



Blackjack E-Book

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## 1- Introduction

So, you want to learn how to play **Blackjack**?

You've probably heard a lot about Blackjack. You may have even felt the urge to play, but never wanted to seem like a total fruit loop. Well, don't worry: we have the ultimate guide for all your Blackjack needs.

Just think, if you finally take the leap and learn handy tips, you could be on your way to raking in the cash and living the dream!

We aren't fans of dodgy strategies and tired tactics. This guide will give you everything you need to make your Blackjack experience one to remember. We'll be covering rules, strategies and some tried and tested tips to get you playing.

What's in it **for you**?

Blackjack is by far the most popular of all the card games available at your standard casino. It's as old as the hills, but never dates. It is also a game for anyone, anytime and anywhere. But hold-on, before you get too excited keep in mind you need to play with a clear head and know what you are doing, else your game plan won't be worth a zack. Blackjack is a strategic game. This is what makes it incredibly riveting. You might be asking yourself, "What is in it for me?" Well, besides the enthralling experience, you could make some money and find yourself pretty well cashed up if you follow our tips in our free blackjack guide.



## 2- The facts Upfront

### What you need to know about the game

Blackjack or '21', is a game that is played only between the dealer and the player. There can be up to seven players at one time all of them playing against the dealer. Blackjack can often be referred to as '21' primarily if not entirely due to the fact that the main rule of the game is that both player and dealer compete against each other to get as close as possible to the number 21 (we will go into more detail about this later on). Remember, the object of the game is to beat the dealer's hand, without exceeding a count of 21. The rules of Blackjack are the same on-line, as they are in an actual casino. Although different variations exist, the basics still remain the same.



## 3- Procedures, Terms & Rules

### Procedures

#### Choose a Table

It's better to pick a table with minimum betting limits to start with, because as a novice you're going to be a little iffy on your feet and will need to get some practice before you start playing with the high rollers. But no worries - the betting limits will always be clearly displayed on the table and are color coded accordingly.

We recommend that a beginner choose a table that deals six to eight decks. One of the many great things about Blackjack is that the dealer will dish out the cards face-up for the player.



#### Purchase Chips

#### Consider Insurance

On arrival at your table, one of the first things the dealer will say is: insurance open. The dealer is offering you insurance. The point of insurance is to play safe if you predict the dealer has an ace and maybe even a blackjack. You don't want to lose your bet, so taking insurance is an option. With insurance you will receive 2-1 back on your bet, if the dealer has a Blackjack: this basically means you will 'win' back your initial bet. If the dealer didn't have Blackjack, then you lose your insurance and continue with the round. Insurance can be a bit too risky, but it's completely up to you as the player. If you decide to take insurance then set down half your bet size in the insurance area on the table and say: insurance closed.



## //Game Play

### Make a Bet

Now that you've placed your chips on the table and the dealer has dealt the cards, you're in the game. If you're betting different chip values, it's a good idea to place the

higher-valued chips at the bottom of the stack and the lesser-valued chips toward the top of the stack. You will need to repeat this process every time you decide to play a round. Keep the minimum bet in mind – at least until you're more comfortable with the game and its various betting antics.

### Cash in your Chips

When you decide you've finished playing, cashing in your chips should be hassle free. Be careful to place your chips between the betting boxes so that the dealer does not mistake your cash in for a bet. Don't get cranky after the dealer returns your chips to you in a smaller stack than what you handed in - the dealer has just exchanged the lesser-valued chips for the value of the higher chips so that it's easier for you to cash in.



**Make your bet**



**Claim your Winnings**



**Play responsibly**

## 5- Blackjack Terminology

Ok, so here's where we get to the nitty-gritty. Let's run through a couple of basic terms. It's important you learn these, as Blackjack does tend to have a lingo of its own. The most important terms you will need to know are defined below and are discussed in more detail further on in the "Rules of Blackjack":

### Bet:

The player can bet any stake they desire, but it has to be within the set table limits.

### Deal:

The player is dealt two cards by the dealer (faced upwards) and the dealer also gets two cards.

