

BCLC Rules of Play for Table Games - Blackjack

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1.0-Rules of Play – Blackjack – Basic Blackjack		

1.0 Rules of Play – Blackjack – Basic Blackjack

1 GENERAL

- 1.1 Blackjack is played with six standard card decks dealt from a shoe by a Dealer.
- 1.2 Only the Dealer may touch the cards.
- 1.3 Object of the Game:
 - 1.3.1 Each Player attempts to achieve a higher total point value per hand than the Dealer without exceeding a value of 21.

2 POINT VALUE OF CARDS

- 2.1 Aces count as 1 or 11 at the Player's option.
- 2.2 All face cards have a value of 10.
 - 2.2.1 All other cards are determined by the face value (number of pips).

3 HANDS

- 3.1 A Blackjack is achieved when the first two cards dealt to a Player total 21.
 - 3.1.1 A Blackjack beats all other card counts obtained by three or more cards totaling 21. See also 'Pair Splitting' under PLAYER OPTIONS.
 - 3.1.2 If both the Player and Dealer have a Blackjack, the hand is a tie or push.
- 3.2 A soft hand is a hand that includes an Ace and has two totals, neither of which exceeds 21.
- 3.3 A hard hand is one in which there is no Ace or the Ace counts as one.

4 PLAYER OPTIONS

- 4.1 Hit – draws additional cards.
 - 4.1.1 Player may not hit a Blackjack or hard 21;
 - 4.1.2 Player must use a hand signal by tapping on the table to indicate a "hit".
- 4.2 Stand – draws no additional cards.
 - 4.2.1 Player must use a hand signal by "waving off" to indicate "stand".
- 4.3 Double Down - a player may double down on any two card hand by placing an additional bet. Player may not double down on Blackjack.
 - 4.3.1 The additional double down bet may be equal to or less than the original bet, providing the additional bet is at least the table's posted minimum limit.
 - 4.3.1.a Example 1 – Table posted limits are \$5 - \$100, Player's original bet is \$25. Double down bet can be any amount from \$5 to \$25.
 - 4.3.1.b Example 2 – Table posted limits are \$5 - \$100, Player's original bet is \$7. Double down bet can be any amount from \$5 to \$7.
 - 4.3.2 A double down bet shall be placed behind the original bet.
 - 4.3.3 The Player receives one additional card.

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1.0-Rules of Play – Blackjack – Basic Blackjack

- 4.3.4 If the Player exceeds 21 and the Dealer's first card is an Ace or 10, losing bets and cards shall remain on the table. The Dealer shall place the corresponding bet on top of the cards.
 - 4.3.4.a If Dealer makes Blackjack, only the original bet on a double down is taken.
- 4.4 Pair Splitting - when the first two cards dealt to a Player are of equal point value, the player may split them to form additional hand(s).
 - 4.4.1 Any two cards of equal value may be re-split.
 - 4.4.2 Aces may only be split once and are limited to one additional card per hand.
 - 4.4.3 The Player must put up an additional separate bet equal to the original bet for each split hand.
 - 4.4.4 A split bet shall be placed on the side of the original bet.
 - 4.4.5 The first split hand shall be completed before the second hand may be played.
 - 4.4.6 A Player may double down after splitting hands.
 - 4.4.7 A minimum of one card must be taken on each split hand.
 - 4.4.8 If the Player exceeds 21 and the Dealer's first card is an Ace or 10, losing bets and cards shall remain on the table. The Dealer shall place the corresponding bet on top of the cards.
 - 4.4.8.a If Dealer makes Blackjack, only the original bet on a split hand is taken.
 - 4.4.9 A two-card 21 on a split hand is not a Blackjack and is paid one to one.
- 4.5 Surrender – once the Player has received their original two cards, prior to any action taking place, the Player has the option of "Surrender".
 - 4.5.1 A Player cannot "Surrender" if the Dealer has a Blackjack.
 - 4.5.2 The Dealer shall take one-half of the original bet.
- 4.6 Insurance – if the Dealer's first card is an Ace, the Players are offered the option of insuring their bets against the possibility of the Dealer Blackjack. This option is offered before any action takes place.
 - 4.6.1 Player shall place an additional amount of up to one half of their original bet on the insurance line.
 - 4.6.2 If Dealer draws a Blackjack, insurance bets are paid 2 to 1 odds.
 - 4.6.3 Even Money - if a Player has a Blackjack and wishes to insure their hand, the Player may ask for Even Money.
 - 4.6.3.a The Dealer shall immediately pay the Player's Blackjack bet at 1 to 1 odds.

5 BETTING

- 5.1 Bets are valid only when placed in the betting spot before dealing commences.
- 5.2 Bets shall remain unchanged during play except when splitting or doubling down.
- 5.3 Players may not touch their bets after the Dealer has started the initial deal-out.
- 5.4 A Player may be permitted to play more than one player position, subject to house limitations.

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1.0-Rules of Play – Blackjack – Basic Blackjack

- 5.5 Back Betting (i.e. Players not seated at the gaming table or other individuals wager on another Player's hand) on Basic Blackjack shall be permitted conditional upon the following restrictions being followed:
- 5.5.1 The table is situated on the main gaming floor;
 - 5.5.1.a Back betting is not permitted on Blackjack games situated in the high limit rooms.
 - 5.5.2 Back Betting is not permitted on any side bets or bonus bets such as King's Bounty side bet;
 - 5.5.3 There is no disagreement from the Player who controls the spot;
 - 5.5.4 Only one Back Bettor is permitted in addition to the Player who controls the spot;
 - 5.5.5 Table game felt layout must contain specific betting spot for the Back Bettor;
 - 5.5.6 Table minimum and maximum bet limits shall be observed per betting spot;
 - 5.5.6.a Player controlling the spot and the Back Bettor must each play at least the minimum bet.
 - 5.5.7 All decisions on the hand shall be made by the Player who controls the spot;
 - 5.5.7.a If the Player controlling the spot elects to double or split, Back Bettors do not have to double or split;
 - (1) If the Back Bettor chooses not to double or split, the Back Bettor's wager will follow the original (first) hand;
 - 5.5.8 Security and Surveillance of the game are not compromised;
 - 5.5.9 Control of the game is not compromised;
 - 5.5.10 Back Betting Rules must be readily available to Players.

6 DEALER BETS

- 6.1 A Player may place a separate tip bet, which is a wager played for the Dealer.
- 6.2 Dealer bets shall be placed separately.
- 6.3 Winning Dealer bets shall be paid separately from and after payment of the Player's bet.
 - 6.3.1 A winning Dealer bet cannot be retained for play on the next game.
 - 6.3.2 If a push occurs the Dealer bet may remain for play on the next game.
- 6.4 Players have the option to double down or split on a Dealer bet.
 - 6.4.1 Otherwise, tip plays on original bet.
- 6.5 Surrender rules apply to any Dealer bet, except as follows:
 - 6.5.1 A \$0.50 Dealer bet is not subject to surrender but shall be retained as a tip.

7 PAY OUTS

- 7.1 Winning hands are paid even money (1 to 1), with the exception of Blackjack.
 - 7.1.1 Winning Blackjack hands are paid at 3 to 2.
- 7.2 If Player and Dealer have equal value hands, it is a "tie" or "push" and neither party wins or loses.

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1.0-Rules of Play – Blackjack – Basic Blackjack

7.3 If the value of a hand exceeds 21, it is a “bust” and the bet is automatically lost, except as prescribed in Double Down and Split options.

