

## PERFECT BLACKJACK STRATEGY

This is my favorite. Also known as Oscar's Grind, it can be used with all even money bets, including Baccarat, Craps, Roulette and Blackjack.

I have won tens of thousands of dollars with this system in the past. Because of its conservation nature, you won't ever "hit the jackpot", but your losses will be minimized.

Not only that, over the course of several years of gambling, you could establish a nice "retirement fund"!

Properly managed, it wins many more table sessions than it loses. It often wins even when losing bets outnumber winning ones. It works most satisfactorily when the betting unit is not more than 2 or 3 percent of the sum that the player is prepared to lose at the particular table session.

Thus, a \$5 betting unit should be backed by a readily available fund of not less than \$250. (50 Units)

As usual, the player should be content to discontinue the session when winnings are half or less of the allotted capital.

The \$5 betting unit would call for a stop-gain limit of \$100 or \$125. (20 or 25 Units)

The celebrated gambling mathematician, Dr. Allan N. Wilson, introduced the system in his immensely informative book, The Casino Gambler's Guide.

Wilson reported that Julian Braun, the foremost computer analyst of gambling probabilities, had found that a player who used the system on even-money Craps wagers with a betting unit of \$1 would risk reaching a \$500 house limit no more often than once in 4,250 sessions.

It stands to reason that someone whose own loss limit is considerably short of the house's maximum bet would be quite secure. And that is how this system seems to work out in real life. When making \$10 bets with a stop-loss of \$400 and quitting when \$200 ahead, I have paid -- thanks to Oscar -- for more than one trip to Caribbean and Nevada casinos. I win about three sessions in every four.

The originator of the system, a weekend Craps shooter, undescribed except as Oscar, told Wilson that he had never left Las Vegas as anything but a winner.

The probability was enormous that he would lose someday and that the average loss (as Julian Braun found) would be upward of \$13,000 when bucking a \$500 house limit. But as I keep saying, no reason exists to play that way. The personal stop-loss and stop-gain are powerful allies.

Enough of this suspense. The system probably is an off-shoot of the D'Alembert. The goal of each series of bets is a profit of one betting unit. When that profit is in hand, the player pockets the chip and begins a new series. When the number of pocketed chips equals the prescribed limit on gain, the player cashes in and takes a recess.

The first bet in each series is one unit.

If it loses, the next bet is also one unit and the player notes that a loss will now bring the deficit of the series to two units. After a loss, the next bet is always the same size as the bet just lost.

When a series is losing, proceeds of a successful bet are not pocketed but the next bet is increased by one unit.

No bet ever is larger than may be necessary to end a series with a profit of one unit.

To illustrate, the player loses the first five bets in a series, and is now five units behind.

The next bet of one unit wins, leaving the series four down.

The bet after that is two units (pursuing the principle of increasing the bet by one unit after a win).

If that loses, the series is down by six. The next bet is two (the principle of not modifying the bet after a loss).

If that bet wins, the series is down four and the next bet is three (the formula increase of one unit).

If that bet wins, the series is now down one unit and the next bet is not increased.

As stated earlier, no bet is ever large enough to net a series profit of more than one unit. In this example, the next bet is two -- to convert a loss of one into a net gain of one.

If it loses, the series is now down three and the bet remains two. If that wins, the series is back to one down and the formula requires a bet of two to put everything into the black by one. The profit goes into the pocket and a new series begins with a bet of one unit.

When things go well at Craps, Baccarat, or Blackjack, this system may win its per-session quota in a very few minutes, depositing the player at a crossroads. You did not travel all the way to the casino to quit after a quarter of an hour. On the other hand, you are sworn to quit when moderately ahead. To resolve the dilemma and strengthen the all-important sense of mastery, get up from the table and take a walk or a drink. Resume play later, preferably with a new loss limit no higher than the amount that you have just won. If you lose it, you have simply handed the casino's money back, but you have squandered none of your own. Sometimes losing bets and winning ones come in short clusters that pretty much balance each other.

Again, Oscar can be counted on to win, but it will take longer. And, of course, occasions arise when Oscar plunges deep into the red.

As the researches of Julian Braun have demonstrated, the procedure can almost always bail itself out. But I believe that this takes too long, risks too much, and, in any case, is likely to bring the conservative player to the stop-loss limit.

Once again, temptation arises.

If the system is so dependable, and the probability of ruin so slight, why not press on?

One answer is that recreational gamblers are not at their sharpest when fatigued. Neither do they enjoy themselves in that condition.

