			SD/100	8.16	11.74	6.32	4.07	6.84	21.39	24.86	27.17	31.47	38.14	43.31	26.42
			Mini-Bank	115	-341	117	65	101	1632	1071	891	880	889	911	707
		<b>Max Bet Units</b>	Win/100	0.20	-0.47	0.39	0.29	0.27	0.11	0.17	0.19	0.22	0.24	0.24	0.11
			SD/100	2.43	11.74	6.32	4.07	3.42	7.13	6.21	5.43	5.24	4.77	4.33	2.64
			Mini-Bank	34	-341	117	65	51	544	268	178	147	111	91	71
			ROI/100	0.58%	-0.14%	0.34%	0.45%	0.53%	0.02%	0.06%	0.11%	0.15%	0.21%	0.26%	0.16%

In double deck a fairly aggressive bet spread is required with mediocre penetration.  
If the dealer is shuffling without going to at least 55% every time, find a different game.

# T-H Basic System Report

Double Deck 75% Dealt  
2 Players H17 DAS

- 51 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-3	1-4	1-5	1-6	1-8	1-10	Safest
< -8	20.3	-3.2	1.45	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -7	25.2	-1.1	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-6 to -5	15.8	-0.7	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-4 to -3	13.9	0.1	1.36	0.10	1	1	0	0	1	1	1	1	1	1	1
-2	5.7	0.9	1.34	0.64	1	1	0	0	3	3	3	3	3	3	1
-1	4.8	1.4	1.33	1.05	1	1	0	1	3	4	5	5	5	5	2
0	3.9	2.0	1.32	1.48	1	1	1	1	3	4	5	6	6	8	3
+1	3.1	2.7	1.31	2.06	1	1	1	1	3	4	5	6	8	10	4
+2	2.3	3.2	1.28	2.47	1	1	1	1	3	4	5	6	8	10	4
+3	1.7	3.8	1.27	2.97	1	1	1	2	3	4	5	6	8	10	5
> +3	3.1	5.2	1.23	4.22	1	1	1	2	3	4	5	6	8	10	8
<b>Total</b>	100	-0.44	1.38												
<b>ROR%</b>		<b>Min</b>	Win/100	1.45	-0.44	0.60	0.46	0.76	0.72	1.25	1.78	2.24	3.01	3.93	1.65
		<b>Bet</b>	SD/100	12.04	11.73	7.17	4.27	6.54	19.93	23.87	28.15	31.51	36.86	44.43	24.47
	10	<b>Units</b>	Mini-Bank	115	-363	99	46	65	635	526	513	511	520	579	417
		<b>Max</b>	Win/100	0.34	-0.44	0.60	0.46	0.38	0.24	0.31	0.36	0.37	0.38	0.39	0.21
		<b>Bet</b>	SD/100	2.85	11.73	7.17	4.27	3.27	6.64	5.97	5.63	5.25	4.61	4.44	3.06
		<b>Units</b>	Mini-Bank	27	-363	99	46	33	212	131	103	85	65	58	52
			ROI/100	1.26%	-0.12%	0.60%	1.01%	1.16%	0.11%	0.24%	0.35%	0.44%	0.58%	0.68%	0.40%

Better penetration makes a big difference. In all but a few casinos, few dealers will consistently deal this many cards.

# T-H Basic System Report

Double Deck 55% Dealt  
6 Players H17 DAS

- 52 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-3	1-4	1-5	1-6	1-8	1-10	Safest
< -8	18.8	-2.8	1.44	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -7	42.5	-0.6	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-6 to -5	12.9	-0.3	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-4 to -3	10.8	0.4	1.36	0.30	1	1	0	0	3	4	3	3	3	3	1
-2	4.1	1.0	1.34	0.72	1	1	0	1	3	4	5	6	6	6	3
-1	3.3	1.4	1.33	1.06	1	1	1	1	3	4	5	6	8	10	4
0	2.5	1.8	1.32	1.39	1	1	1	1	3	4	5	6	8	10	5
+1	1.8	2.4	1.31	1.83	1	1	1	2	3	4	5	6	8	10	6
+2	1.3	2.6	1.29	2.04	1	1	1	2	3	4	5	6	8	10	8
+3	0.8	3.1	1.28	2.43	1	1	1	2	3	4	5	6	8	10	10
> +3	1.3	4.1	1.26	3.29	1	1	1	2	3	4	5	6	8	10	10
<b>Total</b>	<b>100</b>	<b>-0.50</b>	<b>1.38</b>												
		<b>Min Bet Units</b>	Win/100	0.54	-0.50	0.33	0.25	0.44	0.16	0.49	0.74	1.03	1.52	2.02	1.07
		<b>Max Bet Units</b>	SD/100	7.35	11.74	5.87	3.78	6.32	20.34	25.59	27.05	30.82	36.76	43.20	27.90
			Mini-Bank	115	-318	120	67	104	2938	1530	1142	1067	1023	1066	840
			Win/100	0.16	-0.50	0.33	0.25	0.22	0.05	0.12	0.15	0.17	0.19	0.20	0.11
			SD/100	2.23	11.74	5.87	3.78	3.16	6.78	6.40	5.41	5.14	4.59	4.32	2.79
			Mini-Bank	35	-318	120	67	52	979	382	228	178	128	107	84
			ROI/100	0.47%	-0.16%	0.28%	0.37%	0.43%	0.01%	0.03%	0.06%	0.10%	0.15%	0.19%	0.13%

You need better depth than this to play at a full table. Use table-hopping techniques or don't play at all.

# T-H Basic System Report

Double Deck 75% Dealt  
6 Players H17 DAS

- 53 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-3	1-4	1-5	1-6	1-8	1-10	Safest
< -8	16.8	-3.5	1.45	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -7	34.3	-0.9	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-6 to -5	13.5	-0.8	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-4 to -3	12.6	0.1	1.36	0.08	1	1	0	0	1	1	1	1	1	1	1
-2	5.3	0.8	1.34	0.63	1	1	0	0	3	3	3	3	3	3	1
-1	4.5	1.4	1.33	1.04	1	1	0	1	3	4	5	5	5	5	2
0	3.7	2.0	1.32	1.49	1	1	1	1	3	4	5	6	8	8	3
+1	2.9	2.7	1.31	2.09	1	1	1	1	3	4	5	6	8	10	4
+2	2.2	3.1	1.28	2.43	1	1	1	1	3	4	5	6	8	10	5
+3	1.5	3.7	1.27	2.94	1	1	1	2	3	4	5	6	8	10	6
> +3	2.8	5.1	1.23	4.17	1	1	1	2	3	4	5	6	8	10	8
<b>Total</b>	100	-0.47	1.38												
<b>ROR%</b>															
10															
<b>Min Bet Units</b>		Win/100		1.30	-0.47	0.54	0.42	0.68	0.58	1.06	1.55	1.97	2.81	3.50	1.54
		SD/100		11.40	11.74	6.86	4.10	6.25	19.43	23.18	27.25	30.45	37.38	42.75	24.59
		Mini-Bank		115	-336	100	46	66	746	581	552	543	573	601	452
<b>Max Bet Units</b>		Win/100		0.31	-0.47	0.54	0.42	0.34	0.19	0.27	0.31	0.33	0.35	0.35	0.19
		SD/100		2.74	11.74	6.86	4.10	3.13	6.48	5.79	5.45	5.07	4.67	4.27	3.07
		Mini-Bank		28	-336	100	46	33	249	145	110	90	72	60	57
		ROI/100		1.13%	-0.14%	0.54%	0.91%	1.04%	0.08%	0.18%	0.28%	0.36%	0.49%	0.58%	0.34%

This is a good game, but don't expect many hands per hour. As in the full single-deck game, more advanced players can gain enough from playing strategy variation to make up for the slower pace.

# T-H Basic System Report

Four Decks 65% Dealt  
2 Players S17 DAS

- 54 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-4	1-5	1-6	1-8	1-10	1-12	Safest
< -16	18.2	-2.1	1.43	0.00	1	0	0	0	1	1	1	1	1	1	1
-16 to -13	28.7	-0.9	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-12 to -9	21.5	-0.5	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -6	12.6	0.2	1.37	0.12	1	1	0	0	2	1	1	1	1	1	1
-5 to -4	6.3	0.7	1.35	0.51	1	1	0	0	4	5	5	5	5	5	2
-3	2.6	1.0	1.35	0.78	1	1	1	1	4	5	6	8	8	8	3
-2	2.2	1.3	1.34	0.96	1	1	1	1	4	5	6	8	10	10	4
-1	1.8	1.5	1.33	1.15	1	1	1	1	4	5	6	8	10	12	5
0 to +1	2.7	2.0	1.32	1.49	1	1	1	1	4	5	6	8	10	12	6
+2 to +3	1.7	2.5	1.30	1.93	1	1	1	2	4	5	6	8	10	12	8
> +3	1.9	3.5	1.27	2.76	1	1	1	2	4	5	6	8	10	12	10
<b>Total</b>	100	-0.43	1.38												
<b>ROR%</b>		<b>Min</b>	Win/100	0.44	-0.43	0.31	0.24	0.35	0.45	0.72	0.96	1.44	1.88	2.25	1.01
		<b>Bet</b>	SD/100	6.67	11.76	6.52	4.10	5.52	23.89	27.34	30.53	37.45	43.41	48.43	28.09
	10	<b>Units</b>	Mini-Bank	115	-372	159	80	100	1454	1200	1119	1119	1157	1200	898
		<b>Max</b>	Win/100	0.16	-0.43	0.31	0.24	0.18	0.11	0.14	0.16	0.18	0.19	0.19	0.10
		<b>Bet</b>	SD/100	2.42	11.76	6.52	4.10	2.76	5.97	5.47	5.09	4.68	4.34	4.04	2.81
		<b>Units</b>	Mini-Bank	42	-372	159	80	50	364	240	186	140	116	100	90
			ROI/100	0.39%	-0.12%	0.19%	0.30%	0.35%	0.03%	0.06%	0.09%	0.13%	0.16%	0.19%	0.11%

Four deck games have mostly been replaced by six decks.  
They still exist in some areas and sometimes offer favorable rules.