8 SEQUENCE OF PLAY

8.1 The Dealer shall verify that all bets are placed within the betting spots, before first card is dealt.

8.2 Starting with the Player to the Dealer’s left and proceeding clockwise, the Dealer shall:

8.2.1 Deal each Player one card, face-up, in front of the betting square;

8.2.2 Deal one card, face up, and place it in front of the chip tray;

8.2.3 Deal a second card, face-up, to each Player;

8.2.3.a The second card shall be placed in such a manner that the value of the original card is identifiable.

8.3 If the Dealer shows an Ace, they shall announce “insurance”.

8.4 Dealer shall, with a hand sweep, ensure that the insurance bets do not exceed one half of the original amount bet.

8.5 Players may hit, stand, split, double down by signaling or placing the appropriate bet.

8.6 The bet and cards are collected immediately on a bust hand, except with a split or double down where the Dealer shows an Ace, face card or 10.

8.6.1 If Dealer shows an Ace, and a Player busts, but has taken insurance, the cards shall remain until Dealer completes the hand.

8.7 A Blackjack appearing during play shall be paid when the Dealer reaches that hand.

8.7.1 If Dealer shows Ace or 10, Blackjack shall be settled after the Dealer’s hand has been completed.

8.8 After all Players’ hands are completed the Dealer shall:

8.8.1 Hit soft 17 or less;

8.8.2 Stand on hard 17.

8.9 The Dealer shall not play out their hand if all Player bets have been settled.

8.10 If the Dealers second card does not produce Blackjack, insurance bets shall be collected immediately from right to left.

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2.0-Rules of Play – Blackjack – King’s Bounty		

2.0 Rules of Play – Blackjack – King’s Bounty

1 GENERAL

- 1.1 King’s Bounty is an optional proposition bet used in the game of Blackjack.
- 1.2 Players wagering on the King’s Bounty bet are trying to attain a total of twenty with their first two cards dealt.
- 1.3 Additional bonuses are paid if the Player’s first two cards equaling twenty are suited or a matched pair.
- 1.4 Special bonuses are awarded if the Player’s first two cards are each a King of Spades (the King’s Bounty).
 - 1.4.1 The top prize is awarded if the Player’s King of Spades pair occurs at the same time the Dealer has a Blackjack.
- 1.5 King’s Bounty may be played on either a six deck regular shoe, or a multi deck continuous shuffler.
- 1.6 The outcome of the primary Blackjack bet has no bearing on the King’s Bounty side bet, and vice versa.

2 PLAYER OPTIONS

- 2.1 Each Player must make a bet on the basic game of Blackjack in order to make a wager on the King’s Bounty game.
- 2.2 The house determines the minimum and maximum wagering limits of the King’s Bounty wager.
- 2.3 The Player’s King’s Bounty wager may be larger than their regular Blackjack wager in accordance with the table’s minimums and maximums.
- 2.4 Rules for the Blackjack bet are according to Rules of Play – Blackjack – Basic Blackjack: Player Options.

3 BETTING

- 3.1 No individual or Player shall be permitted to wager on another Player’s hand (i.e. no back betting).
- 3.2 Bets shall remain unchanged during play except when splitting or doubling down.
- 3.3 A Player may play more than one hand with the King’s Bounty wager in accordance with the house procedures.
- 3.4 Back Betting is not permitted on any side bets or bonus bets such as King’s Bounty side bet even when back betting is permitted on the main game.

4 DEALER BETS

- 4.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 4.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 4.3 Dealer bets shall:

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2.0-Rules of Play – Blackjack – King’s Bounty

- 4.3.1 Be clearly positioned to show separation from the Player’s bet;
- 4.3.2 Be placed to the Dealer’s left of a Player’s bet;
- 4.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of, the Player’s bet.
 - 4.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
 - 4.4.2 A Dealer bet cannot be retained for play on the next game.
- 4.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a ‘contract’ bet; and
 - 4.5.1 If the bet loses, it will be taken in the normal sequence of play;
 - 4.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play; except
 - 4.5.2.a If the bet is made on a table game Bonus which is subject to an aggregate amount rule, and the aggregate amount rule is required to be enforced in the hand, the Dealer bet shall be paid even money only.

5 PAYOUT SCHEDULE AND RANKING OF HANDS

- 5.1 The payout schedule shall be posted at each Table.
- 5.2 Combined maximum total payout to all Players for the side bet during any one round of play shall be an aggregate amount of \$25,000.00.
 - 5.2.1 Each Player’s “real win” divided by the total “real win” determines the portion of the maximum aggregate amount that the Player is entitled to.
- 5.3 Bets shall be paid according to each hand:

Hand	Payout
Two King of Spades with Dealer Blackjack	1000 to 1
Two King of Spades	100 to 1
Two Suited Kings	30 to 1
Two Suited 10s or Two Suited Jacks or Two Suited Queens	20 to 1
Suited total of 20	9 to 1
Two Kings	6 to 1
Unsuited 20	4 to 1

- 5.4 A suited hand consists of two cards equaling twenty, of the same suit, (for example Ace of Clubs and nine of Clubs).
- 5.5 Any hand shall be paid only the top payout for which the hand is qualified.

6 SEQUENCE OF PLAY

- 6.1 The Dealer shall verify that all bets are placed within the betting spots before the first card is dealt.
- 6.2 The Dealer shall ensure that all Players wagering on the King’s Bounty side bet have an appropriate wager on the basic Blackjack game.

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2.0-Rules of Play – Blackjack – King’s Bounty		

6.3 Once the Dealer has dealt the first two cards to each Player, the Dealer must determine if any of the Players with a King’s Bounty wager have a hand whose first two cards total 20.

6.3.1

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3.0-Rules of Play – Blackjack – Free Bet Blackjack with Push 22 Side Bet		

3.0 Rules of Play – Blackjack – Free Bet Blackjack with Push 22 Side Bet

1 GENERAL

- 1.1 Free Bet Blackjack is a variation of traditional blackjack which allows the players “free” double downs and “free” splits, but pushes when Dealer busts with a hand count of 22. The “free bet” given to Players on free double downs and free splits is a match play token (free bet lamer) that is converted to real chips if the Player wins the hand.
- 1.2 Free Bet Blackjack is played with 6 standard card decks dealt from a continuous shuffler by the dealer.
- 1.3 Only the Dealer may touch the cards.
- 1.4 Free Bet Blackjack is eligible to include the King’s Bounty side bet if the following conditions are met:
 - 1.4.1 The table felts for the game are modified to show the side bet feature;
 - 1.4.2 Rules of Play – Blackjack – King’s Bounty shall be followed for the side bet.

2 POINT VALUE OF CARDS

- 2.1 Aces count as 1 or 11 at the Player’s option.
- 2.2 All face cards have a value of 10.
 - 2.2.1 All other cards are determined by the face value (number of pips).

3 HANDS

- 3.1 Blackjack is achieved when the first two cards dealt to a Player total 21.
 - 3.1.1 A Blackjack beats all other card counts obtained by three or more cards totaling 21.
 - 3.1.1.a See also ‘Pair Splitting’ under PLAYER OPTIONS.
 - 3.1.2 If both the Player and Dealer have a Blackjack, the hand is a tie.
- 3.2 A soft hand is a hand that includes an Ace and has two totals, neither of which exceeds 21.
- 3.3 A hard hand is one which there is no Ace or the Ace counts as one.