### Hit:

This is to request another card.

**Signal:** Scrape the cards in your hand against

### Stand or Stay:

You stand or stay when you decline another card.

**Signal:** Slide the cards under your bet and move your hand horizontally.

### Doubling Down:

Take a single extra card and add these to the opening cards - this move is made by the player when he or she believes that a third card will provide him or her with a position to beat the dealer's hand.

**Signal:** Place your extra chips next to your original bet and show one finger if you are doubling and show two fingers if you are splitting.

### Split:

When two cards have the same value and can be split into two separate hands. It's important to note here that if the player splits two aces, most casinos will consent to the player receiving only one additional card for each hand. A hand totaling 21 after splitting aces is called 21 and not Blackjack (this affects the payout), but the rules may vary according to each individual table.

**Signal:** Same as the signal for doubling, but make a two-finger signal instead.

### Blackjack:

A Blackjack is achieved when the first two cards dealt to you equal 21 and can also be called a natural.

### Push:

A push occurs when the value of the dealer's cards (17 to 21) and the player's cards are equal, resulting in neither winning the round.

### Bust:

A bust is when a hand's value exceeds 21. This is a losing hand. By now you're most probably well aware that the key to beating the dealer's hand is to get as close to 21 as possible. Let's face it, Blackjack is very much a game of chance, but strategy can give you better luck and still need to be well calculated, else you may come over as a bit of a ding bat and you don't want that.

# 6- Rules of Blackjack

Now that we've been through the basic terms, let's start with the rules and card values.

Blackjack uses an international 52-card deck. Jokers are excluded in the game, as they have no place in Blackjack (I'm referring to the card in case you got a little worried there for a second).

After every hand, the cards are re-shuffled. This is done to ensure that each hand is fair and that the cards dealt will be in a different order than the previous deal.

## A Soft 17:

This is a hand that holds an Ace and is referred to as a soft hand. It's a hand that has a total of 17 points, if the player is using an ace for its highest value (11) and not its lowest value (1). An Ace is always involved in a soft 17 and only has a value of either 1 or 11.

## A Hard Hand:

Occurs when you have no Ace in your hand or you have an ace that can only have a value of 1 because your other cards might have values of 7 and 9. If you added the Ace value of 11, you would then bust (this is also known as a hard 17). Therefore, you should use the Ace's smallest value (1) as that'll be your only option to stay in the

### TIP:

ALWAYS split 8's  
NEVER split 10's  
NEVER split 5's

## Doubling Down:

The player doubles down when he or she requests just one card after the first two cards have been dealt. This is a favorable situation because you are doubling your wager when you have the best opportunity of beating the dealer. The player is allowed to double down if he or she has a two-card hand and must choose to double down before another card is drawn. This allows you to double your bet and receive one more card to the hand. You cannot double down for more than your original bet.

It's important to remember that players can split up to three hands, but if you choose to split Aces (this is advised) then you only receive one extra card. Remember that in most casinos, once you have split your Aces you cannot re-split them again within the same round. This is probably



## Surrendering:

This is when the player decides to surrender or forfeit his or her hand, so that it is still possible to get half the bet back and cut his or her losses. This will cancel out your chances of winning. Usually the player decides to go through with this option when he or she thinks the dealer has the better hand. A player can surrender after the first two cards. Surrendering is sometimes

safer than carrying on with a hard hand or a hand of useless cards and losing your entire bet. Only surrender when you are at your greatest disadvantage.

