



Double Deck Blackjack

Double Deck Blackjack is far more volatile than Multi-Deck for the following reasons;

- **The Running & True Card Counts can swing drastically from one Round to the next...So few cards in Double or Single Deck can affect the card count, unlike Multi-Deck games where typically there are not enough cards played in one round to take the Count from Minus through Flat and into Plus or vice-versa.**
- **Basic Strategy mistakes at the beginning of a Multi-Deck game are costly for the card counter, but not nearly as costly as in a Double Deck game. (Mis-playing an Ace at the beginning of a Multi-Deck game is bad for a player...But worse for a Double Deck player.)**
- **Adjusting for Aces is far more critical in Double Deck Blackjack than in most Multi-Deck games.**
- **The element of time is on the side of a card counter in Double Deck play. Although on average, Plus, Minus and Flat card counts occur with the same approximate frequency in both game types, a Double Deck player doesn't need to spend time sitting through long Minus or Flat shoes waiting to see if the Count turns around and goes Plus. Obviously, the trade off is that once True Plus Counts are encountered in Multi-Deck games they may last longer...but a card counter must wait for those times.**



- **The Techniques of Shadow Counting & Back Counting favor the Double Deck counter for much the same “Time” element. Standing behind a Multi-Deck game for long periods of time and then “Jumping In” becomes fairly obvious. It may only take a couple of rounds in a Double Deck game for the opportunity to Jump In on a Plus Count...Less standing around.**
- **The House’s starting Mathematical Advantage in Single & Double Deck Blackjack is typically lower for the player than in Multi-Deck Games.**
- **Such techniques as “Card Eating” (spreading more hands with small wagers at the beginning of a game to draw out more cards and assess the count) favor the Double Deck game.**
- **Hole Card Play (“Hole Carding”) occurs far more often in Double Deck games where dealers may be sloppy or negligent in their procedures for burying the Down Card. “Picking Off” the Hole Card (even occasionally) will produce deviations in Basic Strategy play, which can become misleading for casino and surveillance personnel during “Skill Checks”.**

The following color coded charts illustrate the correct Basic Strategy for Double Deck Blackjack with two common scenarios...Dealer Stands on Soft 17 or Dealer Hits Soft 17. NOTE: These charts do not take into account any composite dependant decisions or index deviations.

(You’ll notice very few, but important differences between S17 & H17)



-3- Double Deck Memo

		The Dealer's Up Card									
		2	3	4	5	6	7	8	9	10	Ace
Player's	4-8	H	H	H	H	H	H	H	H	H	H
Cards	9	Dh	Dh	Dh	Dh	Dh	H	H	H	H	H
H=Hit	10	Dh	Dh	Dh	Dh	Dh	Dh	Dh	Dh	H	H
Dh=Double/Hit	11	Dh	Dh	Dh	Dh	Dh	Dh	Dh	Dh	Dh	Dh
S=Stand	12	H	H	S	S	S	H	H	H	H	H
Rh=Surrender	13	S	S	S	S	S	H	H	H	H	H
If allowed else Hit	14	S	S	S	S	S	H	H	H	H	H
Rs=Surrender if	15	S	S	S	S	S	H	H	H	Rh	Rh
Allowed else Stand	16	S	S	S	S	S	H	H	H	Rh	Rh
	17	S	S	S	S	S	S	S	S	S	Rs
	18-19-20-21	S	S	S	S	S	S	S	S	S	S
Ds=Double if	A-2	H	H	H	Dh	Dh	H	H	H	H	H
Allowed else Stand	A-3	H	H	Dh	Dh	Dh	H	H	H	H	H
	A-4	H	H	Dh	Dh	Dh	H	H	H	H	H
	A-5	H	H	Dh	Dh	Dh	H	H	H	H	H
	A-6	H	Dh	Dh	Dh	Dh	H	H	H	H	H
	A-7	Ds	Ds	Ds	Ds	Ds	H	H	H	H	H
	A-8	S	S	S	S	Ds	S	S	S	S	S
	A-9 A-10	S	S	S	S	S	S	S	S	S	S
P=Split	2-2	Ph	Ph	P	P	P	P	H	H	H	H
Ph=Split/Hit	3-3	Ph	Ph	P	P	P	P	H	H	H	H
Ph=Split if Double	4-4	H	H	H	Ph	Ph	H	H	H	H	H
After Split is	5-5	Dh	Dh	Dh	Dh	Dh	Dh	Dh	H	H	H
Allowed else Hit	6-6	Ph	Ph	P	P	P	P	H	H	H	H
Rp=Surrender/Split	7-7	P	P	P	P	P	P	Ph	H	H	H
	8-8	P	P	P	P	P	P	P	P	P	Rp
6 Differences	9-9	P	P	P	P	P	S	P	P	S	S
H17 VS S17	10-10	S	S	S	S	S	S	S	S	S	S
	A-A	P	P	P	P	P	P	P	P	P	P

