

H O W T O P L A Y BLACKJACK

In Blackjack, the players and the dealer draw cards that come close to or total 21. If either the player or dealer exceeds 21, they bust and lose. Winning wagers pay 1 to 1.

To begin, the dealer deals two cards face up to each player. The dealer's first card faces up and their second card faces down. All face cards (King, Queen or Jack) count as 10 each and all other cards count at face value except the Ace, which counts as 1 or 11 as the player decides.

An Ace with any 10, Jack, Queen or King on the first two initial cards is a Blackjack. The dealer pays one-and-a-half times the wager unless the dealer also has a Blackjack, in which case it is a push—a tie.

If a player wants an additional card, they request a hit by using a scratching motion with their finger on the table. If a player does not want a hit, they may stand by making a lateral waving motion with their hand.

After receiving their first two cards, a player may double down on their wager and receive one card, or they may split cards of equal rank into two separate hands with an additional wager matching the first. A player may split any pair including Aces up to three times (creating four separate hands). Aces receive only one card on a split hand.

After all players act the dealer turns their down card face up and stands or draws as required.

The dealer must hit soft 17 or less. A soft 17 is any combination of cards containing an Ace and that totals 7 when the Ace is counted as 1 point and 17 when the Ace is counted as 11 points—this hand cannot bust.

If, after receiving the first two cards, the dealer's up card is an Ace, players may purchase insurance. Players may wager up to half of their original wager as an insurance bet. A winning insurance wager pays 2 to 1.

Side wagers are prohibited.