# T-H Basic System Report

Four Decks 80% Dealt  
2 Players S17 DAS

- 55 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-4	1-5	1-6	1-8	1-10	1-12	Safest
< -16	15.3	-2.3	1.43	0.00	1	0	0	0	1	1	1	1	1	1	1
-16 to -13	24.7	-1.1	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-12 to -9	20.6	-0.9	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -6	13.6	-0.2	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-5 to -4	7.6	0.5	1.36	0.33	1	1	0	0	2	2	2	2	2	2	1
-3	3.3	0.9	1.35	0.67	1	1	0	1	4	4	4	4	4	5	2
-2	2.9	1.2	1.34	0.91	1	1	0	1	4	5	6	6	6	6	2
-1	2.5	1.5	1.33	1.16	1	1	1	1	4	5	6	8	8	8	3
0 to +1	3.9	2.1	1.32	1.59	1	1	1	1	4	5	6	8	10	12	4
+2 to +3	2.6	2.8	1.30	2.17	1	1	1	2	4	5	6	8	10	12	6
> +3	3.1	4.1	1.26	3.29	1	1	1	2	4	5	6	8	10	12	8
<b>Total</b>	100	-0.41	1.38												
<b>ROR%</b>															
10															
<b>Min Bet Units</b>		Win/100	0.82	-0.41	0.42	0.32	0.59	0.78	1.14	1.49	2.14	2.70	3.30	1.24	
		SD/100	9.06	11.76	5.86	3.97	6.77	23.01	26.56	30.35	36.90	42.51	48.91	25.12	
		Mini-Bank	115	-385	94	56	90	781	715	710	733	770	835	585	
<b>Max Bet Units</b>		Win/100	0.25	-0.41	0.42	0.32	0.29	0.19	0.23	0.25	0.27	0.27	0.27	0.16	
		SD/100	2.75	11.76	5.86	3.97	3.38	5.75	5.31	5.06	4.61	4.25	4.08	3.14	
		Mini-Bank	35	-385	94	56	45	195	143	118	92	77	70	73	
		ROI/100	0.71%	-0.11%	0.45%	0.57%	0.66%	0.10%	0.16%	0.21%	0.29%	0.35%	0.40%	0.21%	

# T-H Basic System Report

Four Decks 65% Dealt  
6 Players S17 DAS Table Departure

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RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-4	1-5	1-6	1-8	1-10	1-12	Safest
< -16	6.8	-1.0	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-16 to -13	35.9	-0.5	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-12 to -9	20.5	-0.2	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -6	13.9	0.3	1.37	0.19	1	1	0	0	1	1	1	1	1	1	1
-5 to -4	7.3	0.7	1.35	0.55	1	1	0	1	3	3	3	3	4	4	1
-3	3.0	1.1	1.34	0.80	1	1	1	1	4	4	4	4	5	5	2
-2	2.6	1.3	1.34	0.99	1	1	1	1	4	5	5	5	6	6	2
-1	2.2	1.6	1.33	1.18	1	1	1	1	4	5	6	6	8	8	2
0 to +1	3.3	2.0	1.32	1.49	1	1	1	2	4	5	6	8	10	10	3
+2 to +3	2.1	2.5	1.30	1.93	1	1	1	2	4	5	6	8	10	12	4
> +3	2.4	3.5	1.28	2.73	1	1	1	2	4	5	6	8	10	12	5
<b>Total</b>	100	0.11	1.37												
		<b>Min Bet Units</b>	Win/100	0.57	0.11	0.39	0.30	0.56	1.13	1.40	1.63	2.04	2.63	2.91	0.83
			SD/100	7.53	11.70	7.04	4.54	7.81	22.93	25.98	28.62	33.22	41.18	44.18	17.84
			Mini-Bank	115	1466	145	78	126	537	556	577	623	742	773	439
		<b>Max Bet Units</b>	Win/100	0.21	0.11	0.39	0.30	0.28	0.28	0.28	0.27	0.25	0.26	0.24	0.17
			SD/100	2.75	11.70	7.04	4.54	3.91	5.73	5.20	4.77	4.15	4.12	3.68	3.57
			Mini-Bank	42	1466	145	78	63	134	111	96	78	74	64	88
			ROI/100	0.49%	0.01%	0.27%	0.39%	0.45%	0.21%	0.25%	0.28%	0.33%	0.35%	0.38%	0.19%

In the 4, 6, and 8 deck simulations with 6 players at the table, the player follows the table departure strategy outlined on page 75. This is the way to play in large, crowded casinos.



# T-H Basic System Report

Four Decks 80% Dealt  
6 Players S17 DAS Table Departure

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RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-4	1-5	1-6	1-8	1-10	1-12	Safest
< -16	6.0	-1.0	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-16 to -13	31.8	-0.5	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-12 to -9	18.4	-0.2	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -6	13.7	0.1	1.37	0.09	1	1	0	0	1	1	1	1	1	1	1
-5 to -4	8.0	0.6	1.36	0.45	1	1	0	0	1	1	1	2	2	2	1
-3	3.7	1.0	1.35	0.72	1	1	0	1	2	2	2	3	3	3	1
-2	3.3	1.3	1.34	0.95	1	1	0	1	3	3	3	4	4	4	1
-1	2.9	1.6	1.33	1.20	1	1	1	1	3	4	4	5	5	6	1
0 to +1	4.7	2.1	1.32	1.58	1	1	1	1	4	5	5	6	6	8	2
+2 to +3	3.3	2.8	1.30	2.17	1	1	1	2	4	5	6	8	8	10	3
> +3	4.2	4.1	1.26	3.28	1	1	1	2	4	5	6	8	10	12	4
<b>Total</b>	100	0.30	1.36												
<b>ROR%</b>		<b>Min</b>	Win/100	1.07	0.30	0.56	0.41	0.76	1.61	2.02	2.29	3.09	3.44	4.22	1.10
		<b>Bet</b>	SD/100	10.36	11.68	7.66	4.44	7.60	21.33	25.00	27.02	34.50	37.16	44.56	16.39
	10	<b>Units</b>	Mini-Bank	115	526	121	55	88	326	356	368	443	462	542	280
		<b>Max</b>	Win/100	0.33	0.30	0.56	0.41	0.38	0.40	0.40	0.38	0.39	0.34	0.35	0.28
		<b>Bet</b>	SD/100	3.16	11.68	7.66	4.44	3.80	5.33	5.00	4.50	4.31	3.72	3.71	4.10
		<b>Units</b>	Mini-Bank	35	526	121	55	44	81	71	61	55	46	45	70
			ROI/100	0.93%	0.06%	0.46%	0.75%	0.86%	0.49%	0.57%	0.62%	0.70%	0.74%	0.78%	0.39%

When you find a dealer who deals this deep, you probably don't want to give up your seat when the count is low. Take a bathroom break or make very small bets instead

# T-H Basic System Report

Six Decks 4.5 Dealt  
2 Players S17 DAS

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RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-5	1-6	1-8	1-10	1-12	1-16	Safest
< -24	13.4	-1.8	1.42	0.00	1	0	0	0	1	1	1	1	1	1	1
-24 to -19	27.2	-1.0	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-18 to -13	23.5	-0.8	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-12 to -9	13.4	-0.2	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -7	5.6	0.3	1.37	0.18	1	1	0	0	2	2	2	2	2	2	2
-6 to -5	4.7	0.6	1.36	0.47	1	1	0	0	5	5	5	5	5	6	2
-4 to -3	3.8	1.0	1.35	0.74	1	1	0	1	5	6	8	8	8	10	3
-2 to -1	2.9	1.4	1.34	1.06	1	1	1	1	5	6	8	10	12	12	5
0 to +1	2.1	1.9	1.32	1.45	1	1	1	1	5	6	8	10	12	16	6
+2 to +3	1.4	2.4	1.31	1.81	1	1	1	2	5	6	8	10	12	16	8
> +3	2.1	3.4	1.28	2.62	1	1	1	2	5	6	8	10	12	16	12
<b>Total</b>	100	-0.47	1.39												
<b>ROR%</b>		<b>Min Bet Units</b>	Win/100	0.39	-0.47	0.27	0.18	0.33	0.55	0.77	1.22	1.59	1.96	2.64	1.01
	10	<b>Max Bet Units</b>	SD/100	6.25	11.77	5.50	3.34	5.47	26.52	29.69	36.55	41.68	47.20	57.43	29.82
			Mini-Bank	115	-338	131	69	105	1471	1314	1264	1261	1311	1440	1016
			Win/100	0.15	-0.47	0.27	0.18	0.16	0.11	0.13	0.15	0.16	0.16	0.16	0.08
			SD/100	2.38	11.77	5.50	3.34	2.73	5.30	4.95	4.57	4.17	3.93	3.59	2.49
			Mini-Bank	44	-338	131	69	53	294	219	158	126	109	90	85
			ROI/100	0.34%	-0.14%	0.20%	0.27%	0.31%	0.04%	0.06%	0.10%	0.13%	0.15%	0.18%	0.10%

This is the "bread and butter" game of most professionals. Although not very attractive, games like this can be found everywhere.

