
Blackjack Vérité - Drills

BJV Drills is the mobile version of the Casino Vérité Blackjack drills. CV Blackjack has long been the standard training tool in the Blackjack world, and is mentioned in 25 books. This is serious Blackjack software – not the toy apps you find in app stores.

You will see a Help button in the upper right of every screen. Click this button for help with that screen. The Help screen displays a PDF button in the same spot. The PDF button will display a detailed PDF document. The Blackjack rules are not explained here. They can be found all over the web. For an in-depth look at the subject, we have a free 540 page book on Blackjack named *Modern Blackjack* at www.qfit.com/book. (A Kindle version is available of the first volume.) We also operate the most active Blackjack forum at www.blackjacktheforum.com.

Using the Drills

The drills allow you to concentrate on individual skills one at a time. They can be used by a beginner who needs to develop new skills, or a long-time player working on weak spots, refreshing skills or gaining speed. Speed is very important. You must be able to make decisions much more quickly than actual play in a casino. This will give you more time in the casino to deal with distractions and chat with other players and casino personnel. Solid practice will make decisions easy and automatic. Start simple and experiment with the options as you grow comfortable. Concentrate on accuracy first, then on speed.

Main Screen

Playing Strategy

Click on the Playing Strategy button to select a strategy and rules.

True Count Calcs

If you are counting cards and true-counting, click on TC Calcs to tell the app how you calculate true counts.

Reset Defaults

This button resets all options on all screens to their original states.

Options

- Do not keep error logs – If this option is not set, all errors will be logged.
- Suppress sound – Turn on to remove sound effects.

Flash Card Drills

This is the best place to start. Flash Card drills are based on the old idea of creating index cards with hands on one side and the correct plays on the other. Only with a computer so much more is possible. Basic strategy, card counting, and Spanish 21 can be used. Start with the defaults. If the speed isn't suitable, exit and adjust the speed. If you are counting, try Hands with Indexes and switch between Random and Index Test. After you have used BJV for a while, Drill Errors will test you in your areas of weakness.

Counting Drills

Since counting is the basis behind card counting play and betting there are a large number of options. Ignore them at first and start with the counting drills defaults. Use the TC drills if you true count. Then try out the Full Table Drills.

Depth Drills

Only for True Count strategies (like HiLo). Not needed for unbalanced strategies like KO or basic strategy.

Full Table Drills

Much like the Card Counting Drills, but with many players. The Full Table Drills require a larger screen and can only be used in Landscape orientation.

Strategies

Strategy

If you are not card counting, select Basic Strategy. You will also need to set the rules. If you are counting, you will need to select from the 36 strategies or import your own custom strategy. Strategies include the full index tables from the respective books, with permission of every author.

Indices

You can limit the number of indices by selecting the top 16, 18 or 20 indices. Or, you can remove them all.

Index Range

You can also limit the range of indices used.

Rules

Selecting any of the rules will alter the strategies accordingly.

Adjust IRC

By selecting this option and specifying a number, you can force the pivot to a specified number for unbalanced strategies like KO. All indices will be adjusted.

Import Strategy

Strategies supported by BJV can be very complex. For example, the Spanish 21 strategy, supplied by the Wizard of Odds, has rules like Hit if draw or more cards or a 678 is possible. Strategies can also include separate tables for different rules. Inputting a complex strategy on a touchscreen would be extremely difficult. So, a feature has been added to import strategies from Casino Verite Blackjack. This provides the ability to create a complex strategy on a PC and download it to your mobile device. If you do not have a CV Blackjack license, you can use the free demo at www.qfit.com/downloads.htm. The strategy creation and export functions work in the demo.

To Export a strategy in CV Blackjack, click on Strategies then Playing Strategies Simple. Select a strategy. Then hit Export Strategy. (If the button is not there, download the latest update.) You will be presented with a number. Enter the number in the Import Strategy screen and click Import. Click Exit, then Select a Strategy, and you will see your strategy in the list. Multiple strategies can be imported.

Display Tables

Click to display the selected strategy according to the settings on this screen.

