

Blackjack strategy chart & counting reference

thecardcounting.com/reference · for learning and practice

BASIC STRATEGY

Hard totals: your hand down the left, the dealer's upcard across the top

Hand	2	3	4	5	6	7	8	9	10	A
17	S	S	S	S	S	S	S	S	S	S
16	S	S	S	S	S	H	H	SUR	SUR	SUR
15	S	S	S	S	S	H	H	H	SUR	H
14	S	S	S	S	S	H	H	H	H	H
13	S	S	S	S	S	H	H	H	H	H
12	H	H	S	S	S	H	H	H	H	H
11	D	D	D	D	D	D	D	D	D	H
10	D	D	D	D	D	D	D	D	H	H
9	H	D	D	D	D	H	H	H	H	H
8	H	H	H	H	H	H	H	H	H	H

Soft totals: your hand down the left, the dealer's upcard across the top

Hand	2	3	4	5	6	7	8	9	10	A
A, 9	S	S	S	S	S	S	S	S	S	S
A, 8	S	S	S	S	S	S	S	S	S	S
A, 7	S	D	D	D	D	S	S	H	H	H
A, 6	H	D	D	D	D	H	H	H	H	H
A, 5	H	H	D	D	D	H	H	H	H	H
A, 4	H	H	D	D	D	H	H	H	H	H
A, 3	H	H	H	D	D	H	H	H	H	H
A, 2	H	H	H	D	D	H	H	H	H	H

Pairs: your pair down the left, the dealer's upcard across the top

Pair	2	3	4	5	6	7	8	9	10	A
A, A	SP	SP	SP	SP	SP	SP	SP	SP	SP	SP
T, T	S	S	S	S	S	S	S	S	S	S
9, 9	SP	SP	SP	SP	SP	S	SP	SP	S	S
8, 8	SP	SP	SP	SP	SP	SP	SP	SP	SP	SP
7, 7	SP	SP	SP	SP	SP	SP	H	H	H	H
6, 6	SP	SP	SP	SP	SP	H	H	H	H	H
5, 5	D	D	D	D	D	D	D	D	H	H
4, 4	H	H	H	SP	SP	H	H	H	H	H
3, 3	SP	SP	SP	SP	SP	SP	H	H	H	H
2, 2	SP	SP	SP	SP	SP	SP	H	H	H	H

☐ H Hit ☐ S Stand ☐ D Double ☐ SP Split ☐ SUR Surrender

Table rules: dealer stands on soft 17 · double after split · late surrender.

All four counting systems at a glance

Hi-Lo

Balanced, +1/0/-1. The classic starting system. Because it's balanced, a full deck counts to zero — divide the running count by the decks remaining to get the true count you bet and deviate on.

Card rank → count value in Hi-Lo.

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

KO (Knock-Out)

Unbalanced — no true-count conversion needed. Because it's unbalanced, a full deck doesn't count to zero — you act on the running count against a key count, with no true-count division needed.

Card rank → count value in KO (Knock-Out).

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

Hi-Opt I

Balanced, ignores aces. Slightly stronger play accuracy. Because it's balanced, a full deck counts to zero — divide the running count by the decks remaining to get the true count you bet and deviate on.

Card rank → count value in Hi-Opt I.

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

Omega II

Level-2 counts (+2/-2). Highest power, hardest to run. Because it's balanced, a full deck counts to zero — divide the running count by the decks remaining to get the true count you bet and deviate on.

Card rank → count value in Omega II.

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