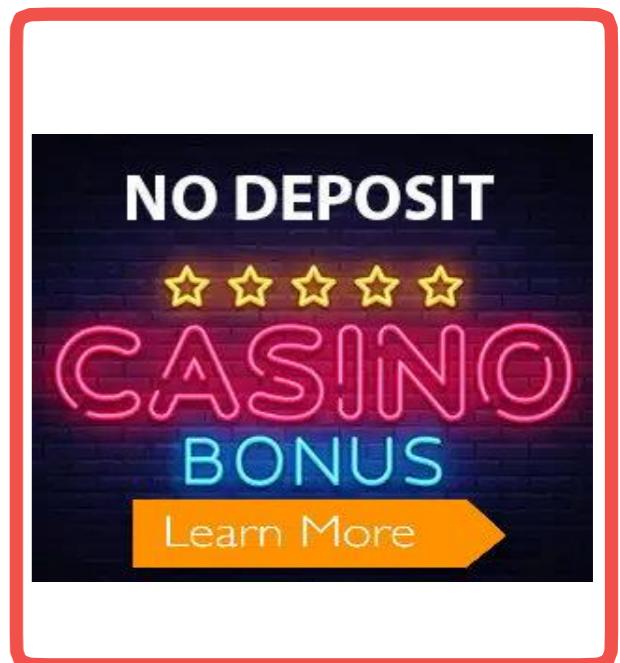
**Signal:** There are two ways you can make clear to the dealer that you are surrendering: point your fingers downward and move your hand back and forth in a straight line behind your chips, or you can simply just tell the dealer you intend on surrendering.

When does it make sense to surrender? If your cards total 15 or 16 and you know for sure that the dealer has a 10-value card or an ace - this would be a good time to consider your surrender. It would not be advisable to surrender in any other situation, because you could still have a good chance of winning.

## Early and Late Surrender:

Early surrender is where the player has the opportunity to surrender before the dealer checks for whether he has a Blackjack. This is a big advantage. It's also quite rare that you will be able to exercise this option, as most casinos do not allow it. In late surrender, you may give in after the dealer has checked for Blackjack. In other words, you can only surrender if the dealer

does not have a Blackjack. Late surrender is the most common form of surrendering in this game.



## face Cards:



Cards 2 through 9 hold their face value. I.e.: The card "5" of diamonds has a value of 5



## Picture Cards:

The 10, J, Q, K each hold the value of "10". The Ace can hold the value of either "1" or "11"

## 8- Card Values

The card values are pretty upfront and straight forward. As previously mentioned, an Ace has a value of either 1 or 11, depending on the hand you have been dealt - with regards to a hard hand. Remember that the Ace is your key card in Blackjack and should be used wisely.

All the cards from '2' up until '9' have the same face value as the digit depicted on the card.



The diagrams below are pretty self-explanatory. Now remember: the five circles depicted in the first diagram are for placing your bets, they are not cup holders. Often, Blackjack tables do have cup holders, but they are usually positioned more towards where the players rest their arms on the felt. As a beginner, it's not always immediately obvious which table is a Blackjack table and which isn't. So how do you tell? Always look at the print out on the tables' felt which will usually read Blackjack and will be accompanied by a smaller print, which reads: Insurance pays 2 to 1.



## 9- The History of Blackjack

It's said to have been named after Vingt-et-un (21) as both require the player and dealer to reach (or get as close as possible to) a "Blackjack" or a natural.

Credit should also be given to the Chinese, who were the inventors of playing cards, originally called "paper tickets". The popularity of the paper ticket spread throughout Islamic culture to Italy, Spain, France and the U.S.A.

Blackjack also developed from the Italian game, Seven and a Half, which was played with only 8's, 9's, 10's and face cards. These face cards were counted as the half. The king of diamonds served a similar purpose to the Ace we use today in Blackjack - the king of diamonds could cause you to bust if the hand totaled over the seven and a half points. The term bust actually originates from Seven and a half and bust or busted was obviously adopted into the game of Blackjack later on. Seven and a half is the desirable number to reach in the Italian game, much like the 21 in Vingt-et-un and Blackjack.

It was after the French Revolution, during the 19th century, when the game was introduced to North America, that its popularity soared - primarily due to the fact that there were no laws prohibiting gambling in America at that time. Gambling was said to cause a corrupt society and enable organized crime, resulting in Blackjack becoming an underground game. Eventually, the U.S Government placed strict laws on gambling and it was forbidden all together. Due to its growing popularity, Nevada decided to legalize gambling and thus, Las Vegas was born. Besides societal fascination, science got involved in the 1950's, where statistics theory and calculating methods were used to reduce the house edge and create basic Blackjack strategies.



