
Blackjack Vérité - Games

BJV Games is the mobile version of the Casino Vérité Blackjack practice play module. 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. Blackjack Vérité Drills is the partner app that allows you to focus on specific skills.

You will see a Help button in the upper right of every screen. Tap 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 at www.qfit.com/book. We also operate the most active Blackjack forum at www.blackjacktheforum.com.

Home Screen

Options

Tap on Options to navigate to the various option screens or launch the game

Reset Defaults

This app has thousands of settings. Reset will change them all back to the defaults, and remove any imported custom strategies or games.

Screen Problems

Hit this button if there are any problems with the screen displays.

Options

Tap the buttons to enter the various option screens. Tap Launch to enter the game.

Play of the Game

The screen

The game can be played in landscape or portrait on a tablet - portrait only on a phone. Landscape provides a more accurate representation of a casino Blackjack table and more seats. Portrait provides larger cards.

Unless you have turned off the option, a discard tray appears at the upper-left. It is animated to show the number of cards in the tray. As cards are removed from the table, the number of cards in the tray increases. In landscape mode, a shoe, also animated, is displayed at the upper-right. One to six seats are displayed at the bottom with semicircles. Seats that you have set for the player will display \$0 at the start. Seats the computer uses will show no values. Your bankroll is at the center near the top. It can go negative. That is, you can borrow money from the casino.

The Stats button will display statistics. It cannot be tapped while the game is animating. That is, dealing or making payoffs. The Error button will display the strategy table related to the last error that you made, with information about the error and the violation in the table blinking.

If you have opted to see counts and error rates on the Stats screen, they will appear at the upper-middle.

Betting

When it is time to bet, a bet selection overlay will appear above the table on a Plexiglas platform. Tap on one of the values to make a bet. Or, tap on one of the buttons as follows:

Customize - Tap to change the values in the betting table.

Last Error - Tap to display details of the last error.

Foul - If you have set the dealer error options, and you saw a dealer error in the previous round, tap the Foul button. The payoff will be corrected. If you make a bet and did not see the error, you will receive a warning telling you what you missed.

Side Bet - If you are playing a game that has side bets, tap this button to display the table of side bets. Make a side bet, and the main bet table will again be displayed. Tap your main bet and both the side bet and main bet will be placed. If the main bet is for multiple hands, the side bet will also be made for multiple hands.

Reset Bank - Reset your bankroll to the starting value.

Shuffle - Force a shuffle.

The Play

Once you have made your bet, the dealer will start dealing. If you have set the options to include other players, they will also receive cards. When it is time for a play, a pointer will appear showing the hand that is currently in play. You can make decisions by tapping buttons, or making gestures 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)

Insurance: swipe down

Pass (no insurance): swipe left

The button icons give clues as to the gestures.

Hand Resolution

Once you stand, the other players will play and the dealer will complete her hand. Then, one at a time,

the dealer will handle payoffs. You will see signs indicating wins, losses, bonuses, etc., and the amounts in the seat boxes will change. They will then be zeroed and the amounts moved to the bankroll if you have won. Blackjacks are resolved immediately (unless the dealer has an ace and does not peek). Side bets are usually resolved before the play. There are various exceptions according to the rule settings. After everything is resolved, you will go back to betting.

Basic Setup

Seats

First, configure the table. A table can have 1, 2, 4 or 6 seats using a tablet. In portrait orientation, only one or two seats are allowed. Phones can only run the games in portrait mode. You will see a bar with the numbers #6 through #1 representing the seats. If a seat is colored blue, then the computer will play in that seat. If it is colored white, the seat is available for you to play. You can play from one to six seats at once. You are not competing with computer players. The point of computer players is as a distraction for basic strategy players and as additional cards that card counters must count. Tap on a seat button to change between blue and white.

Decks

Select one to eight decks.

Shuffle

You can set the game to shuffle after a cut card (typical with two to eight decks) or after a fixed number of rounds (common with single-deck.) If set to cut card, tap the Shuffle point to enter the number of cards AFTER the cut card. If set to rounds, tap and enter the number of rounds before a shuffle. Typically, the number of rounds plus the number of players equals around six. But, this varies by casino.

Burn cards

After a shuffle, the casino removes zero to five of the cards from the top and discards them.

