

Shoe A

hand

burn

1 - 5

	56	56	55	55	54
	53	53	52	51	51
	50	49	49	48	47
	47	46	45	45	44
	43	43	42	41	41
	40	39	39	38	37
	37	36	35	35	34
	33	33	32	31	31
	30	29	29	28	27
	27	26	25	25	24
	23	23	22	21	21
	20	19	19	18	17
	17	16	15	15	14
	13	13	12	11	11
	10	9	9	8	7
	7	6	5	5	4
	3	3	2	1	1
	0	-1	-1	-2	-3

Shoe B

hand

burn

1 - 5

6 - 10

11 - 15

16 - 20

21 - 25

26 - 30

31 - 35

36 - 40

41 - 45

46 - 50

51 - 55

56 - 60

61 - 65

66 - 70

71 - 75

76 - 80

81 - 85

86 - 90

	56	56	55	55	54
	53	53	52	51	51
	50	49	49	48	47
	47	46	45	45	44
	43	43	42	41	41
	40	39	39	38	37
	37	36	35	35	34
	33	33	32	31	31
	30	29	29	28	27
	27	26	25	25	24
	23	23	22	21	21
	20	19	19	18	17
	17	16	15	15	14
	13	13	12	11	11
	10	9	9	8	7
	7	6	5	5	4
	3	3	2	1	1
	0	-1	-1	-2	-3

C
M RC

Instructions for each hand:

1. The card count values are +2 for (2's and 3's), -1 for (7,8,9,Tens), +1 for (A's, 4's, 5's)
2. Initialize the running count (RC) with the count value of the burn card.
3. Write down the count value of the hand in the top of the hand box (C).
4. Write the updated running count in the bottom of the hand box (RC).
4. Bet Player Dragon when RC is greater or equal to M of next box.

* for use with Player Dragon only (pays 1-1 for natural player win, pushes for natural tie, else pays 30-1 for player win by 9 points, 10-1 for win by 8 points, 6-1 for win by 7 points, 4-1 for win by 6 points, 2-1 for win by 5 points, 1-1 for win by 4 points, lose all others.