Source: Wizard of Odds

		The Dealer's Up Card									
		2	3	4	5	6	7	8	9	10	Ace
Player's	4-8	H	H	H	H	H	H	H	H	H	H
Cards	9	Dh	Dh	Dh	Dh	Dh	H	H	H	H	H
H=Hit	10	Dh	Dh	Dh	Dh	Dh	Dh	Dh	Dh	H	H
Dh=Double/Hit	11	Dh	Dh	Dh	Dh	Dh	Dh	Dh	Dh	Dh	Dh
S=Stand	12	H	H	S	S	S	H	H	H	H	H
Rh=Surrender	13	S	S	S	S	S	H	H	H	H	H
If allowed else Hit	14	S	S	S	S	S	H	H	H	H	H
Rs=Surrender if	15	S	S	S	S	S	H	H	H	Rh	H
Allowed else Stand	16	S	S	S	S	S	H	H	H	Rh	Rh
	17	S	S	S	S	S	S	S	S	S	S
	18-19-20-21	S	S	S	S	S	S	S	S	S	S
	A-2	H	H	H	Dh	Dh	H	H	H	H	H
Ds=Double if	A-3	H	H	H	Dh	Dh	H	H	H	H	H
Allowed else Stand	A-4	H	H	Dh	Dh	Dh	H	H	H	H	H
	A-5	H	H	Dh	Dh	Dh	H	H	H	H	H
	A-6	H	Dh	Dh	Dh	Dh	H	H	H	H	H
	A-7	S	Ds	Ds	Ds	Ds	H	H	H	H	H
	A-8	S	S	S	S	S	S	S	S	S	S
	A-9 A-10	S	S	S	S	S	S	S	S	S	S
P=Split	2-2	Ph	Ph	P	P	P	P	H	H	H	H
Ph=Split/Hit	3-3	Ph	Ph	P	P	P	P	H	H	H	H
Ph=Split if Double	4-4	H	H	H	Ph	Ph	H	H	H	H	H
After Split is	5-5	Dh	Dh	Dh	Dh	Dh	Dh	Dh	Dh	H	H
Allowed else Hit	6-6	Ph	Ph	P	P	P	P	H	H	H	H
Rp=Surrender/Split	7-7	P	P	P	P	P	P	Ph	H	H	H
	8-8	P	P	P	P	P	P	P	P	P	P
	9-9	P	P	P	P	P	S	P	P	S	S
	10-10	S	S	S	S	S	S	S	S	S	S
	A-A	P	P	P	P	P	P	P	P	P	P

Source: Wizard of Odds



- The Effect of Card Removal is far more dramatic in Double Deck Blackjack games versus Six Deck Games. Study the chart below. You'll notice every card value is approximately three times stronger in Double Deck than with Six Decks.

Effect of Card Removal Double Deck VS. Six Decks

Double Deck									
Ace	2	3	4	5	6	7	8	9	10
-0.30	+0.19	+0.22	+0.27	+0.34	+0.23	+0.14	0.00	-0.09	-0.25

Six Decks									
Ace	2	3	4	5	6	7	8	9	10
-0.10	+0.06	+0.07	+0.09	+0.11	+0.08	+0.05	0.00	-0.03	-0.08

Single Deck									
Ace	2	3	4	5	6	7	8	9	10
-0.61	+0.38	+0.45	+0.55	+0.69	+0.46	+0.28	0.00	-0.18	-0.51

- For completeness sake, notice how much greater the impact of each card value has when removed in a Single Deck Blackjack game.



-6- Double Deck Memo

- Blackjack Basic Strategy is of course an important element used to evaluate a player during "Skill Checks". However, Basic Strategy in a "Vacuum" can be misleading and create inconclusive reports or inaccurate conclusions. Listed below are the 18 Most Common Deviations from Basic Strategy for Multi-Deck blackjack. Here's how to read the chart...Listed in "Black" is the simple Basic Strategy. Also in black is the True Count at which point you would deviate from Basic Strategy. Listed in "Red" is the deviation you should make.

