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# Division 2 – Blackjack

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**1.0 Interpretation**

1.1 In this division, unless the contrary intention appears:

“**Ante**” means a flat rate participation fee of not more than 12.5% of the table minimum wager payable to the casino operator and used in a game of Ante Up Blackjack in accordance with section 18;

“**Ante Up Blackjack**” means a version of Blackjack conducted in accordance with section 18;

“**Any Pair**” has the same meaning as "Pair" as defined in this section;

“**Any Pair Wager**” means an optional, additional wager which may be made by a player in accordance with section 15C;

“**Blackjack**” means an ace and any card having a point value of 10 dealt as the initial 2 cards to a player or a dealer;

“**Blackjack +”** means a version of Blackjack conducted in accordance with section 19;

“**Blackjack (Style A)**” means a version of Blackjack conducted in accordance with section 17;

**“Buster Blackjack Wager”** means an optional, additional wager which may be made by the player in accordance with section 15H;

“**Box**” means an area on the Blackjack table layout designated for the placement of wagers;

“**Coloured Match**” means a player’s initial two cards with two red cards of different suits with the same Face Value, or two black cards of different suits with the same Face Value;

“**Coloured Pair**” means a Pair comprised of either two red cards of different suits, or two black cards of different suits;

“**Continuous Shuffler**” means a type of automatic shuffler (as defined in rule 15.4 of Division 1) which shuffles cards continually;

“**Face Value**” means, in respect of a card, the number of that card (namely 2, 3, 4, 5, 6, 7, 8, 9, or 10), or the type of that card (namely jack, queen, king, or ace);

“**Five and Under**” means any player hand that consists of 5 cards totalling less than 21 in a game of Blackjack +;

“**Free Bet Blackjack**” means a version of Blackjack conducted in accordance with section 20;

“**Free Bet Lammer**” is a plastic lammer used for the purposes of signifying that a player has doubled or split without placing an additional wager in accordance with section 20 of these rules.

**“Free Bonus”** means a bonus payout which is additional to a Buster Blackjack Wager payout, as further described at section 15H.9;

“**Hard Total**” means the point total of a hand which contains no aces or which contains 1 or more aces, each of which is counted as 1 in value;

“**House Money Wager**” means an optional, additional wager which may be made by a player in accordance with section 15D;

“**Initial Deal**” means the dealing of the first two cards to each player and the first card to the dealer;

“**Insurance Wager**” means an optional additional wager which may be made by a player in accordance with section 9;

“**Jackpot Prize Button**” means a device offered to a player which, when activated, randomly selects a bonus prize between $5.00 and $1,000.00 in respect of each dollar wagered, in accordance with the prize table set out under rule 15A.6, as amended from time to time;

“**Let it Ride Wager**” means an optional, additional wager which may be made by a player in accordance with section 15E;

“**Lower Minimum**” means the lower minimum wager on a Player Select Blackjack table as further described in section 21;

“**Lucky Match**” means a player’s initial two cards being of the same suit each with the same Face Value;

“**Lucky Match Wager**” means an optional, additional wager which may be made by a player in accordance with section 15F;

“**Lucky Lucky Wager**” means an optional, additional wager which may be made by a player in accordance with section 15G;

“**Lucky Triple Match**” means three cards being a player’s initial two cards combined with the dealer’s initial card being of the same suit each with the same Face Value;

“**Madness 21 Wager**” means an optional, additional wager which may be made by a player in accordance with section 15A;

“**Mixed Match**” means a player’s initial two cards with one red card and one black card each with the same Face Value;   “**Mixed Pair**” means a Pair comprised of one red card and one black card;

“**Pair**” means two cards each with the same Face Value, except as specified in section 12.1;

“**Perfect Pair**” means a Pair comprised of cards of the same suit;

“**Perfect Pair Wager**” means an optional, additional wager which may be made by a player in accordance with section 15B;

“**Player Select Blackjack**” means a version of Blackjack conducted in accordance with section 21;

“**Push 22 Wager**” means an optional, additional wager which may be made by a player, in accordance with section 20A of these rules;

“**Round**” means a period of play beginning when the first card is removed from the shoe by the dealer and ending when all the cards are collected by the dealer and placed in the discard rack;

“**Soft Total**” means the point total of a hand containing an ace when the ace is counted as 11 in value; and

“**Super Sevens Wager**” means an optional additional wager which may be made by a player in accordance with section 15.

