

Blackjack with 3 Card Poker, Match The Dealer and Perfect Pair side Bets

Game Of Chance Procedure

The name of the card game: Blackjack with 3 Card poker, Match the Dealer and Perfect Pair Side Bet

Object of the 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.

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

Players may bet up to two hands if 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 players must wait their turn 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(Super 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 following hands totaling 21 who have not doubled down are paid a Blackjack payout as laid out In the payout and odds section.

Equipment Used: 6 or 8 standard 52 card playing card decks with the 10s removed, a dealing shoe, felted Spanish 21 table, gaming currency.

The outcome of the hand will be paid according to Blackjack Pay Table 1.

Players may surrender on their first action of a hand. Surrendering forfeits half the player's Ante and player's hand is killed immediately.

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:

Standard gaming table including a chip well and a cash drop box and plastic paddle
Blackjack felt indicating the location for placing Ante and Match the Dealer wagers

6 or 8 standard 52 playing card decks
2 cut cards
Value chips
Plastic lammers
Dealer shoe
Card muck

The method of play for the card game:

When opening the game, the dealer will spread each deck to ensure all cards are being used. The dealer will verify all six or eight decks of cards. After each deck is verified, the dealer will wash all decks separately, then wash them in stacks of two, then finally all decks together.

Upon the completion of the wash, as described above, or the completion of a shoe, as described below, the dealer performs the following shuffle procedure. The dealer cuts the pile into six even piles, and in sets of two riffle shuffles all the cards together to form a new pile. The dealer splits the pile again into two piles. The dealer takes approximately $\frac{1}{2}$ a deck from each pile and riffles them together and places on a cut card forming a third pile in the center, the final pile, repeating until one pile in the center remains. While riffling the final pile together, the dealer will not square the deck (collapse into an even pile) showing players the cards are being distributed evenly.

When the shuffle is complete the dealer squares the deck against the shoe and presents the deck to the player that received the cut card at the end of the last shoe, or a player volunteer. A player must cut at least one deck (approximately) from the front or back of the pile. Once the cut card has been placed, the dealer cuts the remaining cards from the back of the pile to the front. After that is done, the dealer places a second cut card approximately one and a half decks from the bottom card. When this second cut card is dealt, it signals the last hand of the shoe, and a new shuffle will commence. Casino reserves the right to modify shuffle, but in no case will shuffle be less than presented.

Once the bets are placed, after a new shuffle, the dealer then burns the first card and deals to each of the players' bets. The dealer makes two passes around the table starting on the dealer's left so that the players and dealer have two cards each. When all players' bets have two cards, the dealer then places the dealer's second card, face down, under the first exposed card. At this point the dealer collects all losing Prop Bets, then pays the Prop Bet winners from left to right.

After cards have been dealt, play proceeds around the table, starting at the first seat to the dealer's left. If the player wants another card they will indicate by tapping the felt and or saying "hit". If 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. A player can split up to 3 times per hand, provided all cards are of the same denomination. When the hand is over, players will have their bets resolved from right to left.

After Match the Dealer, then player Blackjacks and possible dealer Blackjacks are resolved.

If any player has Blackjack and the dealer has neither an Ace nor a 10, Jack, Queen, or King as their face up card then the player wins 3:2 immediately. If the dealer has an Ace showing, then all players without a Blackjack are offered Insurance and any player with Blackjack is offered Even Money. Insurance is a side bet on whether the dealer will make a Blackjack and it pays 2:1. Players accepting Even Money will

receive 1:1 on their ante and their hand is mucked. If the dealer has Blackjack then all players will lose their antes excluding players with Blackjack who did not take Even Money which push. Insurance is then paid. If the dealer does not have Blackjack, then all Blackjacks that did not take Even Money will be paid 3:2, all Insurance bets are collected, and play continues. If the dealer has a Ten, Jack, Queen or King as their face up card they check to see if they have an Ace as their down card, and hence Blackjack. If the dealer has Blackjack, then all player bets are collected, except players with Blackjacks which push. If the dealer does not have Blackjack, then play continues as described below.