		2	3	4	5	6	7	8	9	10	ACE
16									H+5S	H0S	
15										+4S	
14											
13	S-1H	S-2H									
12	H+3S	H+2S	S0H	S-2H	S-1H						
11											H+1D
10									H+4D	H+4D	
9	H+1D						H+3D				
10-10			S+5P	S+4P							

TAKE INSURANCE WHEN THE TRUE COUNT IS +3 OR GREATER

- Example: 16 VS 9 Basic Strategy says Hit...But at a TC of +5 **Stand**
- Example: 10 VS 10 Basic Strategy says Hit...But at a TC of +4 **Double Down**
- Example: 9 VS 7 Basic Strategy says Hit...But at a TC of +3 **Double Down**
- Example: 10-10 Basic Strategy says Never Split... But at a TC of +4 VS 6 **Split**
- Example: Basic Strategy says Never Take Insurance...But at a True Count of +3 **Take Insurance**

Listed in the next two charts are 130 Deviations from Basic and the appropriate True Count Index.
(Studying these charts should give you a "Headache")



COMPOSITE BASIC STRATEGY....
ADVANCED STRATEGY DEVIATIONS

	DEALER'S UP CARD									
	2	3	4	5	6	7	8	9	X	A
12	H	H	S	S	S	H	H	H	H	H
	<i>S+3</i>	<i>S+2</i>	<i>S 0</i>	<i>H-2</i>	<i>H-1</i>					
13	S	S	S	S	S	H	H	H	H	H
	<i>H-1</i>	<i>H-2</i>	<i>H-4</i>	<i>H-5</i>	<i>H-5</i>					
14	S	S	S	S	S	H	H	H	H	H
	<i>H-4</i>	<i>H-5</i>	<i>H-7</i>	<i>H-8</i>	<i>H-8</i>	<i>S+16</i>			<i>S+12</i>	<i>S+14</i>
15	S	S	S	S	S	H	H	H	H	H
	<i>H-6</i>	<i>H-7</i>	<i>H-8</i>	<i>H-10</i>	<i>H-10</i>	<i>S+10</i>	<i>S+10</i>	<i>S+8</i>	<i>S+4</i>	<i>S+10</i>
16	S	S	S	S	S	H	H	H	H	H
	<i>H-9</i>	<i>H-11</i>	<i>H-12</i>	<i>H-13</i>	<i>H-13</i>	<i>S+8</i>	<i>S+7</i>	<i>S+5</i>	<i>S 0</i>	<i>S+8</i>
17	S	S	S	S	S	S	S	S	S	S
										<i>H-8</i>
2-2	P	P	P	P	P	P	H	H	H	H
	<i>H-4</i>	<i>H-6</i>	<i>H-8</i>	<i>H-10</i>			<i>P+5</i>			
3-3	P	P	P	P	P	P	H	H	H	H
	<i>H 0</i>	<i>H-5</i>	<i>H-8</i>	<i>H-10</i>			<i>P+4</i>			
4-4	H	H	H	P	P	H	H	H	H	H
		<i>P+5</i>	<i>P+1</i>	<i>H-2</i>	<i>H-5</i>					
6-6	P	P	P	P	P	H	H	H	H	H
	<i>H-2</i>	<i>H-5</i>	<i>H-7</i>	<i>H-9</i>						
7-7	P	P	P	P	P	P	H	H	H	H
	<i>H-X</i>						<i>P+5</i>			
8-8	P	P	P	P	P	P	P	P	P	P
									<i>S+8</i>	
9-9	P	P	P	P	P	S	P	P	S	S
	<i>S-3</i>	<i>S-4</i>	<i>S-6</i>	<i>S-7</i>	<i>S-7</i>	<i>P+3</i>				<i>P+3</i>
X-X	S	S	S	S	S	S	S	S	S	S
		<i>P+8</i>	<i>P+6</i>	<i>P+5</i>	<i>P+4</i>					
A-A	P	P	P	P	P	P	P	P	P	P
	<i>H-16</i>	<i>H-16</i>	<i>H-16</i>	<i>H-16</i>	<i>H-16</i>	<i>H-12</i>	<i>H-10</i>	<i>H-8</i>	<i>H-9</i>	<i>H-4</i>