4 PLAYER OPTIONS

- 4.1 Hit – Draws additional cards.
 - 4.1.1 Player may not hit a blackjack or hard 21.
 - 4.1.2 Player must use a hand signal by tapping on the table to indicate a “hit”.
- 4.2 Stand – draws no additional cards.
 - 4.2.1 Player must use a hand signal by “waving off” to indicate “stand”.
- 4.3 Double Down
 - 4.3.1 A player may Free Double on any two card hard totals of 9, 10, or 11.

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3.0-Rules of Play – Blackjack – Free Bet Blackjack with Push 22 Side Bet

- 4.3.1.a A Free Double will be indicated by a “Free Bet Lammer” and will be valued equal to the player’s original starting wager.
- 4.3.2 A player may double down on two cards not equaling hard 9, 10 or 11, but must use their own money.
 - 4.3.2.a The additional double down bet may be equal to or less than the original bet, providing the additional bet is at least the table’s posted minimum limit.
 - (1) Example 1 – Table posted limits are \$5-100, Player’s original bet is \$25. Double down bet can be any amount from \$5 to \$25.
 - (2) Example 2 – Table posted limits are \$5-\$100, Player’s original bet is \$7. Double down bet can be any amount from \$5 to \$7.
- 4.3.3 Any double down wager shall be placed behind the original bet.
- 4.3.4 The player receives one additional card.
- 4.3.5 If the Player exceeds 21 and the Dealer’s first card is an Ace or 10, losing bets and cards shall remain on the table. The Dealer shall place the corresponding bet on top of the cards.
 - 4.3.5.a If the Dealer makes a Blackjack, the original bet on a double down is taken.
- 4.4 Pair Splitting – When the first two cards dealt to a Player are of equal point value, the player may split them to form additional hand(s).
 - 4.4.1 Any two cards of equal value may be re-split up to a maximum of 4 hands.
 - 4.4.1.a Any two cards of equal value may be “Free” Split with the exception of 10 value cards.
 - 4.4.1.b Pairs of 10 valued cards may be split, but must be done with the player’s money.
 - 4.4.2 Aces may only be split once and are limited to one additional card per hand.
 - 4.4.3 A “Free Bet Lammer” will be used to indicate a “Free Split” and will be equal in value to the Player’s original wager.
 - 4.4.4 A split hand shall be placed on the side of the original bet.
 - 4.4.5 The first split hand shall be completed before the second hand may be played.
 - 4.4.6 A Player may “Free Double” after a “Free Split” if the two card total is a hard 9, 10 or 11.
 - 4.4.6.a A player may double after splitting if the two card hand is any other total but this must be done with the player’s own money.
 - 4.4.7 A minimum of one card must be taken on each split hand.
 - 4.4.8 If the player exceeds 21 and the Dealer’s first card is an Ace or 10, losing bets and cards shall remain on the table.
 - 4.4.8.a The Dealer shall place the corresponding bet on top of the cards.
 - (1) If Dealer makes Blackjack, only the original bet on a split hand is taken.
 - 4.4.9 A two card 21 on a split hand is not a Blackjack and is paid one to one.

3.0-Rules of Play – Blackjack – Free Bet Blackjack with Push 22 Side Bet

- 4.5 Surrender – once the Player has received their original two cards, prior to any action taking place, the player has the option of “Surrender”.
- 4.5.1 The Dealer shall take one-half of the original bet.
- 4.5.2 A Player cannot “Surrender” if the Dealer has a Blackjack.
- 4.6 Insurance – If the Dealer’s first card is an Ace, the players are offered the option of insuring their bets against the possibility of the Dealer Blackjack. This option is offered before any action takes place.
- 4.6.1 Player shall place an additional amount of up to one half of their original bet on the insurance line.
- 4.6.2 If Dealer draws a Blackjack, insurance bets are paid 2 to 1 odds.
- 4.6.3 Even Money – if a Player has a Blackjack and wishes to insure their hand, the Player may ask for Even Money.
- 4.6.3.a The Dealer shall immediately pay the player’s Blackjack bet at 1 to 1 odds.
- 4.7 Push 22 Side Bet Option
- 4.7.1 All players have the option of betting the Push 22 side bet.
- 4.7.2 Each player must make a wager on the basic game of Blackjack in order to make a wager on the Push 22 side bet.
- 4.7.3 The house determines the minimum and maximum wagering limits of the Push 22 wager.
- 4.7.4 The Push 22 wager is made at the same time as the base wager.
- 4.7.5 Only the player controlling the spot may participate in the Push 22 side bet.
- 4.7.6 Player(s) qualifying for the Push 22 payout win the bonus regardless of the outcome of the basic game wager.
- 4.7.7 Any hand shall be paid only the top payout for which the hand is qualified.
- 4.8 Paytable

DEALER’S HAND	PAYOUT
DEALER BUST WITH SAME SUITED 22	50 to 1
DEALER BUST WITH SAME COLOUR 22	20 to 1
DEALER BUST WITH OTHER 22	7 to 1
DEALER BUST BUT NOT 22	LOSE

- 4.9 Combined maximum total payout to all Players for the side bet during any one round of play shall be an aggregate amount of \$25,000.00.
- 4.9.1 Each Player’s “real win” divided by the total “real win” determines the portion of the maximum aggregate amount that the Player is entitled to.

5 BETTING

- 5.1 Bets are valid only when placed in the betting spot before dealing commences.
- 5.2 Bets shall remain unchanged during play except when splitting or doubling down.
- 5.3 Players may not touch their bets after the Dealer has started the initial deal out.

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3.0-Rules of Play – Blackjack – Free Bet Blackjack with Push 22 Side Bet

5.4 A Player may be permitted to play more than one player position, subject to house limitations.

6 DEALER BETS

6.1 A Player may place a separate tip bet, which is a wager played for the Dealer.

6.2 Dealer bets shall be placed separately.

6.3 Winning Dealer bets shall be paid separately from and after payment of the Player's bet.

6.3.1 A winning Dealer bet cannot be retained for play on the next game.

6.3.2 If a Push occurs, the Dealer bet may remain for play on the next game.

6.4 Players have the option to double down or split on a Dealer bet.

6.4.1 'Free Bet' options also apply to the Dealer bet.

6.4.1.a If Player chooses not to double down or split Dealer bet, tip plays on original bet.

6.5 Surrender rules apply to any Dealer bet, except as follows:

6.5.1 A \$0.50 Dealer bet is not subject to surrender but shall remain as a tip.

7 PAY OUTS

7.1 Winning hands are paid even money (1 to 1) with the exception of:

7.1.1 Winning Blackjack hands are paid at 3 to 2.

7.1.2 If the Dealer busts with a total of 22, all remaining player wagers still in action will be a push, except:

7.1.2.a The winning Blackjack hands or any hand that has been surrendered, as the wager shall be considered settled after the Dealer's second card is drawn.

7.2 All "Push 22" Side bets are paid according to the posted pay table odds.

7.3 Any "Free Bet Lammers" contained within a winning hand shall be paid equal to the amount of the Player's original wager.

7.4 If the Player and the Dealer have equal value hands, it is a "tie" or "push" and neither party wins or loses.

7.4.1 If the Player and the Dealer push, all Push 22 wagers will lose.

7.5 If the value of the Player's hand exceeds 21, it is a "bust" and the bet is automatically lost, except as described in Double Down and Split options.

8 SEQUENCE OF PLAY

8.1 The Dealer shall verify that all bets are placed within the betting spots, before first card is dealt.

8.2 Starting with the Player to the Dealer's left and proceeding clockwise, the Dealer shall:

8.2.1 Deal each Player one card, face-up, in front of the betting square;

8.2.2 Deal one card, face up, and place it in front of the chip tray;

8.2.3 Deal a second card, face-up, to each Player;

8.2.3.a The second card shall be placed in such a manner that the value of the original card is identifiable.