Starting bankroll

Tap to change your bankroll. You can reset the bankroll by tapping Refresh Bankroll, or before any bet. The bankroll will be automatically reset, or remembered, whenever you start the game according to an option on the Speeds/Mechanics screen.

Common Rules

Cards dealt face down - Most casinos deal cards face up with six or eight decks and face down with one or two decks; but there are exceptions to both. Tap to change.

Double down after split - Selecting this option allows doubling down on hands that have been created by splitting a pair. This is common in Atlantic City, available in Las Vegas and available at about 30% of the world's casinos. This rule has an advantage of .12-.14%. Most strategies are affected by this rule and the related strategy tables will automatically be updated when this option is changed.

Dealer hits soft 17 - With this option, the dealer will hit a soft 17 (e.g. Ace, 6 or Ace, 3, 3). With the option off, the dealer stands. This option is common in downtown Las Vegas, nearly all single deck games and at about 50% of the world's casinos. It substantially lowers the player's advantage as he is less likely to bust, and is one of the more important options. The rule adds .2% or more to the house advantage. Unfortunately, it is becoming more common in Las Vegas, particularly at cheaper tables. Note: Changing this option automatically changes the strategy tables in effect.

No dealer hole card - With this option, seen in most casinos outside the U.S., the dealer does not receive a second card until after the players have played their hands. With this option, the dealer cannot peek to check for Blackjack. Note: In most casinos with this rule, the dealer takes all Double Down and Split bets when he has a Blackjack. In this case, you should also set the Dealer Blackjack wins all option below.

Dealer Blackjack wins all - This option worsens the players' odds. If the dealer does not peek and then discovers a dealer Blackjack after all players have played, all player split hands and double down bets lose when this option is on. When the option is off, splits and double downs are considered as never having occurred and the player retains the bets. This rule is rare in the U.S. The rule adds about .09% to the house advantage depending on the other rules.

Hard Doubles - Select from the combo box the hands where doubling is allowed. In Las Vegas, you can usually double on any hard hand. Single deck games often limit doubles to hands totaling 10 or 11, particularly in Reno. Many non-U.S. casinos also limit doubles. The increase in house advantage for Double on 10 and 11 only is about .45-.52%. Adding Double on 9 reduces house advantage by .08-.13%. Note: There are many additional Double Down options on the Rule Variations screen.

Soft Doubles - Select from the combo box the hands where soft doubling is allowed. In Las Vegas, you can usually double on any soft hand. Most single deck games and many non-U.S. casinos do not allow soft doubles at all. The increase in house advantage for no soft doubles is about .08-.13%.

Insurance - This nearly universal option allows an insurance bet against a dealer face up Ace. Some casinos in Europe allow insurance bets only when the player has a Blackjack.

Late Surrender - The common form of surrender is allowed by setting this option. The player can Surrender a hand (throw it in) for half of the bet after the dealer has checked for Blackjack. If the dealer is not allowed to peek and does not know if there is a dealer Blackjack (see peek options) then a Surrender chip is placed on your bet and the Surrender occurs only after the dealer checks for Blackjack and finds that it does not exist.

Early Surrender - This less and less available option allows Surrender of a hand before the dealer checks for Blackjack. If you can find a casino that allows it, this is one of the most valuable options in the game. A few casinos in Vancouver, Africa, Russia, Eastern Europe and France offer the rule. Advantage is about .6-.7%.

Early Surrender vs. 10 - This option is the same as Late Surrender, except that you can also Surrender against a dealer up card of ten even if the dealer has a Blackjack.

Macao Surrender - This, currently obsolete, rule allows Surrender of an unbusted hand with five cards.

Limits - Set the table limits. Your bets will be required to fall within these limits.