Obviously many of these Index Numbers will rarely occur



COMPOSITE BASIC STRATEGY....
ADVANCED STRATEGY DEVIATIONS

DEALER'S UP CARD

	2	3	4	5	6	7	8	9	X	A		
7	H	H	H	H	H	H	H	H	H	H		
			<i>D+12</i>	<i>D+9</i>	<i>D+9</i>							
8	H	H	H	HP	HP	H	H	H	H	H		
			<i>D+16</i>	<i>D+9</i>	<i>D+5</i>	<i>D+3</i>	<i>D+1</i>	<i>D+14</i>				
9	H	D	D	D	D	H	H	H	H	H		
			<i>D+1</i>	<i>H-1</i>	<i>H-3</i>	<i>H-5</i>	<i>H-7</i>	<i>D+3</i>	<i>D+7</i>			
10	D	D	D	D	D	D	D	D	H	H		
			<i>H-10</i>	<i>H-10</i>	<i>H-12</i>	<i>H-12</i>	<i>H-14</i>	<i>H-7</i>	<i>H-5</i>	<i>H-2</i>	<i>D+4</i>	<i>D+4</i>
11	D	D	D	D	D	D	D	D	D	H		
			<i>H-12</i>	<i>H-14</i>	<i>H-14</i>	<i>H-14</i>	<i>H-16</i>	<i>H-10</i>	<i>H-7</i>	<i>H-5</i>	<i>H-5</i>	<i>D+1</i>
A-2	H	H	H	D	D	H	H	H	H	H		
			<i>D+7</i>	<i>D+3</i>	<i>H 0</i>	<i>H-2</i>						
A-3	H	H	H	D	D	H	H	H	H	H		
			<i>D+7</i>	<i>D+1</i>	<i>H-2</i>	<i>H-5</i>						
A-4	H	H	D	D	D	H	H	H	H	H		
			<i>D+7</i>	<i>H-1</i>	<i>H-5</i>	<i>H-X</i>						
A-5	H	H	D	D	D	H	H	H	H	H		
			<i>D+4</i>	<i>H-3</i>	<i>H-7</i>	<i>H-13</i>						
A-6	H	D	D	D	D	H	H	H	H	H		
			<i>D+1</i>	<i>H-4</i>	<i>H-8</i>	<i>H-11</i>	<i>H-12</i>					
A-7	S	D	D	D	D	S	S	H	H	H		
			<i>D 0</i>	<i>H-3</i>	<i>H-7</i>	<i>H-9</i>	<i>H-12</i>			<i>S 0</i>		
A-8	S	S	S	S	S	S	S	S	S	S		
			<i>D+8</i>	<i>D+5</i>	<i>D+3</i>	<i>D+1</i>	<i>D+1</i>	<i>D+16</i>				
A-9	S	S	S	S	S	S	S	S	S	S		
			<i>D+10</i>	<i>D+8</i>	<i>D+6</i>	<i>D+5</i>	<i>D+4</i>	<i>D+14</i>				

Obviously many of these Index Numbers will rarely occur



- Let's add to your "Headache" and further complicate matters by including intentional "Cover or Camouflage" plays meant to mislead casino staffs.

Deviations from Basic Strategy...Cover Play

Six Decks...Dealer "Stands" on 17's...Double After Split Allowed

Players' Hand	Dealers' Up-Card	Basic Strategy	Cover Play	Net Gain or Loss
A-2	5	Double	Hit	-0.002519
12	4	Stand	Hit	-0.002712
A-4	4	Double	Hit	-0.002994
A-7	2	Stand	Double	-0.003021
A-6	2	Hit	Double	-0.004653
A-7	Ace	Hit	Stand	-0.00493
16	Ten	Hit	Stand	-0.0053
9	2	Hit	Double	-0.007159

These plays are intended to confuse or mislead casino floor personnel and surveillance. The Advantage Player intentionally "Breaks" Basic...but notice very little Net Loss for doing so. The advantage players' "scheme" is that Casino Personnel will notice the incorrect basic strategy and make a snap judgement that this customer is "**Not With It**". ("Did you notice that all of the above Cover Plays are listed in either the Illustrious 18 or the two charts I included?" "There is a point to all of this, so be patient...Let's just finish the charts.")

- There are two last concepts which must be noted to fully understand and complete this issue...Composite Dependent Hands and Depth Charging. If an Advantage Player really *Pushes the Envelope* of Basic Strategy he will deviate based upon the specific make up of cards in a given hand...
"So, All 16's Are Not The Same!"