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3.0-Rules of Play – Blackjack – Free Bet Blackjack with Push 22 Side Bet

- 8.3 If the Dealer shows an Ace, they shall announce “insurance”.
- 8.4 Dealer shall, with a hand sweep, ensure that the insurance bets do not exceed one half of the original amount bet.
- 8.5 Players may hit, stand, split, double down by signaling or placing the appropriate bet.
- 8.6 The bet and cards are collected immediately on a bust hand, except with a split or double down where the Dealer shows an Ace, face card or 10.
 - 8.6.1 If Dealer shows an Ace, and a Player busts, but has taken insurance, the cards shall remain until Dealer completes the hand.
 - 8.6.2 If the Player has a “Push 22” wager and a bust hand, the cards shall remain until the Dealer completes the hand.
- 8.7 A Blackjack appearing during play shall be paid when the Dealer reaches that hand, except:
 - 8.7.1 If Dealer shows Ace or 10, Blackjack shall be settled after the Dealer’s hand has been completed.
- 8.8 After all Players’ hands are completed, the Dealer shall:
 - 8.8.1 Hit soft 17 or less;
 - 8.8.2 Stand on hard 17.
- 8.9 The Dealer shall not play out their hand if all Player bets have been settled except:
 - 8.9.1 The Dealer SHALL play out their hand if any player has a “Push 22” side wager.
- 8.10 If the Dealers second card does not produce Blackjack, insurance bets shall be collected immediately from right to left.

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4.0 Rules of Play – Blackjack – 6 to 5 Blackjack		

4.0 Rules of Play – Blackjack – 6 to 5 Blackjack

1 GENERAL

- 1.1 6 to 5 Blackjack shall be played with the same Rules of Play as Basic Blackjack;
- 1.2 All rules of the game, with the exception of the payout for Blackjack, shall remain unchanged;
- 1.3 See Rules of Play – Blackjack – Basic Blackjack;
- 1.4 The 6 to 5 Blackjack payout odds must appear on the table felt as well as on additional signage at the table;
- 1.5 The game may only be offered as a low limit table, with a minimum bet of \$5;
- 1.6 A Blackjack game with the 3 to 2 Blackjack payout must also be open and available for play any time the 6 to 5 Blackjack game is opened.

2 PLAYER OPTIONS

- 2.1 See Rules of Play – Blackjack – Basic Blackjack.

3 BETTING

- 3.1 Bet limits on this game shall be a minimum of \$5.00 or less.
- 3.2 See also Rules of Play – Blackjack – Basic Blackjack.

4 DEALER BETS

- 4.1 See Rules of Play – Blackjack – Basic Blackjack.

5 SEQUENCE OF PLAY

- 5.1 See Rules of Play – Blackjack – Basic Blackjack.

6 PAYOUTS

- 6.1 Winning hands are paid even money (1 to 1), with the exception of Blackjack.
 - 6.1.1 Winning Blackjack hands are paid at 6 to 5.
- 6.2 All other payouts are as for Rules of Play – Blackjack – Basic Blackjack

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5.0 Rules of Play – Blackjack – Double Deck Blackjack		

5.0 Rules of Play – Blackjack – Double Deck Blackjack

1 GENERAL

- 1.1 Double Deck Blackjack is played with two standard card decks, either hand-dealt by a Dealer or dealt from a shoe, at Service Provider's discretion.
- 1.1.1 If cards are dealt from a shoe, not from the Dealer's hand, the cards may be dealt to players face up; and
- 1.1.1.a Players may not touch the cards;
- 1.1.1.b The game is Played as per Basic Blackjack and all other rules, options and procedures according to Rules of Play – Blackjack – Basic Blackjack shall be followed.
- 1.1.2 Or, if cards are dealt from a shoe, not from the Dealer's hand, the cards may be dealt to Players face down; and
- 1.1.2.a Players may touch the cards with ONLY one hand.
- 1.1.3 If cards are dealt from the Dealer's hand, the cards are dealt face down; and
- 1.1.3.a Players may touch the cards with ONLY one hand.
- 1.2 Object of the Game:
- 1.2.1 Each Player attempts to achieve a higher total point value per hand than the Dealer without exceeding a value of 21.

2 DECK POSITION AND PROTECTION FOR HAND DEALT GAME

- 2.1 Players may pick up their original two cards dealt with only one hand.
- 2.2 All cards must remain over the table, not beyond the edge of the table and be within view of the Dealer at all times.
- 2.3 Once Players have completed their hands and have tucked the cards under their wagers, the Players are no longer allowed to touch the cards.

3 POINT VALUE OF CARDS

- 3.1 Aces count as 1 or 11 at the Player's option.
- 3.2 All face cards have a value of 10.
- 3.3 All other cards are determined by the face value (number of pips).

4 HANDS

- 4.1 A Blackjack is achieved when the first two cards dealt to a Player total 21.
- 4.1.1 A Blackjack beats all other card counts obtained by three or more cards totaling 21.
- 4.1.1.a See also 'Pair Splitting' under PLAYER OPTIONS.
- 4.1.2 If both the Player and Dealer have a Blackjack, the hand is a tie or push.
- 4.2 A soft hand is a hand that includes an Ace and has two totals, neither of which exceeds 21.

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4.3 A hard hand is one in which there is no Ace or the Ace counts as one.

5 PLAYER OPTIONS

5.1 Hit – draws additional cards.

5.1.1 Player may not hit a Blackjack or hard 21;

5.1.2 Players must use a signal, indicated by a sweeping or scratching motion behind the betting area with the first 2 cards dealt to them, for a “hit”.

5.1.2.a Additional cards shall be placed to the top right (dealer’s right) of the betting area face up.

5.1.2.b Players requiring more than a third card will have their additional cards placed face up slightly to the left and down of the initial hit card so centre spot can be read.

(1) Exception: For betting position #1, additional cards may be placed face up slightly to the right and down of the initial hit card so centre spot can be read.

5.1.3 Once Players have completed their hits, the original 2 cards dealt must be tucked under their bets.

5.1.3.a Players may not handle their bets when tucking the cards under them.

5.1.4 If a hand total exceeds 21 or ‘busts’, the Player must reveal the cards.

5.2 Stand – draws no additional cards.

5.2.1 Player must indicate “stand” by tucking the original 2 cards dealt under the bet.

5.2.1.a Players may not handle their bets when tucking the cards under them.

5.2.2 Players may not touch their cards after their hands are completed and tucked under their bets.

5.3 Double Down - a player may double down on any original two card hand by revealing the cards and placing a wager behind the original wager.

5.3.1 The additional double down bet may be equal to or less than the original bet, providing the additional bet is at least the table’s posted minimum limit.

5.3.1.a Example 1 – Table posted limits are \$5 - \$100, Player’s original bet is \$25. Double down bet can be any amount from \$5 to \$25.

5.3.1.b Example 2 – Table posted limits are \$5 - \$100, Player’s original bet is \$7. Double down bet can be any amount from \$5 to \$7.

5.3.2 Players may not double down on Blackjack.

5.3.3 Players may double down on Split or Re-Split hands.

5.3.4 Doubling down on totals of 11 or less:

5.3.4.a The Player shall reveal both cards and announce “double down”.

5.3.4.b The Player shall place an additional wager behind the original wager.

