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Thread: [RELEASE INTEREST - Blackjack | Real-Time 8 Deck Card Counting + True Count + Edge Win](#)

-DarkByDesign- - September 14, 2026, 8:43 am

BLACKJACK VISION

REAL-TIME COMPUTER VISION BLACKJACK CARD COUNTING

8-DECK SHOE • RUNNING COUNT • TRUE COUNT • DECK ESTIMATION • PLAYER EDGE

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Would there actually be interest in me releasing this?

WHAT IS BLACKJACK VISION?

I've been building something that I originally intended to keep as a private project.

Blackjack Vision is a real-time computer vision blackjack analysis system.

Instead of manually trying to maintain a running count while simultaneously playing, watching the dealer, estimating deck penetration and calculating the true count in your head, the software visually monitors the table and performs the counting continuously.

The current build is specifically calibrated around one crypto casino blackjack layout and an 8-deck shoe.

It is not simply reading numbers off the screen.

There is an entire blackjack counting engine underneath it.

During my testing, card recognition/counting has been operating at 90%+ reliability, with the system rarely missing detected cards once properly calibrated.

This is still something I am developing and validating, which is why I am posting this before deciding whether to release it commercially.

LIVE RUNNING COUNT

Every recognised card is automatically fed into the counting engine.

The system understands:

Low Cards

2, 3, 4, 5, 6

+1

Neutral Cards

7, 8, 9

0

High Cards

10, J, Q, K, A

-1

As cards leave the shoe, Blackjack Vision continuously updates the Running Count in real time.

No manually clicking cards.

No spreadsheet.

No trying to remember whether the count was +6 or +7 after multiple hands.

The machine keeps the sequence.

TRUE COUNT CALCULATION

Anyone who actually understands shoe blackjack knows the Running Count by itself isn't enough.

An RC of +8 with seven decks remaining means something completely different from an RC of +8 with one deck remaining.

Blackjack Vision therefore tracks the shoe and calculates the:

TRUE COUNT

Conceptually:

Code True Count = Running Count / Estimated Decks Remaining

The system handles this automatically while the shoe progresses.

That means instead of mentally calculating deck penetration and dividing the running count while you're trying to make playing decisions, the information is presented directly on screen.

HOUSE EDGE -> PLAYER EDGE VISUALISATION

This is probably my favourite part of the UI.

The software isn't designed to simply throw a random number at you.

There is a live visual meter showing the movement between:

HOUSE EDGE

-> NEUTRAL ->

PLAYER EDGE

The meter moves as the composition of the shoe changes.

So from the beginning of a fresh shoe you can visually see when conditions start changing rather than staring at raw counting values alone.

For someone learning card counting, I think this is especially useful because you can actually watch the relationship between removed cards, Running Count, True Count and theoretical player advantage develop in real time.

RECENT CARD RECOGNITION

There is a dedicated Recent Cards display.

Every recognised card is shown visually together with its counting value.

Example:

Code 3	+1
5	+1
A	-1
A	-1
7	0
A	-1
10	-1

This gives you an immediate audit trail.

You can see exactly what the vision system believes it detected instead of blindly trusting a hidden counter.

If something unusual happens, you can visually verify the detection.

8-DECK SHOE TRACKING

The system tracks the progression of the entire shoe.

The interface includes:

- Cards counted
- Decks remaining
- Shoe progression
- Running Count
- True Count
- Unresolved detections
- Current analysis state

The objective was to make the software understand the shoe, rather than simply recognising individual cards.

NEW SHOE DETECTION / RESET

A card counting system is useless if the software doesn't understand when the previous shoe has ended.

Blackjack Vision includes dedicated New Shoe functionality.

When the casino reshuffles, the analysis can be reset so:

Running Count = 0

Cards Counted = 0

Deck estimation = Fresh Shoe

True Count = Reset

I've also built functionality around confirming that the table is starting with a genuinely fresh/shuffled shoe before authoritative counting begins.

This prevents old shoe information contaminating the next session.

CASINO RULE CONFIGURATION

The software can also associate the analysis with the blackjack rules being used.

For example, the current configuration shown in my build is:

Code 8 Deck

S17

DAS

Blackjack Pays 3:2

Why does this matter?

Because blackjack edge calculations aren't universal.

The rules of the table change the underlying house advantage.

My intention is eventually to make these parameters configurable so different casino/table conditions can be profiled correctly rather than pretending every blackjack game has identical mathematics.