For that reason, I think it is a mistake to let an Oscar series even approach the per-session stop-limit. Instead, I prefer to terminate any series as soon as (a) it is more than 10 units down and (b) a loss on the next bet would leave it 20 units down.

Interestingly enough, this state of affairs may be reached when one has already pocketed 20 or more winning chips.

To terminate the poor series and either take a walk or start an entirely new series is extremely advantageous. If the pattern of table play changes, as it does so frequently, one may soon find the profit pocket bulging and the gain limit at hand.

## **SUMMARY**

### **STRATEGY FOR BEGINNERS**

Use your old sample/recorded sessions for dry-run Oscar play at Baccarat and the even-money wagers of Craps and Roulette. Become familiar with the easy counting procedures. At the casino, play the system on the same simple wagers. Having reached the stop-gain limit, take one of the casino's chips from your profit pocket and play a two-bet Paroli. If it wins, play another. If that wins, play still another and then stop play for the session, in a well-deserved spirit of self-esteem. And if you lose, quit at the stop-loss limit and congratulate yourself. You have budgeted wisely and will have ample funds for other sessions throughout your stay in the resort.

## **STRATEGY FOR VETERANS**

As you undoubtedly know, the best way to gamble is with the casino's money, if you can only manage to get some of it. That being the case, consider the possibility of using rigorous stop-loss and stop-gain limits during the earlier sessions of your casino vacation. Using Oscar's Grind, give these first periods of play every opportunity to build a fund of the house's money for more aggressive gambling in the later sessions. You then will be able to attack with an Anti-Martingale of two or three bets per series, preferably withdrawing the amount of the initial wager after the second bet of each three-bet Paroli. You cannot lose much that way, but can win a lot, especially if you confine your bets to the least disadvantageous ones offered in whatever game you enjoy the most.

### **A SAMPLE SEQUENCE**

Just so that you get the idea of how this system works, below you will find a sample sequence:

| Bet   | Result    | Standing |
|-------|-----------|----------|
| Bet 1 | unit Lose | -1 unit  |
| Bet 1 | unit Win  | +0 units |
| Bet 1 | unit Lose | -1 unit  |
| Bet 1 | unit Lose | -2 units |
| Bet 1 | unit Lose | -3 units |
| Bet 1 | unit Win  | -2 units |
| Bet 2 | units Win | +0 units |
| Bet 1 | unit Lose | -1 unit  |
| Bet 1 | unit Win  | +0 units |
| Bet 1 | unit Win  | +1 unit  |

**BETTING SERIES HAS BEEN WON**

The player starts with a loss so his second stake remains at one unit. This bet is won, putting him back to even. Because he is only seeking a one-unit win for the progression, he does not escalate his bet to two units. Bets 3 through 5 are losses so he stays with a one-unit stake. After the sixth bet wins, he now increases his wager to two units. The seventh bet also wins, but again he only needs a one unit bet to win the sequence. The eighth bet loses so the ninth wager is one unit. Finally, the tenth bet wins and our player wins the entire progression. Notice that out of ten total wagers, nine were only one unit in size. This system tends to be more conservative and less volatile. The sequence illustrated above contained five wins and five losses. I like the fact that this

system does not quickly escalate your losing wagers and blindside you like some of the others. However, as your losses outnumber your wins, the amount you must wager after a win will steadily mount. Sometimes in probability, a tree diagram is used to show all of the possible outcomes one can encounter. The rounded boxes are terminal events, ending the betting progression. This is accomplished by either winning the progression (four ways to win) or reaching the fifth bet, where we have elected to stop the progression to keep things manageable. (Taking the negative progression further, will actually lose you more money). Each terminal event contains a percent chance that you will end the progression with that outcome.

Another sequence might look like this:

| Bet                         | Result     | Standing |
|-----------------------------|------------|----------|
| Bet 1                       | unit Lose  | -1 unit  |
| Bet 1                       | unit Lose  | -2 units |
| Bet 1                       | unit Win   | -1 unit  |
| Bet 2                       | units Lose | -3 units |
| Bet 2                       | units Lose | -5 units |
| Bet 2                       | units Lose | -7 units |
| Bet 2                       | units Win  | -5 units |
| Bet 3                       | units Win  | -2 units |
| Bet 3                       | unit Win   | +1 unit  |
| BETTING SERIES HAS BEEN WON |            |          |

As noted earlier, the goal of each betting series is to be ahead by one unit. As with all systems, you are playing a game of chance. Please make sure that you have a substantial bankroll with which to play. A good rule-of-thumb is to have a minimum of 75 units on hand. For example, if you are a \$5 (red chip) player, you would want to have a minimum of a \$375 bankroll.