Rule Variations

- **Double down on three cards** - This rare option allows doubling down on two or three cards.
- **Double on any number of cards** - This rare option allows doubling down in almost any circumstance. The advantage is very high at about .23%.
- **Redouble** - This option exists in many Spanish 21 games. After you double down, you get another chance to double your bet again, twice. So if you have a \$10 bet and an eight. You can double to \$20. If you draw an Ace, you can double to \$40. Draw another and you can double to \$80.
- **Triple Down** - A Russian rule allowing a larger DD bet.
- **Hit after Double Down** - This rule does not actually exist. However, in some casinos Surrender after Double Down does. Inexperienced dealers will sometimes allow you to Hit after a Double in these casinos. This is very valuable. When this rule is on, the app will wait for you to signal a hit or stand after doubling.
- **Double Down Rescue** - A new rule that allows a Surrender even after you have doubled down.
- **Resplit to three hands** - If you split a pair into two hands, and draw another matching card, most casinos allow a resplit to three hands. This option allows Resplit to three hands only. This option does NOT affect resplitting of Aces.
- **Resplit to four hands** - This very common option allows splitting pairs in one hand up to three times. As a result, up to four hands can be created from one. This option does NOT affect resplitting of Aces.
- **Double after Ace Split** - Rare rule that allows you to double down after splitting aces, but not to hit.
- **Resplit Aces** - Adding this option allows resplitting of a pair of Aces to the above option. This option is not common, but more common than people think. It is often found in larger Las Vegas Strip casinos that also offer surrender. It is important to check since the rule is valuable (about 0.1% advantage) in shoe games. (There is little value in single deck games as it is rare that you will get three of the four Aces.)
- **Multiple draw after split Aces** - Most casinos will only allow one card drawn to each split hand after splitting Aces. This option allows additional draws. The rule adds another .1% advantage in shoe games. This rule is quite common in Internet casinos, but not common in land casinos.
- **Split tens must be same value** - In most casinos, tens, Jacks, Queens and Kings all count as ten and can be considered the same for splitting rules. In other words, you can split a Jack and a King. A few casinos demand that the cards be exact pairs.
- **No Ace Splits** - When this option is set, you cannot split Aces. This option is fairly rare and should be avoided.
- **No 4, 5, or Ten Splits** - This rule is common in the UK. Fours, fives and tens can never be split.

Speeds/Mechanics

Speeds

Default speeds are set fairly slow irrespective of the Speed of the device that you have. Moving the sliders to the right increases speed. You can change the speeds as follows:

- **Dealer** - This option sets the speed at which the dealer deals cards.
- **Other Players** - This option sets the speed at which the other players make decisions.
- **Payoffs** - This option sets the speed at which the dealer resolves bets at the end of the round.

Mechanics

- **Sound On** - Turn off to remove sounds.
- **Use a quieter sound for errors** - Use a beep instead of the annoying buzzer. Frankly, if you are making errors you should probably keep the annoying buzzer.
- **Refresh bankroll at startup** - Reset the bankroll to the value on the setup screen each time you start play.
- **Log errors** - Log each error you make. To see the log, tap on Stats, then tap on Error Logs
- **Auto-delete logs** - Delete the log each time you start the app to keep from using up memory.
- **Hide buttons** - Remove hit/stand/double, etc. buttons from the screen and use only gestures.
- **Hide cards in discard tray** - Some casinos now hide the discards. This feature allows practice without the benefit of a discard tray.
- **Hide Shoe** - Likewise, the shoe can be removed.
- **Players come and go** - This option means that, occasionally, other players will appear or leave. This is one of the more annoying distractions in a real casino, particularly for a car counter.

Bonuses

This screen lists the more common bonuses. Generally, these bonuses are related to Blackjack, card combinations or lengthy hands. Blackjacks often result in a half dollar as a part of the payoff. At a few casinos, the dealer will round the payoff up to the next dollar instead of bothering with coins. Use the Blackjack rounded up option to simulate this.