## 10- Double Your Dollars

**There are two main strategies:** hand-by-hand plays **and** card tracking methods.

## Reducing the House edge

The house edge is a statistical advantage created especially for the financial benefit of the casino. The casino and the dealer are always going to have the edge in any gambling game. The casinos advantage is very high, if the player doesn't adopt a basic strategy. If you're thinking this sounds a little unfair, you're probably right, but there's no need to worry as the house advantage is reduced to a great extent when using the basic strategies. Having a strategy provides the player with a bit more lee-way to play the game, with less control coming from the house.

If you play your cards right, using the mind of a mathematician, then you are also going to have a better opportunity of maximizing your chance of beating the house. Not only has this been proven by men like Edward O. Thorp and Emmanuel Kimmel (known as the "men who beat Las Vegas"), but thinking with a mathematical mind when playing Blackjack has been tried and tested through computer simulations, which has proven to



be very successful in reducing the house edge to an absolute minimum. Don't be misled though, Blackjack is not essentially a game revolving around mathematics, nor does the player need to have a photographic memory in order to win. Just a bit of logic will do.

You'll notice that there'll be varying rules with regards to whether a dealer hits or stands on a soft 17. (This is usually printed on the felt on the Blackjack table: H17, means the dealer MUST hit on soft 17; S17 indicates the dealer will stand on a soft 17.)

If the dealer's up card has a face value of 7 or higher, it's advised to keep drawing cards until you have a hard hand of at least 17 and higher or a soft hand of 18 and higher (remember a soft hand contains an ace with a value of either 1 or 11).

### How to play Soft Hands:

PLAYER'S HAND CONTAINS	DEALER'S HAND CONTAINS	YOUR ACTION
Ace with 2 or 3	5 or 6	Double down
Ace with 4 or 5	4, 5 or 6	Double down
Ace & 6 or Ace & 7	3, 4, 5 or 6	Double down

### How to play Hard Hands:

PLAYER'S HAND CONTAINS	DEALER'S HAND CONTAINS	YOUR ACTION
9	3, 4, 5 or 6	Double down
10	2, 3, 4, 5, 6, 7, 8, or 9	Double down
11	2, 3, 4, 5, 6, 7, 8, 9, or 10	Double down

### When to Stand or Hit:

PLAYER HAS A SOFT TOTAL	DEALER	YOUR ACTION
19, 20, 21	All	Stand
18	9, 10 or Ace	Hit
	2, 7 or 8	Stand
17	2, 7, 8, 9, 10 or Ace	Hit
15, 16	2, 3, 7, 8, 9, 10 or Ace	Hit
13, 14	2, 3, 4, 7, 8, 9, 10 or Ace	Hit

## 12- Card Splitting

### Don't split two 10's

The reason why we don't split two 10's is that a hand holding a value of 20 is a desirable hand to have. Remember the dealer can only beat you with a score of 21.

### Always split two 8's

Two 8's makes a 16 and that is the worst hand to have in Blackjack, 16 is a score caught in a Blackjack limbo as it is not high enough in order to show a confident total, nor good enough to justify drawing another card. By splitting the two 8's you will give yourself a better chance of having at least one winning hand. The idea behind this is that by Having one winning hand and one losing hand. Means you end up losing nothing.

### Never split two 5's

Never split two 5's because it is a good opportunity to double down and ask for one card only, as you will have a value of 10 in one hand. If you split your two 5's, it is likely you will weaken both hands instead of having one potentially strong hand and one weak hand.

