



Basic Strategy for Hard hands (hands without an Ace)

NC = Stand, h = hit, DB = Double (hit if double not possible), sr = surrender (hit if surrender not possible).

Dealer's up card

Your hand	2	3	4	5	6	7	8	9	10	A
17-21	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC
Hard 16	NC	NC	NC	NC	NC	h	h	sr	sr	sr
Hard 15	NC	NC	NC	NC	NC	h	h	h	sr	h
Hard 14	NC	NC	NC	NC	NC	h	h	h	h	h
Hard 13	NC	NC	NC	NC	NC	h	h	h	h	h
Hard 12	h	h	NC	NC	NC	h	h	h	h	h
11	DB	DB	DB	DB	DB	DB	DB	DB	DB	h
10	DB	DB	DB	DB	DB	DB	DB	DB	h	h
9	h	DB	DB	DB	DB	h	h	h	h	h
5 to 8	h	h	h	h	h	h	h	h	h	h

Basic Strategy for Soft hands (hands with an Ace)

NC = Stand, h = hit, DB = Double (hit if double not possible), sr = surrender (hit if surrender not possible).

Dealer's up card

Your hand	2	3	4	5	6	7	8	9	10	A
Soft 19-21	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC
Soft 18	NC	DBN	DBN	DBN	DBN	NC	NC	h	h	h
Soft 17	h	DB	DB	DB	DB	h	h	h	h	h
Soft 16	h	h	DB	DB	DB	h	h	h	h	h
Soft 15	h	h	DB	DB	DB	h	h	h	h	h
Soft 14	h	h	h	DB	DB	h	h	h	h	h
Soft 13	h	h	h	DB	DB	h	h	h	h	h

Basic Strategy for splitting pairs

NC = Stand, h = hit, DB = Double (hit if double not possible), sp = split.

Dealer's up card

Your hand	2	3	4	5	6	7	8	9	10	A
A,A	sp	sp	sp	sp	sp	sp	sp	sp	sp	sp
10,10	NC	NC	NC	NC	NC	NC	NC	NC	NC	NC
9,9	sp	sp	sp	sp	sp	NC	sp	sp	NC	NC
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	h	sp	sp	sp	sp	h	h	h	h	h
5,5	DB	DB	DB	DB	DB	DB	DB	DB	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