

GAMES OF CHANCE GAME PROCEDURES

The name of the card game: Blackjack, also known as 21

The object of the card game: The object of the game is for a player to have a hand closer to 21 than that of the dealer without going over. If a player is dealt an Ace and at the same time a 10, Jack, Queen, or King on the first two cards, the player has "blackjack" and will win 3:2 unless the dealer also has "blackjack".

The rules of the card game: The values of the cards are as follows: an Ace may count as either 1 or 11. A hand that contains an Ace is called a "soft" total if the Ace can be counted as either 1 or 11 without the total going over 21. If the Ace must be counted as 1 to prevent the hand from going over 21, the hand is then called a "hard" total. The cards from 2 to 9 are valued at their face value. The 10, Jack, Queen, and King are all valued at 10.

Players may bet up to two hands; however, if another player is waiting to play, the player will be asked to forfeit a betting spot. The house makes the ultimate decision on whether a player may play multiple hands. Play begins from the dealers left and all players must wait their 'turn' to play. Players are not permitted to touch the cards. The dealer must stand on all hard 17's and hit on all soft 17's. A tie with the dealer results in a push. All players' blackjack are guaranteed winners (no pushes) and the player is paid 1:1 (even money). All players' blackjack may be paid instantly before any other play unless the player places an insurance bet. In the case the dealer is showing an Ace, the player may request to be paid even money before the dealer checks to see if he or she has blackjack. In the event the player denies even money; they will be paid 3:2 if the dealer does not have blackjack. If the dealer does have blackjack, the player and dealer will push with no \$1 loss of bet.

Side bets among players are not permitted. Players conduct at the table is proscribed by the house rules.

The equipment used for the card game: felt table indicating the location for placing wagers; 6 decks of standard 52 card deck playing cards, poker chips, dealer shoe, automatic card shuffler (optional)

The method of play for the card game: Once a Blackjack table is open, the dealer will spread each deck to ensure all cards are being used. The dealer will verify all six decks of cards. After each deck is verified, the dealer will wash all six decks of cards together and form one pile (or brick). The dealer will then cut the deck in half and place each half of cards to the left and right accordingly. The dealer will then cut about $\frac{1}{2}$ of one deck of cards from each pile (right and left) and riffle the cards together and place them in a pile in the middle of the table. The dealer will then alternate taking a $\frac{1}{2}$ deck from the right and a $\frac{1}{2}$ deck from the middle pile until are cards are riffled together. The dealer will then split the pile or brick again into two separate piles. The dealer will then take $\frac{1}{2}$ deck from the right and $\frac{1}{2}$ deck from the left and riffle them together to form a final pile in the middle. Once the pile or brick has been shuffled again, the dealer will ask a player to cut the brick. A player has to cut at least one deck (approximately) from the front or back of the brick. Once a cut card is placed into the brick, the dealer will cut the remaining cards from the back of the brick and put them in the front. After that is done, the dealer will place a 2nd cut card into the back of the brick, again approximately one deck from the last card. Once this 2nd cut card is dealt, it signals the last hand of the shoe, and a new shuffle will commence.

In the event a card from the shoe is dropped on the ground, the Floor Manager would be called over. The player's whose card fell to the ground has the option to keep that card or take the next card from the shoe. If the player decides to muck that card, that card will then be discarded and the game will continue as normal.

Once the bets are placed the dealer will burn the first card and deal two cards to the players. The dealer makes two passes around the table starting at the dealer's left (the player's right) so that the players and the dealer have two cards each. Once all players have two cards, the dealer then places his or her second card face down under the first exposed card. After the cards have been dealt play proceeds around the table, starting at the first seat to the dealer's left. In the course of play if the player wishes to be dealt another card, the player will indicate this to the dealer by tapping the felt with a finger behind the cards, and/or announcing "hit". If the player does not wish to be dealt another card, the player will wave his or her hand over the cards and/or announce "stand". Hand motions will overrule any voice commands. When the hand is over, the dealer will move around the table to each position, in turn, paying winners and collecting losing wagers. If a player busts, the bet is taken in and the cards are gathered, turned face down and mucked into the discard tray.

When the dealer has an Ace showing following the deal of the cards, bonus bets may be offered and the dealer will check to see if he or she has "blackjack".

The types of wager or wagers for the card game:

Ante – chips are placed by the player in the designated position to indicate the desire to play a hand.

Splitting - after being dealt the first two cards, a player may choose to split his or her cards thereby creating a new hand. An additional bet equal to the ante is required when cards are split. After a split, a hand consisting of an Ace and a 10, Jack, Queen, or King is not considered blackjack and only counts as 21. A player may split up to 3 times all equal-valued cards including Aces, making up to 4 hands. The player may hit, double down, and surrender on split Aces the same as any equal-valued cards.

Double down - The player may double down on two or more cards, totaling 21 or less, even after splitting and hitting, including Aces. The player may also double down on any ten valued card and an Ace, including blackjack, in which event the Ace is counted as a total of 1. A player may double down for the full amount of the wager or for half of the wager if a \$4 bet was placed. The player receives only one card on any double down. No hitting after doubling.

Surrender – Surrender is only allowed after the dealer has checked for blackjack. Once a player receives a third card, doubles down or splits, surrendering a bet is no longer an option.

Insurance - when the dealer's up card is an Ace, the player may place an additional bet to insure against the dealer having blackjack.

Match the Dealer – the player wagers that one or both of his or her cards will match the dealer's up card.

Super 7's – if a player is dealt one or more 7's he or she will be paid based on the posted odds.

Over/Under - allows a player to wager that the likelihood of his or her initial two cards will total either over 13 or under 13. If the total is exactly 13 the player loses both the over and under bet. An Ace is always considered high when adding the player's total number.

Perfect Pair – if on the first two cards a player is dealt a pair he or she will be paid based on the posted odds.

The wager amounts for the card game: Players may bet from \$1 to \$4

The payouts and payout odds for each wager in the card game:

3:2 for blackjack;

1:1 for beating the dealer;

insurance 2:1;

Super 7's:

First Card Any 7 – 3:1,

First Two Cards Unsuit 7's – 25:1,

First Two Cards Suited 7's – 50:1,

First Three Cards Unsuit 7's – 100:1,

First Three Cards Suited 7's – 250:1;

Over/Under 1:1;

Match the Dealer:

One Unsuit Match – 3:1,

One Suited Match – 8:1,

Two Unsuit Matches – 10:1,

One Suited Match and One Unsuit Match – 15:1,

Two Suited Matches – 20:1,

Three Aces Bonus* - 125:1, *Match any three suited Aces (\$4 wagers ONLY);

Perfect Pair:

Perfect Pair (suited pair) – 20:1,

Colored Pair (red or black pair) – 10:1,

Red and Black (red and black pair) – 5:1

