

Martin J Silverthorne

Strike Force Gambling's Casino Games Manual

**The Winner's Guide to Playing Craps,
Blackjack, Roulette and Baccarat**



Silverthorne Publications, Inc.

Strike Force Gambling's Casino Games Manual

The Winner's Guide to Playing Craps, Blackjack, Roulette and Baccarat

COPYRIGHT © 2013 Martin J Silverthorne

All rights reserved. Except for brief passages used in legitimate reviews, no parts of this book may be reproduced or utilized in any form or by any means, electronic or mechanical, without the written permission of the publisher.

Address all inquiries to the publisher:
Silverthorne Publications Inc
5901-J Wyoming NE Suite 305
Albuquerque, New Mexico 87109
USA

The material contained in this book is intended to inform and educate the reader and in no way represents an inducement to gamble legally or illegally.

This publication is designed to provide an independent viewpoint and analysis of the subject matter. The publisher and the author disclaim all legal responsibility for any personal loss or liability caused by the use of any of the information contained herein. Questions about this publication may be addressed to:
orders@silverthornepublications.com

Published in the United States of America

Table of Contents

Chapter	Page
Introduction	4
Setting Your Expectations	23
Playing Even Money Bets	26
Playing Craps	28
Playing Roulette	33
Playing Baccarat	37
Playing Blackjack	40
Gambling Systems	47
Patterns and Trends	60
Betting Progressions	64
Position Bets	72
Using Battle Betting to Determine the Size of Your Bets	76
Strike Force Money Management	79
Strike Force Baccarat	82
Baccarat Battle Betting	86
Strike Force Baccarat Bankroll Requirements	93
Baccarat Sample Games	94
Strike Force Baccarat Summary of Long-term Testing	100
Strike Force Roulette	105
Strike Force Roulette Betting System	111
Strike Force Roulette Bankroll Summary	118
Strike Force Roulette Sample Games	119
Long-Term Testing of Strike Force Roulette	126
Strike Force Craps	131
Craps Strike Force Betting System	134
Bankroll Summary for Strike Force Craps	141
Strike Force Craps Sample Games	142
Long-term Testing of Strike Force Craps	147
Strike Force Blackjack Playing and Betting Strategy	150
Strike Force Blackjack Bankroll Summary	154
Strike Force Blackjack Sample Games	155
Strike Force Blackjack in Long-term Testing	161
Skilful Play	166
Discipline and Control	173
Getting Casino Comps	184
Casino Etiquette	193
Keeping Records of Your Play	196
Planning a Gambling Excursion	200
Going Home a Winner	204
Appendix A Strike Force Blackjack Automatic Playmaker	207
Appendix B Strike Force Baccarat Automatic Playmaker	209
Appendix C. Strike Force Craps Automatic Playmaker	212
Appendix D. Strike Force Roulette Automatic Playmaker	214

Introduction

How would you like to be able to turn \$20 into \$5,000 in 360 minutes?

That's what I did the first time I tried Strike Force Gambling online!

Strike Force Gambling is a new way of playing the casino table games that overturns all of the old rules.

Forget about using a progressive system!

Or about trying to time bets!

That's past history.

The Future Is With Using the V Forces in Casino Games to Simply Overrun the Casino Games of Craps, Roulette, Blackjack and Baccarat!

Strike Force Gambling is a Breakthrough New Way of Gambling That is Unstoppable! It Is Based on Using Knowledge of the V Force Inherent in All Casino Games to Play at an Advantage Over the Casinos!

Every Casino Table Game Has Its Own V Force and Once You Know How to Find It and Play It, You Will Win a Fortune!

Strike Force Gambling wins by matching bets to the volatility of each game!

You can forget everything you thought you knew about playing craps, roulette, baccarat and even blackjack.

Forget about trying to find favorable trends.

Or, finding good shooters.

Or, counting cards, watching shuffles or finding good dealers.

None of these methods are very reliable.

There is a better way of playing that is so good it wins more than 95% of all sessions.

And, that is using the Strike Force Gambling Strategy to hit the casinos hard when they are weak and then backing off when the casinos get hot.

Forget About Odds and Probability for Short Term Play!