# T-H Basic System Report

Six Decks 5 Dealt  
2 Players S17 DAS

- 59 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-5	1-6	1-8	1-10	1-12	1-16	Safest
< -24	12.1	-1.8	1.42	0.00	1	0	0	0	1	1	1	1	1	1	1
-24 to -19	24.7	-1.1	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-18 to -13	22.3	-1.0	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-12 to -9	13.8	-0.5	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-8 to -7	6.1	0.0	1.37	0.00	1	0	0	0	1	1	1	1	1	1	1
-6 to -5	5.4	0.4	1.36	0.33	1	1	0	0	3	3	3	3	3	3	1
-4 to -3	4.5	0.9	1.35	0.64	1	1	0	0	5	5	5	5	6	6	2
-2 to -1	3.6	1.4	1.34	1.05	1	1	1	1	5	6	8	8	10	10	4
0 to +1	2.7	2.0	1.32	1.50	1	1	1	1	5	6	8	10	12	16	5
+2 to +3	1.9	2.5	1.30	1.95	1	1	1	1	5	6	8	10	12	16	6
> +3	2.9	3.7	1.27	2.95	1	1	1	2	5	6	8	10	12	16	10
<b>Total</b>	100	-0.46	1.39												
<b>ROR%</b>		<b>Min</b>	Win/100	0.57	-0.46	0.32	0.26	0.37	0.78	1.03	1.55	1.97	2.53	3.36	1.14
		<b>Bet</b>	SD/100	7.58	11.77	5.29	3.81	5.03	26.31	29.18	35.45	40.06	47.65	57.90	27.56
	10	<b>Units</b>	Mini-Bank	115	-343	100	64	80	1027	947	932	938	1035	1149	767
		<b>Max</b>	Win/100	0.19	-0.46	0.32	0.26	0.18	0.16	0.17	0.19	0.20	0.21	0.21	0.11
		<b>Bet</b>	SD/100	2.57	11.77	5.29	3.81	2.52	5.26	4.86	4.43	4.01	3.97	3.62	2.76
		<b>Units</b>	Mini-Bank	39	-343	100	64	40	205	158	117	94	86	72	77
			ROI/100	0.50%	-0.14%	0.32%	0.40%	0.46%	0.08%	0.11%	0.17%	0.21%	0.24%	0.29%	0.15%

should find a better cut. Here's what happens if you are dealt 5 decks out of 6.

# T-H Basic System Report

Six Decks 4.5 Dealt  
6 Players S17 DAS Table Departure

- 09 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-5	1-6	1-8	1-10	1-12	1-16	Safest
< -24	6.1	-0.9	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-24 to -19	32.4	-0.5	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-18 to -13	21.8	-0.3	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-12 to -9	13.1	0.1	1.37	0.06	1	1	0	0	1	1	1	1	1	1	1
-8 to -7	6.1	0.4	1.36	0.29	1	1	0	0	1	2	2	2	2	3	1
-6 to -5	5.3	0.7	1.36	0.50	1	1	0	0	2	3	3	3	4	4	1
-4 to -3	4.4	1.1	1.35	0.79	1	1	1	1	4	4	5	5	6	6	2
-2 to -1	3.5	1.5	1.34	1.09	1	1	1	1	5	6	6	8	8	10	2
0 to +1	2.6	1.9	1.32	1.43	1	1	1	1	5	6	8	10	10	12	3
+2 to +3	1.8	2.3	1.31	1.77	1	1	1	2	5	6	8	10	12	16	4
> +3	2.9	3.3	1.28	2.61	1	1	1	2	5	6	8	10	12	16	5
<b>Total</b>	100	0.07	1.37												
<b>ROR%</b>		<b>Min</b>	Win/100	0.51	0.07	0.36	0.29	0.42	1.21	1.51	1.93	2.41	2.77	3.55	0.78
		<b>Bet</b>	SD/100	7.17	11.71	7.33	4.50	6.20	24.30	28.43	33.61	40.07	44.60	55.07	17.92
	10	<b>Units</b>	Mini-Bank	115	2209	173	81	104	564	618	674	768	828	985	474
		<b>Max</b>	Win/100	0.20	0.07	0.36	0.29	0.21	0.24	0.25	0.24	0.24	0.23	0.22	0.16
		<b>Bet</b>	SD/100	2.75	11.71	7.33	4.50	3.10	4.86	4.74	4.20	4.01	3.72	3.44	3.58
		<b>Units</b>	Mini-Bank	44	2209	173	81	52	113	103	84	77	69	62	95
			ROI/100	0.45%	0.00%	0.21%	0.35%	0.41%	0.21%	0.24%	0.29%	0.31%	0.33%	0.36%	0.16%

The win rate per 100 hands is better when table hopping compared to playing all hands, but the hands per hour will be lower with several other players at the table. Both approaches have merit.

# T-H Basic System Report

Six Decks 5 Dealt  
6 Players S17 DAS Table Departure

- 61 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-5	1-6	1-8	1-10	1-12	1-16	Safest
< -24	5.7	-0.9	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-24 to -19	30.6	-0.5	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-18 to -13	20.5	-0.3	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-12 to -9	12.5	0.1	1.37	0.04	1	1	0	0	1	1	1	1	1	1	1
-8 to -7	6.2	0.3	1.37	0.21	1	1	0	0	1	1	1	1	1	1	1
-6 to -5	5.7	0.6	1.36	0.42	1	1	0	0	2	2	2	2	2	3	1
-4 to -3	5.0	1.0	1.35	0.73	1	1	0	1	3	3	3	4	4	5	1
-2 to -1	4.2	1.4	1.34	1.08	1	1	1	1	4	4	5	6	6	8	2
0 to +1	3.3	2.0	1.32	1.50	1	1	1	1	5	6	6	8	8	10	2
+2 to +3	2.4	2.5	1.30	1.90	1	1	1	2	5	6	8	10	10	12	3
> +3	3.9	3.7	1.27	2.93	1	1	1	2	5	6	8	10	12	16	5
<b>Total</b>	100	0.17	1.37												
<b>ROR%</b>		<b>Min</b>	Win/100	0.75	0.17	0.44	0.33	0.58	1.55	1.82	2.29	2.94	3.23	4.25	0.99
		<b>Bet</b>	SD/100	8.67	11.70	7.62	4.25	7.00	24.42	27.07	31.76	39.12	41.79	53.37	17.60
	10	<b>Units</b>	Mini-Bank	115	948	153	63	97	442	463	507	599	623	771	361
		<b>Max</b>	Win/100	0.26	0.17	0.44	0.33	0.29	0.31	0.30	0.29	0.29	0.27	0.27	0.20
		<b>Bet</b>	SD/100	2.96	11.70	7.62	4.25	3.50	4.88	4.51	3.97	3.91	3.48	3.34	3.52
		<b>Units</b>	Mini-Bank	39	948	153	63	48	88	77	63	60	52	48	72
			ROI/100	0.65%	0.02%	0.28%	0.52%	0.60%	0.35%	0.39%	0.45%	0.49%	0.52%	0.55%	0.27%

# T-H Basic System Report

Eight Decks 6.5 Dealt  
2 Players S17 DAS

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RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-6	1-8	1-10	1-12	1-16	1-20	Safest
< -32	10.5	-1.6	1.42	0.00	1	0	0	0	1	1	1	1	1	1	1
-32 to -25	26.1	-1.0	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-24 to -17	24.1	-0.9	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-16 to -11	16.4	-0.5	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-10 to -7	8.9	0.2	1.37	0.14	1	1	0	0	2	2	2	2	2	2	2
-6 to -5	3.6	0.7	1.36	0.49	1	1	0	0	6	6	6	6	6	8	2
-4 to -3	2.9	1.0	1.35	0.78	1	1	1	1	6	8	10	10	10	12	4
-2 to -1	2.3	1.4	1.34	1.07	1	1	1	1	6	8	10	12	16	16	5
0 to +1	1.7	1.9	1.33	1.41	1	1	1	1	6	8	10	12	16	20	6
+2 to +3	1.3	2.3	1.31	1.76	1	1	1	2	6	8	10	12	16	20	8
> +3	2.2	3.3	1.28	2.55	1	1	1	2	6	8	10	12	16	20	12
<b>Total</b>	100	-0.49	1.39												
<b>ROR%</b>		<b>Min</b>	Win/100	0.35	-0.49	0.24	0.20	0.30	0.62	1.02	1.41	1.74	2.40	3.04	0.90
		<b>Bet</b>	SD/100	5.92	11.78	5.55	3.71	5.20	28.78	34.85	41.36	46.29	56.95	67.24	29.43
	10	<b>Units</b>	Mini-Bank	115	-324	150	81	105	1528	1376	1399	1419	1556	1714	1113
		<b>Max</b>	Win/100	0.14	-0.49	0.24	0.20	0.15	0.10	0.13	0.14	0.14	0.15	0.15	0.07
		<b>Bet</b>	SD/100	2.32	11.78	5.55	3.71	2.60	4.80	4.36	4.14	3.86	3.56	3.36	2.45
		<b>Units</b>	Mini-Bank	45	-324	150	81	53	255	172	140	118	97	86	93
			ROI/100	0.30%	-0.15%	0.16%	0.24%	0.28%	0.04%	0.07%	0.10%	0.12%	0.15%	0.18%	0.08%

Eight decks is a tough game to beat. Don't even try it with the T-H Basic system unless you have an enormous bankroll.