## 13- House and Player advantages

If you're getting that sneaky feeling that the house (casino) has too many advantages over the player, let me tell you a little secret. The house has only one primary advantage: the player has to act first. This means that the player can bust before the dealer has even dealt his own cards, meaning the player loses by default. Here are several advantages the player has against the dealer and these advantages should be used to their full potential:



Player has a pair of	Dealer shows	Action
Aces	Any cards	Split
2's and 3's	2, 3, 4, 5, 6, 7 only	Split
4's	Only a 5	Split
5's	Any	Don't Split
6's	2, 3, 4, 5, 6, 7 only	Split
7's	2, 3, 4, 5, 6, 7 only	Split
8's	Any	Split
9's	2, 3, 4, 5, 6, 7, 8, 9,	Split
10's	Any	Don't Split

PLAYER	DEALER
receives a payout of 3 to 2 for naturals	will get 1 to 1 for naturals
has to play by the players rules	has to play according to the house rules
can split two equally valued cards	may not make this move
has the option of insurance	has no insurance option
can double down	can't double down
has the option of surrendering	cannot surrender

## 14- Composition Dependent Strategy

What this strategy has brought to light is the fact that it offers the player a 0.036% (on a single deck) advantage, meaning the player's card total is considered and not what cards comprise the players' hand. This may not sound like much of an upper hand, but in the long run, the player will get an extra bet out of this approach. Composition depend strategy looks at the individual card values, rather than just your card total. This strategy shows its full potential when playing with a single deck, rather than with multiple decks.

Therefore, this approach works better in certain situations such as:

1. When the dealer stands on 17.
2. If the player is able to split, BUT can then double after the split.
3. With a single deck.
4. If only one card is dealt after splitting the Aces.
5. When no surrender rules are being used.

Composition dependent is better for more advanced players, rather than beginners, but it's worth the mention as it's a handy tool to have when once you have gained a bit of experience and is looking for an edge on his or her gaming strategies.

## 14- Advantage Play (Card tracking)

### Card Counting

Once you've become the bee's knees at the basic strategy, why not consider card tracking methods such as card counting. As long as you don't get caught. Card counting is a valuable strategy to implement in your game plan because it allows Blackjack players to keep track of the cards that have already been dealt. This allows the player to better guess which cards are next in line to be dished out. A card counter keeps a mental note of which cards have already been dealt and those that haven't.

What's great about card counting:

- When the player knows he or she has the upper hand, the bet can be increased i.e. if it is obvious there are a lot of 10's and Aces left in the deck.
- From the cards that have been chucked, the player is able to get an estimate of how many valuable cards are still in the deck and this makes for more opportunities to double down.

Thomas Hyland is a renowned card counter in the game of Blackjack and became famous in the gambling world due to his shuffle tracking, computer play and ace sequencing techniques. He and his team (made up of his golfing buddies), were all arrested in 1994 at Winsor casino, Ontario, for Ace sequencing. It was later said in court that card counting was not cheating but is rather a form of intelligent play.



### The Hi-Lo card counting Method

In card counting, the player will keep a running count of what is called 'high cards' and 'low cards'. High cards are the Ace, King, Queen, Jack and Ten and it's considered to be a bad thing if they leave the deck because a player wants more 10 or 11 cards left behind in the deck.

The low cards 2, 3, 4, 5 and 6 are less valuable and it's seen as a good thing when they leave the deck. If you are wondering how the player keeps track of how many high cards and how many low cards have fallen out of the deck, no worries cobber, it's very basic: when a low card appears the player will put a +1 and when a high card appears, the player will put a -1.

### TEST YOUR COUNTING SKILLS

QUESTION:  
ACCORDING TO THE METHOD ABOVE,  
WHAT IS THE COUNT OF THE FOLLOWING  
CARDS:

$$2+7+Q+5+3=?$$

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

ANSWER: 2



It's profitable for the player when the count gets higher into the positives and it's around this time that the player would decide to increase his or her initial bet because there will be quite a few 10's, Kings, Queens and Aces still in play. As the low count advances into the negatives, the player should start lowering his bets, as the majority of the face cards will still be in play. Card counting or the Hi-Lo method, is pretty useful for the player because he or she can decide when to bet more or less, as the player has insight into whether the game is going in his or her favor, or not. There are other card counting methods such as: Hi-opt 1, Hi-opt 2, Five, the KO, Omega 2 and the Zen Count, but the Hi-Lo card counting method is the easiest and most appropriate for a beginner.