(1) The Dealer will slide the double down wager immediately behind the Player’s original wager with an open hand.

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5.0 Rules of Play – Blackjack – Double Deck Blackjack

- 5.3.4.c The Player's original two cards will be placed to the top right (Dealer's right) of the betting area face up.
- 5.3.4.d The Dealer will deliver the double down card "face down" and tucked under the Player's wager.
- (1) At Service Provider's discretion, the card may be delivered 'face up' and perpendicular (90 degrees) to the original two cards.
- 5.3.5 Doubling down on totals of 12 or greater (possible breaking hand):
- 5.3.5.a The Player shall reveal both cards and announce "double down".
- 5.3.5.b The Player shall place an additional wager behind the original wager.
- (1) The Dealer will slide the double down wager immediately behind the Player's original wager with an open hand.
- 5.3.5.c The Player's original two cards will be placed to the top right (Dealer's right) of the betting area face up.
- 5.3.5.d The Dealer will deliver the double down card "face up" and perpendicular (90 degrees) to the original two cards.
- (1) If the Player's hand busts when the Dealer does not have a potential Blackjack, the Dealer shall remove the losing wagers and place the cards into the discard rack.
- (2) If the Player's hand busts when the Dealer has a potential Blackjack, the Dealer shall square the cards and place both wagers (staggered) on top of the "bust" hand.
- 5.3.6 Player's may look at their double down card if delivered 'face down' but it must be replaced face down in the same fashion it was delivered (tucked under Player's wager).
- 5.3.7 If the Dealer makes Blackjack, only the original bet on a double down is taken.
- 5.4 Pair Splitting - when the first two cards dealt to a Player are of equal point value, the Player may split them to form additional hand(s).
- 5.4.1 Any two cards of equal value may be re-split.
- 5.4.1.a Split hands may be re-split twice to a maximum of 4 hands.
- 5.4.2 Aces may only be split once and are limited to one additional card per hand.
- 5.4.3 The Player indicates a split by revealing their cards and placing a wager equal to the original wager beside the betting square.
- 5.4.3.a The Dealer shall slide the split wager to the opposite side of the betting area of the Player's original wager with an open hand.
- 5.4.3.b The Dealer shall place the Player's cards in an area below each split wager.
- 5.4.3.c The Dealer will deal one card to the leftmost split card.
- (1) The Player will have the option to Hit, Stand, Double Down, and Re-split.
- (2) Once the hand is completed, the Dealer shall deal the second card to the next split card.

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5.0 Rules of Play – Blackjack – Double Deck Blackjack

(3) The Player will have the option to Hit, Stand, Double Down, and Re-split.

5.4.4 The first split hand shall be completed before the second hand may be played.

5.4.5 Players never touch any additional cards delivered after a split.

5.4.5.a Players shall tap the table for a Hit, and wave off with their hand for a Stand.

5.4.6 A Player may double down after splitting hands.

5.4.7 A minimum of one card must be taken on each split hand.

5.4.8 If the Player exceeds 21 and the Dealer's first card is an Ace or 10, losing bets and cards shall remain on the table. The Dealer shall place the corresponding bet on top of the cards.

5.4.8.a If Dealer makes Blackjack, only the original bet on a split hand is taken.

5.4.9 A two-card 21 on a split hand is not a Blackjack and is paid one to one.

5.5 Surrender is not an available option on Double Deck Blackjack.

5.6 Insurance - if the Dealer's first card is an Ace the Players are offered the option of insuring their bets against the possibility of the Dealer Blackjack. This option is offered before any action takes place.

5.6.1 Player shall place an additional amount of up to one half of their original bet on the insurance line.

5.6.1.a If Dealer draws a Blackjack, insurance bets are paid 2 to 1 odds.

5.6.2 Even Money - if a Player has a Blackjack and wishes to insure their hand, the Player may ask for Even Money.

5.6.2.a The Dealer shall immediately pay the Player's Blackjack bet at 1 to 1 odds.

6 BETTING

6.1 Bets are valid only when placed in the betting spot before dealing commences.

6.2 Bets shall remain unchanged during play except when splitting or doubling down.

6.3 Players may not touch their bets after the Dealer has started the initial deal-out.

6.4 A Player may be permitted to play up to two player positions.

7 DEALER BETS

7.1 A Player may place a separate tip bet, which is a wager played for the Dealer.

7.2 Dealer bets shall be placed separately.

7.3 Winning Dealer bets shall be paid separately from and after payment of the Player's bet.

7.3.1 A winning Dealer bet cannot be retained for play on the next game.

7.3.2 If a push occurs the Dealer bet may remain for play on the next game.

7.4 Players have the option to double down or split on a Dealer bet.

7.4.1 If Player does not choose to double down or split the Dealer bet, tip plays on original bet.

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5.0 Rules of Play – Blackjack – Double Deck Blackjack		

8 PAY OUTS

- 8.1 Winning hands are paid even money (1 to 1), with the exception of Blackjack.
- 8.1.1 Winning Blackjack hands are paid at 3 to 2.
- 8.2 If the Player and Dealer have equal value hands, it is a “tie” or “push” and neither party wins or loses.
- 8.3 If the value of a hand exceeds 21, it is a “bust” and the bet is automatically lost, except as prescribed in Double Down and Split options.
- 8.4 Double down cards will be exposed as the Dealer gets to them and set in a top to bottom fashion over previous cards.
- 8.5 Payment and removal of wagers shall only be made with the “chip hand”.

9 SEQUENCE OF PLAY

- 9.1 The Dealer shall verify that all bets are placed within the betting spots, before first card is dealt.
- 9.2 Starting with the Player to the Dealer’s left and proceeding clockwise, the Dealer shall:
- 9.2.1 Pitch or deliver from shoe to each Player one card, face-down, to the betting square;
- 9.2.1.a Any Player who is playing two hands shall have the cards for the second hand pitched or delivered to the front of the wager.
- 9.2.2 Deal one card, face up, and place it in front of the chip tray;
- 9.2.3 Pitch a second card, face-down, to each Player;
- 9.3 If the Dealer shows an Ace, they shall announce “insurance”.
- 9.4 Dealer shall, with a hand sweep, ensure that the insurance bets do not exceed one half of the original amount bet.
- 9.5 Players may hit, stand, double down, or split.
- 9.6 The bet and cards are collected immediately on a bust hand, except with a split or double down where the Dealer shows an Ace, face card or 10.
- 9.6.1 If Dealer shows an Ace, and a Player busts, but has taken insurance, the cards shall remain until Dealer completes the hand.
- 9.7 A Blackjack appearing during play shall be paid when the Dealer reaches that hand.
- 9.7.1 If Dealer shows Ace or 10, Blackjack shall be settled after the Dealer’s hand has been completed.
- 9.8 After all Players’ hands are completed the Dealer shall:
- 9.8.1 Hit soft 17 or less;
- 9.8.2 Stand on hard 17.
- 9.9 The Dealer shall not play out their hand if all Player bets have been settled.
- 9.10 If the Dealers second card does not produce Blackjack, insurance bets shall be collected immediately from right to left.

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6.0 Rules of Play – Blackjack – War Side Bet		

6.0 Rules of Play – Blackjack – War Side Bet

1 GENERAL

- 1.1 War is an optional proposition bet used in the game of Blackjack.
- 1.2 Players wagering on the War side bet are trying to attain a higher point value per hand than the Dealer. The bet is based on the Player's first card and the Dealer's up card.
- 1.3 The Blackjack War bet pays even-money when the Player's card is higher than the Dealer's card. Otherwise, the War bet loses (when the Dealer's card ties or beats the Player's card).
- 1.4 War may be played on either a six deck regular shoe, or a multi deck continuous shuffler.
- 1.5 The outcome of the primary Blackjack bet has no bearing on the War side bet, and vice versa.