If you ever read a book about gambling, you read about odds and probabilities.

You learned that some games have better odds than other ones.

However, what you didn't learn is that odds and probability are almost irrelevant for short-term play.

If you make a million bets in a game then the long-term odds will definitely affect your outcome.

The casinos count on odds in their favor to grind down the players over the long-run.

But, what if you only make 50 bets or even 200 bets? What effect will the casinos odds have on your chances of winning?

The answer is some effect but not enough to worry about.

If this is true why do players lose so often when they play for short sessions?

Here's the secret no one ever told you –

What defeats most players is not the casino odds but the changing volatility of the game.

Most gambling books never mention volatility or how to measure it.

That's because until a gambling expert and a computer programmer combined their skills no one even knew about the V Force present in all gambling games!

The Three-Step Plan to Beating the Casinos!

Beating the casinos is pretty easy once you know how to read the V Forces and then set up bets to match this force.

Strike Force Gambling uses a unique Three-Step Attack Plan that almost never fails to produce large wins.

Here's how we beat the casinos for over 95% of all sessions:

1. We identified the current V Force of the game.
2. We matched our bets to the current V Force using bets specifically designed to win.
3. When the V Force changed we automatically adjusted our bets to take advantage of the casino when it was at its weakest!

When You Use Strike Force Gambling You Will Roll Up Wins Like You Have Never Seen Before at Craps, Roulette, Baccarat and Even Blackjack!

Would you like to win \$1,209 an hour playing baccarat online? That's what \$10 bettors average winning using Strike Force Gambling and playing online!

Do you like roulette? You'll net over \$500 an hour as a \$25 bettor in a land-based game once you learn to match bets to the game's V Force!

Frustrated with the ups and downs of craps? Strike Force Gambling tames the craps game to the point that playing craps becomes a reliable source of steady profits. As proof of this we present the fact that our online players average winning \$1212 an hour making \$25 base bets!

How would you like to win session after session of blackjack and never count a card?

Once you learn how to match your bets to the V Force of the game you'll win more money playing blackjack than even the best of the old-time card counters. Strike Force Blackjack players easily win \$2,828 an hour online making \$25 base bets.

Baccarat is the fastest online game and it is easy to turn \$40 into \$10,000 in about six hours.

Roulette usually takes a little longer. However, it has never taken me longer than seven hours to turn \$40 into \$10,000!

The game you pick is up to you.

The Strike Force Gambling Strategy easily beats the games of baccarat, roulette, blackjack and craps.

Some games are a little slower like craps. Others are faster like baccarat. However, no matter which game you choose one thing is certain –

You are going to win quickly and safely once you are able to play the V Forces and gain an edge over the casinos.

Before You Learn Strike Force Gambling . . .

There is no doubt that you will make a lot of money with Strike Force Gambling. But, before you can win you have to learn how to play the game of your choice.

Strike Force Gambling is designed for even-money bets at blackjack, roulette, craps, baccarat and mini-baccarat. The purpose of this manual is to give you the basics of play in each of these games. We don't cover all of the craps bets here because you will only be making pass line and don't pass wagers.

Blackjack uses a different basic strategy matched to the bets used by Strike Force Gambling.

With roulette we recommend that you always play on single-zero wheels.

The baccarat rules are the same for all versions of baccarat.

This manual can be a good starting play to become a successful Strike Force Gambler.

Pick your game, learn how to play it, then add the fabulous Strike Force Gambling System. This is a proven winning strategy!

Playing Craps

Craps can be a pretty intimidating game for beginners. The table has wagers spread all over it. The stickman is speaking in a language unique to craps, where a point of 4 is called “Little Joe” and a point of 10 may be called “Big Dick.” Elevens are yo’levens and when a player fails to make his point, it is “seven out pay the front line, take from the don’ts.”

You can make hardway bets or bet on big red. Or make a “craps check” wager. Or throw a bet into the field or bet that they come or don’t come. Or maybe horn or whirl bets turn you on.

You might be offered an odds bets or even allowed to take double or triple odds. It is enough to drive a novice crazy.

Fortunately, you will only have to learn the two most basic bets to use the Gambler’s Formula Strategy at craps – the Pass Line and the Don’t Pass wagers.