Play Variations

- **Dealer makes obvious plays** - You will find that some dealers will not wait for you to signal a hit or stand if you are a good player and the play is obvious. This option will cause the dealer to play for you in these situations to speed the game.
- **Dealer points out stupid plays** - In most casinos, if you do something very odd (e.g. double down on a hard 18), the dealer will ask you if you really wanted to take this action. This option adds realism and can be used to avoid misplays.
- **Insure then Surrender allowed** - In some situations, depending on the options set above, you may want to insure a hand and then Surrender the same hand. In a casino, this can cause some interesting conversations with the dealer or pit boss. Casinos will often argue that a hand that has been insured cannot be surrendered because it no longer exists. You might argue that Insurance is purely a side bet.
- **Dealer shows burn cards** - Some casinos discard (burn) one to five cards off the top of the deck after shuffling. With this option on, the cards are shown. Otherwise, the hands are discarded face down. This option is only of interest to card counters.
- **Dealer peeks on 10** - With this option, the dealer will peek at the down card to check for Blackjack when the dealer up card is a ten. This option is becoming more common as newly developed optical devices for peeking at the down card are being installed on casino tables.
- **Dealer peeks on Ace** - Normally, the dealer will peek at the down card when an Ace is showing, as there is a good chance that a Blackjack exists. Some casinos do not check to prevent cheating.
- **Dealer wins tied 17** - This awful option causes tied 17 hands to be lost instead of pushed.
- **Dealer wins ties** - With this option, you lose your bet on a tied hand. This awful option sometimes is added to counteract another unusual option that heavily favors the player.
- **Five cards unbusted wins** - With this option, the player always wins when five cards have been drawn without busting.
- **Six cards unbusted wins** - With this option, the player always wins when six cards have been drawn without busting.
- **Seven cards unbusted wins** - With this option, the player always wins when seven cards have been drawn without busting.
- **Player 22 counts as 21** - When set, the player does not bust with a total of 22.
- **Dealer wins tied 17, 18 and 19** - This awful option causes tied 17, 18 and 19 hands to be lost instead of pushed. This lousy rule exists in Swedish casinos.

Unusual Games

The number of variations to Blackjack has expanded greatly over the last several years as the ever-increasing number of casinos compete for customers. Some of these games have unusual rules and some have side bets. With side bets, you have the option to make a side bet that something unusual will happen. In some games, you can select one of two side bets. Side bets cannot normally exceed the size of the original bet and sometimes are limited to \$1 when the payoffs are very high.

Due to the difficulty in keeping up with all the new games, this section consists of a library of specialty games in a scrollable list. New games created by anyone can be imported into the list. See the Import function later. To select a game, tap the list, scroll and select. To understand how to make side bets, read the description of Over/Under 13 below:

Library Games

Over/Under 13 - This option, adds a side bet to the game. When the bet selection screen comes up, you can tap on Side Bets and see two new buttons, O and U. You can bet that your first two cards will total 14 or greater by tapping "O" and then the amount to bet, or you may bet that the first two cards are under 13 by betting "U". The house wins all totals of 13. Aces count as one for this side bet only. The bets are resolved immediately after the dealer up card is shown. If you win, the bet will be doubled and then moved to your chip box. You cannot bet against yourself. Your selection (O or U) will be remembered and you will not need to re-tap the O or U before making a new side bet.

Red/Black - This side bet is very like Over/Under 13 except that you bet on whether the dealer up card is red or black by placing an "R" or "B" bet. The dealer wins on all twos. Play is the same as with Over/Under 13 described above.

Royal Match - Available in a few casinos, this option allows a different side bet on the first two cards. You can bet that your first two cards are in the same suit. If they are, the bet pays 3:1. If they are the Queen and King of the same suit, this is a Royal Match which pays 10:1. The bet is resolved as soon as the dealer up card is shown and any winnings are immediately moved to your chip box.

Super 7's - This option exists in a few casinos with a few variations. The version included here appears to be the most common. You can make a side bet of only \$1 that you will be dealt consecutive sevens. If you are dealt two sevens, you will be dealt a third card, even if the dealer has a Blackjack. If you split sevens, you will be paid for only the first two sevens. Payoff occurs after the second or third card is dealt according to the following table:

First card any 7	\$3
First two cards any 7's	\$50
First two cards 7's same suit	\$100
First three cards any 7's	\$500
First three cards 7's same suit	\$5000

Super Fun 21 - This is a variation of single deck BJ. You may hit and double split Aces, double or surrender on any number of cards, and Surrender after doubling. Several bonuses exist: player 21 with five or more cards pays 2:1, player hand of 20 or less with six cards wins, player BJ always wins and a diamond BJ pays 2:1. However, all other BJ's pay even money. This last rule is very expensive. The game requires a quite different strategy to play correctly. The game requires a quite different strategy to play correctly. A strategy devised by Michael Shackelford (www.thewizardofodds.com) has been included.

