

Basic Strategy - Single Deck

Dealer stands on soft 17 • Double on any 2 cards • Double allowed after split

Your Hand	Dealer's Upcard									
	2	3	4	5	6	7	8	9	10	A
17	ALWAYS STAND ON HARD 17 (OR MORE)									
16	-	-	-	-	-	H	H	H	H*	H
15	-	-	-	-	-	H	H	H	H*	H
14	-	-	-	-	-	H	H	H	H	H
13	-	-	-	-	-	H	H	H	H	H
12	H	H	-	-	-	H	H	H	H	H
11	ALWAYS DOUBLE									
10	D	D	D	D	D	D	D	D	H	H
9	D	D	D	D	D	H	H	H	H	H
8	H	H	H	D	D	H	H	H	H	H
A,8	-	-	-	-	D	-	-	-	-	-
A,7	-	D	D	D	D	-	-	H	H	-
A,6	D	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	D	D	D	H	H	H	H	H
A,2	H	H	D	D	D	H	H	H	H	H
A,A	ALWAYS SPLIT									
10,10	ALWAYS STAND (NEVER SPLIT)									
9,9	Sp	Sp	Sp	Sp	Sp	-	Sp	Sp	-	-
8,8	ALWAYS SPLIT									
7,7	Sp	Sp	Sp	Sp	Sp	Sp	Sp	H	.*	H
6,6	Sp	Sp	Sp	Sp	Sp	Sp	H	H	H	H
5,5	NEVER SPLIT (PLAY AS 10 HAND)									
4,4	H	H	Sp	Sp	Sp	H	H	H	H	H
3,3	Sp	Sp	Sp	Sp	Sp	Sp	Sp	H	H	H
2,2	Sp	H	Sp	Sp	Sp	Sp	H	H	H	H

- =Stand H=Hit D=Double Sp=Split *= Surrender if allowed
shaded boxes show strategy changes from chart on next page

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Dealer stands on soft 17 • Double on any 2 cards • Double **NOT** allowed after split

Your Hand	Dealer's Upcard									
	2	3	4	5	6	7	8	9	10	A
17	ALWAYS STAND ON HARD 17 (OR MORE)									
16	-	-	-	-	-	H	H	H	H*	H*
15	-	-	-	-	-	H	H	H	H*	H
14	-	-	-	-	-	H	H	H	H	H
13	-	-	-	-	-	H	H	H	H	H
12	H	H	-	-	-	H	H	H	H	H
11	ALWAYS DOUBLE									
10	D	D	D	D	D	D	D	D	H	H
9	D	D	D	D	D	H	H	H	H	H
8	H	H	H	D	D	H	H	H	H	H
A,8	-	-	-	-	D	-	-	-	-	-
A,7	-	D	D	D	D	-	-	H	H	-
A,6	D	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	D	D	D	H	H	H	H	H
A,2	H	H	D	D	D	H	H	H	H	H
A,A	ALWAYS SPLIT									
10,10	NEVER SPLIT (ALWAYS STAND)									
9,9	Sp	Sp	Sp	Sp	Sp	-	Sp	Sp	-	-
8,8	ALWAYS SPLIT									
7,7	Sp	Sp	Sp	Sp	Sp	Sp	H	H	-*	H
6,6	Sp	Sp	Sp	Sp	Sp	H	H	H	H	H
5,5	NEVER SPLIT (PLAY AS 10 HAND)									
4,4	NEVER SPLIT (PLAY AS 8 HAND)									
3,3	H	H	Sp	Sp	Sp	Sp	H	H	H	H
2,2	H	Sp	Sp	Sp	Sp	Sp	H	H	H	H

- =Stand H=Hit D=Double Sp=Split *= Surrender if allowed

Basic Strategy - Multiple Decks

Dealer stands on soft 17 • Double on any 2 cards • Double allowed after split

Your Hand	Dealer's Upcard									
	2	3	4	5	6	7	8	9	10	A
17	ALWAYS STAND ON 17 (OR MORE)									
16	-	-	-	-	-	H	H	H*	H*	H*
15	-	-	-	-	-	H	H	H	H*	H
14	-	-	-	-	-	H	H	H	H	H
13	-	-	-	-	-	H	H	H	H	H
12	H	H	-	-	-	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	ALWAYS HIT 8 (OR LESS)									
A,8	ALWAYS STAND ON SOFT 19 (OR MORE)									
A,7	-	D	D	D	D	-	-	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
A,A	ALWAYS SPLIT									
10,10	ALWAYS STAND (NEVER SPLIT)									
9,9	Sp	Sp	Sp	Sp	Sp	-	Sp	Sp	-	-
8,8	ALWAYS SPLIT									
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

- =Stand H=Hit D=Double Sp=Split *= Surrender if allowed

Basic Strategy - Multiple Decks

Dealer stands on soft 17 • Double on any 2 cards • Double NOT allowed after split

