



Legacy **BLackjack Terms**



Legacy Blackjack Terms

As the legend goes, Blackjack originated in France over 300 years ago. The basic strategy is simple and straightforward. Once you master it, you are ready for a more advanced strategy. In this book we have included legacy blackjack terms for your reference.





Legacy Blackjack Terms

A

Action -Refers to the total amount of money bet in a specific period of time. Five bets of five dollars each is \$25 of action.

Agent – A player working with a dealer for the purpose of cheating the casino.

B

Backing Up Cards – To 'PROVE' a hand or to move card(s) from one hand to another.

Basic strategy – a playing strategy that is designed to minimize the house edge as much as possible without using techniques such as card counting, shuffle tracking, or dealer tells. Basic strategy is used as a foundation for card counting, but it is also used by many non-counters.

Back counting – Counting cards and waiting for the count to become favorable before sitting down to play. Usually done standing in back of the players.

Balanced count – Any counting system that has a count starting at zero when the cards are shuffled and ending at zero when all cards in the deck(s) have been exposed. Most counting systems use a balanced count.

Bankroll – Casino money kept in a tray that is directly in front of the Dealer. Also, the amount of money you have set aside for your gambling session(s).

Barber Pole – A stack of checks where more than one denomination is included.

Base – A player's position at the Blackjack table. First Base is the position farthest to the Dealer's left. Second Base is in the center of the table and is also called Center Field. Third Base is the position farthest to the Dealer's right.

Bet spread – Ratio between maximum and minimum bet size. A player who uses \$20 maximum bets and \$5 minimum bets is using a 4:1 bet spread.

Betting correlation – A measure of how well the card weights correlate to the change in the player's favorability when the cards are seen by the player and removed from the deck. This gives an estimate of the accuracy of the card counting system.

Blackjack – Common reference to the game of twenty-one, a card game played between a dealer and one to seven players. Also called vingt-et-un, pontoon, and van-john. Blackjack is the winning hand of having an Ace and a ten-value card.

Burn cards – cards that are discarded without being dealt to the players. After the cards are shuffled by the dealer and cut by one of the players, one or more cards are "burned" before any cards are dealt to the players.

Bust or Break – after a "hit", the player is said to "bust" if the new card causes the player's total to exceed 21.

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C

Cage – This is a short term for the cashier's cage at a land-based casino. This is where chips are redeemed for cash, where you can buy chips or any other financial transactions are conducted. At an online casino, you handle money transactions through the cashier and third parties such as NETeller.

Capping – Placing money on the top of a bet or payoff instead of beside it.

Card counting – a system for improving the player's edge by assigning "weights" to each card face and summing the card weights as each new card is turned face up. The "count" indicates when the game is favorable for the player, so that the player can place larger bets and/or make changes in playing strategy.

Card weight – Value assigned to each card face. This weight is added to the "count" as each new card is exposed. Weights are usually small integer values like -1, +1, or +2.

Case Bet – A player's wager that uses all of the remaining checks or monies in their possessions.

Checks or Chips – Monetary units issued by the casino in denominations such as \$1, \$5, \$25, \$100, \$500, etc.

Clean Money – House checks as taken from the tray.

Cold Turkey – Two face cards dealt are referred to as Cold Turkey.

Comp – The short form for the word complimentary. This is usually based on the amount of money you bet at an online or offline casino. These are freebies such as a free room at a land-based casino or points that can be redeemed for gifts or chips at an online casino.

Count – A number that represents the player's estimate of how favorable or unfavorable the situation is or the value of a hand. It also refers to keeping track of what cards have been dealt and what cards remain in the deck.

Cover bet – A bet (usually large) placed at the wrong time, in order to fool the pit critters into thinking that the player is not counting cards.

Crimp – A bend or indentation on the top or side edge of a card.

Cut – To split the deck of cards before they are dealt

Cut card – a card that is used to cut the cards after they have been shuffled by the dealer. Also, the card indicating when the next shuffle will take place.

Cut Into – To match a stack of checks with the same denomination of checks, making them of equal height.

D

Daub – To apply any coloring to a card to allow a player to identify a card (card making).

Dealer – The person responsible for dealing the cards at a Blackjack table. At Internet Casinos, the computer software deals the cards.

Dirty Money – Losing bets that are picked up by the Dealer.

Discard Pile – In a land-based casino, the place where used cards are placed at the end of each round. With very few exceptions, Internet casinos utilize a random number generator, so theoretically there is no discard pile.

DOA (Double only any two cards) – Casino rule that allows for doubling on any two playing cards.

Double down – to double the initial bet and receive exactly one more card. The option to double is often allowed on the players first two cards only, although some casinos allow doubling after splitting a pair. It is very rare to find games that allow doubling of hands that have more than two cards.