# T-H Basic System Report

Eight Decks 7 Dealt  
2 Players S17 DAS

- 63 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-6	1-8	1-10	1-12	1-16	1-20	Safest
< -32	9.8	-1.6	1.42	0.00	1	0	0	0	1	1	1	1	1	1	1
-32 to -25	24.2	-1.0	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-24 to -17	22.7	-1.0	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-16 to -11	16.4	-0.7	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-10 to -7	9.7	-0.1	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-6 to -5	4.1	0.5	1.36	0.35	1	1	0	0	3	3	3	3	4	4	1
-4 to -3	3.5	0.9	1.35	0.69	1	1	0	1	6	6	6	6	8	8	3
-2 to -1	2.9	1.4	1.34	1.05	1	1	1	1	6	8	10	10	12	12	4
0 to +1	2.2	2.0	1.32	1.48	1	1	1	1	6	8	10	12	16	16	5
+2 to +3	1.6	2.5	1.31	1.89	1	1	1	2	6	8	10	12	16	20	8
> +3	2.7	3.6	1.27	2.85	1	1	1	2	6	8	10	12	16	20	10
<b>Total</b>	100	-0.49	1.39												
<b>ROR%</b>		<b>Min</b>	Win/100	0.49	-0.49	0.27	0.22	0.39	0.83	1.27	1.72	2.08	2.98	3.53	1.04
		<b>Bet</b>	SD/100	7.02	11.78	4.77	3.51	5.82	27.99	33.60	39.67	44.14	56.95	63.61	27.96
		<b>Units</b>	Mini-Bank	115	-328	95	64	99	1090	1022	1055	1078	1255	1320	864
		<b>Max</b>	Win/100	0.17	-0.49	0.27	0.22	0.20	0.14	0.16	0.17	0.17	0.19	0.18	0.10
		<b>Bet</b>	SD/100	2.47	11.78	4.77	3.51	2.91	4.66	4.20	3.97	3.68	3.56	3.18	2.80
		<b>Units</b>	Mini-Bank	40	-328	95	64	49	182	128	106	90	78	66	86
			ROI/100	0.43%	-0.15%	0.29%	0.35%	0.40%	0.08%	0.12%	0.16%	0.19%	0.24%	0.27%	0.12%

This is about as good as it gets. Remember, 7/8 decks means the cut card is placed almost 90% of the way back. At least you'll have plenty of time to build up to the bigger bets.

# T-H Basic System Report

Eight Decks 6.5 Dealt  
6 Players S17 DAS Table Departure

- 64 -

RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-6	1-8	1-10	1-12	1-16	1-20	Safest
< -32	6.3	-0.9	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-32 to -25	30.6	-0.5	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-24 to -17	22.2	-0.3	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-16 to -11	14.9	0.0	1.37	0.02	1	1	0	0	1	1	1	1	1	1	1
-10 to -7	9.1	0.4	1.36	0.28	1	1	0	0	2	2	2	2	2	3	1
-6 to -5	4.0	0.8	1.36	0.56	1	1	0	1	3	3	4	4	5	5	1
-4 to -3	3.4	1.1	1.35	0.79	1	1	0	1	4	5	5	6	6	8	2
-2 to -1	2.8	1.5	1.34	1.10	1	1	1	1	6	6	8	8	10	10	2
0 to +1	2.2	1.8	1.32	1.40	1	1	1	1	6	8	10	10	12	12	3
+2 to +3	1.6	2.3	1.31	1.73	1	1	1	2	6	8	10	12	16	16	4
> +3	2.9	3.3	1.28	2.56	1	1	1	2	6	8	10	12	16	20	6
<b>Total</b>	100	0.02	1.37												
<b>ROR%</b>		<b>Min Bet Units</b>	Win/100	0.47	0.02	0.32	0.21	0.41	1.30	1.68	2.13	2.44	3.16	3.65	0.77
10		<b>Units</b>	SD/100	6.82	11.72	7.44	3.53	6.33	26.88	31.76	38.28	42.12	52.34	58.91	18.66
		<b>Max Bet Units</b>	Mini-Bank	115	6533	199	67	112	642	692	790	838	999	1095	520
		<b>Units</b>	Win/100	0.18	0.02	0.32	0.21	0.21	0.22	0.21	0.21	0.20	0.20	0.18	0.13
			SD/100	2.66	11.72	7.44	3.53	3.16	4.48	3.97	3.83	3.51	3.27	2.95	3.11
			Mini-Bank	45	6533	199	67	56	107	87	79	70	62	55	87
			ROI/100	0.40%	0.00%	0.16%	0.32%	0.37%	0.20%	0.24%	0.27%	0.29%	0.32%	0.33%	0.15%

The standard Atlantic City game. A real grind.



# T-H Basic System Report

Eight Decks 7 Dealt  
6 Players S17 DAS Table Departure

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RC	Freq	Adv	Var	Opt. Bet	1-1	0-1 EV	0-1 ROI	0-2 ROI	1-6	1-8	1-10	1-12	1-16	1-20	Safest
< -32	6.1	-0.9	1.40	0.00	1	0	0	0	1	1	1	1	1	1	1
-32 to -25	29.5	-0.5	1.39	0.00	1	0	0	0	1	1	1	1	1	1	1
-24 to -17	21.4	-0.3	1.38	0.00	1	0	0	0	1	1	1	1	1	1	1
-16 to -11	14.4	0.0	1.37	0.02	1	1	0	0	1	1	1	1	1	1	1
-10 to -7	9.1	0.3	1.37	0.22	1	1	0	0	1	1	1	1	2	2	1
-6 to -5	4.2	0.7	1.36	0.48	1	1	0	0	2	2	3	3	3	4	1
-4 to -3	3.8	1.0	1.35	0.73	1	1	0	1	3	3	4	4	5	6	1
-2 to -1	3.3	1.5	1.34	1.09	1	1	1	1	5	5	6	6	8	10	2
0 to +1	2.6	1.9	1.32	1.44	1	1	1	1	6	6	8	8	10	12	3
+2 to +3	2.0	2.4	1.31	1.86	1	1	1	1	6	8	10	10	12	16	3
> +3	3.7	3.6	1.27	2.82	1	1	1	2	6	8	10	12	16	20	5
<b>Total</b>	100	0.09	1.37												
<b>ROR%</b>															
10															
<b>Min Bet Units</b>		Win/100	0.63	0.09	0.38	0.28	0.45	1.54	1.90	2.47	2.74	3.62	4.60	0.86	
		SD/100	7.96	11.71	7.62	3.89	5.85	26.00	29.67	36.77	39.47	50.27	62.43	17.64	
		Mini-Bank	115	1719	178	63	88	506	534	630	655	803	975	414	
<b>Max Bet Units</b>		Win/100	0.22	0.09	0.38	0.28	0.22	0.26	0.24	0.25	0.23	0.23	0.23	0.17	
		SD/100	2.82	11.71	7.62	3.89	2.93	4.33	3.71	3.68	3.29	3.14	3.12	3.53	
		Mini-Bank	41	1719	178	63	44	84	67	63	55	50	49	83	
		ROI/100	0.55%	0.01%	0.21%	0.44%	0.51%	0.30%	0.36%	0.39%	0.42%	0.45%	0.47%	0.21%	

You are unlikely to find an entire casino dealing 7 decks out of 8. It would be more realistic to plan on moving up to a more advanced system to play in these games.

# T-H Basic System Report Summary

## Two Players

	SD 1-3 (4 to 2)	DD 1-6 (55%)	4D 1-8 (65%)	6D 1-10 (4.5/6)	8D 1-12 (6.5/8)
Win/100	1.19	1.30	1.44	1.59	1.74
SD/100	19.45	31.47	37.45	41.68	46.29
BB/100	0.40	0.22	0.18	0.16	0.14
ROI/100	.33%	.15%	.13%	.13%	.12%

	SD 1-3 (5 to 2)	DD 1-6 (75%)	4D 1-8 (80%)	6D 1-10 (5/6)	8D 1-12 (7/8)
Win/100	1.65	2.24	2.14	1.97	2.08
SD/100	19.25	31.51	36.90	40.06	44.14
BB/100	0.55	0.37	0.27	0.20	0.17
ROI/100	.64%	.44%	.29%	.21%	.19%

## Full Table

	SD 1-3 (2 to 5)	DD 1-6 (55%)	4D 1-8 (65%)	6D 1-10 (4.5/6)	8D 1-12 (6.5/8)
Win/100	0.73	1.03	2.04	2.41	2.44
SD/100	18.06	30.82	33.22	40.07	42.12
MB/100	0.24	0.17	0.25	0.24	0.20
ROI/100	.14%	.10%	.33%	.31%	.29%

	SD 1-3 (2 to 7)	DD 1-6 (75%)	4D 1-8 (80%)	6D 1-10 (5/6)	8D 1-12 (7/8)
Win/100	1.01	1.97	3.09	2.94	2.74
SD/100	18.14	30.45	34.50	39.12	39.47
MB/100	0.34	0.33	0.39	0.29	0.23
ROI/100	.27%	.36%	.70%	.49%	.42%