Play continues starting at the first seat to the dealers 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 their cards and/or announcing "hit". If the player doesn't wish to be dealt another card, the player will waive their hand over their cards and/or say "stay". Hand motions overrule voice commands. If a player busts during the hand, the bet is taken in and the cards are mucked immediately. Play goes from left to right until all players have acted.

Once all players have acted, the dealer reveals their face down card. The dealer then takes additional cards until a score of 18 to 21 is achieved. If the dealer goes over 21 with all, if any, Aces using their lower possible value of 1, they bust, and all remaining player hands are paid. If the dealer has a "soft" 17, when an Ace is being used as an 11, then the dealer must hit. If the dealer has a "hard" 17, meaning all, if any, Aces are using their lower possible value of 1, then the dealer must stay. If neither the player nor the dealer busts, then the outcome will be determined using Blackjack Pay Table. The dealer determines the outcomes of players' hands, paying or collecting wagers, accordingly, starting on the dealer's right and moving to the left.

The next hand is repeated as described until the second cut card is reached in the shoe and upon the completion of that hand the deck is shuffled again.

The types of wager or wagers for the card game:

Ante- Chips are placed in the designated wager circle to indicate the desire to play a hand. A player can Ante up additional side bets in the Go – For – It secondary, third and fourth side bet position. These prop bets must be equal to the primary Ante bet. All secondary split or double down bet action must equal both primary and secondary Ante bets. All prime and prop Ante bets must be placed prior to the first card being dealt on each hand.

Splitting - after being dealt the first two cards, a player may choose to split hands with equal rank thereby creating a new hand. An additional bet equal to the ante, plus the secondary, third and fourth side Ante bet 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. Plays may split up to 3 times for 4 hands per starting hand. If a player chooses to split Aces the only get one additional card per Ace, unless one of the new cards is an Ace, in which case they can split a third and final time for this hand.

Double down -A player may double down on their first two cards (first action), if the player chooses to do so they may add an additional bet equal to their Ante bet. If a player chooses to double down, the player only receives one additional card.

Insurance- When a dealer's up card is an Ace, the player may place an additional bet to insure against the dealer having a Blackjack. These bets are 50% of the player's ante. If the dealer has Blackjack, the player will lose their original ante and be paid 2: 1 on their Insurance bet. If the dealer does not have Blackjack, the player will lose his or her Insurance bet.

Side Bets

3 Card Poker – Side bet must be at least 2 dollars and equal to or lessor than prime Ante bet, and bet must be placed before the first card is dealt. Players first 2 cards and dealers first card create the 3 Card Poker Play.

3 Card Poker Payout

| | |
|--------------------|------|
| Mini Royal Flush | 40-1 |
| Straight Flush | 30-1 |
| Suited 3 of a Kind | 20-1 |
| 3 Of A Kind | 10-1 |
| Straight | 3-1 |
| Flush | 1-1 |

Match The Dealer – Side bet must be at least 2 dollars and equal to or lessor than the prime Ante Bet and placed before the first card is dealt. Player wagers that one or both of their cards will match the dealers “up” card. Match the dealer is regulated to the first dealer card and first 2 player cards of the hand.

Match The Dealer Payout;

| | |
|--------------------|------|
| Two Suited | 15-1 |
| One Suited One Non | 13-1 |
| Two Non Suited | 7-1 |
| One Suited | 6-1 |
| One Non Suited | 3-1 |

Perfect Pair – Side bet must be at least 2 dollars and equal or lessor than the prime Ante Bet and placed before the first card is dealt. Player is wagering that their first 2 cards dealt are a pair. Splitting hands does not create a new Perfect Pair opportunity. Perfect Pair is regulated to the first 2 player cards of the Players hand.

Perfect Pair Payout;

| | |
|--------------|------|
| Perfect Pair | 20-1 |
| Same Color | 8-1 |
| Mixed Color | 4-1 |

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

Split & Double Down Bets

Bets made in the process of splitting a hand or doubling down on a hand are paid according to the Blackjack Pay Table below, with a possible payout range of 1 to -1 relative to the ante.

Blackjack Pay Table 1

| | |
|------------------------|-----|
| Blackjack aka Super 21 | 3-2 |
| 21 or Beat The Dealer | 1-1 |