## Shuffle tracking and Ace sequencing

Shuffle tracking is an advantage gambling technique that is a derivative of card counting. It works best in 6-8 deck shoe games. It's a Blackjack strategy which the player uses in order to keep track of which cards are where during a shuffle. Keeping track of the cards is usually done in a sequence and this sequencing is also known as clump tracking. It's very possible to predict more-or-less where certain cards are placed in the shoe and if practiced, could be quite valuable to a player's approach to the game. The dealers do not have the time to shuffle the cards properly, as they say "time is money". This makes shuffle tracking a little easier for the player, because the cards might be in a similar order to what they were before the new shuffle.

## Ace Sequencing

This is a popular technique, which can be used in most card games and is similar to shuffle tracking. Ace sequencing allows a player to try and predict when the Aces are going to be

dealt. There is a 50.43% advantage for the player if Ace sequencing is adopted into the game plan. For a beginner, watch carefully when the dealer spreads the cards face up and look for the Aces. It would be a good idea to practice this technique by figuring out which groups or sets of cards are likely to still be intact after the shuffle. It is important to look out for the Aces that have already been chucked out of the deck during play and memorize which 2 or 3 cards were on top of the Aces that have been taken out of the deck so that the player can try determine when the next Ace is about to be dealt. Ace sequencing requires good observation and focus.

## Identifying concealed cards

This is not a very reliable strategy; therefore, we shall not go into great detail about it. Identifying concealed cards is just another form of card counting, whereby the player tries to identify and memorize the markings on the back of the cards. He or she will keep a mental note of these markings and wait for the identical marking to re-appear – knowing the same markings means knowing when the same card has surfaced.



# 17- Beginner Betting Systems

**Betting systems** are strategies used by the player to enhance their game. These systems allow the player to decide if he or she would like to increase or decrease the bet, based on whether the previous hand was won or lost. In other words, it gives the player some leverage to make choices about betting whether he or she won or lost the previous bet. There are two main betting systems: positive systems, which allows the player to increase the bet after winning and then negative systems, which allow the player to increase the bet after losing.

## Paroli Betting System:

This is a great progressive betting system for beginners because it does not require the player to have a lot of available cash. It's said to be a "more constant and stable" betting system in comparison to the other systems available. Positive betting systems work like this: you would start with betting one unit and if you win your first hand then you can increase your next bet. If you lose your next hand, then you can go back to your original bet. Say your first bet is \$2 and then you win \$2, what you will do is then place your second bet of \$4. If you also win the second bet; you then double your bet again to \$8. Do consider creating an overall betting plan before you use the Paroli Betting System because you are going to need definite ideas about how much you are planning to increase your bets by until you decide to start the system over again. You will need to decide when your stopping point is and then start the Paroli Betting System from the beginning again and carry on in this order.

## The Parlay Betting System:

Like the Paroli Betting System, the Parlay Betting System (also known as the "let-it-ride betting system"), is both positive and progressive. It was given this name because Parlay means to gamble with an amount of money that keeps winning on the same hand. It can be used on any bankroll size and what's great about the Parlay System is that it's pretty safe, if compared to other betting methods.

Hmm, so how does this system work you ask; well let's go through it quick. The Parlay Betting System works in the form of a pyramid. With every wager the player wins, some of that profit is put onto the original bet and becomes the new betting amount for the next round. So, in other words, your bet is doubled with every win. If your original bet is \$2 and you win, then you have \$4 to play with. Say you win again, then your bet will stand at \$8 for the next round and the bet will keep doubling itself with each win. What's important about this system, is knowing when to stop. You should stop playing when you've had a few good wins and a pretty good profit.