“**Upper Minimum**” means the upper minimum wager on a Player Select Blackjack table required to commence alternative rule options to those that apply to wagers that only comply with the Lower Minimum, as further described in section 21.

**2.0 Application**

2.1 The rules contained in this division, together with the general rules contained in division 1, shall apply to the game of Blackjack.

**3.0 Table Layout and Equipment**

3.1 Blackjack shall be played at a table having on 1 side up to 9 Boxes for the players and on the opposite side a place for the Dealer. Each Blackjack table shall have a drop box attached to it.

3.2 The layout cloth covering the Blackjack table shall:

1. have areas designated for the placement of wagers;
2. bear inscriptions specifying;
3. the relevant Blackjack payscale,
4. when the Dealer is required to draw additional cards, and
5. the insurance payscale; and
6. be marked in a manner substantially similar to that shown in appendix 1 (with up to 9 Boxes).

3.3 The following equipment shall also be used in the game:

1. 4 to 8 decks of playing cards, provided however that the Super Sevens variation described in section 15 shall be played with 6 to 8 decks;
2. 1 or (at the option of the Casino Operator) 2 cutting cards;
3. a card shoe capable of holding all of the cards used in the game, which may form part of the automatic shuffler described in subparagraph (e);
4. a discard rack capable of holding all of the cards used in the game; and
5. at the option of the Casino Operator, an automatic shuffler capable of holding 4 to 8 decks of cards.

3.4 Where an automatic shuffler is used, 2 sets of 4 to 8 decks of cards, each set a different colour, shall be used in the game, except in the case of a Continuous Shuffler which may, at the Casino Operator’s discretion, use one set of 4 to 8 decks of cards.

3.5 Where the Madness 21 Wager option is played, the following additional equipment is required:

1. a table controller (one of which can be used to control up to four Blackjack tables), located in the area of the table or pit, which contains a random number generator, the use of which shall result in a prize selection which is:
2. statistically independent,
3. uniformly distributed over its range, and
4. unpredictable;
5. a Jackpot Prize Button and Jackpot Prize Button holder;
6. a power supply box attached beneath the table; and
7. an electronic jackpot prize display.

The electronic equipment shall be of a type approved by the Secretary, contain components necessary for the performance of their respective functions, and comply with the applicable provisions of Division IV of the Rules of Casino Keno and Gaming Machines, as amended from time to time, approved for use in the casino and set out in the Supplement dated Tuesday, 1 November 1994 to the New Zealand Gazette of Thursday 27 October 1994, or any provisions approved in substitution for those provisions.

3.6 At the option of the Casino Operator, a game results display, being an electronic device for recording and displaying the most recent results at the table.

The electronic equipment shall be of a type approved by the Secretary, contain components necessary for the performance of their respective functions, and comply with the applicable provisions of Division IV of the Rules of Casino Keno and Gaming Machines, as amended from time to time, approved for use in the casino and set out in the Supplement dated Tuesday, 1 November 1994 to the New Zealand Gazette of Thursday 27 October 1994, or any provisions approved in substitution for those provisions.

**4.0 Playing Cards**

4.1 The point value of the playing cards used in the game shall be as follows:

1. a card from 2 to 10 inclusive shall have its Face Value;
2. a jack, queen or king shall have a value of 10; and
3. an ace shall have a value of 11 except where that would give a player or the Dealer a point total of more than 21, in which case it shall have a value of 1.

4.2 No player or spectator shall handle, alter or withdraw any card used in the game, except as expressly permitted by these rules, and no Dealer or other person shall permit a player or spectator to do so. The Dealer shall at all times deal the cards.