Spanish 21 - This BJ variation has been around for several years and has become fairly popular. Six or eight decks are used. A player 21 always wins, player BJ always wins, player can hit and double split Aces, may surrender after doubling and double any number of cards. Bonuses include: 678 pays 3:2, 2:1 if same suit and 3:1 in Spades; suited 777 against a dealer 7 pays \$1,000. However, all tens are removed from the deck. This last rule is very expensive. The game requires a quite different strategy to play correctly. A strategy devised by Michael Shackelford (www.thewizardofodds.com) and Katarina Walker has been included.

Lucky Ladies - This variation includes a side bet that you will receive in the first two cards: any 20, suited 20, matched 20, pair of Heart Queens or pair of Heart Queens with a dealer BJ. Payoffs can be changed by the player.

Blackjack Switch - In this game, included by permission of the designer, you must play two hands with equal bets. You are allowed to switch the second cards between the two hands. So, if one hand has two Aces and the other two Tens, you can switch the cards and end up with two 21s. However, Blackjacks pay even money and a dealer total of 22 will push against any player total of 21 or less. A player blackjack will still beat a dealer 22. To indicate a desire to switch cards, tap the Switch button.

Double Exposure - In this unusual game, both dealer cards are dealt face up. Obviously, this gives the player an enormous advantage. To counteract this advantage, the "No Blackjack bonus" and "Dealer wins ties" options are automatically turned on. You can turn them back off if you wish. Also, there is no Insurance bet in Double Exposure. This is a very different game with entirely different playing strategies. I would not suggest this option in a casino if you have not fully studied the game. A sample Double Exposure strategy is included thanks to Mike Shackleford, the Wizard of Odds.

21+3 - Bet the first two cards and the dealer up card make a Poker hand

Bonanza BJ - Bet on a 20 in the first two cards and a dealer Ten up.

Dare any Pair - Bet the first two player cards are a Pair.

Lucky Ladies - A popular new rule betting on the first two cards being a pair of Queens or 20. Can be beaten.

Lucky Lucky - A side bet with a complex payoff on 678, 777, 21, 20 or 19 suited or unsuited.

Pair Square - Bet first two cards are of the same rank

Perfect Pairs - Bet the first two cards are a Pair with various payoffs.

Sweet 16 - Bet the first two cards are a low pair, Ace or 16-21 points.

Import

These game definitions were created using the Windows Casino Verite Blackjack program. The definition screens are not included in the app as they are extremely flexible, and therefore very complex for a touch screen. However, custom side bets and bonuses can be defined in Casino Verite Blackjack on a Windows PC and exported to this app. They can also be shared with other users. If you do not have a license, the free demo version will also allow exports. In Casino Verite, tap on Options, Settings, Unusual Games. Select a custom game. Then hit Export. (If the button is not there, download the latest update.) You will be presented with a number. Enter the number by tapping on "Enter text here" and tap Import. You will see your game in the list. Multiple games can be imported. You do not need to connect the device to the PC. The export and import are separate operations using the Internet.

Dealer Errors/Biases

Biases

Drills are very useful for practicing one aspect of BJ at a time. The game is good for practicing all aspects at once. The problem is that random play does not present you with difficult situations very often. Most of your time is wasted playing easy hands. The point of these options is to make better use of your practice time. The Bias options can be used to greatly increase the difficulty of play by forcing more difficult situations as follows:

- **No Bias** - Cards are dealt randomly.
- **Positive Counts** - Only for card counters, when set, the dealer will deal more cards with positive counts early in the shoe. This forces a counter to count high counts and then to count positive numbers downward in the second half of the shoe.
- **Negative Counts** - When set, the dealer will deal more cards with negative counts early in the shoe. This forces a counter to count large negative numbers and then to count negative numbers upward in the second half of the shoe.
- **Many Card Hands** - Many people find lengthy hands difficult, particularly with multiple aces. It is even more difficult for card counters. When set, the dealer will deal more small cards forcing you to count both the hand value and card count at the same time.
- **Repeat Errors** - If this option is set, playing errors will be tracked and the dealer is more likely to deal hands that you have not handled correctly in the past.
- **Difficult Hands** - When set, the dealer increases the number of hands with close decisions.