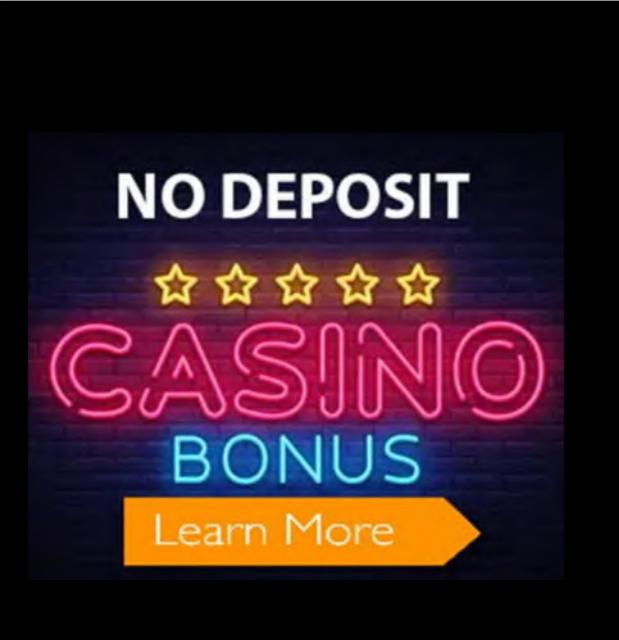
## The Martingale Betting System:

This particular betting system is the opposite of the Parlay Betting System, due to the fact that it has a negative progression. It is negative in the sense that the player can lose a number of times. Ok, this might sound bad but what this actually means is the player starts by betting, let's say he bets \$2 and if he wins the bet, he'd start all over again with his \$2. The Martingale Betting System has a sort of go-stop-go-stop feel instead of climbing a ladder and constantly improving your bet every time you win, like the progressive betting systems mentioned above. For this reason, the Martingale Betting System works better with even money types of bets and with players who have a large bankroll. This system turns a small profit, but is profitable none-the-less and is probably not the most favorable betting system to use in Blackjack.

## The Labouchere Betting System:

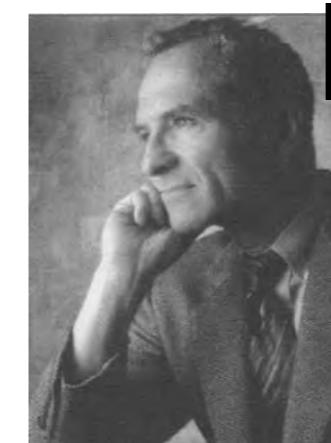
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## 19- The Dons of Blackjack

Blackjack gurus such as Edward O. Thorp, Ken Uston and Stanford Wong have all contributed inimitable skills in blackjack that have fascinated people, whether they play Blackjack or not. All three lived very interesting and somewhat dissimilar lives due to their unstoppable passion and obsession for the game. Their stories and skills are something to be respected and appreciated. Thorp, Uston and Wong are all members of the Blackjack Hall of Fame.



### Edward O. Thorp

Edward O. Thorp was born in Chicago in August of 1932. He is one of those blokes you could call a proper mathematical geek (no disrespect intended). He has a PhD in mathematics and was a professor and lecturer at MIT. Thorp's early life was fairly normal, until his brilliant mathematical skills enabled him to change the game of Blackjack for players forever. It was during his MIT years that he and a friend took frequent trips to Las Vegas where they played Blackjack and did all the necessary research. This is what he did... he learnt one of the first programs ever made, called "Fortran" so that he would have the means to conceptualize his mathematical strategies for Blackjack. No one had ever used computer programming for these purposes before. Thorp is also the first person to have written a book about gambling. The book is called "Beat the dealer" and comprises his winning mathematical strategy for the game of Blackjack. He became particularly famous due to his card counting techniques that had never been heard of before. After risking his safety at many casinos, he proved his theories and became quite wealthy. Thorp also applied his theories of probability and statistics to the stock market and has made a fortune.