**5.0 Wagers**

5.1 Before the first card is dealt in a Round, each player shall make a wager against the Dealer which shall:

1. win if the player’s point total is 21 or less and the Dealer’s exceeds 21;
2. win if the player’s point total exceeds the Dealer’s without either exceeding 21;
3. win if the player has a Blackjack and the Dealer has achieved a point total of 21 without achieving a Blackjack;
4. lose if the Dealer has a Blackjack and the player has achieved a point total of 21 either in more than 2 cards or in 2 cards without achieving a Blackjack;
5. except as provided in subparagraphs (c) and (d), constitute a Stand Off if the player’s point total is the same as the Dealer’s or if the Dealer and the player both have a Blackjack;
6. lose if the player’s point total exceeds 21;
7. lose if the Dealer’s point total exceeds the player’s without either exceeding 21.

5.2 All wagers shall be made by placing Chips, with the smaller denomination Chips on top, in the appropriate wager area of the Blackjack layout.

5.3 Orally declared wagers shall be accepted only when accompanied by Chips and if the Dealer has enough time to place the wager on the layout before “No more bets” is called.

5.4 All winning wagers made in accordance with rule 5.1 shall be paid at odds of 1 to 1 with the exception of Blackjack, which shall be paid out in accordance rule 10. Where a player makes an optional, additional wager permitted by these rules and/or makes a wager following the adoption of an alternative version of Blackjack, such wagers will be paid out in accordance with the relevant rules for that optional, additional wager and/or alternative version.

5.5 Except as expressly permitted by these rules, once the Dealer has called “No more bets” and the first card of any Round has been removed from the shoe, no player shall:

1. make any wager; or
2. handle, alter or withdraw any wager until a decision has been made and implemented with respect to the wager, and no Dealer or other person shall permit any player to do so.

5.6 Except as expressly permitted by these rules, once an optional, additional wager permitted by these rules has been made and has been confirmed by the Dealer, no player shall handle, alter or withdraw such wager until a decision has been made and implemented with respect to it, and no Dealer or other person shall permit any player to do so.

5.7 No player shall handle, alter or withdraw a losing wager. Except as expressly permitted by these rules, a winning wager may not be collected until the dealer has completed the payment of all winning wagers in the Box.

5.8 The Casino Operator may limit any person to wagering on only one Box and placing the minimum wager applicable to the table.

**6.0 Opening the Table for Gambling**

6.1 After receiving the designated number of decks of cards at the table, both the Dealer and the Game Supervisor shall sort and inspect the cards independently of each other.

6.2 After the cards have been inspected they shall be spread out face up on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan-shaped rows by deck according to suit and sequence. The cards in each suit shall be laid out in sequence within the suit.

6.3 After the first player has or players have had an opportunity to inspect the cards visually, the cards shall be turned face down on the table and then shuffled.

6.4 Notwithstanding rule 6.2, when an automatic shuffler is used, each set of 4 to 8 decks of cards may be loaded into the automatic shuffler without visual inspection by any player. The Casino Operator may elect to shuffle and/or cut the cards prior to loading them into the automatic shuffler..

6.5 Notwithstanding rules 6.1 to 6.4, cards that have been pre-checked or pre-shuffled by the Casino Operator may be used provided they are secured in a designated area on completion of the pre-check or pre-shuffle, until such time as they are required. Pre-shuffled cards may be shuffled, but pre-checked cards shall be shuffled prior to use (and prior to being cut if the Casino Operator elects to cut the cards in accordance with rule 7.2).

6.6 Notwithstanding rules 6.1 to 6.4, and subject to the approval of the Secretary, cards that have been pre-checked and pre-shuffled by the card manufacturer before being sealed, may be introduced on a table without having to undergo any further shuffle and/or cut process.

**7.0 Shuffle and Cut of Cards**

7.1 The cards shall be shuffled so that they are randomly intermixed:

1. immediately before the start of play;
2. when the cutting card or the first of the cutting cards, as the case may be, is drawn as the first card of the new Round;
3. at the end of the Round during which the cutting card or the first of the cutting cards, as the case may be, appears otherwise than as the first card;
4. at the direction of the Casino Supervisor at his/her discretion;
5. at the direction of a Game Supervisor or Casino Supervisor where there is reason to suspect that the randomness of the shuffle has been compromised; and
6. if any card has been exposed prior to the cards entering the shoe.