The most important concept to grasp about the craps game is that it is a game of rounds.

The first round of a game entails establishing a point and is called the **Come Out Roll**. If a 2, 3, 7, 11 or 12 is rolled on a Come Out Roll, that round ends with a win or loss for Pass Line or Don’t Pass wagers. If a point number of a 4, 5, 6, 8, 9, or 10 is rolled, a new phase of play begins where the object of the game is to see if the shooter can roll his point number before rolling a seven.

A white puck is placed on the table to indicate which number is the point number. If the puck is turned over with the black side facing up and placed in the Don’t Come Betting box, the game is in the Come Out Roll phase where a point has yet to be established. Once a point is established, the puck is moved to the back of the box for the point number with the white side facing up.

The Pass Line

A Pass Line bet is made before a Come Out Roll. Come Out Rolls occur when:

1. A new shooter is starting.
2. After the shooter has started a new Come Out Roll and rolled a 2, 3, 7, 11 or 12 resulting in wins or losses for Pass Line and Don't Pass Wagers.
3. After a shooter has made a point and is rolling the dice to establish another point.

On a Come Out Roll, a Pass Line Bet wins if a 7 or 11 is rolled. It loses if a 2, 3 or 12 is rolled (called craps numbers). If a point number is rolled (a 4, 5, 6, 8, 9 or 10), then that number becomes the shooter's point. The shooter will continue to roll the dice until he either makes his point, which is a win for a Pass Line Bet or rolls a seven, which is a loss for the Pass Line Bet. If the shooter fails to make his point, he is said to have **sevened out** and the dice pass to the next player who will have the chance to shoot.

So, to sum –

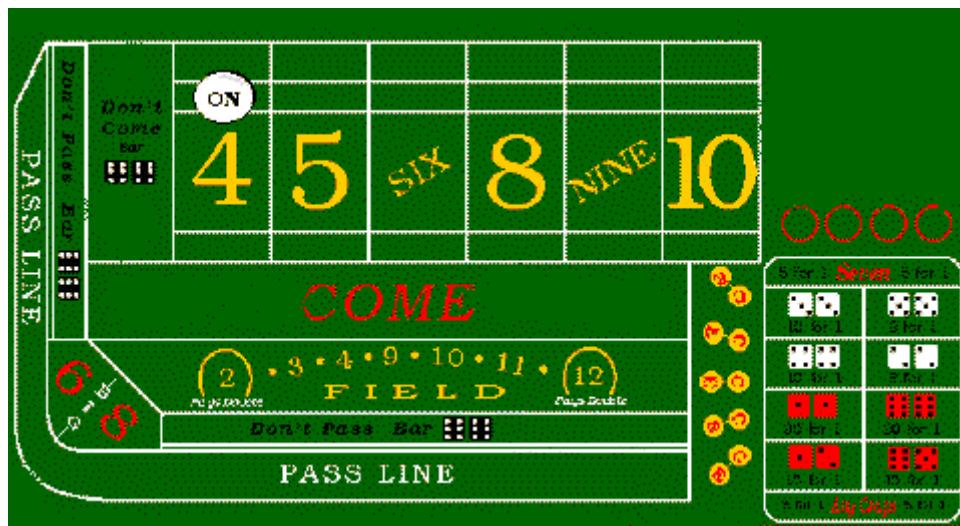
1. Pass Line Bets win on Come Out Rolls of 7 or 11 (called “naturals”).
2. Pass Line Bets lose on Come Out Rolls of 2, 3 or 12 (called “Craps”).
3. Pass Line wins if a point number is established and rolled again before rolling a seven.
4. Pass Line loses if a seven is rolled before the point number.

When the dealer pushes the dice to you to roll for the first time, this is your Come Out Roll. To roll the dice you will need to make a wager on either Pass Line or Don't Pass, called **Line Bets**. Let's assume you wager \$5 on Pass Line.

If you roll a 7 or 11 on this roll, you will have rolled a natural for the Pass Line and you will be paid \$5. Go ahead and pick up your winning chip.

If you roll a craps number of 2, 3 or 12, the dealer will whisk your Pass Line wager away as you have lost the bet.