Tables

This screen can be entered from several places and looks a bit different depending on why it is displayed. In all cases, one of the strategy tables is displayed with the player hand at the left and dealer card at the top. A key at the bottom left indicates the meanings of the colors. If you are displaying a strategy, you can select a table from the selection control at the upper-right. If you have made a Flashcard Drill error, the tested hand will blink. The action you took and the correct action will be displayed at the top. If there are specialty plays, as in the Spanish 21 strategy, a list of the plays will be provide at the bottom-right. If you are creating a custom index test, the table will be grayed out. Click on a cell to select a hand to be tested. Click again to remove a hand.

True Count Calculations

True Count Resolution

These options are used only in card counting systems in which a running count is converted to a true count. The options vary the exactness of the division. **Important:** This is not the same as the True Count Divisor. The divisor is set in the strategy itself.

- **Full Deck** - This option is only meaningful if your counting system true count conversion is in full decks. If it is in half decks and this option is set, the Half Deck option below will be used. The option means that you will estimate the remaining decks in terms of full decks and always divide by a whole number.
- **Half Deck** - When set, the running count divisor will be the remaining decks (or half decks if specified by your system) to the nearest half deck. This requires a better estimate of the remaining decks.
- **Quarter Deck** - This is quite difficult with many decks remaining. When set, you must estimate the remaining decks to the closest number of quarter decks.
- **Exact Calculation** - The True Count is calculated to the card.

Last Deck Resolution

It is easier and more important to estimate the remaining decks when you are in the last deck of a shoe (when you are lucky enough to find a casino that deals that far.) This option allows you to force a better estimate during the last deck.

True Count Division

- **Round** - After the True Count division, the result is rounded to the nearest integer.
- **Truncate** - For positive numbers, round down and for negative numbers round up.
- **Floor** - Fractions are always removed.

Counting Drills Setup

One of the greatest problems encountered by card counters is failure in getting the count correct. The Counting Drill feature provides several card counting practice drills with cards thrown at you in several different ways. After all, the dealer does not face all the cards on the table in nice lines pointing towards you. Set the desired options and hit LAUNCH. Select options as follows:

Card Parameters

- **# Cards** – Cards are displayed one, two, three or four at a time, or randomly according to the setting of this option.
- **Orientation** – Cards are displayed Vertically, Horizontally (sideways), or randomly as specified by this option.
- **Positions** – Pairs of cards are displayed one above the other, one at the side of the other, or one to the upper right of the other, or randomly as selected by this option.

Note: The three above options can be combined in any combination to allow numerous display situations.

Warning

When performing a counting drill, card counters often remove a card or two from the deck before starting the drill. When completed with the deck, they then use the count to determine the value(s) of the removed cards. This option simulates this action by pausing automatically for a couple seconds near the end of the deck. Note: True Count is meaningless at the end of the deck.

Bias

Some card counters find it more difficult to count in certain situations. This parameter can be used to make those situations appear more often:

- **None** – No bias
- **Negative (1st half of deck rich)** – When set, the first half of the deck has cards with a negative count (i.e. tens and aces for some systems). This forces a counter to count negatively and then to count negative numbers upward in the second half of the shoe.
- **Positive (Last half of deck rich)** – When set, the last half of the deck has cards with a negative count. This forces a counter to count positively and then to count positive numbers downward in the second half of the shoe.

Drills

Tests are periodically presented as the cards are dealt. The tests consist of an array of numbers that appear. You must select the correct answer, depending on the drill selected. If you are correct, the button with the selected number turns green and the deal is continued. If you are incorrect, the selected button will turn red and the correct button will turn green. You must press the correct button to continue. The drills are discussed separately below:

- **Running Count** – In this test, you will be asked the current running count according to the selected counting strategy.
- **True Count** – This tests your ability to calculate the correct true count for the selected strategy according to the True Count Resolution parameters as specified True Count Calcs screen.
- **Aces Left** – In this drill, you will be periodically tested on the number of Aces remaining in the deck. When the array appears, click on the correct number to continue.
- **Aces Dealt** – This is the same as the previous drill, except that you select the number of Aces dealt thus far.
- **Ace Bet Count** – This drill is only available if the selected strategy has a zero value for the Ace card point value (an Ace-Neutral strategy). It tests your ability to calculate the Ace adjusted true count for betting.

- **Ace Play Count** – This drill is only available if the selected strategy has a NON-zero value for the Ace card point value (Aces counted in high group). It tests your ability to calculate the Ace adjusted true count for playing decisions.
- **Ace Insure Delta** – This drill is only available if the selected strategy has a NON-zero value for the Ace card point value (Aces counted in high group). It tests your ability to calculate the Ace adjusted true count for Insurance decisions.
- **Ten Side Count** – This drill is always available. It tests your ability to calculate the Ten Side Count for Insurance decisions.