2 POINT VALUE OF CARDS

- 2.1 All cards shall count as their face value.
- 2.2 All suits have the same rank.
- 2.3 The rank of cards from highest to lowest shall be as follows:
 - 2.3.1 King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, Ace (1)

3 PLAYER OPTIONS

- 3.1 Each Player must make a bet on the basic game of Blackjack in order to make a wager on the War game.
- 3.2 The house determines the minimum and maximum wagering limits of the War wager.
- 3.3 The Player's War wager may be larger or smaller than their regular Blackjack wager but the total of the Blackjack bet and the War bet may not exceed the table maximum bet limit.
- 3.4 Prior to the first card being dealt for each round of play, players will be given the opportunity to place a wager on the War bet.
- 3.5 If the Player loses the War bet, they lose only their War wager in the game and can continue with the Blackjack hand. If the Player wins the War bet, the Player wins even money on their wager in the War game, and the Player is then given the choice, as follows:
 - 3.5.1 The Player may collect their War winnings, all winnings being paid 1 to 1, or he may choose to have the Dealer place all of their winnings (not the original War bet placed) on top of their pending, yet to be determined Blackjack wager (meaning 'cap' the Blackjack wager with the War winnings).
- 3.6 Once all the War wagers are settled, the game proceeds to regular Blackjack, and the Dealer delivers to each Player their second Blackjack card, face up.

4 BETTING

- 4.1 A maximum of seven Players may participate in the game.
- 4.2 Bets shall remain unchanged during play except when splitting or doubling down as per Blackjack Rules of Play.

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6.0 Rules of Play – Blackjack – War Side Bet

- 4.3 A Player may play more than one hand with the War wager.
- 4.4 Back Betting is not permitted on any side bets or bonus bets such as the War side bet even when back betting is permitted on the main game.

5 DEALER BETS

- 5.1 A Player may place a separate bet which is a tip being played for the Dealer.
- 5.2 The Player must be involved in the play of the game in order to place a Dealer bet.
- 5.3 Dealer bets shall:
 - 5.3.1 Be clearly positioned to show separation from the Player's bet;
 - 5.3.2 Be placed to the Dealer's left of a Player's bet.
- 5.4 If a bet placed for the Dealer is a winner, it shall be paid separately from, and after payment of, the Player's bet.
 - 5.4.1 Once all payouts are completed, both the Dealer bet and its winning payout shall be placed in the tip area.
 - 5.4.2 A Dealer bet cannot be retained for play on the next game.
- 5.5 For the purposes of these rules, a bet placed for the Dealer on any table game is considered a 'contract' bet; and
 - 5.5.1 If the bet loses, it will be taken in the normal sequence of play;
 - 5.5.2 If the bet wins, it will be paid at the full odds in the normal sequence of play.

6 PAYOUT SCHEDULE AND RANKING OF HANDS

- 6.1 The payout schedule shall be posted at each table.
- 6.2 War payout schedule:
 - 6.2.1 Win pays even money;
 - 6.2.2 All other results lose.

7 SEQUENCE OF PLAY

- 7.1 The Dealer shall verify that all bets are placed within the betting spots before the first card is dealt.
- 7.2 The Dealer shall ensure that all Players wagering on the War side bet have an appropriate wager on the basic Blackjack game.
- 7.3 The Dealer will:
 - 7.3.1 Deal each Player one card face up for the Player's War hand, which will also be the first card of the Player's Blackjack hand.
 - 7.3.2 Deal one card, face up, and place it in front of the chip tray. This card is the Dealer's War hand, which will also be the first card of the Dealer's Blackjack hand.
 - 7.3.3 From the Dealer's right to left in a counter clockwise rotation, the Dealer takes all losing War wagers and pays all winning War wagers.
 - 7.3.3.a For winning War wagers, the Player has the option to parlay all of the War winnings (winnings only, not the original War wager) onto their main blackjack wager.

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6.0 Rules of Play – Blackjack – War Side Bet		

(1) If the Player chooses to parlay their winnings, all of the winnings must be parlayed. Playing a portion of the winnings is not an option.

7.3.3.b If the Player elects to parlay, the Dealer caps the Player's main blackjack wager with the War winnings and returns the original War wager to the Player. If the Player does not parlay, the Dealer returns the entire War proceeds (original War wager and the War winnings) to the Player.

7.4 Basic Blackjack game is played according to Rules of Play – Blackjack – Basic Blackjack: Player Options.

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7.0 Rules of Play – Blackjack – Blazing 7's Progressive Side Bet		

7.0 Rules of Play – Blackjack – Zappit Blackjack with Push 22 Side Bet

1 GENERAL

- 1.1 Zappit Blackjack is a variation of traditional blackjack which allows the Players the option to exchange their initial two cards with two new cards if the Player's first two cards total a hard 15, 16, 17, or 18. If the Dealer busts with a point total of 22, any remaining wagers left in action are a push.
- 1.2 Zappit Blackjack is played with 6 standard card decks dealt from a continuous shuffler by the Dealer.
- 1.3 Only the Dealer may touch the cards.
- 1.4 Zappit Blackjack is eligible to include the King's Bounty side bet if the following conditions are met:
 - 1.4.1 The table felts for the game are modified to show the side bet feature;
 - 1.4.2 Rules of Play – Blackjack – King's Bounty shall be followed for this side bet.

2 POINT VALUE OF CARDS

- 2.1 Aces count as 1 or 11 at the Player's option.
- 2.2 All face cards have a value of 10.
 - 2.2.1 All other cards are determined by the face value (number of pips).

3 HANDS

- 3.1 Blackjack is achieved when the first two cards dealt to a Player total 21.
 - 3.1.1 When the first two cards have been exchanged (see PLAYER OPTIONS), and the two new cards total 21, the hand is not considered Blackjack.
 - 3.1.2 A Blackjack beats all other card counts obtained by three or more cards totaling 21.
 - 3.1.2.a See also 'Pair Splitting' under PLAYER OPTIONS.
 - 3.1.3 3.1.3 If both the Player and Dealer have a Blackjack, the hand is a tie.
- 3.2 A soft hand is a hand that includes an Ace and has two totals, neither of which exceeds 21.
- 3.3 A hard hand is one which there is no Ace or the Ace counts as one.

4 PLAYER OPTIONS

- 4.1 Zappit – If the Player's first two cards total a hard 15, 16, 17, or 18, the Player has the option to exchange their initial two cards with two new cards when the Dealer reaches the hand in the normal sequence of play.
 - 4.1.1 The Player shall verbally notify the Dealer.
 - 4.1.2 The Dealer will turn the original two cards sideways to indicate the request to the camera.
 - 4.1.3 After the cards have been turned sideways to indicate the request, the Dealer will remove the original two cards and place them in the discard rack.
 - 4.1.4 The Dealer will replace the original two cards with two new cards dealt from the continuous shuffler.