7.1A Where it is proposed that pre-shuffled decks of cards be introduced into the game any of the players may, before the first game in which the cards are used:

1. on request, visually inspect the decks of pre-shuffled cards, or any of them, before their use; and
2. require that any decks of cards issued as pre-shuffled be inspected and mixed in accordance with section 6, shuffled by the Dealer, and cut in accordance with this section.

7.2 After the cards have been shuffled in accordance with section 6, the cards may be cut, at the discretion of the Casino Operator, except in the case of a Continuous Shuffler, where the cards may be cut but only prior to the cards entering the Continuous Shuffler. In all cases the Dealer shall offer the stack of cards, with the backs facing away from him/her, to the seated players for cutting.

7.3 The player to cut the cards shall be seated and be:

1. the first player to the table immediately before the start of play; or
2. the player on whose Box the cutting card or the first of the cutting cards, as the case may be, appeared during the previous Round of play; or
3. the player at the farthest point to the right of the Dealer if the cutting card or the first of the cutting cards, as the case may be, appeared in the Dealer's hand during the previous Round of play; or
4. the player at the farthest point to the left of the Dealer if the cards are being shuffled and cut as a result of having been introduced into the game under rule 7.7.

7.4 If the player designated in rule 7.3 declines to cut the cards the cut shall be offered to each other seated player, moving clockwise around the table, until a seated player accepts the cut. If no such player does so a standing player or a casino employee shall cut the cards. If there are no seated players at the table then the Dealer shall offer the stack of cards, with the backs facing away from him/her, to each standing player for cutting in accordance with rule 7 (as if the standing player/s were ‘seated’). If no standing player accepts the cut, a Casino employee shall cut the cards.

7.5 The person designated by rule 7.3 or 7.4 shall cut the cards by placing the cutting card or 1 of the cutting cards, as the case may be, into the stack at least 1 deck in from either end.

7.6 When the cutting card has been inserted into the stack the Dealer shall take all of the cards in front of the cutting card and place them at the back of the stack, and

1. except when a Continuous Shuffler is used, then insert the cutting card into the stack no more than half way in from the back of the stack. If two cutting cards are being used the second shall be placed at the back of the stack. The stack of cards shall then be placed in the card shoe for the commencement of play; and
2. when a Continuous Shuffler is used, then if the Casino Operator has elected to have the cards cut, remove the cutting card to one side of the table. The stack of cards shall then be placed in the Continuous Shuffler for the commencement of play.

7.7 The Casino Operator may, after any Round of play, direct that the cards in play at the table be replaced, in which event the new cards shall be checked, shuffled and cut in accordance with sections 6 and 7, except where pre-shuffled cards are introduced and accepted as such.

**8.0 Dealing of Cards**

8.1 After the cards have been shuffled the Dealer may, at the option of the Casino Operator, draw and discard face down the first card of the shoe before the start of the first Round. Players may upon request view the card that was drawn and discarded.

8.2 Before the start of each Round the Dealer shall call “No more bets”, and then, starting on his/her left and continuing clockwise around the table, deal the cards in the following order:

1. 1 card face up to each Box on the layout containing a wager or wagers;
2. 1 card face up to the Dealer;
3. a second card face up to each Box containing a wager or wagers.

8.3 After the Initial Deal the Dealer shall, starting with the player at the farthest point to his/her left and continuing clockwise around the table, announce the player’s point total and allow each player in turn to indicate whether he/she wishes to double down, split Pairs, stand (i.e. have no further cards) or draw (i.e. take further cards).

8.4 As each player indicates his/her decision or decisions the Dealer shall deal face up whatever additional cards are required to give effect to the decision and shall announce the point total of the player’s hand after each additional card is dealt.