(Note: The Discard Tray Drills test running count adjustment and the Card Counting Drills test true count calculation.)

Test Resolution

This field controls the frequency of tests as the cards are flashed in front of you. If Every Card is selected, you will be tested after every card is displayed. If about 8 cards is selected, you will be tested randomly about every eight cards, etc.

Accuracy

If Exact is selected, then you will receive an error unless you hit the exact answer. The other options allow an error of 1 or 2 test buttons to the right or left without counting as an error. However, when you hit one of the boxes, the box will turn yellow, the correct box will turn green and you must still hit the green box to continue the drill. You will not be penalized with an error, but you will lose some time.

Control Bars

- **Deal Speed** – You can change timing bars using the slider bar or touching the number to use the popup keys. The Deal Speed is the number of tenths of a second between groups of cards dealt. This field is only present in Auto Timer Mode.
- **Test Speed** – In Auto Timer Mode, this field specifies the amount of time that you have to respond to a test.
- **Alarm Time** – In Count Up or Count Down Timer Modes, this field specifies the total time allowed for the entire drill (all tests). At the end of this time, an alarm will sound. The tests will continue.

Decks

Select the number of decks in the shoe.

Tray

You can select from five sets of discard tray images.

Timer Mode

You must select one of the timer modes below to control the presentation of the tests:

- **Auto** – In this mode, cards are dealt automatically at the speed controlled by Deal Speed. The deal pauses when tests are presented. Also, in this mode, you are given a limited amount of time to respond to tests. If you do not respond on time, the correct answer turns green (not depressed) and an error is logged. You must press the green button to continue the drill.
- **Count Down** – In this mode, cards are dealt manually by you. You must press the NEXT button, or tap the cards themselves, to deal each group of cards.
- **Count Up** – This is the same as Count Down except for the handling of the total time field.

Options

- **Progressive Speed** – When set, the speed will increase 10% every time you hit the Start button.
- **Two Counts** – This is not actually a separate drill, but a combined drill. You can turn this

option to test keeping two counts at once. For each test, you will need to enter the True Count and also enter the correct answer for whatever other drill has been selected.

Launch

Click to start the drill.

Counting Drills Operation

When you hit Launch, the drill will begin. Tests are periodically presented as the cards are dealt. The tests consist of an array of numbers. You must select the correct answer, depending on the drill selected. If you are correct, the button with the selected number turns green and the deal is continued. If you are incorrect, the selected button will turn red and the correct button will turn green. You must press the correct button to continue.

Stats

- **Rounds** – This field displays the number of tests displayed.
- **Seconds** – In Automatic and Count Up Timer Modes, this field shows the total time used thus far in the drill. In Count Down Timer Mode, this field starts at the Alarm Time and counts down. The alarm sounds when the number reaches zero and the count continues into negative numbers.
- **Accuracy** – Shows the percentage of correct test answers.
- **Speed** – This shows the average time per test.

Buttons

- **Restart** – Pressing the Restart button will halt the current drill and begin a new drill.
- **Next** – Deal the next card. (You can also tap the cards.)
- **Errors** – Click to see a list of errors.

Flashcard Drills Setup

The Flashcard Drills are designed to aid in resolving the second problem facing card counters – not playing accurately against the strategy tables. These drills can also be used by basic system players. The process consists of displays of dealer up cards and player cards followed by you selecting the correct move under the displayed circumstances according to the selected strategy and situations. The following describes the screen:

Hands

- **Default Hands** – A set of typical hands will be displayed.
- **Illustrious 18** – When set, you will be drilled only in the most important situations. The Illustrious 18 is a set of situations which expert, Don Schlesinger, determined are of the highest value in playing BJ. Actually, the drill displays 17 of these as the Insurance decision is not relevant to the Flashcard Drills.
- **Hands with Indexes** – Only those hands that have card counting indexes assigned by the selected strategy are tested.
- **Drill Errors** – When set you this, you will be presented with all of the tests that you have failed to pass in the past.
- **Custom** – You can also set a Mask by clicking on the Select button. This provides the ability to specify exactly which hands you wish to test and allows you to easily change them.

