

## **BLACKJACK - TOURNAMENT**

### **Object of the game:**

The main objective of **Blackjack - Tournament** is to be have the most chips at the end of the Tournament. Players will win or lose chips by playing Blackjack, in accordance with the Rules of the Game as detailed below.

### **Buy In:**

Players will 'buy in' to the **Blackjack - Tournament** for the posted 'buy in' amount, up to \$250 per player, per day. Each player who buys in will receive the posted value of tournament starting chips and will be randomly assigned a seat at one of the tournament tables.

### **Rules of the game:**

At the beginning of the Blackjack Tournament, the dealer shall spread each deck of cards out on the table to ensure all cards are present. The tournament may be played with six or eight decks, so long as each tournament table is playing with the same number of decks. The dealer will verify each decks of cards is complete. After each deck is verified, the dealer will wash all decks of cards together and form one pile or 'brick'.

The dealer will shuffle the cards at the beginning of the day or after the 'cut card' is dealt during game play. When the dealer has completed shuffling, they will form a 'brick' with the cards.

The dealer will then give a 'cut card' to any player at the table and ask them to 'cut' the brick by placing the card in any point in the brick, so long as that point is at least one deck (approximately) from the front or back of the brick. Once the player places cut card in the brick, the dealer will take the remaining cards from the back of the brick and put them in the front. Then, the dealer will place the cut card into the back of the brick approximately one deck from the last card.

The game will begin with player(s) placing, at minimum, a bet in the 'ante' bet position. A player's bet must equal, at minimum, 200 (2 '100' value chips). A player's bet must not exceed 1,000 (10 '100' value chips). All bets must be placed in increments of 200 (ie 200, 400, 600, 800, 1000). No 'side bets', 'bonus bet' or 'bet bigger' bets may be played by any player in the Blackjack - Tournament.

The game will be dealt from left to right, with each player and the dealer receiving one card at a time, until all players and the dealer have two cards. The dealer will receive its first card face up and its second card face down.

If the dealer's face up card is a ten/face card, the dealer will check their face down card to determine if it is an ace. If the dealer's face down card is an ace, the dealer has 'blackjack' and will immediately turn over their face down card to reveal it to the players. The dealer shall then take the bets of any players who do not have 'blackjack'. Any players who do have 'blackjack' will push/tie with the dealer and will retain their bet(s).

If the dealer's face up card is an ace, the dealer shall audibly ask the player(s) if they would like 'insurance'. Players may insure their hand(s) up to half their ante bet. The dealer will close the 'insurance' offer by waving their hand over the table. No more insurance bets may be placed after this action by the dealer. Players who have a 'blackjack', as described below, may elect to take 'even money' at this stage. If the player elects 'even money', they shall be paid 1:1 on their ante bet.

After closing the 'insurance offer', the dealer will check their face down card to determine if it is a ten/face card. If the dealer's face down card is a ten/face, the dealer has 'blackjack' and will immediately turn over their face down card to reveal it to the players. The dealer shall then take the bets of any players who do not have 'blackjack'. Any players who do have 'blackjack' will push/tie with the dealer and will retain their bet(s). The player's who placed an 'insurance' bet will receive 2:1 for each of their insurance bets.

If a player's first two (2) cards consist of an ace **and** ten/face card, the player has 'blackjack'. As long as the dealer does not have an ace or ten/face card showing, the player shall be paid 3:2 for their ante 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 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.

If a player 'hits' as described above, the dealer will deal the player an additional card.

If the player 'stays' as described above, the player's hand will remain as it stands and the dealer will move to the next player. After the player 'stays' the value of their hand shall be final.

If the player 'doubles down' as described above, the dealer will deal the player one additional card. After 'doubling down' on a respective, a player may not be dealt any additional cards on that respective hand. Players may only 'double down' on the first 2 (two) cards of any hand, including a hand resulting from a 'split'.

If the player 'splits' as described above, the dealer will separate the cards and ask for the players action beginning with the left 'hand'. A player may only split matching cards. For this purpose, 'matching cards' shall mean cards of the same 'value'. For this purpose, 'value' shall mean the number or letter printed on the face of the card (ie 10 or Q). Players may split up to three times and play up to a four hand total. If a player splits aces, they may only receive one additional card per ace. A player may not re-split aces.

If the player 'surrenders' as described above, they will forfeit half of their bet and their 'hand' will be removed from play.

If, at any time, a player's hand's total value exceeds 21 (twenty-one), the player has lost and their 'hand' is removed from play. The dealer shall immediately 1) take the losing players bet and 2) take the losing players cards and place them in the discard holder.

The dealer must 'hit' their 'hand' until the total value of their 'hand' is 17 (seventeen). If the dealer has a 'soft' 17 (seventeen), the dealer must hit until their hand is 'hard'. If, at anytime, the dealer's hand's total value exceeds 21 (twenty-one), the dealer has 'bust' and all players who have 'hands' remaining in play have 'won' their 'hand(s)' and shall be paid 1:1 on their ante bet; bet bigger 1x, if played; bet bigger 2x, if played; and bet bigger 3x, if played.

The 'ace' or 'A' card shall have a real value of 1 or 11. Any 'face' or 'J' or 'Q' or 'K' card shall have a real value of 10. All other cards shall have the value printed on them (ie: a '6' card equals a real value of 6.)

A single player may only play one hand (spot) at a time.

### **Tournament Structure:**

At a minimum, the top 2 players, as determined by the person having the most chips at the end of the tournament, will be paid. The Payout Structure will be posted at the end of the *First Round* of the tournament.

The tournament will be played in three (3) rounds. Each of the 3 rounds at each table shall last one (1) shoe. A shoe is defined as 6 or 8 decks, with 1 deck 'cut' out, and one single card burned at the beginning of the shoe. The top 12 players in round one, as determined by the persons having the most chips in front of them at the end of the round, will advance to the second round. After the first round is completed and the top 12 players have been determined, the remaining players will be randomly assigned seats for round 2 and the round will commence. The top 6 players in round two, as determined by the persons having the most chips in front of them at the end of the round, will advance to the third round. After the second round is completed and the top 6 players have been determined, the remaining players will be randomly assigned seats for round 3 and the round will commence. At the end of round 3, the players will be

ranked in order based on the amount of chips each player has at the end of the round (ie: the person with the most chips will be ranked first, the person with the second most chips will be ranked second, and so on.)

In the event of a tie between players who would be paid prize money in accordance with the posted Payout Structure, a fourth round of the tournament shall commence with all players affected by the tie. The final round shall be considered complete when there are no more ties. The 'shoe' does not need to be completed for the fourth round to be considered complete. At the end of round 4, the players will be ranked in order based on the amount of chips each player has at the end of the round (ie: the person with the most chips will be ranked first, the person with the second most chips will be ranked second, and so on.)

Based on the final ranking, as determined above, players will be paid in accordance with the posted Payout Structure.

**Other:**

The tournament and all participating players shall be subject to the posted House Rules of Wonder Casino.