Double Deck Composite Dependent Basic Strategy Changes & Exceptions

Two Cards	Four Cards	Five Cards	
<p>Basic Strategy Changes: None</p> <p>Exceptions:</p> <ol style="list-style-type: none"> 11 (9+2) vs. Ace = Hit 11 (8+3) vs. Ace = Hit 12 (10+2) vs. 4 = Hit 	<p>Basic Strategy Changes:</p> <ol style="list-style-type: none"> 16 vs. 10 = Stand <p>Exceptions:</p> <ol style="list-style-type: none"> 16 (6+6+2+2) vs. 10 = Hit 16 (6+6+3+A) vs. 10 = Hit 16 (7+6+2+A) vs. 10 = Hit 16 (8+6+A+A) vs. 10 = Hit 16 (10+2+2+2) vs. 10 = Hit 16 (10+3+2+A) vs. 10 = Hit 16 (4+4+4+4) vs. 9 = Stand 16 (5+4+4+3) vs. 9 = Stand 16 (5+5+3+3) vs. 9 = Stand 16 (5+5+4+2) vs. 9 = Stand 16 (5+5+5+A) vs. 9 = Stand 	<p>Basic Strategy Changes:</p> <ol style="list-style-type: none"> 16 vs. 10 = Stand <p>Exceptions:</p> <ol style="list-style-type: none"> 16 (6+3+3+2+2) vs. 10 = Hit 16 (7+6+A+A+A) vs. 10 = Hit 16 (10+2+2+A+A) vs. 10 = Hit 16 (6+6+2+A+A) vs. 10 = Hit 16 (4+4+4+3+A) vs. 9 = Stand 16 (4+4+4+2+2) vs. 9 = Stand 16 (4+4+3+3+2) vs. 9 = Stand 16 (4+3+3+3+3) vs. 9 = Stand 16 (5+5+3+2+A) vs. 9 = Stand 16 (5+4+4+2+A) vs. 9 = Stand 16 (5+4+3+3+A) vs. 9 = Stand 16 (5+5+2+2+2) vs. 9 = Stand 16 (5+4+3+3+2) vs. 9 = Stand 16 (5+3+3+3+2) vs. 9 = Stand 16 (9+2+2+2+A) vs. 9 = Stand 	
<p>Three Cards</p> <p>Basic Strategy Changes:</p> <ol style="list-style-type: none"> 16 vs. 10 = Stand <p>Exceptions:</p> <ol style="list-style-type: none"> 16 (6+6+4) vs. 10 = Hit 16 (7+6+3) vs. 10 = Hit 16 (8+6+2) vs. 10 = Hit 16 (9+6+A) vs. 10 = Hit 16 (10+3+3) vs. 10 = Hit 			
<p>Six Cards</p> <p>Basic Strategy Changes:</p> <ol style="list-style-type: none"> 16 vs. 10 = Stand <p>Exceptions:</p> <ol style="list-style-type: none"> 12 (4+4+A+A+A+A) vs. 3 = Stand 16 (6+6+A+A+A+A) vs. 10 = Hit 16 (6+3+2+2+2+A) vs. 10 = Hit 16 (6+2+2+2+2+2) vs. 10 = Hit 16 (3+3+3+3+3+a) vs. 9 = Stand 16 (3+3+3+3+2+2) vs. 9 = Stand 16 (4+4+4+2+a+a) vs. 9 = Stand 16 (4+4+3+3+a+a) vs. 9 = Stand 16 (4+4+3+2+2+a) vs. 9 = Stand 16 (4+3+3+3+2+a) vs. 9 = Stand 16 (4+4+2+2+2+2) vs. 9 = Stand 16 (4+3+3+2+2+2) vs. 9 = Stand 16 (5+5+3+A+A+A) vs. 9 = Stand 16 (5+4+4+A+A+A) vs. 9 = Stand 16 (5+5+2+2+A+A) vs. 9 = Stand 16 (5+4+3+2+A+A) vs. 9 = Stand 16 (5+3+3+3+A+A) vs. 9 = Stand 16 (5+4+2+2+2+A) vs. 9 = Stand 16 (5+3+3+2+2+A) vs. 9 = Stand 16 (5+3+2+2+2+2) vs. 9 = Stand 			

Notice that the vast majority of composite dependent hands are totals of 16 VS. 9 or 10. Obviously with 3 or more cards comprising the hand, the only exceptions will involve Hitting or Standing. What can be confusing is a total of 16...10+4+2 or 10+5+Ace or 9+5+2 or 9+4+3...Which would call for a Hit in Simple Basic Strategy and Stand in the Illustrious 18 if the Count were even Zero.