8.5 After the decisions of each player have been completed and any additional cards required have been dealt, the Dealer shall deal a second card face up to his/her hand. Any additional cards to the Dealer’s hand shall then be dealt face up, after which the Dealer shall announce his/her point total.

8.6 At the end of a Round the Dealer shall collect all of the cards remaining on the layout in order and in such a way that the hands can readily be reconstructed in the event of a question or dispute, and place them face down in the discard rack.

8.7 Subject to rule 8.8, whenever the cutting card or the first of the cutting cards, as the case may be, is reached during a Round, the Dealer shall continue dealing the cards until that Round is completed, after which the cards used in the game shall be reshuffled.

8.8 Whenever the cutting card or the first of the cutting cards, as the case may be, is drawn as the first card of a new Round, the cards shall be reshuffled immediately.

8.9 Each player at the table shall be responsible for computing the point total of his/her hand correctly and no player shall be entitled to rely on the point total announced by the Dealer.

8.10 No player or spectator may, at or near a Blackjack table, use any writing implement except with the consent of the Casino Operator.

**9.0 Insurance**

9.1 If the Dealer’s first card is an ace, each player who has made an initial wager pursuant to rule 5.1 may make an Insurance Wager in accordance with these rules, which, subject to the rules, shall win if the Dealer's second card is a king, queen, jack or 10 and lose if the Dealer's second card is an ace or a 2 to 9 inclusive.

9.2 If the Dealer’s first card is an ace the Dealer shall complete the Initial Deal and then:

1. announce the word “Insurance” in a clearly audible voice; and
2. at the same time run a hand along the insurance line.

Players may then make an Insurance Wager by placing, before any further cards are dealt, the amount of the wager on that part of the insurance line corresponding to the Box in which the player’s initial wager was placed.

9.3 The amount of an Insurance Wager shall be:

1. not more than half the amount staked in the player’s initial wager; and
2. such that, if the wager wins, the Dealer will be able to effect payment in Chips.

9.4 All winning Insurance Wagers shall be paid at odds of 2 to1.

9.5 All losing Insurance Wagers shall be collected by the Dealer immediately after the Dealer’s second card is drawn and before any additional cards are drawn.

9.6 Notwithstanding the other provisions of these rules, if the hand in relation to which an Insurance Wager was made is voided for any reason the Insurance Wager shall also be Void.

**10.0 Payment of Blackjack**

10.1 If the Dealer’s first card is a 2 to 9 inclusive and a player has Blackjack, the Dealer shall on completion of the Initial Deal pay the Blackjack in accordance with the odds specified on the layout and remove the player’s cards to the discard rack before any further cards are dealt.

10.1A The Blackjack odds specified on the layout shall be in accordance with one of the following pay scales:

 Blackjack pays 3:2

 Blackjack pays 6:5

 Blackjack pays 1:1

10.2 Subject to rule 10.3, if the Dealer’s first card is an ace, king, queen, jack or 10 and a player has a Blackjack, the Dealer shall not make any payment on the Blackjack nor remove the cards from the Box until the Dealer’s hand has been completed.

10.3 Only when the Blackjack pay scale of 3:2 is in place and if the Dealer’s first card is an ace and a player has a Blackjack:

1. the Dealer shall at the player’s request pay the player immediately at odds of 1 to 1 in full settlement of the player's wager, and the player may remove the wager and Winnings from the Box before the end of the Round; and
2. the Dealer shall then collect the player’s cards and place them in the discard rack before any further cards are dealt, unless more than 1 person has wagered on the Box to which the Blackjack was dealt and not all of the persons so wagering elect to be paid immediately under this rule, in which event the Dealer shall not collect the cards until the end of the Round.

Where a player elects to receive early settlement under this rule any Insurance Wager made by him/her in relation to the hand in respect of which the election was made shall be Void and be returned to the player.

**11.0 Doubling Down**

11.1 Subject to rule 11.6 a player may only elect to double down on the first 2 cards dealt to him/her or on the first 2 cards of any split Pair provided in both cases that those 2 cards do not include aces.