Your Hand	Dealer's Upcard									
	2	3	4	5	6	7	8	9	10	A
17	ALWAYS STAND ON HARD 17 (OR MORE)									
16	-	-	-	-	-	H	H	H*	H*	H*
15	-	-	-	-	-	H	H	H	H*	H
14	-	-	-	-	-	H	H	H	H	H
13	-	-	-	-	-	H	H	H	H	H
12	H	H	-	-	-	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	ALWAYS HIT 8 (OR LESS)									
A,8	ALWAYS STAND ON SOFT 19 (OR MORE)									
A,7	-	D	D	D	D	-	-	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
A,A	ALWAYS SPLIT									
10,10	ALWAYS STAND (NEVER SPLIT)									
9,9	Sp	Sp	Sp	Sp	Sp	-	Sp	Sp	-	-
8,8	ALWAYS SPLIT									
7,7	Sp	Sp	Sp	Sp	Sp	Sp	H	H	H	H
6,6	H	Sp	Sp	Sp	Sp	H	H	H	H	H
5,5	NEVER SPLIT (PLAY AS 10 HAND)									
4,4	H	H	H	H	H	H	H	H	H	H
3,3	H	H	Sp	Sp	Sp	Sp	H	H	H	H
2,2	H	H	Sp	Sp	Sp	Sp	H	H	H	H

- =Stand H=Hit D=Double Sp=Split *= Surrender if allowed
 shaded boxes show strategy changes from chart on previous page

Basic Strategy - Multiple Decks

Dealer hits soft 17 • Double on any 2 cards • Double allowed after split

Your Hand	Dealer's Upcard									
	2	3	4	5	6	7	8	9	10	A
17	STAND ON ALL - EXCEPT SURRENDER* AGAINST DEALER'S ACE									
16	-	-	-	-	-	H	H	H*	H*	H*
15	-	-	-	-	-	H	H	H	H*	H*
14	-	-	-	-	-	H	H	H	H	H
13	-	-	-	-	-	H	H	H	H	H
12	H	H	-	-	-	H	H	H	H	H
11	D	D	D	D	D	D	D	D	D	D
10	D	D	D	D	D	D	D	D	H	H
9	H	D	D	D	D	H	H	H	H	H
8	ALWAYS HIT 8 (OR LESS)									
A,8	STAND ON ALL - EXCEPT DOUBLE AGAINST DEALER'S 6									
A,7	D	D	D	D	D	-	-	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
A,A	ALWAYS SPLIT									
10,10	ALWAYS STAND (NEVER SPLIT)									
9,9	Sp	Sp	Sp	Sp	Sp	-	Sp	Sp	-	-
8,8	ALWAYS SPLIT - EXCEPT SURRENDER* AGAINST ACE IF ALLOWED									
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

- =Stand H=Hit D=Double Sp=Split *= Surrender if allowed

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Dealer hits soft 17 • Double on any 2 cards • Double NOT allowed after split

Your Hand	Dealer's Upcard									
	2	3	4	5	6	7	8	9	10	A
17	STAND ON ALL - EXCEPT SURRENDER* AGAINST DEALER'S ACE									
16	-	-	-	-	-	H	H	H*	H*	H*
15	-	-	-	-	-	H	H	H	H*	H*
14	-	-	-	-	-	H	H	H	H	H
13	-	-	-	-	-	H	H	H	H	H
12	H	H	-	-	-	H	H	H	H	H
11	D/H	D/H	D/H	D/H	D/H	D/H	D/H	D/H	D/H	D/H
10	D/H	D/H	D/H	D/H	D/H	D/H	D/H	D/H	H	H
9	H	D/H	D/H	D/H	D/H	H	H	H	H	H
8	ALWAYS HIT 8 (OR LESS)									
A,8	ALWAYS STAND - EXCEPT D/S AGAINST A DEALER 6									
A,7	D/S	D/S	D/S	D/S	D/S	-	-	H	H	H
A,6	H	D/H	D/H	D/H	D/H	H	H	H	H	H
A,5	H	H	D/H	D/H	D/H	H	H	H	H	H
A,4	H	H	D/H	D/H	D/H	H	H	H	H	H
A,3	H	H	H	D/H	D/H	H	H	H	H	H
A,2	H	H	H	D/H	D/H	H	H	H	H	H
A,A	ALWAYS SPLIT									
10,10	ALWAYS STAND (NEVER SPLIT)									
9,9	Sp	Sp	Sp	Sp	Sp	-	Sp	Sp	-	-
8,8	ALWAYS SPLIT - EXCEPT SURRENDER* AGAINST ACE IF ALLOWED									
7,7	Sp	Sp	Sp	Sp	Sp	Sp	H	H	H	H
6,6	H	Sp	Sp	Sp	Sp	H	H	H	H	H
5,5	D/H	D/H	D/H	D/H	D/H	D/H	D/H	D/H	H	H
4,4	H	H	H	H	H	H	H	H	H	H
3,3	H	H	Sp	Sp	Sp	Sp	H	H	H	H
2,2	H	H	Sp	Sp	Sp	Sp	H	H	H	H

- =Stand H=Hit D=Double Sp=Split *= Surrender if allowed

D/H=Double if allowed, otherwise hit D/S=Double if allowed, otherwise stand