# 21- Cheat Sheet



## Ken Uston

Ken Uston was born in New York as Kenneth Senzo Usui. Like Edward O. Thorp, Uston was a mathematical genius. He was accepted into Yale University at the age of 16 and later on, into Harvard where he received his MBA. Not yet realizing the contributions he could make to the game of Blackjack; he followed his father's footsteps and entered the corporate world. On weekends he played the game fanatically and later was introduced to "Al Francesco" who was the head of a

Blackjack card counting team. Uston decided to quit his job and give his full attention to the games card counting strategies by forming his own team. He was renowned for beating the dealer at Blackjack, placing bets as high as \$12,000 and was eventually barred from entering most casinos. To combat this illicit condemnation, he started gambling disguised as someone else, which allowed Uston and his team to make millions of dollars. Uston's determination resulted in most casinos changing their systems, the number of decks and even the rules in order to increase the house edge and combat the aspect of card counting. He also wrote books about video games and personal computers. He was found dead in his Paris apartment in 1987 # having led a life of drugs and drinking.



## Stanford Wong

Stanford Wong, whose real name is John Ferguson, was born in 1943 and is a well-known professional gambler and author who wrote a book called "Professional Blackjack". He has his own publishing house called "Pi Yee Press" and his own computer program called "Blackjack Analyzer". Wong taught finance, but eventually felt discontent and requested Stanford University to pay him \$1 for his last term so that he didn't have to attend faculty meetings, as he

would rather go to the casino and pursue gambling during this time. He became famous for his advantage technique known as wonging which involves watching how the cards are being played in a game of Blackjack - without actually betting anything. When the count becomes profitable, 'the player' or observer would then step-in and play while the count remains in the players favor, but then step out of the game when winning becomes too intricate. Wonging has been banned from many casinos and is the reason why you might see signs on tables saying, No Mid-Shoe Entry - meaning a new player can only step in during or after a shuffle and before the first hand of that shuffle. Wong currently has a website through which he posts his Blackjack newsletters.



BLACKJACK CHEAT SHEET												
DEALERS CARD SHOWING:												
YOUR HAND	2	3	4	5	6	7	8	9	10	A		
	8	H	H	H	H	H	H	H	H	H	H	H
	9	H	DD	DD	DD	DD	H	H	H	H	H	H
	10	DD	DD	DD	DD	DD	DD	DD	DD	H	H	H
	11	DD	DD	DD	DD	DD	DD	DD	DD	DD	H	H
	12	H	H	S	S	S	H	H	H	H	H	H
	13	S	S	S	S	S	H	H	H	H	H	H
	14	S	S	S	S	S	H	H	H	H	H	H
	15	S	S	S	S	S	H	H	H	H	H/R	H
	16	S	S	S	S	S	H	H	H	H/R	H/R	H/R
	17	S	S	S	S	S	S	S	S	S	S	S
	A,2	H	H	H	DD	DD	H	H	H	H	H	H
	A,3	H	H	H	DD	DD	H	H	H	H	H	H
	A,4	H	H	DD	DD	DD	H	H	H	H	H	H
	A,5	H	H	DD	DD	DD	H	H	H	H	H	H
	A,6	H	DD	DD	DD	DD	H	H	H	H	H	H
	A,7	S	DD	DD	DD	DD	S	S	H	H	H	H
	A,8	S	S	S	S	S	S	S	S	S	S	S
	A,9	S	S	S	S	S	S	S	S	S	S	S
2,2	H/P	H/P	P	P	P	P	H	H	H	H	H	H
3,3	H/P	H/P	P	P	P	P	H	H	H	H	H	H
4,4	H	H	H	H/P	H/P	H	H	H	H	H	H	H
5,5	DD	DD	DD	DD	DD	DD	DD	DD	DD	H	H	H
6,6	H/P	P	P	P	P	H	H	H	H	H	H	H
7,7	P	P	P	P	P	P	H	H	H	H	H	H
8,8	P	P	P	P	P	P	P	P	P	P	P	P
9,9	P	P	P	P	P	S	P	P	S	S	S	S
10,10	S	S	S	S	S	S	S	S	S	S	S	S
A,A	P	P	P	P	P	P	P	P	P	P	P	P

DD Double Down
H Hit
H/P Split if allowed to double afterwards , otherwise hit

S Stand
P Split
H/R Surrender if allowed, otherwise hit