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- 4.1.5 If the two replacement cards are an Ace and 10 value card, the second card shall be rotated 90 degrees to identify that it is a 21 (from zapping), and not a Blackjack that qualifies for 3 to 2 payout.
- 4.1.6 Regular Blackjack rules and procedures then continue with the new hand.
- 4.2 Hit – Draws additional cards.
 - 4.2.1 Player may not hit a blackjack or hard 21.
 - 4.2.2 Player must use a hand signal by tapping on the table to indicate a “hit”.
- 4.3 Stand – draws no additional cards.
 - 4.3.1 Player must use a hand signal by “waving off” to indicate “stand”.
- 4.4 Double Down
 - 4.4.1 A Player may double down on any two card hand except Blackjack by placing an additional bet.
 - 4.4.1.a The additional double down bet may be equal to or less that the original bet, providing the additional bet is at least the table’s posted minimum limit.
 - (1) Example 1 – Table posted limits are \$5-100, Players original bet is \$25. Double down bet can be any amount from \$5 to \$25.
 - (2) Example 2 – Table posted limits are \$5-\$100, Player’s original bet is \$7. Double down bet can be any amount from \$5 to \$7.
 - 4.4.2 Any double down wager shall be placed behind the original bet.
 - 4.4.3 The Player receives one additional card.
 - 4.4.4 If the Player exceeds 21 and the Dealers first card is an Ace or 10, losing bets and cards shall remain on the table. The Dealer shall place the corresponding bet on top of the cards.
 - 4.4.4.a If the Dealer makes a Blackjack, only the original bet on a double down is taken.
- 4.5 Pair Splitting – When the first two cards dealt to a Player are of equal point value, the Player may split them to form additional hand(s).
 - 4.5.1 Any two cards of equal value, including Aces, may be re-split up to a maximum of 4 hands.
 - 4.5.2 Aces are limited to one additional card per hand.
 - 4.5.3 The Player must place an additional separate bet equal to the original bet for each split hand.
 - 4.5.4 A split hand shall be placed on the side of the original bet.
 - 4.5.5 The first split hand shall be completed before the second hand may be played.
 - 4.5.6 A Player may double after splitting hands.
 - 4.5.7 A minimum of one card must be taken on each split hand.
 - 4.5.8 If the Player exceeds 21 and the Dealer’s first card is an Ace or 10, losing bets and cards shall remain on the table.
 - 4.5.8.a The Dealer shall place the corresponding bet on top of the cards.
 - (1) If Dealer makes Blackjack, only the original bet on a split hand is taken.
 - 4.5.9 A two card 21 on a split hand is not a Blackjack, and, if a winning bet, is paid one to one.

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7.0 Rules of Play – Blackjack – Blazing 7's Progressive Side Bet

- 4.6 Surrender – The option to surrender is not available.
- 4.7 Insurance – If the Dealer's first card is an Ace, the Players are offered the option of insuring their bets against the possibility of the Dealer Blackjack. This option is offered before any action takes place.
 - 4.7.1 Player shall place an additional amount of up to one half of their original bet on the insurance line.
 - 4.7.2 If Dealer draws a Blackjack, insurance bets are paid 2 to 1 odds.
 - 4.7.3 Even Money – if a Player has a Blackjack and wishes to insure their hand, the Player may ask for Even Money.
 - 4.7.3.a The Dealer shall immediately pay the Player's Blackjack bet at 1 to 1 odds.
- 4.8 Push 22 Side Bet Option
 - 4.8.1 All Players have the option of betting the Push 22 side bet.
 - 4.8.2 Each Player must make a wager on the basic game of Blackjack in order to make a wager on the Push 22 side bet.
 - 4.8.3 The house determines the minimum and maximum wagering limits of the Push 22 wager.
 - 4.8.4 The Push 22 wager is made at the same time as the base wager.
 - 4.8.5 Only the Player controlling the spot may participate in the Push 22 side bet.
 - 4.8.6 Player(s) qualifying for the Push 22 payout win the bonus regardless of the outcome of the basic game wager.
 - 4.8.7 Any hand shall be paid only the top payout for which the hand is qualified.
- 4.9 Paytable

DEALER'S HAND	PAYOUT
DEALER BUST WITH SAME SUITED 22	50 to 1
DEALER BUST WITH SAME COLOUR 22	20 to 1
DEALER BUST WITH OTHER 22	7 to 1
DEALER BUST BUT NOT 22	LOSE

- 4.10 Combined maximum total payout to all Players for all side bets (including King's Bounty, if applicable) during any one round of play shall be an aggregate amount of \$25,000.00.
 - 4.10.1 Each Player's "real win" divided by the total "real win" determines the portion of the maximum aggregate amount to which the Player is entitled.

5 BETTING

- 5.1 Bets are valid only when placed in the betting spot before dealing commences.
- 5.2 Bets shall remain unchanged during play except when splitting or doubling down.
- 5.3 Players may not touch their bets after the Dealer has started the initial deal out.
- 5.4 A Player may be permitted to play more than one Player position, subject to house limitations.

6 DEALER BETS

- 6.1 A Player may place a separate tip bet, which is a wager played for the Dealer.
- 6.2 Dealer bets shall be placed separately.
- 6.3 Winning Dealer bets shall be paid separately from and after payment of the Player's bet.
 - 6.3.1 A winning Dealer bet cannot be retained for play on the next game.

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7.0 Rules of Play – Blackjack – Blazing 7's Progressive Side Bet

6.3.2 If a Push occurs, the Dealer bet may remain for play on the next game.

6.4 Players have the option to double down or split on a Dealer bet.

6.4.1 'Zappit' option also applies to the Dealer bet.

6.4.1.a If Player chooses not to double down or split Dealer bet, tip plays on original bet.

7 PAY OUTS

7.1 Winning hands are paid even money (1 to 1) with the exception of:

7.1.1 Winning Blackjack hands are paid at 3 to 2.

7.1.2 If the Dealer busts with a total of 22 all remaining Player wagers still in action will be a push, except:

7.1.2.a The winning Blackjack hands as the wager shall be considered settled after the Dealer's second card is drawn.

7.2 All "Push 22" Side bets are paid according to the posted pay table odds.

7.3 If the Player and the Dealer have equal value hands, it is a "tie" or "push" and neither party wins or loses.

7.3.1 If the Player and the Dealer push, all Push 22 wagers will lose.

7.4 If the value of the Player's hand exceeds 21, it is a "bust" and the bet is automatically lost, except as described in Double Down and Split options.

8 SEQUENCE OF PLAY

8.1 The Dealer shall verify that all bets are placed within the betting spots, before first card is dealt.

8.2 Starting with the Player to the Dealer's left and proceeding clockwise, the Dealer shall:

8.2.1 Deal each Player one card, face-up, in front of the betting square;

8.2.2 Deal one card, face up, and place it in front of the chip tray;

8.2.3 Deal a second card, face-up, to each Player;

8.2.3.a The second card shall be placed in such a manner that the value of the original card is identifiable.

8.3 Sequence of play as per Rules of Play – Blackjack – King's Bounty shall be followed for the King's Bounty side bet, if applicable.

8.4 If the Dealer shows an Ace, they shall announce "insurance".

8.5 Dealer shall, with a hand sweep, ensure that the insurance bets do not exceed one half of the original amount bet.

8.6 In the normal sequence of play when the Dealer reaches the Player's hand, if a Player's first two cards total 15, 16, 17, or 18, the Player may elect to "zappit", by replacing the initial cards with two new cards.

8.6.1 If the two replacement cards are an Ace and 10 value card, the second card shall be rotated 90 degrees to identify that it is a 21 (from zapping), and not a Blackjack that qualifies for 3 to 2 payout.

8.7 Players may hit, stand, split, double down by signaling or placing the appropriate bet.

8.8 The bet and cards are collected immediately on a bust hand, except with a split or double down where the Dealer shows an Ace, face card or 10.

