

## Lesson 1: Download Element

## Basic Strategy Matrix

Developed for a fairly common game (as described in lesson 1): Six decks, double on any first two cards, double after splitting pairs is permitted and the dealer stands on A-6.

### Splitting Pairs

Pairs	2	3	4	5	6	7	8	9	T	A
(A,A)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
(T,T)	N	N	N	N	N	N	N	N	N	N
(9,9)	Y	Y	Y	Y	Y	N	Y	Y	N	N
(8,8)	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
(7,7)	Y	Y	Y	Y	Y	Y	N	N	N	N
(6,6)	Y	Y	Y	Y	Y	N	N	N	N	N
(5,5)	N	N	N	N	N	N	N	N	N	N
(4,4)	N	N	N	Y	Y	N	N	N	N	N
(3,3)	Y	Y	Y	Y	Y	Y	N	N	N	N
(2,2)	Y	Y	Y	Y	Y	Y	N	N	N	N

## Key:

- Y = Yes, split the pair
- N = No, don't split the pair

### Soft Totals

Soft Totals	2	3	4	5	6	7	8	9	T	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	Ds	Ds	Ds	Ds	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

**Key:**

- H = Hit
- S = Stand
- D = Double; if unable, Hit
- Ds = Double; if unable, Stand

**Hard Totals**

Hard Totals	2	3	4	5	6	7	8	9	T	A
17	S	S	S	S	S	S	S	S	S	S
16	S	S	S	S	S	H	H	H	H	H
15	S	S	S	S	S	H	H	H	H	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
5 thru 8	H	H	H	H	H	H	H	H	H	H

**Key:**

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- S = Stand
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