Online Craps Layout



When naturals or craps numbers are thrown on the Come Out Roll, the shooter will continue to roll the dice and the next roll will also be a Come Out Roll. Let's assume you roll a 7, followed by a 2, then roll an 11. All of these rolls are Come Out Rolls since you have not yet rolled a point number of 4, 5, 6, 8, 9, or 10.

Let's assume your next roll is a 6, which is a point number. Now the game moves into a different phase. Rolling a craps number will no longer cause your Pass Line wager to lose. Likewise, rolling an 11 will not give you a win with your Pass Line wager. Once you have established a point, the only numbers affecting your Pass Line wager are your point number and the number 7.

Since you established 6 as your point, your Pass Line wager will win if you can roll another 6 before a 7 shows.

Let's assume you roll the following numbers –

- 2 – No effect on your Pass Line bet
- 11 - No effect on your Pass Line bet
- 5 - No effect on your Pass Line bet
- 9 - No effect on your Pass Line bet
- 6 - You made your point. The Pass Line bet wins

With a Pass Line wager, once you establish a point, you must leave your wager in place until it either wins or losses. During Come Out Rolls, you can pick up your Pass Line Wager after any roll unless a point is established. For example, you bet \$5 and the shooter rolls a 7 on the Come Out. The dealer slides a \$5 chip next to your wager as your winnings. You may pick up both your wager and your winnings after this roll since no point was established.

Don't Pass Wagers

A Don't Pass bet is made before a Come Out Roll. Come Out Rolls occur when:

1. A new shooter is starting.
2. After the shooter has started a new Come Out Roll and rolled a 2, 3, 7, 11 or 12 resulting in wins or losses for Pass Line and Don't Pass Wagers
3. After a shooter has made a point and is rolling the dice to establish another point.

On Come Out Rolls, Don't Pass wagers –

1. Lose if a natural of 7 or 11 is rolled.
2. Win if a 2 or 3 is rolled and neither win nor lose if a 12 is rolled. In some casinos, notably casinos in Northern Nevada, Don't Pass bets win if a 3 or 12 is rolled, with the 2 barred instead of the usual 12.

The house bars either the 2 or 12 as a win for the Don't Pass wager on a Come Out Roll. This is done to preserve the house edge on this wager. If the Don't Pass wager won on all of the craps numbers of 2, 3 and 12 on Come Out rolls, then this wager would be “player favorable” as it would have an edge over the house. And casinos are not known for booking bets favoring the player.

Since 2s or 12s are not usually barred with street craps games, the Don't Pass bettor always has the best of it (unless of course the game is a crooked game using gaffed dice or other methods of cheating the players.)

The house edge over a Pass Line bet is 1.414%

Its edge over the Don't Pass bet is 1.402%.

For our purposes, we will treat these wagers as even-money bets. To be successful using With Strike Force Gambling for Craps you will only make Pass Line or Don't Pass wagers. If you want to learn about the other wagers at craps as well as learn more about the game, you can pick up a book at your local bookstore which will give you this information. Here we will cover just what you need to know to be a winner at craps.

Playing Roulette

Roulette – the name means “little wheel” – became the gambling game of choice in nineteenth century France.

Roulette consists of a wheel, a ball and a table marked with separate boxes where wagers may be placed.

Roulette is easy to play and a wide variety of wagers can be made. The American version of the game is fairly fast with 50 to 60 spins per hour in a land-based casino with 300 to 400 spins per hour possible in an online game.

The French version of the game is more leisurely with only 30 to 40 spins per hour.

The bets are basically the same in the French and American versions of the game, with the principle difference being that the American wheel has both a zero and a double zero on it. The French wheel has only one zero.

Another difference between French and American roulette is that games in Europe are played with house chips, whereas in the U.S. special colored chips are used which have no value anywhere other than at the roulette table where you are playing. When a player buys in, he or she gets his own color of chips. This makes it much easier to track your wagers, especially when several players may place their wagers on the same number or spot.

United States Rules

A U.S. roulette wheel consists of 38 numbered slots, corresponding to numbers 1 to 36 and a zero and double zero.

The betting layout consists of every individual number as well as a number of outside bets and combinations of bets.

