

Bet Bigger Spanish 21 with Super 21 bonus and Match the Dealer side bet

Game of Chance Procedures

Object of the Game: The object of the game is to have a hand closer to 21 than the dealer without going over.

Rules of the 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 counts as 1 or 11 without going over 21. If the ace must be counted as a 1 to prevent going over 21, the hand is called a hard total. Cards 2 through 9 count at face value, while King Queen and Jack are all valued at 10.

Players may play as many hands as space on the table permits. The house retains the right to decide whether a player may play multiple hands. Players are not permitted to touch the cards. Play starts to the dealers left and moves one spot at a time to the right. Players must wait their turns to act on their hands.

The dealer must stand on all hard 17's and hit everything up to a soft 17. A tie with the dealer results in a push. All player blackjacks and 21's are guaranteed winners. If a player achieves blackjack by having the first two cards dealt equal 21, the player is paid 3:2. If the player achieves 21 in more than 2 cards they will be paid 1:1. The Super 21 bonus requires no special or bonus wager. Bonuses are not paid on split or doubled hands. Players holding the hands listed in the 'Wagers and odds' section totaling 21 who have not doubled down are paid a Bonus.

Equipment Used:

Up to 8 standard 52 card playing card decks with the 10s removed.

A blackjack shoe.

A starting bank of chips.

Spanish 21 table/felt

Method of Play:

Upon opening a table, a Dealer will spread each deck to ensure all cards are present. After all decks are verified, the dealer will wash all six decks and form one pile. The dealer will cut the deck in half and place each half of cards to the left and right. The dealer will cut about half a deck from each pile and shuffle them together, placing them in a new pile in the center. The dealer will then alternate taking a half deck from each side pile and a half deck from the

center pile and shuffling them together, placing them in the center until only the center pile remains. The dealer will split the pile into two piles. The dealer will take a half deck from each pile, riffle them together forming a third pile in the center, repeating until one pile in the center remains. Once the pile has been shuffled again, the dealer will ask the player to cut the pile. A player must cut at least one deck from the front or back of the pile. Once the cut card has been placed, the dealer will cut the remaining cards from the back of the pile to the front. After that is done, the dealer will place a second cut card approximately one deck from the bottom card. Once the cut card is dealt, it signals the last hand of the shoe, and a new shuffle will commence.

Once bets are placed after the new shuffle, the dealer will burn the first card and deal two cards, one at a time, face up to each player, and face down to the dealer. Once the dealer deals themselves their last card, they will expose their first card by placing it face up on top of their second card. As soon as this card is exposed, the dealer will satisfy the match the dealer up card bets.

Each player who gets exactly 21 in their first two cards will be paid 3:2 for their blackjack.

When the dealer has an Ace showing, players will be offered an insurance bet, and the dealer will check for Blackjack before the hand commences. If a face card is showing, insurance will not be offered, but the dealer will check for blackjack.

After cards have been dealt, play proceeds around the table, starting at the first seat to the dealers left. If the player wants another card, they will indicate by tapping the felt and or saying "hit". The player doesn't wish to have another card, they will wave their hand over their cards and or verbalize "stay". Hand motions overrule voice commands. If a player wants to double down or split, they will put up an extra bet, and the dealer will confirm their action with either one finger for a double down, or two fingers splayed out indicating a split. After all player actions have been completed, the dealer will expose their down card, and settle all match the dealer down card bets. They will then hit until they get to a hard 17 or bust. When the hand is over, players will have their bets resolved from right to left.

Types of wagers for the card game:

Ante- Chips are placed in the large main wager circle to indicate the desire to play a hand.

Bet Bigger 1X-3X- Players may optionally place additional wagers matching their Ante bet in any or all of the 3 Bet Bigger betting spots.

Match the Dealer Up Card/Match the Dealer Down Card- The player wagers that one or both of their first two cards will match the dealers up or down card. These bets are two separate bonus spots, and can be wagered independently of each other.

Break Bonus- The player wagers that the dealer will break. A player must wager a main wager in order to wager a side bet.

If the dealer does not have 'blackjack', player action will begin from dealer's left to right. Each

player has the right to 1) 'hit' by tapping the table, 2) 'stay' by waving their hand over their bet, 3) 'double down' by placing a bet equal to their ante bet; bet bigger 1x, if played; bet bigger 2x, if played; and bet bigger 3x, if played; to the left of each respective bet, 4) 'split' by raising their index and middle fingers in the shape of a 'V' and displaying the hand signal over their bet, and by placing a bet equal to their ante bet; bet bigger 1x, if played; bet bigger 2x, if played; and bet bigger 3x, if played; to the left of each respective bet, 5) 'surrender' by audibly saying 'surrender' to the dealer.

Insurance- When a dealer's up card is an Ace, a player may place an insurance bet for half their original wager and any Bet Bigger 1X-3X wagers if played. Players must insure each Ante wager and Bet Bigger wager separately. If the dealer has blackjack, Insurance will pay 2:1, effectively creating a push for the player with their original bet. When the dealer does not have blackjack, the Insurance bet is collected, and the hand proceeds as normal.

Players can wager anywhere from \$1-\$10 dollars per bet, and per bonus bet. The house reserves the right to alter the betting amounts allowed, but shall not exceed \$10 for any bet.

Payouts and odds for wagers:

House edge- .42%

Beat the dealer- 1:1

Blackjack 3:2

Super 21 Bonus payouts:

- 5 card 21 pays 3:2
- 6 card 21 pays 2:1
- 7+ card 21 pays 3:1
- 6-7-8 of mixed suits pays 3:2
- 6-7-8 of the same suit pays 2:1
- 6-7-8 of spades pays 3:1
- 7-7-7 of mixed suits pays 3:2
- 7-7-7 of same suit pays 2:1
- 7-7-7 of spades pays 3:1

Match the Dealer Probability and odds:

Matches Probability Pays Return Two suited Matches .000244 18 .004386

One suited and one non .002193 13 .028508 Two non-suited .003728 8
.029824

One suited .0321639 .289467 One non .1157874 .463147 No matches

BONUS OPTIONS:

Match the dealer:

The player makes an optional wager that one, or both of their cards will match the dealers up card. Payouts are as follows:

- a. 2 suited matches pays 25 to 1
- b. 1 suited and 1 non-suited match pays 15 to 1
- c. 2 non-suited matches pays 8 to 1
- d. 1 suited match pays 10 to 1
- e. 1 non-suited match pays 3 to 1

Break Bonus:

If a player makes an optional "Break Bonus" wager, they can win payouts as laid out in the below table when the dealer breaks (aka busts). There is a different payout depending on the number of cards in the dealer's hand after the dealer busts.

- a. 8 or more cards pays 200 to 1
- b. 7 cards pays 50 to 1
- c. 6 cards pays 15 to 1
- d. 5 cards pays 4 to 1
- e. 4 cards pays 3 to 1
- f. 3 cards pays 1 to 1 (even)