Situations

Flashcards will be displayed to test for all of the situations that you have set. This is used in two ways. First, only flashcards that are relevant to the selected situations will be shown. Secondly, responses are valid only for the selected situations. For example, if you tell CV not to show flash cards for splits, then SPLIT is not a valid response. Even the obvious player 8,8 against dealer 5 is STAND instead of SPLIT if you do not select the SPLIT situation. All are selected by default.

Count

If you are not using a card counting strategy, ignore this option. For card counters, the count affects the correct responses to the flash cards. You set the counts to be tested in the Count group.

- **Zero** – Here we always test a true count of zero.
- **Random** – This will change the count for each flashcard pseudo-randomly. The card count will be displayed at the bottom of the cards. The randomness is NOT evenly distributed over all counts. Instead, random true counts are generated in a positive biased bell curve centered on zero for balanced counting systems or around the pivot point for unbalanced systems.
- **Set to** – You can also set a constant true count using the SET TO box.
- **Index Test** – This option reverses the function of the drill. Instead of being asked what action to take, you are asked for the card counting table index for the cards shown.

Cards

Here you can specify the number of cards in the player hand that will be displayed for each test.

Testing Mode

- **Warn on Error** – The standard mode. You will be presented with tests and warned when you receive any errors. You must correct the error to continue
- **Errors at End** – You will be presented with tests but no warnings will be provided. You will see the accuracy rate at the end of the drill.
- **No Tests** – You will not be tested at all. You will be presented with the tests only at the set speed.

Timer Mode

You must select one of the timer modes below to control the presentation of the tests:

- **Auto** – In this mode, you are given a limited amount of time to respond to tests. If you do not respond on time, the text on the correct button turns red and is underlined and an error is logged. You must press this button (or swipe) to continue the drill.
- **Count Down** – In this mode, you are given an unlimited time to respond to a test.
- **Count Up** – This is the same as Count Down except for the handling of the total time field as described later.
- **Count Down and Stop** – The drill is halted when the timer expires.
- **Number Box** – The box with a number in it can be changed to specify the number of tests that take place in one drill.

Decks

Select the number of decks. Spanish decks have no tens and are used for Spanish 21 and SuperFun 21.

Seconds

In Auto Timer Mode, this field specifies the amount of time that you have to respond to a test. In Count Up or Count Down Timer Modes, this field specifies the total time allowed for the entire drill (all tests). At the end of this time, an alarm will sound. The tests will continue.

Progressive Speed

When set, the speed will increase 10% every time you hit the Restart button.

Launch

Click to start the drill.

Flashcard Drills Operation

When you hit Launch, the drill will begin. A flashcard is displayed. A flashcard consists of a dealer up card, two to five player cards, and a count. You must hit one of the response buttons in the lower middle of the screen to indicate the correct play in the described situation. Or, you can swipe the cards. The direction of the swipe is indicated by the icons on the buttons as follows:

Hit: swipe down (give me a card)

Stand: swipe left (the old signal for pass to the next player)

Double: swipe up: (put up more chips)

Split: swipe right (separate into two hands)

Surrender, any diagonal swipe (cross out the hand)

Stats

- **Rounds** – This field displays the number of tests.
- **Seconds** – In Automatic and Count Up Timer Modes, this field shows the total time used thus far in the drill. In Count Down Timer Mode, this field starts at the Alarm Time and counts down. The alarm sounds when the number reaches zero and the count continues into negative numbers.
- **Accuracy** – Shows the percentage of correct test answers.
- **Speed** – This shows the average time per test.

Buttons

- **Restart** – Pressing the Restart button will halt the current drill and begin a new drill.
- **Pause** – The drill is paused, the cards hidden, and the clock stopped. Click Continue to resume.
- **Errors** – Click to see a list of errors and counts of types of errors.
- **Response Buttons** – The buttons at the bottom center of the screen are used to respond to tests. If you respond incorrectly, text on the button with the correct answer will turn blue and be underlined. You must press this button to continue the drill.

