

## Shoe A

hand

burn

1 - 5

	40	40	40	39	39
	38	38	37	37	36
	36	35	35	34	34
	33	33	32	32	31
	31	31	30	30	29
	29	28	28	27	27
	26	26	25	25	24
	24	23	23	22	22
	21	21	21	20	20
	19	19	18	18	17
	17	16	16	15	15
	14	14	13	13	12
	12	12	11	11	10
	10	9	9	8	8
	7	7	6	6	5
	5	4	4	3	3
	2	2	2	1	1
	0	0	-1	-1	-2

## 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

	40	40	40	39	39
	38	38	37	37	36
	36	35	35	34	34
	33	33	32	32	31
	31	31	30	30	29
	29	28	28	27	27
	26	26	25	25	24
	24	23	23	22	22
	21	21	21	20	20
	19	19	18	18	17
	17	16	16	15	15
	14	14	13	13	12
	12	12	11	11	10
	10	9	9	8	8
	7	7	6	6	5
	5	4	4	3	3
	2	2	2	1	1
	0	0	-1	-1	-2

C
M RC

Instructions for each hand:

1. The card count values are +2 for (8's and 9's), -1 for (4,5,6,7); ignore all others.
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).
5. Bet Player Dragon when RC is greater or equal to M of next box.

\* for use with Dragon-7 only (pays 40-1 for 3-card banker win with 7).