Dealer Errors

This is another attempt at casino realism and is important particularly in newer casinos. Players tend to trust the dealer. If you do not catch dealer errors you may lose a significant portion of your edge. When set, on occasion the dealer will make an error. The amount is not wrong (except when Blackjack payoff errors is set.) However, sometimes the dealer will not pay on a close winning hand, will not pay Insurance, will bust an un-busted hand, will bust your many card 21, will stand on a many card 16 or not bust himself on a many card 22 or will not pay a bonus or side bet. A button appears on the betting screen labeled FOUL. Tap on it if you think that you saw an error during the last round. If you miss an error, at the beginning of the next hand, you will be notified and shown the error. You can set the types of errors the dealer can make.

Peeking

- **Peek at dealer down card** - With this option, the dealer down card flashes on the screen for a half second. You will occasionally find that you can see the dealer down card as it is dealt. Obviously, this improves the odds enormously. The number to the right is the percentage of times this will occur.
- **Peek when dealer peeks** - Peek at the dealer down card as above; but only when the dealer checks for a Blackjack. The number to the right is the percentage of times this will occur.
- **Peek right and left** - These options allow peeking at and counting of the cards of players next to you when you are playing a face cards dealt down game.
- **Randomize Card** - When set, you can peek at random cards instead of both cards at your right or left according to the above option.
- **Randomize Hand** - When set, you can randomly peek at hands to your right or left. These options complicate card counting, as you need to remember if you counted the cards.
- **Hole Carding** - When you see the dealer down card, the strategy is completely different, and substantially more complex than normal Blackjack strategies. Your decision must be made depending on both dealer cards. So, the tables are over twice as large. For cover purposes, you may also want to play differently depending on whether the dealer upcard is a high card (7 and up) or low card. Altogether, three playing strategies can be specified. Specify the strategy to be used when you do not see the hole card on the Playing Strategies screen. Normally, this is Basic Strategy. Specify one or two strategies on this screen to be used when you see the card. Both strategies can be the same. A sample strategy has been included which includes some cover. That is, it doesn't allow suspicious plays like hitting a 19 against a 20. You will be checked against these strategies. You can define and import a custom strategy from Casino Verite Windows software. Import from the Playing Strategies screen and then select here. Note: Errors for hole-carding are not logged. Also, because the strategy tables are very large, you will need to rotate to landscape when viewing them on a small device.

Playing 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 numerous strategies or import your own custom strategy. Strategies include the full index tables from the respective books, with permission of every author.

Indices

This is used only for card counters.

- **All indices** - All indices in the tables will be used.
- **Illustrious 18** - When set, only the most important indices will be used. The Illustrious 18 is a set of situations which expert, Don Schlesinger, determined are of the highest value in playing BJ.
- **Sweet 16** - This option removes ten-splitting indices, not commonly used by counters.
- **Catch 20** - Four indices added to replace the ten-split indices.
- **No indices** - Use basic strategy for play.
- **Custom** - You can also set a Mask by tapping on the Select button. This provides the ability to specify exactly which indices you wish to use and allows you to easily change them.

Index Range

You can also limit the range of indices used.

Rules

Selecting any of the rules will alter the strategies accordingly. Also select Warning on Strategy Error if you want warnings.

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 five 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, tap 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 tap Import. Tap Exit, then Select a Strategy, and you will see your strategy in the list. Multiple strategies can be imported.

Display Tables

Tap 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. Tap on a cell to select a hand to be tested. Tap again to remove a hand.

Betting Strategies

This screen is used to set the table of bets that you can make. If you are a card counter, it also allows you to set when you will make each bet.

Warning on Betting Error

This option is only used for card counters. When on, a new option will appear and the count column in the table will list count values. To avoid a betting error, you must bet the amount that corresponds with the count in the table.

Chip Value

Set the value of the smallest chip.

Number of bets

This is the number of rows in the table. There can be 18 different bets.

Minimum bet count

If you are counting, set this option to the lowest count in the table.

The Table

Amounts in the table are in chips. So, if the chip size is \$100, and the bet is 5, the bet is \$500. To change a value in the table, tap on the value. A set of buttons will be displayed with various numbers of chips. Tap on a value to change a row in the table. If you want to bet multiple hands, tap on the upper table first. So, to bet three hands of six chips each, tap on 3x then 6. With a chip size of \$100, this will represent three hands of \$600. When you are playing the game, the betting screen will display a button labelled 3x\$600. Tap to bet accordingly. If you have set the options such that you don't have three seats available, then it will bet as many seats as it can.

