

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 players are 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.

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 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 three 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 they have 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 loss of bet.

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

Equipment used for the game:

Felt table indicating the location for placing wagers, 8 decks of standard 52 card playing deck, poker chips, and dealer shoe. Automatic card shuffler is optional.

Method of Play:

1. Once a blackjack table is open, the dealer will spread each deck to ensure all cards are being used.
2. The dealer will verify all eight decks of cards.
3. The dealer will wash all eight decks of cards together and form on pile (brick).
4. The dealer will cut the deck in half and place each half of cards to the left and right accordingly.
5. The dealer will cut about half of one deck of cards from each pile (right and left) and riffle together and place them in the middle of the table.
6. The dealer will alternate taking half from the right and half from the middle until all cards are riffled together.
7. The dealer will then split the pile again into two separate piles.

Blackjack

8. The dealer will then take half from the right and half from the left and riffle them together to form one final pile in the middle.
9. Once the pile has been shuffled again, the dealer will ask a player to cut the deck. 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.
10. The dealer then places a 2nd cut card into the back of the deck, again approximately one deck from the last card.
11. 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 will be put back into play as long as the card in question is easily identifiable to continue the game.

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 (player's right) so that the players and the dealer have two cards each. Once all players have two cards, the dealer then places their 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 their 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 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 they have "blackjack".

Types of wagers:

1. Ante – chips are placed by the player in the designated position to indicate the desire to play a hand.
2. Splitting – after being dealt the first two cards, a player may choose to split their 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.
3. 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 10 valued cards and an ace, including blackjack, in which event the ace is counted as a total of

Blackjack

1. A player may double down for the full amount of the wager or for half of the wager. The player receives only one card on any double down. No hitting after doubling.

No Surrender Bets:

1. Insurance – when the dealer’s up card is an ace, the player may place an additional bet to insure against the dealer having blackjack.
2. Match the dealer – the player wagers that one or both of their cards will match the dealer’s up card.
3. Black or Red – the player wagers that the dealer Up card will be either black (spade or club) or red (heart or diamond). Both wagers lose when the dealers Up card is an ACE

Wager Amount:

Players may bet from \$1 to \$10

The payouts and payout odds:

3:2 for blackjack

1:1 for beating the dealer

2:1 insurance

Match the Dealer Bonus	
Two suited matches	20 to 1
One suited and one unsuited match	14 to 1
Two unsuited matches	10 to 1
One suited match	7 to 1
One unsuited match	3 to 1

Black or Red Bonus

Black (Spade or Club)	1 to 1
Red (Heart or Diamond)	1 to 1
Dealer ACE	Both wagers lose

Customer: **Oceanfront Gaming, Hampton, NH**

Project: **6 Spot Match the Dealer** Cloth Type: **EGC 1.5**

BDM: **Greg Stewart** Date: **08 / 11 / 2021**

Artist: **Jennifer Culillap** File: **OceanGaming 6s EGC MTD 205109v2.ai**

Job# **205109**

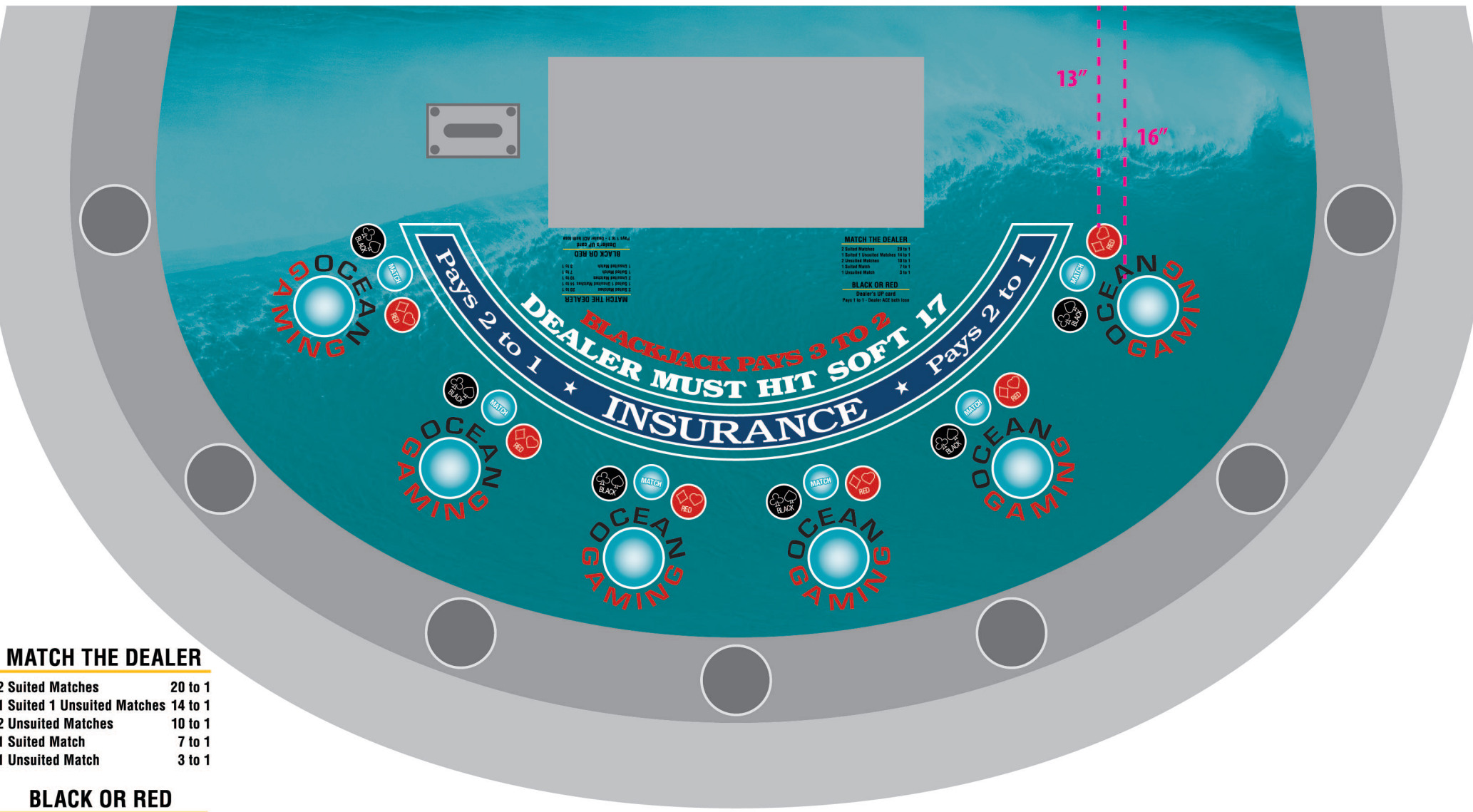


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Approval Signature _____	Date ____/____/____
Name (Please Print) _____	

Cloth Size: **82" x 52"** Table Size: **88" x 47"**

EGC 1.5 FULL GRAPHIC LAYOUT



MATCH THE DEALER

2 Suited Matches	20 to 1
1 Suited 1 Unsuited Matches	14 to 1
2 Unsuited Matches	10 to 1
1 Suited Match	7 to 1
1 Unsuited Match	3 to 1

BLACK OR RED

Dealer's UP card
Pays 1 to 1 - Dealer ACE both lose

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