

## Spanish 21 Go For It, with 3 Card Poker, Match Dealer and Perfect Pair Side bets.

### Game of Chance Procedure

**Object of the Game:** The object of the game is to have a hand closer to 21 than the dealer, without going over. Additionally, 3 potential side bets are offered to player options.

**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 and the second card is a 6 or less, count 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 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 Bonus 21 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.

**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 6 or 8 decks and form one pile. The dealer will then 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. Casino reserves the right to modify shuffle, but in no case will shuffle be less than presented.

Once bets are placed after the new shuffle, the dealer will burn the first card and deal two cards, one at a time, to each player and the dealer. 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.

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.

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.

**Types of 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•** If the value of a players first two cards is equal, a player may choose to split their cards, creating a second hand. An additional ante, matching their original bet, is required for the second hand when splitting. After a spilt, a hand is not eligible for a blackjack payout, and only counts as 21. A player may split up to 3 times, except with Aces, which may only be split once.

**Double down** -The player may double down on two or more cards totaling 21 or less, even after splitting and/or hitting, including Aces. The player may double down up to two times.

**Insurance** - When a dealer's up card is an Ace, a player may place an insurance bet for half their original wager. 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.

**Side Bets**

Super 7's – 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 card must be a 7 to qualify. Any additional 7's are included in the payout. Super 7 bet is based on Player cards. Splitting of 7's voids any additional payouts on the super 7. Payout is settled upon the conclusion of Players hand.

Super 7 Payout

7-7-7 Suited	500-1
7-7-7 Non Suited	250-1
7-7 Suited	100-1
7-7 Non Suited	50-1
7	3-1

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

High Low – 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 second card will be higher or lower than their first card by demonization. 2 cards dealt with the same domination is a loss. Face cards are weighted to their status. Queen beats Jack, King beats Queen and Jack.

Splitting hands does not create a new High Low opportunity. High Low is regulated to the first 2 player cards of the Players hand.

High Low Payout;

2-1

**Payouts and odds for wagers:**

House edge- .42%  
 Beat the dealer 1:1  
 Blackjack 3:2

Bonus 21 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