Players may generally continue to make their wagers even after the ball is spinning until the dealer indicates “no more bets.”

An American wheel is shown below:

An American Roulette Wheel



In the typical American version of roulette, all wagers lose when a zero or double zero shows (except wagers made on either the zero or double zero). When played this way, the house edge on all bets is $1/19$ or 5.26%, except for one bet. The exception is the bet covering the 0-00-1-2-3 combination, which has a house edge of 7.89%, and is the worst bet you can make at roulette.

Single Zero Rules

A few places in the U.S. offer single zero roulette. Playing with a single zero wheel lowers the house edge on every wager to $1/37$ or 2.70%. Below is a list of U.S. casinos offering single zero roulette wheels:

Las Vegas

The Tropicana
The Monte Carlo
The Stratosphere
Mandalay Bay
Venetian
Aladdin
Luxor
Nevada Palace (25 cent minimum)

Atlantic City

AC Hilton (\$25 table minimum)
Bally's (\$25 table minimum)
Borgata (high limit area \$50 table minimum)
Caesar's (high limit area \$100 table minimum)
Harrah's (high limit area \$25 table minimum)
Sand's (high limit area \$25 table minimum)
Taj Mahal (high limit area \$100 table minimum)
Tropicana (high limit area \$25 to \$50 table minimum)
Trump Marina (\$25 table minimum)

Other Venues

Grand Tunica, Mississippi

Atlantic City Rules

Atlantic City roulette games use a variation of the European *en prison* (imprisonment) rule. Whenever a 0 or 00 shows, even money wagers (red-black, odd-even, high-low) only lose half of the wager. This lowers the house edge on these wagers to 2.63%. This rule does not apply to single zero games.

European Rules

European roulette uses a single-zero wheel and incorporates the *en prison* (imprisonment) rule. Under this rule if the ball lands on zero, then even money wagers (red-black, odd-even, high-low) only lose half of the wager or the bet becomes imprisoned. If an imprisoned bet wins on the next spin, it is released and the player gets it back without winnings. The similar *la partage* rule offers half of the wager back without the option to go to prison. The house edge with either rule is 1.3514%.

California Roulette

In California, cards must be used to determine the outcome of wagers in all table games, including craps and roulette. (This is another example of how our politicians remain ever vigilant to protect the public interest.)

Pala uses a wheel with 38 slots, identified by color only. It has 12 red, 12 white, 12 blue and 2 green. There is also a 38-card deck, with one card each for all of the 38 possible outcomes in double-zero roulette. Four cards are dealt from the deck and placed on colored regions of the table, one for each color of the wheel. The color the ball lands in determines which card is flipped over, determining the value of the spin.

Barona has a wheel with 36 slots, numbered 1 to 36. There is also a 37-card deck, with one card each for all 37 possible outcomes in single-zero roulette. Three cards are dealt from the deck and placed on the table in the regions labeled “1-12, 13-24 and 25-36.” The range the ball falls into determines which card is flipped over, which determines the value of the spin.

Harrah’s Rincon uses a bingo hopper with 76 balls, two each of every ball numbered 1 to 36 plus 0 and 00. A ball is drawn which corresponds to the value of each spin.

Playing Baccarat

If you would like to learn a game with a low house edge that is very simple to play, then look no further than baccarat. The house edge for the two bets you will consider making (banker and player) are slightly over one percent, beating the best versions of roulette and craps for even-money bets.

There are two versions of baccarat – the big table version and the mini-version. The rules are essentially the same except that “Big Table Baccarat” has more elaborate procedures, higher minimum wagers and is played at a slower pace.

The ***Mini-Baccarat game*** is the game you are most likely to find in American casinos as well as in online casinos. This version of the game is played on a blackjack sized table. The major difference between this version of the game and the version played on the big tables is that in mini-baccarat all hands are dealt by the dealer and the players never touch them. Other than that, the rules are same, except of course, that the mini version has much lower minimum wagers and you can usually find tables with \$5 minimums in most U.S. casinos. Online, you can find tables with \$1 minimum wagers.