Custom Bet

Tap this button to set a value not available in the provided bets.

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.

Allowed estimation error

If you estimate the deck depth slightly incorrectly, it can change your true count and change a playing decision. But, the error is very minor. This feature can be used to set the number of cards of inaccuracy allowed. If you are off by this many cards or fewer and it causes a misplay, you will receive a close call warning instead of an error. The hand will not be marked in the error hands since you probably know how to play the hand.

Side Counts (expert play)

- **Ace Side Count** - In addition to any other counts, you can set this option to side count Aces to improve playing betting counts.
- **Ten Side Count** - In addition to any other counts, you can set this option to side count Tens versus non-Tens for a perfect Insurance Count.

Casino Database

CBJN

The Current Blackjack News database contains the rules and playing conditions for U.S. and Canadian casinos. Subscribers receive updates on a monthly basis. A 2015 version of the database has been included in this app. If you have a CBJN subscription, you can enter your userid and password and click update to update this app to the latest issue.

Search

Once you have loaded the database, you can enter a search term and locate games. The search term can contain a casino name, city, or state. Partial text can be entered. Searching will result in a list of games. For each game, the casino, location, decks, house edge, min and max bets, and rules are listed.

Details

Click a game in the list for further details. From the details screen, you can also load the rules into the game.

Rules Key

all: Lose all on doubles or splits if dealer has BJ.
A8: The only splits allowed are A-A and 8-8.
burn20: See www.ukcasinotablegames.info/blackjackburn20.html
col: Casino collects a fee per hand, generally at least 1%.
cs: Casino surrender. Player with a two-card twenty can accept a half win against a 10, if the dealer has a 10.
csm: Continuous-shuffle machine.
da: Double down on any two or more cards.
dab: Double attack blackjack. All 10s removed from deck, player can double bet after seeing one dealer card.
dba: Double on any number of cards.
ddd: Redouble, i.e. double again after doubling and getting a card.
ddr: Double down rescue, ie. surrender after doubling down.
de: Double exposure. Dealer's two cards both face up. Dealer wins all ties except BJ against BJ.
ds: Double down after splitting.
dsa: Double down after splitting aces.
ds10: Double down on ten or eleven after splitting.
d3: Double down on first three cards.
d4: Double down on first four or fewer cards.
d8: Double down only on two-card eight or more, including soft totals.
d9: Double down only on two-card nine or more.
d10: Double down only on two-card ten or more.
d11: Double down only on two-card eleven.
ehc: "European no hole card." Dealer does not take a second card until after players act. Double down on 10.
es: Early surrender.
es10: Early surrender against 10, late surrender against others.
extreme: Extreme 21. See wizardofodds.com.

fak1, fak2: Games using six or eight decks that can be mistaken for single- or double-deckers.

freebet: Dealer total of 22 pushes all unbusted player hands except pays 3:2 on player naturals. Pla

hide: Dealer shows player cards only when necessary to decide winner.

highhand: Players must contribute to a side pot from which the house takes 5%.

hitie: High Tie Bonus Bet: The payouts are based on the player's first two cards. A suited pair pays

hsa: Hit after splitting aces.

h17: Dealer hits soft seventeen.

KB: King's Bounty sidebet. Payoffs: 4/6/9/20/30/100/1000 for any 20/K-K/suited20/matched20/suited K-K

LL6: Lucky Ladies sidebet. Payoffs: 3/6/9/25/250 for any 20/suited20/matched 20/Q-Q/Q-Q & dealer BJ.

LL7: Lucky Ladies sidebet. Payoffs: 3/7/9/25/400 for any 20/suited20/matched 20/Q-Q/Q-Q & dealer BJ.