Win/100: The number of units won per 100 hands played

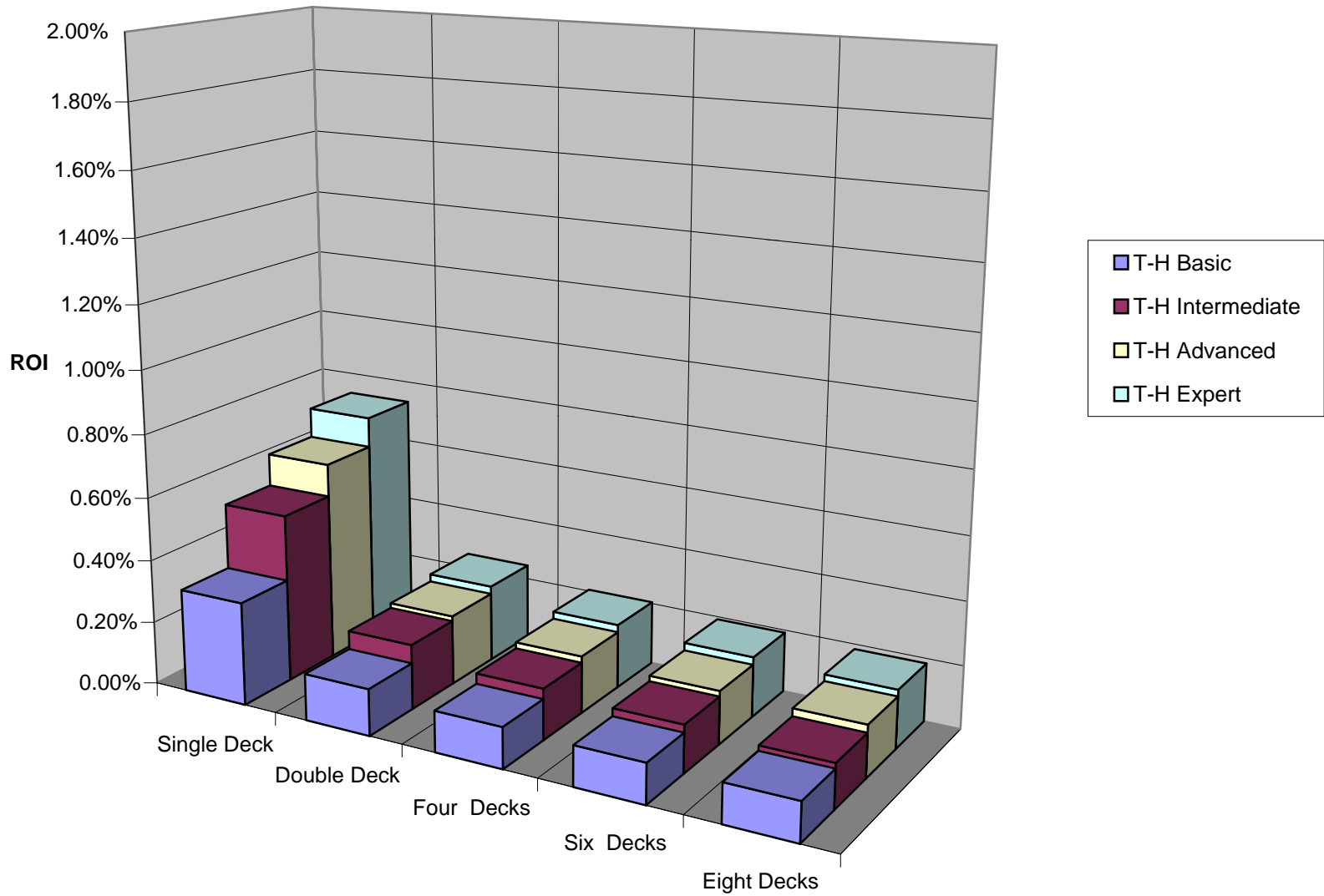
SD/100: The standard deviation per 100 hands played.

MB/100: The number of maximum bets won per 100 hands played.

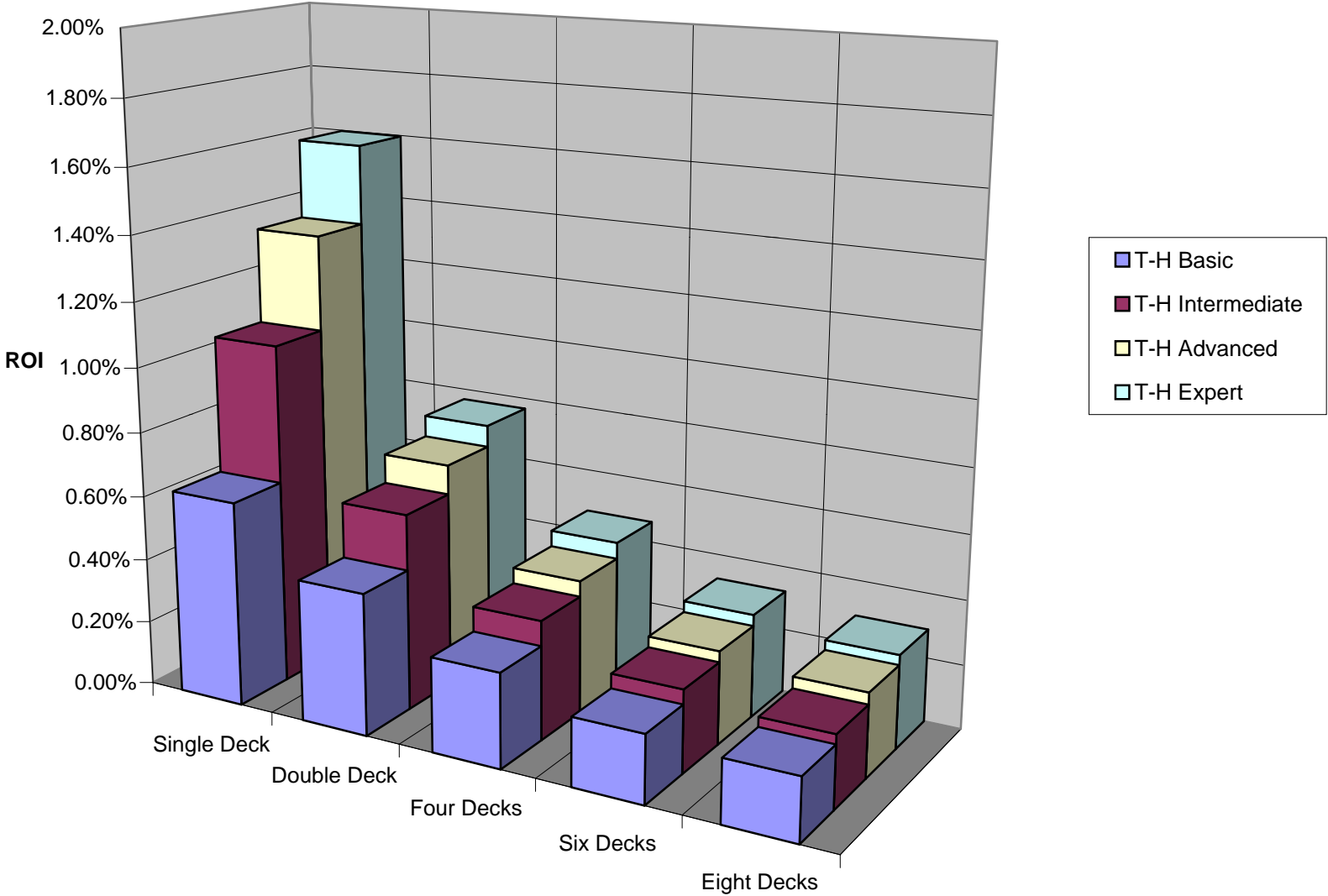
ROI/100: The win rate per 100 hands divided by the mini-bank required for a 10% risk of ruin.