Double for less – to double down with less than two times the original bet. Generally, when doubling is allowed, the player does not have to actually double his bet, but he may increase it by any amount up to (but not more than) the original bet.

Dragging – Legally taking money from a bet before the cards are dealt.

Drop Box – The box hanging underneath the table into which paper currency and pit documents are placed.

Draw – (Also Hit.) Call a card or adding a new card to your current hand.



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E

Early Surrender – surrender which is allowed even when the dealer has a “natural”. Very valuable to the player, but rarely offered by the casinos.

Edge – The odds advantage held by either the player or the House.

Even Money – taking insurance when holding a blackjack results in a net gain of one bet. Some casinos will allow the player to be paid without actually placing the insurance bet. This is called “taking even money”.

F

First Base – the first player at a table to act on his/her hand is said to be sitting at “first base”.

First Baseman – The player sitting closest to the shoe which is on the Dealer’s left is called the first baseman. This would be the case at an Internet casino if you were playing live multi-player Blackjack online.

Flat Betting – to bet the same amount on each successive hand.

Foreign Checks – Checks or Chips from other casinos.

Free Hand – The hand that the deck is not normally held while dealing.

H

Hard Hand – any hand that is not a soft hand.

Heads up or Head To Head – playing at a table that has no other players.

High Roller – Someone who bets large sums of money.

Hit – drawing a new card to add to the player’s or dealer’s hand.

Hole card – the dealer’s card that is placed face down.

House Edge – This refers to the statistical winning/money advantage that the casino has over the player over the long run.

I

Insurance – a side bet, up to one half of the original bet, that is offered when the dealer’s upcard is an ace. This bet pays two to one if the dealer has a natural 21.

Insurance correlation – A measure of how well the card weights correlate to the change in the player’s favorability for placing insurance bets. This gives an estimate of the accuracy of the card counting system for predicting when to take insurance.

L

Lammers – The buttons used to indicate a player has received an amount of checks that is owed to the game. The buttons used to show an amount of checks removed or credited off a game.

Lay Down – A wager bet.

Late Surrender – surrender which is only allowed when the dealer does not have a natural. If the dealer has a natural 21, the player’s bet still loses in its entirety. If the dealer does not have a blackjack, the player loses half the bet and doesn’t play the rest of the hand.

Let-It-Ride – To replay the winning wager including the original bet.

Lock It Up – Place money in the tray.

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N

Natural/Blackjack – a hand that totals 21 on the first two cards.

Negative Expectation Game – A game like Blackjack where the house edge is against you.

O

Opener/Closer – Table inventory slip.

Over/under – a rare bet that the first two player's cards will total over 13, or under 13, when aces are counted as one.

P

Paddle – A plastic device used to push currency and pit documents into the drop box.

Parlay – To increase a bet by the total amount of the previous hand's winnings.

Past Post – To illegally add chips to a bet after the cards have been dealt.

Pat Hand – A hand with a total from 17 to 21. A hand where the first two cards dealt result in a high count and would not normally be hit.

Penetration – The number of cards that are dealt before the cards are shuffled. Penetration is usually expressed as a percentage of the cards, as in "75% penetration". Good penetration is extremely important to card counters.

Pinch – To illegally take chips from a bet after the cards have been dealt.

Pips – The spots on the cards

Pit – In a land-based casino, it is the area behind the casino tables. This section is generally roped off and casino personnel occupy the area. Several pit bosses may be in this area.

Playing efficiency – Effectiveness of strategy variations in tracking the optimal playing strategy as the deck composition changes. Efficiency is given by $E = AG / PG$, where AG is the actual gain from making the strategy changes, and PG is the possible gain that could be made by using a playing strategy that is "computer perfect".

Pit Boss – A casino employee who is in charge of all the tables in a particular area in a land-based casino.

Plug – A shuffling technique that is sometimes employed in card games like blackjack where the game is often dealt from a multi-deck shoe. When freshly shuffled cards are brought back into action a substantial portion of the cards are kept out of play by the insertion of a cut-card at the back of the deck or shoe. The placement of the cut card marks the place where play will be stopped, and the cards are again shuffled. During the play, used cards are stacked in a discard tray. When the cut-card is reached, the game is stopped, and the remaining un-dealt cards are inserted somewhere into the middle of the cards that have already been stacked up in the discard tray. The cards so inserted are referred to as a 'plug'. Such action is called 'plugging' the deck.

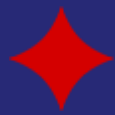
Preferential Shuffling – shuffling when the deck is favorable to the players, while avoiding a shuffle when the deck is unfavorable to the players.

Prove A Hand – To reconstruct the hands just previously picked up in order to verify a decision.

Push or Stand-off – a tie hand, the original bet is returned to the player

R

Running count - The total of the weights of all cards that have been exposed since the cards were shuffled.