- Notice also in the above Composite Dependent chart that the majority of the cards making up the totals are “Babies”...or Plus Cards...Some of the hand totals are comprised of nothing but Plus Cards. It’s not hard to imagine that some of the above hands could be moving the Running & True Counts inside of one round of play. It’s also easy to understand that the same cards would not have such a dramatic effect on a Multi-Deck game inside of one round.

- **“Depth Charging”**

Of all Blackjack card count and advantage play techniques, I found Depth Charging to be unfamiliar to most casino and surveillance personnel. Depth Charging could best be described as a Money Camouflage scheme.

Very simply, a player Flat Bets throughout the entire play and therefore exhibits no bet spread. Think about that simple observation. Don’t most surveillance and floor personnel place significant weight upon Bet Spread when evaluating a Blackjack player? A player utilizing Depth Charging attempts to gain an advantage over the house not through bet spread, but rather by gains made in critical deviations from Basic Strategy on the Plus and Minus Sides based of course on the True Count.

Depth Charging is most effective in Single Deck Blackjack and not really effective in Multi-Deck games. However, the jury is out on how effective a Depth Charging technique is in Double Deck Blackjack play. Suppose a customer raises his wager only slightly on the Plus Side...Not enough to “Paint a Bulls-Eye” on his face...But just enough to stay under the radar.

Could Depth Charging be utilized as just a part of an overall scheme to confuse a casino staff and/or surveillance department?

- Now try to put all of these concepts together while you’re watching a Double Deck game live on the floor and you’ll see how difficult and cumbersome it becomes;



1. "Is the customer playing Simple Basic Strategy?"
2. "Is the customer playing The Illustrious 18 deviations?"
3. "Is the customer playing advanced deviations on the Plus Side or Minus Sides?"
4. "Is the customer's deviation from Simple Basic Strategy some sort of Camouflage or Cover Play?" ...or Depth Charging?"
5. "Is the customer's play a composite dependent decision...or an exception to the composite dependent totals?"
6. "Is the customer Adjusting for Aces?"
7. "Could the customer be **"Playing the Suit"**?...Meaning if a floorperson approaches the game the customer plays the "Iggy" ...Plays one way when the Suit is near the game and another when it's clear.
8. "Could the player be getting the Hole Card...Even Occasionally?"
9. "Could the Count have changed from the Wager to the Decision?"

Realistically, how could you expect a floor person or surveillance to consider all of the above concepts? So let's try and simplify the entire question.



-13- Double Deck Memo

Obviously, the terminal objective of any card counter is to make money. All of the Illustrious 18 common deviations and/or Advanced Deviations on the Plus or Minus sides are mathematically linked to the True Count...Plus or Minus. The strategy deviations are made when a particular True Plus or Minus number is reached or exceeded. What must be remembered uppermost is that the Plus or Minus True Count first indicates an increase or decrease in wager...then strategy change. The Count & Wager & Board Count come before the Strategy or Deviation. Consider the following example, on the Plus Side;

The screenshot shows a card counting software interface with a green background. At the top, it displays 'Total Cards Remaining: 94', 'Number of Decks: 2', and a 'Wager' input field. On the right, a statistics panel shows: 'Decks Remaining: 1.81', 'Running Count: 2', 'True Count: 1.10', 'Ace Adjusted Running Count: 4', 'Ace Adjusted True Count: 2.21', and 'Ace Balance: 1'. The main area is divided into three sections: 'Low Cards' (green background) showing 2♣, 3♣, 4♣, 5♣, 6♣ with a '+' button; 'Neutral Cards' (grey background) showing 7♣, 8♣, 9♣ with a '0' button; and 'High Cards' (red background) showing 10♣, J♣, Q♣, K♣, A♣ with a '-' button.

Notice at the end of this round the Running Count is +2...

The True Count is +1.10...

This would not call for a Plus Bet....

The card counter would make a Medium Wager...

Suppose in the next round 5 Extra Plus Cards were dealt...

-14- Double Deck Memo

Total Cards Remaining: 84 Number of Decks: 2 Wager:

Decks Remaining: 1.62
Running Count: 7
True Count: 4.32
Ace Adjusted Running Count: 11
Ace Adjusted True Count: 6.79
Ace Balance: 2

Low Cards

2♣	3♣	4♣	5♣	6♣
5	6	6	5	6

Neutral Cards

7♣	8♣	9♣
6	7	8

High Cards

10♣	J♣	Q♣	K♣	A♣
7	5	8	7	8

Buttons: +, 0, -

The Running Count is of course +7...
Notice the True Count has moved to +4.32...
Consider the following player hand...