LL9: Lucky Ladies sidebet. Payoffs: 4/9/19/125/1000 for any 20/suited 20/matched 20/Qh-Qh/Qh-Qh & dl

LL10: Lucky Ladies sidebet. Payoffs: 4/10/25/200/1000 for any 20/suited 20/matched 20/Qh-Qh/Qh-Qh & ls: Late surrender.

lsn: Late surrender on any number of cards, including after splitting.

lsnxa: Late surrender on any number of cards except no surrender against ace.

lsxa: Late surrender except no surrender against ace.

ma: Multiple-action blackjack.

min: Mid-entry restricted to table minimum.

nc: No cards; i.e. digital blackjack.

nch: No chips; i.e. digital chip stacks

nhsa: No drawing to split aces (Spanish)

ni: No insurance.

nm: No mid-game entry.

nmm: No mid-game entry and no mid-game spreading to multiple hands.

nmo: No mid-game entry on request.

nms: Mid-game: no sitting out hands, and if you drop from two hands to one you cannot go back to two

nobj: If dealer has 10 and ace, the hand plays as an ordinary twenty-one and not a BJ.

No Bust: If you and the dealer both bust, and the dealer busts with a higher total, you push instead

nrs: No resplits.

nrs10: No resplits of any 10-count cards.

nsa: No splits of aces.

nsjq: No splits of unlike 10-count cards.

ns10: No splits of any 10-count cards.

nsxa: No splits except you can split aces. (â€œMultiple Actionâ€)

ou25: Side bets on whether your first two cards are over or under 13. The 25 means max bet of \$25.

pb: Player banked.

pk: Dealer looks at the index of the hole card under a 10.

PD: If doubling on 10 or 11, can request a new third card.

PS: Split 15 or 16 as if you had a pair.

rsa: Resplit aces.

rsa3: Resplit aces once only, to make three hands.

rs3: Resplit non-aces once only, to make three hands.

sc: Card used to determine shuffle point on one or two decks.

sf21: â€œSuper Fun 21â€

d: 21 blackjack with liberal rules (da, ds, d

shoe: Cards dealt from a shoe. Used only for single and double deck, which more commonly are dealt w

Single21: rules include 1:1,21w,da,sura,6; suited BJs pay 3:2, splits allowed after hitting.

snoop: An in-table device tracks cards and betting; i.e. i-Table or MindPlay.

spa32: Split aces that draw for 2 card 21 pay 3:2.

Spanish: Spanish 21 is played with a short pack â€ 10s are removed from each regular deck, leaving

streak: A sidebet that pays if you win consecutive hands. Most common payout: 2 wins pays 3:1, 3 win

sura: Surrender anytime, including after hitting, doubling, or splitting.

swhands: Switch Hands Blackjack. Pay \$1 â€anteâ€

for every \$5 bet for the o

switch: Blackjack Switch. See www.blackjackswitch.com.

switch6: Blackjack Switch in which a switched A/10 is treated as a drawn 21 and will push against a

s17: Dealer stands on soft seventeen.

toke: Dealers keep their own tokens.

tu: Player may triple down on 9, 10 or 11.

tu10: Player may triple down on 10 or 11.

ur: Unlimited resplits of non-aces.

1spot: Players allowed to bet only one spot.

1:1: BJ pays even money.

3up: Play one hand against three dealer upcards.

3:2: BJs pay 3:2. This is also the default if no BJ payout is listed.

5: Player's winning five-card twenty-one pays double.

6: Player's six-card unbusted hand wins automatically, even if the dealer has 10 up and ace in hole.

6:5: BJs pay 6:5.

7:5: BJs pay 7:5.

21d: Diamond BJ pays 2:1. 1/16 of BJs are in diamonds.

21p: If dealer has BJ with 10 up, you push with twenty-one in any number of cards.

21s: Suited BJs pay 2:1. 1/4 of BJs are suited.

21t: Tied BJ pushes (at double exposure).

21w: Tied BJ wins.

22p: If dealer gets 22, players push instead of win.

Stats

Statistics table

A bunch of statistics are display in a five-section table as follows:

Counts - For card counters, the remaining decks and counts are displayed. Bet count is only displayed if you are side-counting aces. Ten count is only displayed if you are side-counting tens.

Bankroll - Here, stats related to your bankroll and betting are supplied.

Errors - Summaries of errors that you have made.

Tray - The contents of the discard tray, including burn cards.

Shoe - The cards remaining in the shoe.

Display Options

These are not available on phones. You can display your play and betting accuracy, and/or current running and true counts on the table as you play by selecting these options.

Reset Stats

Zero the stats.

Display Logs

Display the error logs.