The only decision the player makes in baccarat is whether to wager on Player, Banker or Tie. After the players make their wagers, a round of play begins and two 2-card hands are dealt from a shoe that contains eight decks of cards. One 2-card hand is dealt for Player and one for Banker. The values of the two cards are added together with the object of the game to get as close to 9 as possible.

After the values of each hand with two cards is determined, a third card may be drawn by either the Player, the Banker or both. But this decision is not at the discretion of the players or the dealer. The rules of the game determine whether each hand draws a third card.

The name of baccarat comes from the Italian word for zero, and you will see lots of hands totaling zero in this game. All 10s and face cards count as zero, while all other hands from ace through 9 are counted at their face values. So, a hand of King, 7, has a total of 7; 10, 3, has a total of 3; Queen, 6 has a total of 6; and a hand of ace, Jack, which would be a great hand in blackjack, only has a total of 1. Also, there is no busting in Baccarat, as the highest card total is 9. If your cards total more than 9, you subtract 10 to get the

value of the hand. For example, 8,7 totals 15, but you subtract 10 to determine its value of 5. So, 8,3 has a value of 1, and 9,6 has a value of 5. And, 5, 5 has a value of 0. Since the object of the game is to have a total as close to 9 as possible, after the first two cards are dealt, if either the Player or Banker has a total of 9, which is a natural, then that hand is the winner. If neither hand has a value of 9, then the next best hand is one totaling 8, which is also called a natural and that hand would be the winner. If both the Player and Banker end with the same total, then it is a tie and neither hand wins.

If neither the Player nor the Banker has an 8 or 9, then the rules of the game determine whether each hand draws a third card. Once that is done, the values of the cards are added together to determine which hand wins. If both hands end up with the same total, then it is a tie and neither hand wins or loses.

Banker and Player bets pay off at even money or \$1 for every \$1 bet. The casino edge on a Player wager is 1.36% slightly better than pass line or don't pass at craps.

Because of the rules used in baccarat, if the Banker bet was paid off 1 to 1, it would have a slight edge over the house. To retain the casino advantage over the wager, the casino has to make an adjustment to how the wager is paid.

The house has to treat the Banker bet slightly differently than the Player wager to swing the house edge back in favor of the house. This is done by charging players with winning Banker wagers a 5% commission on their winnings. Thus, if you win a \$10 Banker wager, the dealer will put 50 cents in the commission box for the player winning the Banker wager. When you leave the table or when the cards are shuffled, commissions are usually collected.

When you play baccarat online, commissions on winning Banker bets are collected by deducting the amount of the commission from your winnings as they are paid. Thus, if you win a \$10 Banker bet, you will receive \$9.50 as your winnings. After deducting commissions on winning Banker wagers, the house has an edge of 1.17% on Banker bets.

The Baccarat Online Game



Ties pay off at 8-to-1, or \$8 for every \$1 bet. This is a big payoff, but is actually a lousy wager as the house edge is a very high 14.1%. You should never wager on a Tie.

The only confusing part of Baccarat is trying to understand the rules concerning the draw of the third card. However, you don't need to know all of these rules to play as the dealer makes the decisions for you. All you really have to be concerned about is whether your wager wins or loses.

Playing Blackjack

How to Play Blackjack

Some players call the game blackjack and some call it twenty-one. No matter what you call it, the object of the game was best described in the title of Edward O Thorp's 1963 best selling book that started the blackjack revolution. The title of the book and the objective of the game is Beat the Dealer!

Blackjack is played with one, two, four, six or eight decks of cards. Some casino are also using continuous shuffling machine. In single and double deck games the dealer holds the cards and deals them out. In multi-deck games the cards are dealt out of a tray like box that is called a shoe. The casinos are stating to look at continuous shufflers that are a shoe that shuffle as well as hold the cards.

In hand held games the cards are dealt face down and the player is allowed to pick up his cards. In a shoe game the cards are dealt face up to the player and you are not allowed to touch your cards. The basic play for either game is the same.

Objective

The objective of the game is to beat the dealer. If your cards total higher than the dealer's cards without going over 21 you win. You are not trying to get close to 21. If your hand or the dealer's hand goes over 21 you "Bust." If you bust you automatically lose. If the dealer busts and you do not you win. The player must act first. If the player busts he loses regardless if the dealer busts or not.

