

Contents

Volume II — Digging Deeper

<i>Chapter Plus Fourteen: Tables of Tables.....</i>	305
Tables of Condition Effects	305
Index to the Tables	366
Additional Tables	367
<i>Chapter Plus Fifteen: How Blackjack Works.....</i>	369
Basic Strategy.....	370
Data by Count	383
Data by Depth	401
True Counts by Depth	403
Data by Penetration (SCORE Charts).....	407
Wonging/Back-Counting Data	428
Error Data	435
Variance and Volatility Data	439
Effects on Other Players	446
Unusual Effects	452
Peeking Data	462
Voodoo Charts	465
Bankrolls, Goals, Risk Data.....	468
<i>Chapter Plus Sixteen: Hole-Card Play</i>	475
Six-Deck Hole-Carding Strategy S17.....	476
Six-Deck Hole-Carding Strategy H17	478
Single-Deck Hole-Carding Strategy H17	480
Surrender	482
Optimal Strategy Summary.....	483
Cover Strategies.....	483
Losses from Cover Play	484
Sample Hole Card Cover Strategy	484
Hole Card Cover Strategy — High Upcard	485
Hole-Card Cover Strategy — Low Upcard	486
Partial Information.....	487
Intermittent Hole-Card Information	500
Intermittent Hole-Card Information — Card Counting.....	501
Hole-Card Indexes.....	501
Hole-Card Error Rate.....	503
Hole-Card Practice.....	504

Chapter Plus Seventeen: Next-Card Play	505
Optimal Strategy Summary	556
Partial Information	557
Intermittent Next-Card Information.....	557
Next-Card Error Rate	558
Chapter Plus Eighteen: Spanish 21	559
Spanish 21 Tables	560
FELT Indexes	560
Hole-Carding Strategy.....	560
Partial Hole-Carding Information	560
Next-Carding.....	560
FELT-F Six-Deck Index Tables	561
Six-Deck Hole-Carding Strategy S17/H17	563
Chapter Plus Nineteen: Shuffle Tracking	571
What Is Shuffle Tracking?	572
Reference Material.....	572
Shuffle Definitions	572
Shuffle Mapping	574
Cutting	577
Zone Purity	578
Betting	579
NRS	580
NRS - Simple Example.....	581
NRS – More Realistic Example.....	581
Cut Poor Slug Out	583
Cut Rich Slug to Top.....	584
Cut Rich Slug to Middle	584
Performance	585
How Does Shuffle Tracking Affect SCORE?	586
How Does Shuffle Tracking Affect the Count?.....	588
What about Cutting Bad Cards Out?	589
Cover	590
How Does a Shuffle Tracker Affect Others?	591
Shuffle Tracking Practice	593
Ace Sequencing	594
Final Points	595
A Few Words to Casinos	596
Unbalanced Shuffle Tracking	597

Chapter Plus Twenty: Counting by Inference	603
Chapter Plus Twenty-One: Team Play.....	607
Analyzing Player Results.....	608
Team Play Simulations	621
Just Get Me to the Church on Time	621
Different Wave-Off Points	622
When in the Round Do You Signal?	623
Gorilla Practice.....	624
Chapter Plus Twenty-Two: 800 Pages of Data	625
Chapter Plus Twenty-Three: Create a Blackjack Strategy	637
Card Counting Tools.....	637
Card Counting Tag Values	637
Index Generation	640
Comparative Sims	642
Chapter Plus Twenty-Four: Sim Secrets.....	643
History	643
Blackjack Simulator Construction	647
Philosophy	647
Optimization Rules.....	647
Sim Cycles	648
Table-Driven Code	649
True Count Calculation	649
Cover Betting	650
Multi-Betting Strategies and Heat	651
Playing Strategies.....	651
Composition-Dependent Strategies	652
Dealing Cards	652
Running Out of Cards.....	653
Standard Deviations.....	653
Sim Engine Architecture	655
Sim Engine Compilation	657
Development Environments	658
Index.....	659