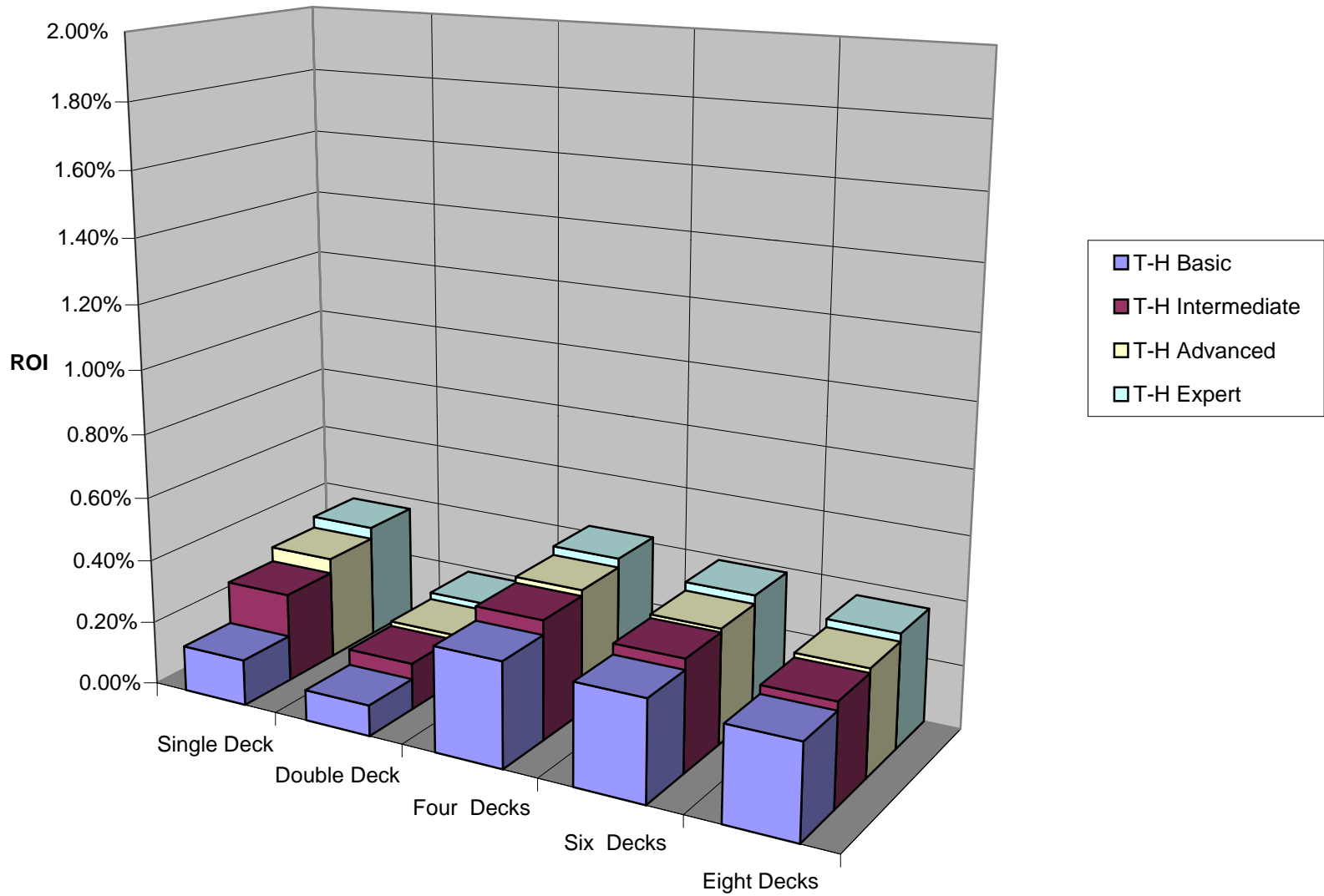
## 2 Players - Average Penetration



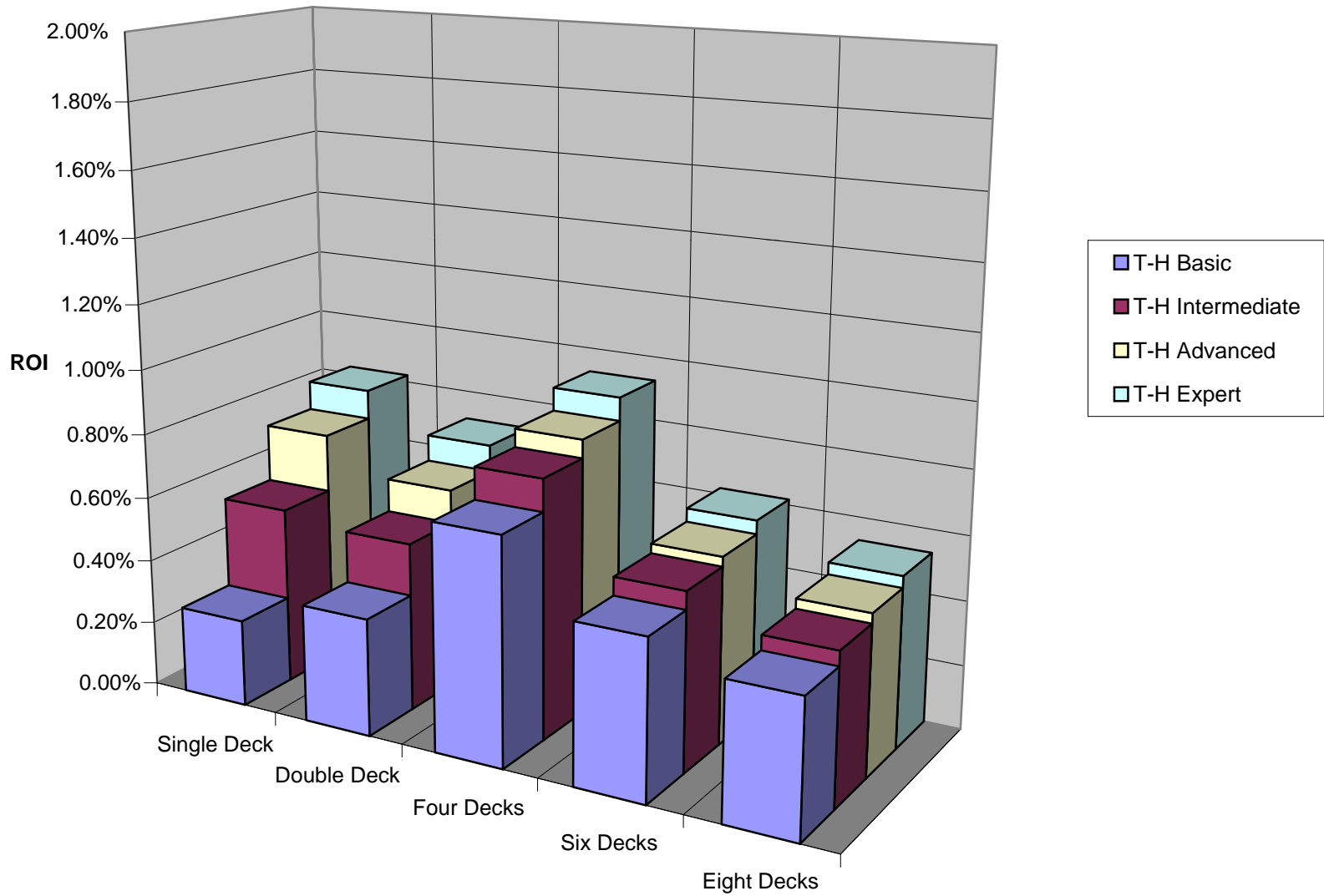
# 2 Players - Good Penetration



# Full Table - Average Penetration



# Full Table - Good Penetration







# **Part Four:**

## **Other Topics**



# Table-Hopping

Table-hopping is the use of card counting to avoid playing when the odds are against the player. There are many advantages to this style of play.

- Little or no money is lost playing negative counts
- The standard deviation is reduced by playing fewer hands
- A smaller bankroll is required.
- A large bet spread is not needed
- No time is wasted playing out shoes that will never turn favorable
- Crowded conditions become an asset instead of a liability
- There is no need to learn playing strategy variations for negative decks

There are two complementary forms of table-hopping: *back-counting* and *table departure*.

Back-counting is keeping the count at a table without having a hand in play. The player does not enter the game until the count indicates a slight edge for the player. Some counters are even more selective and wait for an advantage of a full 1% or more before joining the table.

Table departure is abandoning the table when the count is so low that the rest of the shoe is unlikely to be favorable to the player. The main variations on this theme are taking a break and returning when the cards are shuffled or finding a different table. The T-H Basic system does not differentiate between large and small player disadvantages, but as a rule, the count should be rising throughout the shoe. If a large number of cards have been seen and the count is still at or below the starting count it may be a good time to miss some hands. The following strategy was used for the simulations in this book. The idea is to leave the table when the player has a disadvantage greater than about 1.0%.

Decks Remaining	Depart Table at
1.0-2.0	-10
2.0-3.0	-15
3.0-4.0	-20
4.0-5.0	-25
5.0-6.0	-30
6.0-7.0	-35

T H Basic players are encouraged to use both of these table-hopping methods frequently. In games with four or more decks, these tactics are required to have any kind of decent ROI in all but the best games.

# Bankroll Basics

For more information on bankrolls, see *T-H Intermediate Blackjack*.

**Bankroll:** The entire amount of money available for gambling. Cash on hand is referred to as trip or session bankroll, while cash that is left at home or in the bank is reserve bankroll.

**Risk of Ruin:** The probability of losing a bankroll. Risk of ruin can be figured for a session, for a trip, or for an indefinite period of time. Obviously a low risk of ruin is very desirable.

**Mini-Bank:** A portion of the total bankroll devoted to play at a certain level of stakes. When this amount is lost, play ceases at that level and play begins on another mini-bank at a lower level. When enough is won to create a mini-bank at a higher level of stakes, the betting levels can be increased.

**Cumulative Risk of Ruin:** The probability of losing a bankroll consisting of two or more mini-banks. Cumulative ROR is equal to the product of the RORs for each of the mini-banks in the bankroll. For two full mini-banks with a risk of ruin of 10%, as given in the system reports, the cumulative risk of ruin for the entire bankroll is  $10\% \times 10\% = 1\%$

**Return on Investment:** The expected win divided by the bankroll required for a desired risk of ruin. Risk is just as important as expected return to all but the wealthiest players.

