QUICK REFERENCE

Hi-Lo study kit

A free, printable guide for independent study

Hi-Lo is a way to summarise exposed cards with small additions and subtractions. It is a counting exercise, not a prediction of the next card or a promise of a result.

2 3 4 5 6	7 8 9	10 J Q K A
+1	0	-1

Cards 2-6 add 1, cards 7-9 add nothing, and 10, J, Q, K and A subtract 1. These are counting tags, not the point values of a blackjack hand. J, Q, K and A mean jack, queen, king and ace.

Running count (RC)

The running count (RC) is the sum of the tags seen since the start of a fresh, shuffled shoe. Begin at 0 and count each exposed card once. A new shuffle starts a new count. Starting halfway through leaves unknown cards out of your total.

One card, one update | RC = 0. RC after each card:

2	K	5	9	A
+1	0	+1	+1	0

True count (TC)

The true count (TC) divides RC by the number of decks still unseen. One deck is 52 cards; a deck estimate can be fractional. The same RC can give different TCs when different numbers of cards remain.

TC = RC / decks remaining

RC +6 / 3 = TC +2

RC +6 / 1.5 = TC +4

RC -3 / 2 = TC -1.5

These are arithmetic examples. Keep fractional answers as shown; rounding or truncation changes the displayed value. Never divide by zero. An uncertain remaining-deck estimate also makes TC uncertain.

Practise accurately before increasing speed

Say each tag, then each running total. Next, count silently and check only at the end. When a result is wrong, find the first different total instead of memorising just the final answer. Finish by repeating the same sequence accurately.

18+. For independent study away from real-money play. No stakes or monetary prizes. Learning does not guarantee a win or authorise using a device at a casino table.

PAPER PRACTICE. NO ACCOUNT OR APP REQUIRED.

Seven days of practice

Allow roughly 2-5 minutes a day, without a timer. Cover the answer key while working. The sequences are fixed, so you can verify your result on paper without JavaScript.

1 Learn the tags

Assign a Hi-Lo tag to every rank below; do not add them together yet.

2 3 4 5 6 7 8 9 10 J Q K A

My answer: _____

2 Count five cards

Count from 0. Write the final RC, then check each intermediate total.

2 K 5 9 A

My answer: _____

3 Keep neutral cards neutral

Count this ten-card sequence. Do not change the total for 7, 8 or 9.

6 8 A 3 Q 2 9 5 K 4

My answer: _____

4 Count twenty cards

Cover each card after reading it. Write only the final RC, then verify every step.

2 7 K 5 A 9 3 Q 8 6 10 4 J 2 9 A 5 8 6 K

My answer: _____

5 Separate RC from TC

Find TC for each independent example. Keep fractional results; do not round.

RC +6 / 3 = TC ____ | RC +6 / 1.5 = TC ____ | RC -3 / 2 = TC ____

6 Find the first mistake

A learner wrote these running totals. Which card has the first wrong update, and what should the final RC be?

2 K 5 9 A

Learner's totals: +1 0 +1 +2 +1

My answer: _____

7 Combine and review

Count the 20 cards from 0. Then solve the separate TC example; it is not a description of the same shoe.

A 4 8 2 K 6 9 Q 3 10 5 7 J 2 4 A 6 8 5 9

Separate true-count example: RC -4 / 2 = TC ____

My answer: _____

18+. For independent study away from real-money play. No stakes or monetary prizes. Learning does not guarantee a win or authorise using a device at a casino table.

ANSWER KEY - CHECK AFTER TRYING

Answers and next steps

RC restarts at 0 for each sequence. Each step below is the total after the corresponding card.

Day 1

2: +1 | 3: +1 | 4: +1 | 5: +1 | 6: +1 | 7: 0 | 8: 0 | 9: 0 | 10: -1 | J: -1 | Q: -1 | K: -1 | A: -1

Day 2

Final RC: 0. RC after each card: +1, 0, +1, +1, 0

Day 3

Final RC: +2. RC after each card: +1, +1, 0, +1, 0, +1, +1, +2, +1, +2

Day 4

Final RC: +1. RC after each card: +1, +1, 0, +1, 0, 0, +1, 0, 0, +1, 0, +1, 0, +1, +1, 0, +1, +1, +2, +1

Day 5

+6 / 3 = +2 | +6 / 1.5 = +4 | -3 / 2 = -1.5

Day 6

Final RC: 0. RC after each card: +1, 0, +1, +1, 0

The first mistake is at card 4, the 9: it adds 0, not +1. RC stays at +1, then A changes it to 0.

Day 7

Final RC: +3. RC after each card: -1, 0, 0, +1, 0, +1, +1, 0, +1, 0, +1, +1, 0, +1, +2, +1, +2, +2, +3, +3

TC: -4 / 2 = -2

Android installation information

Scan for Google Play availability, current test status and installation instructions. Access depends on the approved region and test conditions; this kit does not enrol you.

https://21method.madgstudio.com/en/download.html

Direct link. No tracking parameters.

Free

Basic strategy practice and reference material; Hi-Lo counting; immediate feedback and overall accuracy.

Optional Pro

Wong Halves / Omega II in supported modes, TC exercises, error review and detailed statistics. One-time permanent purchase, not a subscription. Base price USD 3.99; the local price is shown in Google Play.

Pro access requires periodic online verification. Offline verification is valid for no more than 72 hours after a successful check; a shorter period is possible. Renewing verification is free. Free offline functions remain available.

Fixed sequences and localised exercises: 21Method learning pages.

18+. For independent study away from real-money play. No stakes or monetary prizes. Learning does not guarantee a win or authorise using a device at a casino table.