- 10-10 VS. 6 Basic Strategy says Stand
- A True Count of +1.1 would called for a Medium Wager(But before the Round)
- Deviation from Basic (**Split**) is correct when the True Count is +4 or greater
- QUESTION: “**Could the True Count change enough during the Round to call for or negative Strategy Deviations?**” ...The answer in Double Deck is Yes. Keep in mind, that a player at 1st base relies on the Board Cards only before making a decision, while 3rd base has the advantage of the Hit Cards as well.



-15- Double Deck Memo

- So, in addition to all of the other considerations listed above, we have to add the fact that in Double Deck Blackjack the Count can significantly change from Wager to Decision.
- One last display to illustrate the difficulty and perceived contradictions in Double Deck Blackjack...**Ace Adjustment.** The Ace is by far and away the most powerful card in a Blackjack game. The single most significant rule which favors customers is the 3 to 2 payoff for Blackjack. The House Advantage arises because the Players go First...The House Hits last. The Blackjack payoff returns 2.33% to the customers. Intuitively, it's simple to understand that a deck rich with Aces would favor the players, while an Ace Poor deck is a disadvantage. The Ace Count simply adjusts the Running & True Counts for the number of Aces Poor or Rich. In the book Million Dollar Blackjack, Ken Uston suggests in multi-deck games, adding 3 Points to the Running Count for every Ace Rich and then recalculating the True Count for betting purposes only...(Not for Strategy). You would of course subtract 3 Points for every Ace Poor and then recalculate the Ace Adjusted True Count. Other card count mathematicians suggest using an Ace Adjustment of Plus or Minus 2 for Double Deck and Plus or Minus 1 for Single Deck.

Two Aces Rich

Two Aces Poor

Decks Remaining	1.46	Decks Remaining	0.62
Running Count	2	Running Count	3
True Count	1.37	True Count	4.84
Ace Adjusted Running Count	6	Ace Adjusted Running Count	1
Ace Adjusted True Count	4.11	Ace Adjusted True Count	1.61
Ace Balance	2	Ace Balance	-2

Notice the box on the left...The Running Count of Plus 2 is Adjusted to Plus 6 because the deck is 2 Aces Rich. Recalculating the True Count arrives at an Ace Adjusted True Count of Plus 4.11, for Betting. Surveillance or the Floor using a True Count of Plus 1.37 would perceive a conflict..."Why did the customer Press?"



-16- Double Deck Memo

Two Aces Rich

Two Aces Poor

Decks Remaining	1.46	Decks Remaining	0.62
Running Count	2	Running Count	3
True Count	1.37	True Count	4.84
Ace Adjusted Running Count	6	Ace Adjusted Running Count	1
Ace Adjusted True Count	4.11	Ace Adjusted True Count	1.61
Ace Balance	2	Ace Balance	-2

Conversely, notice the box on right...Two Aces Poor. The Running Count of Plus 3 and True Count of Plus 4.84 (5) is Ace Adjusted down to Plus 1.61. The perceived conflict is obvious..."Why isn't this player wagering larger with a Running Count of Plus 4.8 (5)?"..."And, why is this player deviating from Basic Strategy...Splitting a Pair of Tens VS 6. In this scenario, a card counter adjusting for aces would be wagering at a TC of Plus 1.61 but playing advanced deviations at a TC of Plus 4.84 (5). ("Damn!")

NOTE: Some card counters suggest that Ace Adjustment isn't critical for a bet spread correlation. However, ask yourself..."Would you bet more if you knew a deck was Rich in Aces?"..."Would you bet as much if you knew the Aces were gone?" You can think of Ace Adjustment as another possible Money Camouflage tactic.



The previous 16 pages should amply illustrate the real complexity of evaluating Double Deck Blackjack play for surveillance and floor personnel alike.

Now let's consider a practical approach to identifying Card Counters and Advantage Play in Double Deck Blackjack.

- **Bet Spread**

It's academic that a Card Counter must follow the Count. They have a limited window in which to take advantage of a good True Count...(Approximately 15% to 20% of the time.) They must bet small when the TC is Minus (and/or Flat) and must bet big when the TC is Plus. As the True Count becomes more Plus for the counter, their wagers should become more Plus as well. The mathematicians suggest at least a 4 to 1 Bet Spread in Double Deck Blackjack. (For purposes of this paper we are not going to address the Shadow or Back Counter who stand behind the game and then "Jump In" when the TC is Plus...they won't exhibit much of a Bet Spread.)