# Your First Session

By now, you should be able to recite the T-H Basic playing strategy in your sleep. You have instant recall of every decision at random. You may have even gone to a casino and played the table minimum for an hour or two just to get used to the environment. You can count down a deck with 100% accuracy in 35 seconds or less, and are confident you will soon be able to do it in less than 30 seconds. You've studied the system reports and learned how much to bet at different counts for the game you will be playing. For your convenience, on the following page various bet spreads, win rates, and bankroll sizes have been given in actual dollar amounts.

A good way to get started is by playing at crowded single deck tables. T-H Basic players will not have much of an advantage at these games, but playing at them for nominal stakes is a good way to practice. Most of the time, you will only have to count the cards from the first round after the shuffle. If you make a counting mistake, you will be able to start over after the next hand. An error at the beginning of a six deck shoe with no other players at the table could haunt you for dozens of rounds.

To play seriously, with the intention of winning money and moving up to higher stakes, you will need to have a bankroll. I suggest bringing a minimum of 20% of a mini-bank to the casino for each session, although sometimes even this will not be enough. Don't fall into the trap of deciding where to play or when to quit based on wins and losses. The factors that affect your odds are the rules, penetration, bet spread, table limits, and hands per hour.

## Hands Per Hour

Players	Face Down	Face Up
1	160	200
2	125	160
3	100	125
4	85	100
5	75	85
6	65	75
7	55	65

Usually single and double deck games are dealt face down, and other games are dealt face up. The hands per hour figures given above are approximate averages; it is possible for a single player to get over 300 hands per hour or for a full table to get only 40 hands per hour.

You now have plenty of information to beat the casinos at the most popular table game. If you would like to improve your play, examine some of the materials listed in "Other Resources" in the back of this book, or step up to next level with *T-H Intermediate Blackjack* or the alternative, *Bushido Blackjack*.

# Mini-Banks and Win Rates

## Single Deck

Bet Spread	Mini-Bank		Win/100	
	4 to 2	5 to 2	4 to 2	5 to 2
\$ 3 – 24	\$1250	\$950	\$12	\$16
\$ 5 – 30	\$1800	\$1400	\$14	\$20
\$10 – 40	\$3500	\$2600	\$18	\$31

## Double Deck

Bet Spread	Mini-Bank		Win/100	
	55%	75%	55%	75%
\$ 3 – 30	\$2700	\$1800	\$ 7	\$12
\$ 5 – 40	\$4500	\$2800	\$ 9	\$16
\$10 – 60	\$9000	\$5000	\$13	\$22

## Four Decks

Bet Spread	Mini-Bank		Win/100	
	65%	80%	65%	80%
\$ 3 – 35	\$ 3700	\$ 2500	\$ 7	\$10
\$ 5 – 50	\$ 6000	\$ 3900	\$ 9	\$14
\$10 – 80	\$11,000	\$ 7500	\$14	\$21

## Six Decks

Bet Spread	Mini-Bank		Win/100	
	4.5	5.0	4.5	5.0
\$ 3 – 50	\$ 4300	\$ 3500	\$ 8	\$10
\$ 5 – 60	\$ 6500	\$ 5000	\$10	\$13
\$10 – 100	\$12,500	\$ 9500	\$16	\$20

## Eight Decks

Bet Spread	Mini-Bank		Win/100	
	6.5	7.0	6.5	7.0
\$ 3 – 60	\$ 5000	\$ 4000	\$ 9	\$11
\$ 5 – 80	\$ 7500	\$ 6500	\$11	\$15
\$10 – 120	\$14,000	\$11,000	\$17	\$21

Add 50% to the Mini-Bank figures above if playing two hands at once.

Minimum bets greater than \$10 are not recommended for players using the T-H Basic system.

# Basic System Comparison

## Point Count Values

System	2	3	4	5	6	7	8	9	10	A	Rating
<b>T-H Basic</b>	+1	+1	+1	+1	+1	+1	0	0	-1	-1	<b>100</b>
K-O Core <sup>1</sup>	+1	+1	+1	+1	+1	+1	0	0	-1	-1	77
High-Low Basic <sup>2</sup>	+1	+1	+1	+1	+1	0	0	0	-1	-1	78
Halves Basic <sup>2</sup>	+½	+1	+1	+1½	+1	+½	0	-½	-1	-1	81
<i>Bushido Basic</i>	+2	+2	+2	+2	+2	+1	0	0	-2	-1	99

## Average Penetration

System	1 Deck	2 Decks	4 Decks	6 Decks	8 Decks
<b>T-H Basic</b>	<b>100</b>	<b>100</b>	<b>100</b>	<b>100</b>	<b>100</b>
K-O Core	78	68	80	77	76
High-Low Basic	75	70	84	81	78
Halves Basic	74	76	86	87	83
<i>Bushido Basic</i>	101	98	102	97	98

## Good Penetration

System	1 Deck	2 Decks	4 Decks	6 Decks	8 Decks
<b>T-H Basic</b>	<b>100</b>	<b>100</b>	<b>100</b>	<b>100</b>	<b>100</b>
K-O Core	78	74	81	79	78
High-Low Basic	75	72	82	80	80
Halves Basic	74	75	84	86	82
<i>Bushido Basic</i>	99	100	102	98	96

<sup>1</sup> *Knock-Out Blackjack* (Huntington Press, 1998) , page 28

<sup>2</sup> *Professional Blackjack* (Pi Yee Press, 1994), page 26

# Other Resources

## Books

*Beyond Counting* by James Grosjean  
*Blackbelt in Blackjack* by Arnold Snyder  
*Blackjack Attack* by Don Schlesinger  
*Blackjack for Blood* by Bryce Carlson  
*Burning the Tables in Las Vegas* by Ian Andersen  
*Knock-Out Blackjack* by Ken Fuchs and Olaf Vancura  
*Million Dollar Blackjack* by Ken Uston  
*Playing Blackjack as a Business* by Lawrence Revere  
*Professional Blackjack* by Stanford Wong  
*The Theory of Blackjack* by Peter Griffin

## Periodicals

*Blackjack Forum*                      A quarterly magazine published by RGE  
*Current Blackjack News*            Casino conditions published monthly by Pi Yee Press

## Internet

The sites listed below have public and private message boards, archives, links to other sites, and additional material. Visit them all.

[www.bj21.com](http://www.bj21.com)            Maintained by Stanford Wong of Pi Yee Press

[www.bjrnet.com](http://www.bjrnet.com)            Maintained by Michael Dalton of Spur of the Moment Press. Be sure to visit [www.bjrnet.com/boards\\_system](http://www.bjrnet.com/boards_system) and [www.bjrnet.com/thop](http://www.bjrnet.com/thop) for updates on this material.

[www.bjmath.com](http://www.bjmath.com)            Non-commercial site maintained by Richard Reid

[www.rge21.com](http://www.rge21.com)            Maintained by Arnold Snyder of RGE

[thopper@hotmail.com](mailto:thopper@hotmail.com)      The author's email address



# T-H Basic Playing Strategy

American Hole Card and Late Surrender

Hit / Stand		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	17	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand
	16	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Stand	Hit	Hit
	15	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	14	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	13	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	12	Hit	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
Soft 18	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Stand	Hit	

Double Down		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	11	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double	Double
	10	Double	Double	Double	Double	Double	Double	Double	Double			
	9	Double	Double	Double	Double	Double						
	8				Double	Double						
	7											
Soft Totals	A9											
	A8				Double	Double						
	A7	Double	Double	Double	Double	Double						
	A6	Double	Double	Double	Double	Double						
	A5			Double	Double	Double						
	A4			Double	Double	Double						
	A3			Double	Double	Double						
	A2			Double	Double	Double						

Split Pairs		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
AA	AA	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
	TT											
No DAS/DAS	99	Split	Split	Split	Split	Split		Split	Split			/Sp
	88	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split
* See chart pg. 36	77	Split	Split	Split	Split	Split	Split	/Sp		*		
	66	Split	Split	Split	Split	Split						
	44			/Sp	/Sp	/Sp						
	33	/Sp	/Sp	Split	Split	Split	Split					
	22	/Sp	Split	Split	Split	Split	Split					

Late Surrender		Dealer Upcard					
Player		7	8	9	10	A S17	A H17
Hard Totals	17						
	16			Sur	Sur	Sur	Sur
	15				Sur	Sur	Sur
	14				Sur		
	13						
	12						
* See chart pg. 36	88				Sur		
	77				Sur	*	*

Insurance	
Player	A
Insurance	-1
Even Money	-2

# T-H Basic Playing Strategy

European No Hole Card and Early Surrender

Hit / Stand		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	17	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Stand
	16	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Stand	Hit	Hit
	15	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	14	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	13	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
	12	Hit	Stand	Stand	Stand	Stand	Hit	Hit	Hit	Hit	Hit	Hit
Soft 18	Stand	Stand	Stand	Stand	Stand	Stand	Stand	Hit	Hit	Stand	Hit	

Double Down		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	11	Double	Double	Double	Double	Double	Double	Double	Double	Double		
	10	Double	Double	Double	Double	Double	Double	Double	Double			
	9	Double	Double	Double	Double	Double						
	8				Double	Double						
	7											
Soft Totals	A9											
	A8				Double	Double						
	A7	Double	Double	Double	Double	Double						
	A6	Double	Double	Double	Double	Double						
	A5			Double	Double	Double						
	A4			Double	Double	Double						
	A3			Double	Double	Double						
A2			Double	Double	Double							