Card Values

The suits of the cards have no affect on the game. Cards 2 - 10 are counted at face value without regards to their suit. All face cards have a value of ten. An ace can count as either one or eleven. A queen and a five would equal 15. An ace and a five would total either 6 or 16. A hand that does not have an ace is referred to as a Hard Hand because it has only one value. A hand that contains an ace is referred to as a Soft Hand because the value can change. If you draw to a soft hand and the three cards total a number where counting an ace as eleven puts you over 21 then the hand becomes a hard hand. Example: You are dealt an ace and a three. You have 4 or 14. If you then draw a ten you now have a hard 14 because if you count the ace as 11 you would have 25, which would bust you.

Blackjack Table

Blackjack is dealt on a special table that is shaped as a semi-circle. There is a separate circle or square for each player. When you sit down you must buy chips from the dealer or bring them from another table. The player puts his bet in the betting circle if front of his space. Only chips put in the betting circle count as your bet. After all bets are made the play begins.

For this example we will assume you are playing a multi-deck game and the cards are being dealt from a shoe. Each player is dealt two cards face up. The dealer receives one card face up and one card face down known as the hole card.

After the cards are dealt the dealer will ask each player in turn to make their decision. The player to the left of the dealer acts first. This position is known as first base. The position of the last person to act is called third base. You will make your decision about how to play your hand based on the dealer's up card and the two cards that you were dealt.

A rule of thumb for the beginner is to assume the dealer has a ten in the hole. (This is not always the case but it makes it easier to base your decision on this premise.) You will use hand signal to make your decisions known. This keeps the game moving and it also helps insure there are no verbal misunderstandings while letting the eye in the sky keep track of the play. Remember that in a game dealt from a shoe you are not allowed to touch the cards.

Blackjack

If you or the dealer is dealt an Ace and a ten-value card you have 21 known as a blackjack. This is a natural. If you get the blackjack you will be paid 3 to 2 for your bet providing the dealer does not get one at the same time. If you and the dealer have blackjack it is a push. If only the dealer has blackjack all players will lose.

Hitting

To take a hit means that you want to draw another card. To signal the dealer for a hit you will tap the table in front of you or make a beckoning motion with your hand. If you wish another card after the first you would motion in the same manner.

Standing

Once you are satisfied with either your fist two cards or after hitting, you signal the dealer that you wish to stand. This is done by waving your hand over the top of your cards.

Doubling Down.

When you double down you are allowed to double your bet after receiving your fist two cards. You then receive one card only on your hand. Most casinos will allow you to double down on any two cards (DOA). Some casinos limit your doubling to hands that total ten or eleven. DOA is a favorable rule to the player. To signal that you are doubling down you will place an additional bet next to your original bet. Most casinos will let you double down for less than your original bet providing it meets the table minimum. This is foolish. You only double in favorable situations and it is to your advantage to double for the maximum.

Splitting

If you are dealt a pair (two cards of the same rank) you can split these into two separate hands. You must make an additional bet equal to your starting bet. You signal the dealer that you are splitting by placing your second bet next to your first bet in the betting circle. Do not put this bet on top of the original bet. Do not separate the cards. The dealer will do this for you. You will no play each hand one at a time. The dealer will give you a second card to go with the first split card. You will then decide to hit or stand. After you play out this hand and stand you will move on to the next split card and the process will be repeated. Some casinos will allow you to double down on your first two cards after splitting. You would play this as you would if you were doubling down on your first two cards. This rule is favorable to the player.

Insurance

If the dealer's up card is an ace the dealer will offer insurance. You are not really insuring a hand. This is a side bet you make wagering half your original bet that the dealer has a ten in the hole. If you make the bet and he has the ten you are paid 2 to 1. You would then lose your original bet but win the insurance bet, which works out to being a push of your original bet. If you have a blackjack and the dealer has an ace you will be asked if you would like even money for your blackjack instead of 3 to 2. If do not take the even money you will have a push if the dealer has a blackjack. Both the insurance and the even money bet are sucker bets. The dealers will NOT have a ten more times than they will have one.