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7.0 Rules of Play – Blackjack – Blazing 7's Progressive Side Bet

- 8.8.1 If Dealer shows an Ace, and a Player busts, but has taken insurance, the cards shall remain until Dealer completes the hand.
- 8.8.2 If the Player has a "Push 22" wager and has a bust hand, the cards shall remain until the Dealer completes the hand.
- 8.9 A Blackjack appearing during play shall be paid when the Dealer reaches that hand, except:
 - 8.9.1 If Dealer shows Ace or 10, Blackjack shall be settled after the Dealer's hand has been completed.
- 8.10 After all Players' hands are completed, the Dealer shall:
 - 8.10.1 Hit soft 17 or less;
 - 8.10.2 Stand on hard 17.
- 8.11 The Dealer shall not play out their hand if all Player bets have been settled except:
 - 8.11.1 The Dealer SHALL play out their hand if any Player has a "Push 22" side wager.
- 8.12 If the Dealers second card does not produce Blackjack, insurance bets shall be collected immediately from right to left.

BCLC Rules of Play for Table Games	Effective Date XXXXXX	Section Page 1-10.1—2
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Section: 1-10.1 Rules of Play – Blackjack – Blazing 7's Progressive Side Bet		

8.0 Rules of Play – Blackjack – Blazing 7's Progressive Side Bet

1 GENERAL

- 1.1 Blazing 7's Progressive is an optional progressive side bet that may be offered on blackjack games.
- 1.2 The side bet pays a bonus if the Player achieves one of the hands specified in the Blazing 7's Progressive payable.
- 1.3 The side bet may qualify for an incrementing jackpot award if any Player's hand achieves one of the top two hands specified in the payable.

2 PLAYER OPTIONS

- 2.1 Blazing 7's Progressive Wager:
 - 2.1.1 All Players have the option of betting on the Blazing 7's Progressive.
 - 2.1.1.a When playing two or more hands, Players may play the Blazing 7's Progressive on each hand.
 - 2.1.2 Each Player must make a bet on the basic game of blackjack in order to qualify to make a wager on the Blazing 7's Progressive.
 - 2.1.3 The Blazing 7's Progressive wager is made at the same time as the basic blackjack game wager.
 - 2.1.4 Players win a bonus if at least one of their first two cards is a 7, regardless of the outcome of the basic game wager.
 - 2.1.4.a Players win more if both of their first two cards are 7's.
 - 2.1.4.b The payout increases even more if the first two cards dealt to the Player and Dealer's up card are all "7" value cards.

3 BETTING

- 3.1 The wager required for play in the Blazing 7's Progressive is \$1.

4 DEALER BETS

- 4.1 A Player participating in the play of the game may not place a tip bet on the Blazing 7's Progressive for the Dealer.

5 PAYOUT SCHEDULE

- 5.1 The payout schedule must be posted at each table on an electronic display.
- 5.2 If the Player does not have at least one 7 in their initial two cards, the progressive bet loses.
- 5.3 The one and two 7's payout is based only on the Player's first two cards.
- 5.4 Dealer's up card is only considered when the Player's first two cards dealt are 7's.
- 5.5 Three card payouts must be comprised of the first two cards dealt to the player and the dealer's

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up card.

5.5.1 All cards must be a “7” value.

5.6 Bets will be paid according to each hand and the following payable:

Player’s Hand	Payout
Three 7’s – Suited	100%
Three 7’s – Same Colour	10%
Three 7’s	\$200
First two player cards a 7	\$25
Either of the first two player cards a 7	\$2

6 FINANCIAL ADMINISTRATION OF THE BLAZING 7’S PROGRESSIVE JACKPOT

6.1 When initially opening the game, the Progressive jackpot meters will start at a fixed seed of \$2000.

6.2 After any 100% award is paid, the Progressive reserve funds will be used to fund the subsequent Progressive jackpot meter.

6.3 If the reserve amount for the reseed is less than the corresponding fixed seed amounts at initial opening, the initial opening amount will be used to reseed the jackpot meters.

6.3.1 Funding of the reseed is built into the mathematics of the Blazing 7’s Progressive.

6.3.2 The initial seed amount and any additional reseed amount required to bring the reseed to the initial opening amounts, will flow through the table, and are shared according to the commission structure defined in the Agreement contract.

6.4 The Blazing 7’s contributions will be set as:

6.4.1 Progressive jackpot meter = 23%

6.4.1.a Progressive reserve = 5%

6.4.2 Fixed Pay = 48.03%

6.4.3 House Advantage = 23.97%

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7 SEQUENCE OF PLAY

- 7.1 Player(s) places a wager in the betting spot for the basic blackjack game, optional side bets as desired, and a wager in the Blazing 7’s Progressive spot.
 - 7.1.1 The spot will light up when a Progressive wager is placed.
- 7.2 When all bets are placed, the Dealer will press “START GAME” on the Progressive dealer interface.
 - 7.2.1 The Blazing 7’s Progressive spot with wagers made will remain lit; the others will remain dark.
- 7.3 The Dealer will then remove all Blazing 7’s Progressive wagers and place them in the chip tray.
- 7.4 Refer to Rules of Play – Blackjack – Basic Blackjack.
- 7.5 After the Dealer has completed the initial deal and revealed their up card, the Dealer will resolve the Blazing 7’s Progressive wagers as follows:
 - 7.5.1 Progressive fixed payouts will be paid immediately after the initial deal.
 - 7.5.2 Progressive percentage payouts will remain on the table until the end of the round.
 - 7.5.2.a Progressive percentage payouts will be paid after all winning basic game wagers and bonus game wagers have been settled.

8 PAYOUT PROCESS

- 8.1 Blazing 7’s Progressive fixed payouts will be paid immediately after the initial deal.
- 8.2 Progressive percentage payouts will be paid after all winning basic game wagers and bonus game wagers have been settled.
 - 8.2.1 Where there is more than one progressive win at the table the payments will be paid starting at the Dealer’s right and working to the left (counterclockwise).
 - 8.2.2 If the Player to the right of the Dealer qualifies for the 100% progressive jackpot, then the player will receive the entire progressive amount displayed, and the next player would be paid based on the reseed amount of the progressive.
- 8.3 All qualifying Blazing 7’s Progressive percentage payouts must be processed through the Progressive dealer interface.
 - 8.3.1 The Dealer will select the player position with the winning Progressive hand on the Progressive dealer interface.
 - 8.3.2 The Dealer and Dealer Supervisor must review the game, and ensure the winning hand is valid.
 - 8.3.3 The Dealer will select the appropriate winning hand on the Progressive dealer interface.

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- 8.3.3.a If the wrong hand is selected, pressing it again will cancel its selection.
- 8.3.4 The Dealer will then hit the Confirm button on the Progressive dealer interface.
- 8.3.5 To complete the award, a Supervisor or Executive card will need to be swiped, depending on the jackpot level.
 - 8.3.5.a The Dealer interface will indicate the card required to complete the action.
- 8.3.6 Once the appropriate card is swiped, the Progressive meter will be reseeded with the reserve funds for that level.
- 8.4 All Blazing 7's Progressive payouts shall be paid from the chip tray.
 - 8.4.1 Fixed payouts from the payable will not affect the Blazing 7's Progressive meters.

9 ADDITIONAL PROCEDURES

- 9.1 Additional procedures must be followed for any combined payouts amounting to \$10,000 or more in accordance with Table Games – Progressive Jackpot and Bonus Payouts.