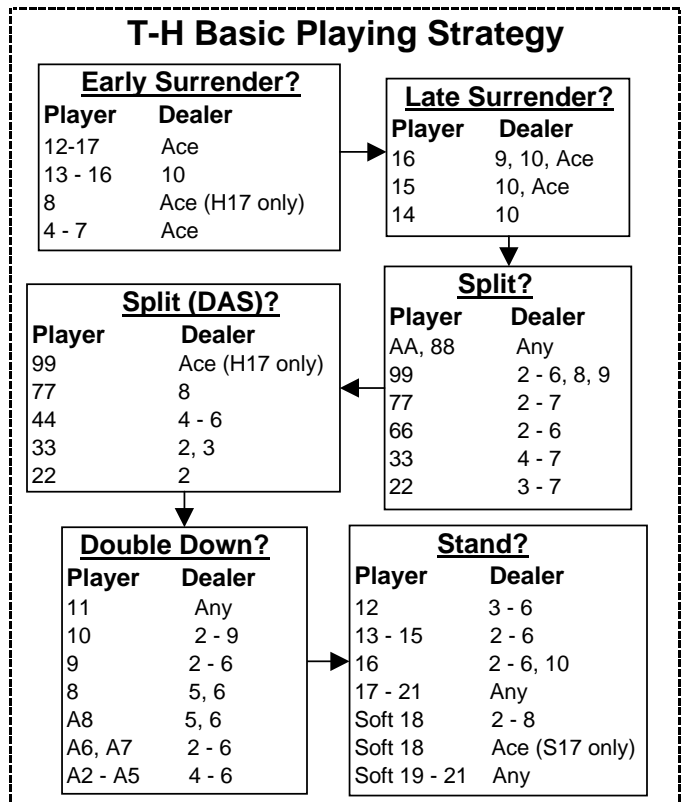
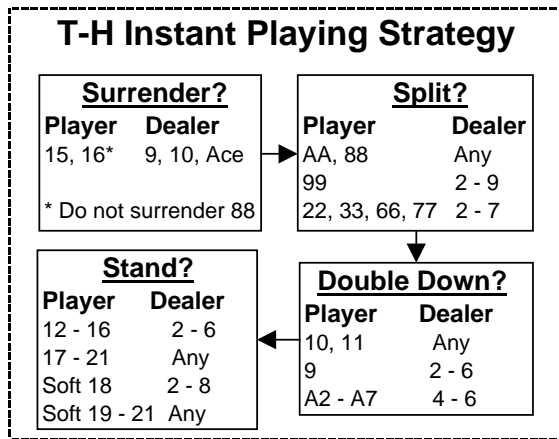
Split Pairs		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
AA	Split	Split	Split	Split	Split	Split	Split	Split	Split	Split		
	TT											
No DAS/DAS	99	Split	Split	Split	Split	Split		Split	Split			
	88	Split	Split	Split	Split	Split	Split	Split	Split			
* See chart pg. 36	77	Split	Split	Split	Split	Split	Split	/Sp		*		
	66	Split	Split	Split	Split	Split						
	44			/Sp	/Sp	/Sp						
	33	/Sp	/Sp	Split	Split	Split	Split					
	22	/Sp	Split	Split	Split	Split	Split					

Early Surrender		Dealer Upcard					
Player		7	8	9	10	A S17	A H17
Hard Totals	17					Sur	Sur
	16			Sur	Sur	Sur	Sur
	15				Sur	Sur	Sur
	14				Sur	Sur	Sur
	13				Sur	Sur	Sur
	12					Sur	Sur
* See chart on right 4 - 8						*	*
	88				Sur	Sur	Sur
	77				Sur	Sur	Sur

Insurance	
Player	A
Insurance	-1
Even Money	-2

More ES		A S17	A H17
8			Sur
7	Sur		Sur
6	Sur		Sur
5	Sur		Sur
4	Sur		Sur

# Quick Reference Cards



# Playing Strategy Practice Sheet

Hit / Stand		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	17	---	---	---	---	---	---	---	---	---	---	---
	16	---	---	---	---	---	---	---	---	---	---	---
	15	---	---	---	---	---	---	---	---	---	---	---
	14	---	---	---	---	---	---	---	---	---	---	---
	13	---	---	---	---	---	---	---	---	---	---	---
	12	---	---	---	---	---	---	---	---	---	---	---
Soft 18	---	---	---	---	---	---	---	---	---	---	---	

Double Down		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
Hard Totals	11	---	---	---	---	---	---	---	---	---	---	---
	10	---	---	---	---	---	---	---	---	---	---	---
	9	---	---	---	---	---	---	---	---	---	---	---
	8	---	---	---	---	---	---	---	---	---	---	---
	7	---	---	---	---	---	---	---	---	---	---	---
Soft Totals	A9	---	---	---	---	---	---	---	---	---	---	---
	A8	---	---	---	---	---	---	---	---	---	---	---
	A7	---	---	---	---	---	---	---	---	---	---	---
	A6	---	---	---	---	---	---	---	---	---	---	---
	A5	---	---	---	---	---	---	---	---	---	---	---
	A4	---	---	---	---	---	---	---	---	---	---	---
	A3	---	---	---	---	---	---	---	---	---	---	---
A2	---	---	---	---	---	---	---	---	---	---	---	

Split Pairs		Dealer Upcard										
Player		2	3	4	5	6	7	8	9	10	A S17	A H17
	AA	---	---	---	---	---	---	---	---	---	---	---
	TT	---	---	---	---	---	---	---	---	---	---	---
	99	---	---	---	---	---	---	---	---	---	---	---
	88	---	---	---	---	---	---	---	---	---	---	---
	77	---	---	---	---	---	---	---	---	---	---	---
	66	---	---	---	---	---	---	---	---	---	---	---
	44	---	---	---	---	---	---	---	---	---	---	---
	33	---	---	---	---	---	---	---	---	---	---	---
	22	---	---	---	---	---	---	---	---	---	---	---

Surrender		Dealer Upcard					
Player		7	8	9	10	A S17	A H17
Hard Totals	17	---	---	---	---	---	---
	16	---	---	---	---	---	---
	15	---	---	---	---	---	---
	14	---	---	---	---	---	---
	13	---	---	---	---	---	---
	12	---	---	---	---	---	---
88	---	---	---	---	---	---	
77	---	---	---	---	---	---	

Insurance	
Player	A
Insurance	---
Even Money	---

More ES		A S17	A H17
	8	---	---
	7	---	---
	6	---	---
	5	---	---
	4	---	---

# Appendix:

## The Bushido Basic Point Count

Point Count Values												
2	3	4	5	6	7	8	9	10	J	Q	K	A
+2	+2	+2	+2	+2	+1	0	0	-2	-2	-2	-2	-1

The Bushido Basic Point Count is an unbalanced running count with an imbalance, or pivot point, of +8 points per deck. It is most accurate at the pivot point, when the player has an advantage of approximately 2%.

Decks	Starting Count
1	- 8
2	- 16
4	- 32
6	- 48
8	- 64

The play of the Bushido Basic system is almost exactly the same as the T-H Basic system described in this book. Except for insurance (see chart below), use the T-H Basic playing strategy. Divide the Bushido running count by 2 and round down to find the equivalent T-H Basic count for betting, or consult the charts on page 86. The bet sizes, bankroll requirements, and win rates for Bushido Basic are the same as those given in the T-H Basic system reports.

Use the table below for insurance and even money decisions. Do not divide the running count by 2 when using this table.

Insurance		
Decks	Insure	Even Money
1	-2	-3
2	-3	-5
4	-4	-6
6	-5	-6
8	-6	-8

Complete information on the Bushido Intermediate and Advanced systems can be found in *Bushido Blackjack*.

# T-H and Bushido Equivalent Counts

Single Deck		Double Deck		Four Decks	
T-H RC	Bushido RC	T-H RC	Bushido RC	T-H RC	Bushido RC
< -5	< -11	< -8	< -16	< -16	< -32
-5	-11 to -10	-8 to -7	-16 to -13	-16 to -13	-32 to -25
-4	-9 to -8	-6 to -5	-12 to -10	-12 to -9	-24 to -18
-3	-7 to -6	-4 to -3	-9 to -6	-8 to -6	-17 to -12
-2	-5 to -4	-2	-5 to -4	-5 to -4	-11 to -8
-1	-3 to -2	-1	-3 to -2	-3	-7 to -6
0	-1 to 0	0	-1 to 0	-2	-5 to -4
+1	+1 to +2	+1	+1 to +2	-1	-3 to -2
+2	+3 to +4	+2	+3 to +4	0 to +1	-1 to +1
+3	+5 to +6	+3	+5 to +6	+2 to +3	+2 to +5
> +3	> +6	> +3	> +6	> +3	> +5

Six Decks		Eight Decks	
T-H RC	Bushido RC	T-H RC	Bushido RC
< -24	< -48	< -32	< -64
-24 to -19	-48 to -38	-32 to -25	-64 to -50
-18 to -13	-37 to -26	-24 to -17	-49 to -34
-12 to -9	-25 to -18	-16 to -11	-33 to -21
-8 to -7	-17 to -14	-10 to -7	-20 to -14
-6 to -5	-13 to -10	-6 to -5	-13 to -10
-4 to -3	-9 to -6	-4 to -3	-9 to -6
-2 to -1	-5 to -2	-2 to -1	-5 to -2
0 to +1	-1 to +2	0 to +1	-1 to +2
+2 to +3	+3 to +6	+2 to +3	+3 to +6
> +3	> +6	> +3	> +6