Surrender

Some casinos will allow you to surrender your hand and give up half your bet on your first two cards after the dealer checks for a blackjack. This is known as late surrender. This option is not offered in many casinos. It is to the player's advantage when played correctly. Unfortunately when it is offered many players surrender more hands than they should thus giving up the advantage gained by this option.

There are many decisions that you must make when playing blackjack. If you play your hand properly you can reduce the house edge to less than one percent. To do this you must learn Basic Strategy, which is a mathematically proven method to determine when to hit and stand.

A Simple Strategy:

Here is a simple strategy to get you started.

If your first cards total 12-16 you have a "Stiff" hand. (one than can be busted with a hit.)

If the dealer's up card is a 2 - 6, it is a "Stiff" hand for the dealer.

If you have 17 or better it is a Pat hand and you stand.

If the dealer shows a 7 -Ace, you consider it a pat hand.

If you have a stiff and the dealer has a stiff you STAND.

If you have a stiff and the dealer has a pat hand you HIT

Although this simple strategy will get you by for fist time you play the game, you really should make the effort to learn basic strategy. If you don't want to memorize it you can bring a basic strategy chart to the casino with you. Most casinos will let you use them at the table if you don't slow down the game.

Blackjack can be the best game in the casino with the lowest house edge if you play properly, however if you play by hunch it can be one of the worst

The Strike Force Blackjack Playing Strategy

The Playing Strategy you will use for the Strike Force Blackjack reduces the number of times that you will double down or split pairs. This is done in the interest of controlling the size of your wagers and further limiting the times that you will be called on to wager more on a hand.

At any rate, in using this “simplified playing strategy” very little in playing effectiveness is lost, while a great deal is gained in money management.

A Summary of the Strike Force Blackjack Playing Strategy

1. If the dealer has an up-card of 7 or higher, keep hitting until you have a hard hand of 17 or higher.

2. If the dealer shows an up-card of 4, 5 or 6, stand at a hard hand of 12 or better. You will only hit if your hand is 11 or lower.

3. If the dealer has a 2 or 3, stand at a hard hand of 13 or higher. You will only hit if your hand is 12 or lower.

4. Hard hand doubling:
11 vs a dealer 2-10
10 vs a dealer 2-9
9 vs a dealer 3-6

5. Soft hand doubling:
A,7 & A,6 vs 3-6
A,5 & A,4 vs 4-6
A,3 and A,2 vs 5-6

Splits are handled as follows:

- Split pairs of 2s, 3s and 7s versus a dealer up-card of 3 to 6.
- Split pairs of 4s against dealer up-cards of 5 and 6.
- Split 6s against dealer up-cards of 4 to 6.
- Split 9s against dealer up-cards of 2 to 9 except for when dealer shows a 7.
- Always split aces and 8s

6. Never take insurance

Learning the Strike Force Blackjack Playing Strategy

For your convenience, a "pocket size" version of the Strike Force Blackjack Playing Strategy is presented on the next page. You may make a photocopy of this chart and carry it in your pocket while you are learning basic strategy. This way, you can pull the chart out and study it for a few moments at a time. Most persons learn better by exposing themselves over and over to the same information for short time periods rather than by trying to spend a large amount of time memorizing everything in one session. The pocket card will be a handy reference tool for you.

Strike Force Blackjack Playing Strategy Pocket Card

Strike Force Blackjack	
<u>Splitting:</u>	A,A 8,8 vs All dealer hands 9,9 vs 2-9 except 7 6,6 vs 4-6 4,4 vs 5-6 2s, 3s and 7s vs 3-6
<u>Doubling Down:</u>	11 vs 2-10, 10 vs 2-9, 9 vs 3-6 A,7 & A,6 vs 3-6 A,5 & A,4 vs 4-6 A,3 & A,2 vs 5-6
<u>Hitting & Standing:</u>	Hard 11 or lower always hit Hard 17 or higher always stand Hard 12-16 stand vs dealer 4,5,or 6 Hard 13-16 stand vs dealer 2 or 3 Soft 17 Hit till Hard 17 or better Soft 18 Stand 2-8, otherwise hit Soft 19-20 Always stand
<u>Insurance</u>	Never take insurance.