Depth Drills Setup

One of the greatest problems encountered by card counters using balanced strategies is failure in determining the number of cards dealt and converting that into useful information. The Discard Tray Drills feature provides several drills that present tests based on discard tray depths. Unlike the Card Counting Drills, where the cards are dealt sequentially and you keep a running count, in these drills, the discard tray depth jumps around randomly and the count is unknown. Select options as follows:

Drills

Here you select one of the drills discussed separately below:

- **Decks Left** – In this drill, you will be tested on the number of remaining decks to be dealt. Click on the correct number to continue.
- **Half Decks Left** – In this drill, you will be tested on the number of remaining half decks to be dealt. Click on the correct number to continue.
- **Quarter Decks Left** – In this drill, you will be tested on the number of remaining quarter decks to be dealt. Click on the correct number to continue.
- **Aces Left** – Here, you will be tested on the normal number of Aces that should be left assuming that Aces are evenly distributed throughout the cards. This is a number that must be known in calculating the effect of Ace side counts on strategy.
- **TC Conversion** – This tests your ability to convert Running Count to True Count. For each test you are given a Running Count and the number of decks dealt. You must respond with the True Count.
- **TC Conv & Decks** – This is the same as the above drill. Except here you are not given the number of decks. You must determine this from looking at the discard tray.

Accuracy

If Exact is selected, then you will receive an error unless you hit the exact answer. The other options allow an error of 1 or 2 test buttons to the right or left without counting as an error. However, when you hit one of the boxes, the box will turn yellow, the correct box will turn green and you must still hit the green box to continue the drill. You will not be penalized with an error, but you will lose some time.

Resolution

This option determines whether you will be tested to the nearest full deck, half deck or quarter deck remaining.

Count Range

You can limit the range of true counts that are displayed to remove counts that do not matter to you.

Tray

You can select from five sets of discard tray images.

Timer Mode

You must select one of the timer modes below to control the presentation of the tests:

- **Automatic** – In this mode, you are given a limited amount of time to respond to tests. If you do not respond on time, the correct answer turns green (not depressed) and an error is logged. You must press the green button to continue the drill.
- **Count Down** – In this mode, you are given an unlimited time to respond to a test.
- **Count Up** – This is the same as Count Down except for the handling of the total time field as described later.
- **Number Box** – The box with a number in it can be changed to specify the number of tests that take place in one drill.

Seconds

In Automatic Timer Mode, this field specifies the amount of time that you have to respond to a test. In Count Up or Count Down Timer Modes, this field specifies the total time allowed for the entire drill (all tests). At the end of this time, an alarm will sound. The tests will continue.

Thickness

Cards in some countries are thicker than U.S. cards. Also, cards in casinos that do not change the cards very often tend to stack thicker as they are bent and accumulate dirt and sweat. Thickness can vary from 100% or normal to 110%.

Options

Decks or Aces in Tray – This option controls whether you are being tested for aces and decks left to be dealt, or in the tray.

Progressive Speed – When set, the speed will increase 10% every time you hit the Start button.

Discard Tray Drills Operation

When you hit Launch, the drill will begin. In each drill, tests are presented to which you must respond. A test consists of a display of a discard tray that is partially filled with dealt cards and an array of numbered buttons. You must select the correct button from the array, depending on the drill selected. If you are correct, the button with the selected number turns green and the drill is continued. If you are incorrect, the selected button will turn red and the correct button will turn green. You must press the correct button to continue. You will see the following:

Stats

- **Rounds** – This field displays the number of tests that have taken place in this drill.
- **Seconds** – In Automatic and Count Up Timer Modes, this field shows the total time used thus far in the drill. In Count Down Timer Mode, this field starts at the Alarm Time and counts down. The alarm sounds when the number reaches zero and the count continues into negative numbers.
- **Accuracy** – Shows the percentage of correct test answers.
- **Speed** – This shows the average time per test.

Buttons

- **Restart** – Pressing the Restart button will halt the current drill and begin a new drill.
- **Pause** – The drill is paused, the cards hidden, and the clock stopped. Click Continue to resume.
- **Errors** – Click to see a list of errors and counts of types of errors.

Full Table Drills Setup

This feature provides four card counting practice drills with cards thrown on the table in random bunches. Select options as follows:

Drills

- **Running Count** – In this test, you will be asked the current running count according to the selected counting strategy.
- **Aces Left** – In this drill, you will be periodically tested on the number of Aces remaining in the deck. When the array appears, click on the correct number to continue.
- **Aces Dealt** – This is the same as the previous drill, except that you select the number of Aces dealt thus far.
- **Ten Side Count** – This drill is always available. It tests your ability to calculate the Ten Side Count for Insurance decisions.
- **Two Tables** – This drill is designed to test your ability to back-count two tables at once. It is a bit complicated. First, you will see some of the cards dealt for the first table. Enter the running count. Then you will see some of the cards for the second table. Enter the RC for that table. Then you will see the same cards for the first table plus more cards. Enter the RC. Then you will see the same cards for the second table plus more cards. Enter the RC. Then, both tables will be cleared and you will see more cards but starting at the two RCs that you had previously.