SELECT YOUR CAPTURE AREA

One thing I specifically wanted was to avoid requiring some ridiculous recording setup.

The software can work from a selected screen/capture source.

The system knows:

- Which monitor to analyse
- Which resolution is being captured
- Which region contains the blackjack table
- Where relevant card positions are located

The current build is running against:

Code 3840 x 2160

30 FPS capture

This means the blackjack table can effectively become the software's vision feed.

CALIBRATION SYSTEM

Different blackjack interfaces aren't identical.

Card dimensions change.

Dealer areas change.

Player positions change.

Resolution changes.

Scaling changes.

Animations change.

So rather than hardcoding every pixel forever, calibration is part of the architecture.

The idea is:

1. Select the casino/table
2. Select or identify the monitoring area
3. Calibrate the card regions
4. Confirm table rules
5. Start the shoe
6. Let Blackjack Vision monitor the game

The current version is custom-built around one casino layout, but the underlying architecture is being designed with additional profiles in mind.

REAL-TIME MONITORING

Once monitoring starts, Blackjack Vision continuously processes the capture feed.

The UI provides dedicated controls for:

START MONITORING

PAUSE

STOP

CHANGE SOURCE

NEW SHOE

I've tried to make the interface look and operate more like dedicated analysis software than a Python proof-of-concept with numbers printing into a console.

Everything important should be visible at a glance.

WHY I BUILT IT

Card counting isn't magic.

The concept itself is actually pretty simple.

The difficult part is executing it accurately for hours while simultaneously:

- Watching every card
- Maintaining the Running Count
- Estimating decks remaining
- Converting RC into True Count
- Remembering table rules
- Playing basic strategy
- Making betting decisions
- Dealing with distractions
- Not losing the count

Computers are extremely good at repetitive tracking.

So I wanted to see how much of that mechanical workload could be handled by computer vision.

The result became Blackjack Vision.

THE EDUCATIONAL SIDE IS INTERESTING TOO

Even outside actual gameplay, I think this could be a very interesting training tool.

Someone learning counting could watch:

Card -> Count Value -> Running Count -> Decks Remaining -> True Count -> Edge

all updating together.

That's substantially easier to understand than reading:

Quote:"When the True Count increases, raise your bet."

You can actually see why the count changes.

You can see why removing small cards affects the remaining composition of the shoe.

And you can see why a large Running Count isn't necessarily meaningful without considering how many decks remain.

CURRENT DEVELOPMENT STATUS

Right now:

? 8-deck shoe support

? Real-time card recognition

? Automated Running Count

? True Count calculation

? Recent-card verification

? Deck/shoe tracking

? New shoe reset

? House Edge / Player Edge visualisation

? Configured blackjack table rules

? Screen capture / monitor selection

? Region-based analysis

? Calibration architecture

? Live analysis dashboard

? Pause / Stop / Restart controls

-> Currently optimised for one specific crypto casino layout

-> More casino profiles would require additional calibration/testing

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SO... WOULD ANYONE ACTUALLY WANT THIS?

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I'm considering turning Blackjack Vision into a proper commercial release.

It would NOT be free.

There is considerably more development behind this than a simple card recogniser, and supporting multiple casino layouts would require ongoing calibration and development.

But before I spend the time turning the private build into something distributable, I want to know whether there are actually serious blackjack players/card counters here who would use it.

If I released it, I'd potentially look at adding:

- Multiple casino profiles
- Multiple resolutions
- Custom table calibration
- Configurable deck count
- Configurable blackjack rules
- More detailed shoe statistics
- Historical session analytics
- Count accuracy diagnostics

- Detection confidence scoring
- Training/replay mode
- Session export
- Additional counting systems
- Customisable alerts at specific True Counts

Potentially even a calibration/profile system where new layouts could be supported without rebuilding the entire program.

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IF YOU ACTUALLY COUNT BLACKJACK, I WANT YOUR INPUT.

What would you need to see before paying for something like this?

What feature would make it genuinely useful to you?

Which online blackjack layouts would you want supported?

Would you want this primarily as a live analysis tool, a training tool, or both?

And most importantly:

Should I release Blackjack Vision?

Reply below.

If enough serious players are interested, I'll post more footage of it running through a full shoe.

Disclaimer: Blackjack Vision is an analysis and training project. Card counting does not guarantee winnings, casino rules vary, and gambling always involves financial risk. Users would be responsible for ensuring that any software use complies with the rules and terms applicable to the casino/platform they use. [contract=tid]Start Contract[/contract]