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Outsmarting the Blackjack System

If you are a blackjack player, you probably know that by just applying basic knowledge and strategy, you can almost even the odds with the casino. However, what you may not know is that there are various methods that you can use to give you an actual advantage over the casino!

To understand winning and losing, just keep in mind these two basic concepts:

** 1) If the majority of the remaining cards in the deck are high cards (10's or face cards), then you have better odds of winning

** 2) If the majority of the remaining cards in the deck are low cards (cards lower than 7), then the casino has better odds of winning

Additionally, keep in mind that if there are many aces remaining in the deck, then you will have an advantage over the casino. In contrast, if there are many fives (5's) remaining in the deck, then the casino has an advantage over you.

The goal to win at blackjack at the casinos is to become talented at recognizing exactly when you have the advantage over the casino, and when the casino has an advantage over you. With this knowledge, you can place your bets accordingly to how good of a chance you have at winning during that particular situation.

It will require a great deal of knowledge and experience in statistics and probability to completely understand the odds of blackjack. However, to put generalize everything in simple terms for the reader to understand:

** In the short term, the casino will have a slight edge over you, however, the laws of probability will carry out in the long term, and you as the clever player will be able to beat the odds and gain a sizeable advantage over the casino.

The process of card counting is procedure that you as the blackjack player must master in order to gain a large advantage over the casino. However, be careful if you are winning a hefty sum of money from blackjack. In such a situation, the casino may presume that you are card-counting, and you may become possibly expelled from the casino.

Simple Card Counting Systems

The Hi-lo System

In, the following, I will describe to the reader one of the simplest card-counting systems there is that you can use to determine when you will gain the advantage over the casino. This technique is called the Hi-lo system. Basically, the strategy here is that you should bet more money when you have the advantage (high count) and bet less money when the casino has the advantage (low count)

*** Step 1. Start your count at zero (0).

*** Step 2. Each time that you see a 2, 3, 4, 5, or 6 dealt on the table, add 1 to the count. Each time that you see a 10, J, Q, K, or Ace, subtract 1 from the count. Disregard all 7, 8, and 9 cards.

*** Step 3. Place a high bet if your count is positive. Place a low bet if you count is negative. The higher the count, the more you should bet. Vice versa, the lower the count, the lower you should bet

For example, if you see that the cards dealt on the table are 4, 7, J, and K, then in your mind, you should be thinking: 4 and K cancels since the 4 card is +1 and the K card is -1. Disregard the 7 card. That leaves the K card, which has a value of -1. So your count

is now at -1. Since the count is negative, this is advantageous for the casino, meaning that you should bet a low amount of money next game.

IMPORTANT: In every single card-counting method, you must always keep in mind the count and never lose track of it, even if the last game is over and you are playing a new game. For the last example, your count is -1 after the first game. Do NOT lose track of that number. Keep the -1 count in your mind and apply the -1 count as your starting point in the next game, and so on. Only start the count over if all the cards in all the deck(s) are shuffled and dealt again from the beginning.

As I have said before regarding statistics and probability: *In the short term, the casino will have a slight edge over you*. In the long term, by applying this card-counting strategy, you will gain a big advantage over the casino. This means that at the beginning of game if the deck has just been shuffled and is about to be dealt (when the count is still zero), bet only a low amount of money. As the cards have been dealt several times and you have recorded the count inside your mind, begin to bet accordingly to the advantage you have at that time. If the count is high, bet a high amount of money. If your count is negative, bet a minimum amount of money.

By changing the amount of money that you bet according to the advantage you have at the time, you will have the advantage over the casino because you will be betting more money when you have the advantage (count is positive and high), and wager less when the casino has the advantage over you (count is low and negative). Over time, you will statistically gain more money than you lose and walk out as the winner.

The Advanced Omega II System

Now that you have a basic understanding of the Hi-lo system, I will now present to you a better system that will take into account different advantages of certain cards over another. This counting system is called the Advanced Omega II.

*** Step 1. Start your count at zero (0).

*** Step 2. Each time that you see a 2, 3 or 7 dealt on the table, add 1 to the count. Each time that you see a 4, 5, or 6 dealt on the table, add 2 to the count. Each time that you see a 9 dealt on the table, subtract 1 from the count. Each time you see a 10, J, Q, K, or Ace dealt on the table, subtract 2 from the count.

*** Step 3. Place a high bet if your count is positive. Place a low bet if you count is negative. The higher the count, the more you should bet. Vice versa, the lower the count, the lower you should bet

For example, if you see that the cards dealt on the table are 2, 3, 6, 9, and K, then in your mind, you should be thinking: 2 and K cards cancel because the 2 card is +1 and the K card is -1. The 6 and 9 cards also cancel because the 6 card is +2 while the 9 card is -2. That leaves the 3 card, which has a value of +1. So your count is now at +1. Since the count is positive, this is advantageous for you, meaning that you should be betting a high amount of money next game.

Other Card-Counting Systems

By now, the reader probably has an idea of how the card-counting system works. Basically, start your count at 0, and then add or subtract a value depending on what cards have been dealt. I will now present to you a summarized list of various different other card-counting systems. You can apply the same basic concept shown in the previous two examples to these as well. Begin your count at zero when the deck is first shuffled and played. Then depending on what cards are dealt, add or subtract a value from your starting count.

Please note that there is no foolproof "best method." All of these card-counting methods have their own strengths and weaknesses. However, as the difficulty level of the card-counting system goes higher, generally the level of effectiveness increases as well. Try to play with all of these methods to determine what you are most comfortable with:

Lower difficulty:

Hi-lo: +1 to 2, 3, 4, 5, and 6 cards || -1 to -1 to 10, face cards, and Ace cards.

Knock-Out (KO): +1 to 2, 3, 4, 5, 6, and 7 cards || -1 to 10, face cards, and Ace cards.

Red Seven: +1 to 2, 3, 4, 5, and 6 cards || +.5 to 7 cards || -1 to 10, face cards, and Ace cards.

Revere Advanced: +1 to 2, 3, 4, 5, and 6 cards || -1 to 10 and face cards.

Canfield Expert: +1 to 3, 4, 5, 6, and 7 cards || -1 to 10 and face cards.

Uston Advanced: +1 to 3, 4, 5, 6, and 7 cards || -1 to 10, face cards, and Ace cards.

Silver Fox: +1 to 2, 3, 4, 5, 6, and 7 cards || -1 to 10, face cards, and Ace cards.

Medium Difficulty:

Zen Count: +1 to 2, 3, and 7 cards || +2 to 4, 5, and 6 cards || -1 to Ace cards || -2 to 10 and face cards.

Uston SS: +1 to 7 cards || +2 to 2, 3, 4, and 6 cards || +3 to 5 cards || -1 to 9 cards || -2 to 10, face cards, and Ace cards.

Canfield Master: +1 to 2, 3, and 7 cards || + 2 to 4, 5, and 6 cards. || -1 to 9 cards || -2 to 10 and face cards.

Higher Difficulty:

Uston APC: +1 to 2 and 8 cards || +2 to 3, 4, 6, and 7 cards || +3 to 5 cards || -1 to 9 cards || -3 to 10 and face cards.

High Opt II: +1 to 2, 3, 6, and 7 cards || +2 to 4 and 5 cards || -2 to 10 and face cards.

Wong Halves: +.5 to 2 and 7 cards || +1 to 3, 4, and 6 cards || +1.5 to 5 cards || -.5 to 9 cards || -1 to 10, face cards, and Ace cards.

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