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S

Shill – A land-based casino employee who bets money and pretends to be a player to attract customers.

Shoe – a “box” for holding the undealt cards, usually used in multi-deck games.

Shoe Hand – The hand that the shoe is usually held while dealing.

Shuffle tracking – A system to predict which sections of the deck/shoe will be favorable to the player, based on the locations of favorable sections of the previous deck/shoe, and on studying the method used to shuffle the cards.

Shy – A bet that lacks the required amount to comply with normal playing procedure.

Side count – A count in addition to the “main” count, usually involving a single card face, as in “ace side count”.

Sleeper – A bet that has been forgotten.

Soft Hand – any hand that includes an ace that can be counted as 11, without having the value of the hand exceed 21. It is always possible to draw one card to a soft hand without busting.

Split Hand or Split Pairs – hands that start with two cards of the same rank can be split to form two independent hands. This option is exercised by adding a new bet to the second hand, and these hands are played independently.

Spread – to place more than one bet before the cards are dealt.

Stacked Deck – A deck of cards arranged in a desired order for cheating.

Stand – to stop drawing cards.

Stand-off – (Also Tie or Push.) Both player and dealer have the same hand total – player keeps bet.

Steaming – A blackjack term where a player has become frustrated with how badly the events of a session of play have turned out. ‘Steaming’ in blackjack has practically the same meaning as ‘going on tilt’ in poker. In either case the player has lost emotional control and is betting more aggressively and often recklessly in an attempt to turn things around.

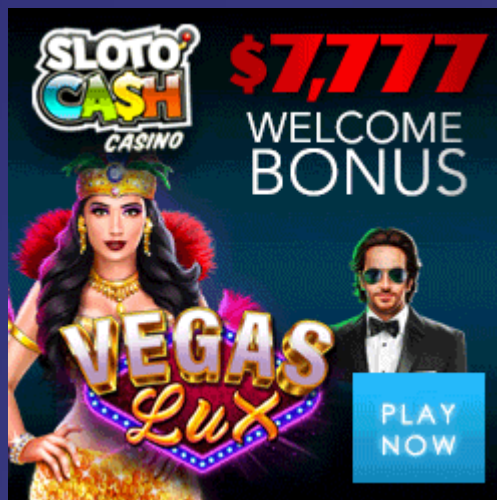
Stiff (hand) – any hand that has a small chance of winning regardless of how the hand is played (usually 12 – 16).

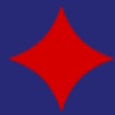
Strategy variations – Deviating from basic strategy when the count indicates that it is profitable to do so.

Surrender – the option to give back the player’s first two cards in exchange for a refund of one half the original bet (rarely allowed). Some hands, such as 16 vs. dealer’s ten, are so bad that surrender is less costly than playing the hand.

Sweeten A Bet – Legally adding chips to a bet before the cards have been dealt.

System – A set plan for player or betting.





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T

Ten poor – A deck that has a lower than average density of tens and face cards.

Ten rich – A deck that has a higher than average density of tens and face cards.

Third base – the last player at a table to act on his/her hand is said to be sitting at “third base”.

Token or Tip – Tipping the dealer is just another term for tipping the dealer.

Tray – The device attached to the Blackjack table to hold the bankroll.

True count – A count that is adjusted according to the number of undealt cards, such as dividing the running count by the number of undealt *decks* (or half-decks).

U

Unbalanced count – Any counting system that has a count that starts or ends on a non-zero value (see “balanced count”). Red 7 is an example of an unbalanced count.

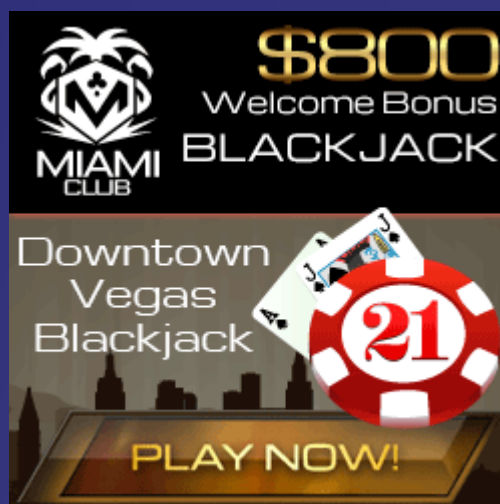
Under The Gun – The first player to the Dealer’s left.

Up-card – the dealer’s first card, dealt face up. The correct playing decision often involves some consideration of the dealer’s up-card.

W

Washing The Cards – A mixing of the cards face down in a circular motion with both hands prior to the shuffle. This is also known as the Chimney Shuffle.

Wonging – To improve the player’s edge by placing bets only when the count is favorable for the player, and “sitting out” when the count is unfavorable.





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