(Note: The Discard Tray Drills test running count adjustment and the Card Counting Drills test true count calculation.)

Accuracy

If Exact is selected, then you will receive an error unless you hit the exact answer. The other options allow an error of 1 or 2 test buttons to the right or left without counting as an error. However, when you hit one of the boxes, the box will turn yellow, the correct box will turn green and you must still hit the green box to continue the drill. You will not be penalized with an error, but you will lose some time.

Bias

Some card counters find it more difficult to count in certain situations. This parameter can be used to make those situations appear more often as follows:

- **None** – No bias
- **Negative (1st half of deck rich)** – When set, the first half of the deck has cards with a negative count (i.e. tens and aces for some systems). This forces a counter to count negatively and then to count negative numbers upward in the second half of the shoe.
- **Positive (Last half of deck rich)** – When set, the last half of the deck has cards with a negative count. This forces a counter to count positively and then to count positive numbers downward in the second half of the shoe.

Warning

When performing a counting drill, card counters often remove a card or two from the deck before starting the drill. When completed with the deck, they then use the count to determine the value(s) of the removed cards. This option simulates this action by pausing automatically near the end of the deck.

Hands

The displayed cards are controlled here. Starting hands shows only two cards for each player and one for the dealer. 2-4 cards shows completed hands. Scattered scatters cards around the table.

You can also set the number of Hands displayed to 2, 4 or 6.

Timer Mode

You must select one of the timer modes below to control the presentation of the tests:

- **Automatic** – In this mode, cards are dealt automatically at the speed controlled by DEAL SPEED below. The deal pauses when tests are presented. Also, in this mode, you are given a limited amount of time to respond to tests. If you do not respond on time, the correct answer turns green (not depressed) and an error is logged. You must press the green button to continue the drill.
- **Count Down** – In this mode, cards are dealt manually by you. You must press the NEXT button to deal each card (or pair of cards). Note: You can also deal by pressing the RETURN key on the keyboard. This allows dealing with one hand and test answers using the mouse with the other hand.
- **Count Up** – This is the same as COUNT DOWN except for the handling of the total time field as described later.

Control Bars

Note: all speeds and times are measured in seconds and can be changed with the slider or by clicking on the number on mobile devices.

- **Flash Speed** – This field specifies the time that you are allowed to see the cards.
- **Test Speed** – In Automatic Timer Mode, this field specifies the amount of time that you have to respond to a test.
- **Alarm Time** – In Count Up or Count Down Timer Modes, this field specifies the total time allowed for the entire drill (all tests). At the end of this time, an alarm will sound. The tests will continue.

Options

- **Progressive Speed** – When set, the speed will increase 10% every time you hit the Start button.
- **Two Counts** – This is not actually a separate drill, but a combined drill. You can turn this option to test keeping two counts at once. For each test, you will need to enter the Running Count and then also enter the correct answer for whatever other drill above has been selected.

Full Table Drills Operation

When you hit Launch, the drill will begin. A table of cards is displayed for each test. The tests consist of an array of numbers that appear. You must select the correct answer, depending on the drill selected, with the mouse. If you are correct, the button with the selected number turns green and the deal is continued. If you are incorrect, the selected button will turn red and the correct button will turn green. You must press the correct button to continue. You will also see the following:

Stats

- **Rounds** – This field displays the number of tests that have taken place in this drill.
- **Seconds** – In Automatic and Count Up Timer Modes, this field shows the total time used thus far in the drill. In Count Down Timer Mode, this field starts at the Alarm Time and counts down. The alarm sounds when the number reaches zero and the count continues into negative numbers.
- **Accuracy** – Shows the percentage of correct test answers.
- **Speed** – This shows the average time per test.

Buttons

- **Restart** – Pressing the Restart button will halt the current drill and begin a new drill.
- **Errors** – Click to see a list of errors and counts of types of errors.