- **Insurance - Even Money - Insuring a Twenty**

Insurance is simply a bet that the dealer has Blackjack. Offered when the dealer has an Ace Up, the Insurance Bet is simply a bet that the Down Card is a Ten. Basic Strategy says, Never Take Insurance. Advanced Strategy says Take Insurance if the TC is +3 or greater in a Multi-Deck Game and +2.4 (+2.5) in a Double Deck Game. Whenever Insurance is offered by the dealer, surveillance and/or the floor person should take note of the following;

1. "Does the player have a Big Bet?"...(At the High End of their Bet Spread)
2. "Are they Insuring a weak hand?"
3. "Have enough cards been played for a valid True Count?"
4. "Does the player always take Even Money on Blackjack?"
5. "Does the player only Insure Good Totals...20's or 19's?"

A Plus Count (before the round) would indicate a Plus Wager. A valid TC would also call for an Insurance Bet but during the Round. (At this point, surveillance could review the play from the start and determine the exact True Count at the point of Insurance.

Here is an example from actual Double Deck Play...



Notice the customer Not Insuring a 20, but does take Insurance on a 16. Notice however, the difference in wager amounts. On the hand with 20, the player is wagering 2 Black Cheques. He is wagering \$1,000.00 on the hand with 16. FYI: During this entire 3 hour play, the customer had 15 chances to take Insurance. He took Insurance twice. On the 13 times he did not take Insurance his wagers Were 1 or 2 Black Cheques. Both times he did take Insurance, his wager was \$1,000.00. (In the above example, the Running Count was +8...True Count +6)

- **Two Bets in a Circle**

The vast majority of Basic Strategy decisions, Standing with weak totals VS weak up cards or Standing with "Pat" Hands or Hitting "Stiffs" VS strong up cards are really "No Brainers" ..(About 70%) Advantage Players and Card Counters maximize their potential gains by Doubling, Soft Doubling & Pair Splitting correctly..."Two Bets in a Circle"...(About 30%) In training classes I suggest floor personnel and surveillance become familiar with the correct basic strategies for decisions involving "**Two Bets in a Circle**". It is very significant when a customer negotiates correct strategy for Doubles, Split and Soft Doubles. (If a customer plays correctly with "Two Bets in a Circle", you can be fairly confident they know what to do with 16 VS 7.) It is also very telling and significant when a player incorrectly risks double the money and plays "Two Bets in a Circle" wrong.



- **16 VS 9 or 10**

As demonstrated in the basic strategy deviations and exceptions listed in this report, **“All 16’s Are Not The Same”**... especially in Double Deck Blackjack. So here are some helpful hints (Common Sense) of what to expect when you encounter Large Wager, if the Player is following the Count;

On the Plus Side look forLarge Wagers

1. **More Standing**
2. **More Insurance**
3. **More Surrender (If Allowed)**
4. **Standing with Various Combinations of 16 VS 9, 10 or Ace**
5. **Standing on 15 VS 9, 10, Ace**
6. **Standing on 12 vs. 2 or 3**
7. **More Doubling...11 vs. Ace – 9 vs. 2 – 10 vs. 10**
8. **More Splits...Tens vs. 5 or 6**

Conversely, when encountering Small Wagers;

On the Minus Side look for...Small Wagers

1. **More Hitting**
2. **Less Doubling**
3. **No Insurance**
4. **Hitting Double Down Hands...11 vs. 10 – 9 vs. 3 – 10 vs. 9**
5. **Hitting “Bust Hands”...12 vs. 4, 5 or 6**
6. **Less Surrender (If Allowed)**



Lastly, “Let the Card Counter Count”. As demonstrated in this report, it is nearly impossible for a floor person to apply all of the Double Deck concepts mentioned. From a practical standpoint, you don’t know how many of the Double Deck elements a player is or isn’t using or if they’re “Playing the Suit”. If you notice;

- **A Significant Bet Spread**
- **Insuring Weak Totals in the Middle of Play**
- **Correct Strategy Decisions with “Two Bets in a Circle”**
- **Advanced Strategy Decisions with “Two Bets in a Circle”**

...Pass it up the chain and let surveillance conduct a comprehensive review.

Please contact me if you have any questions.

Respectfully Submitted,

**George D. Joseph
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GJ/ccj