11.2 To double down the player shall make an additional wager of:

1. not more than the amount of his/her original wager; but
2. at least the amount of any minimum wager increment displayed at the table pursuant to rule 9.5 of division 1.

11.3 Only 1 additional card shall be dealt to a hand on which the player has elected to double down. That card shall be dealt face up and placed sideways on the layout.

11.4 Subject to rule 11.5, where a player elects to double down the original wager and any additional double down wager made on the player’s hand shall win, lose or constitute a Stand Off in accordance with subparagraphs (a) to (g) of rule 5.1, and shall be paid at odds of 1 to 1 if they win.

11.5 Subject to rule 11.7 if the Dealer obtains Blackjack after a player has doubled down, the Dealer shall collect only the amount of the player’s original wager but not the additional amount wagered in doubling down.

11.6 Subject to clause 11.8, the Casino Operator may elect to restrict players at a table from doubling down or to only doubling down on the first 2 cards dealt to him/her if they total either:

1. 9, 10 or 11; or
2. 10 or 11

provided in both cases that those 2 cards do not include aces.

And, in addition the Casino Operator may elect to restrict players at a table from doubling down on the first 2 cards of any split Pair.

11.7 Subject to clause 11.8, the Casino Operator may elect that if the Dealer obtains Blackjack after a player has doubled down, the Dealer shall collect both the amount of the player’s original wager plus the additional amount wagered in doubling down.

11.8 Where the Casino Operator elects to modify the double down option pursuant to rules 11.6 and/or 11.7, a notification clearly indicating the modifications imposed must be clearly displayed at the table at all times while the modification(s) is in effect, from the beginning of the Round at which it took effect until such time as the rule modification(s) ceases to apply.

**12.0 Splitting Pairs**

12.1 Subject to rule 12.7 a player may elect to split Pairs, i.e. to divide his/her hand into 2 separate hands, when the initial 2 cards dealt to him/her are both aces or both cards of the same value. For the purpose of splitting Pairs, 10, jack, queen and king shall all be deemed to have the face value of 10.

12.2 A player wishing to split Pairs shall make an additional wager on the second hand so formed in an amount equal to that of his/her original wager.

12.3 When a player splits Pairs, the Dealer shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any cards to the second hand.

12.4 After a second card is dealt to a split Pair, the Dealer shall announce the point total of the hand and the player shall indicate whether he/she wishes to stand, draw, split or double down with respect to the hand, subject to the following:

1. subject to rule 12.8, a player may split Pairs a second time if, having split the original hand, a card from the original hand and the next card dealt to it are both cards of the same value, and the provisions of rules 12.2, 12.3 and 12.4 shall apply accordingly, except that no more than 3 hands per Box may be formed in any Round;
2. aces may be split only once. A player splitting aces shall have only 1 card dealt to each ace and may not receive any additional cards. The card dealt to a split ace shall be placed sideways on the layout;
3. a player splitting aces or Pairs of cards with a point value of 10 shall not be capable of achieving a Blackjack from those cards.

12.5 Where a Pair has or Pairs have been split in conformity with these rules the hands so formed shall be completed under the terms of section 13, subject to the rules contained in this section. Subject to rule 12.6, wagers made on the hands shall win, lose or constitute a Stand Off in accordance with subparagraphs (a) to (g) of rule 5.1, and shall be paid at odds of 1 to 1 if they win.

12.6 Subject to rule 12.9, if the Dealer obtains Blackjack after a player has split Pairs, the Dealer shall collect only the amount of the player’s original wager but not the additional amount or amounts wagered in splitting Pairs.

12.7 Subject to clause 12.10, the Casino Operator may elect to restrict players at a table from splitting:

1. Pairs; and/or
2. Pairs of aces

12.8 Subject to clause 12.10, the Casino Operator may elect to restrict players at a table from splitting Pairs more than once and therefore only form a maximum of 2 hands per Box in any one Round.

12.9 Subject to clause 12.10, the Casino Operator may elect that if the Dealer obtains Blackjack after a player has split Pairs, the Dealer shall collect both the amount of the player’s original wager plus the additional amount wagered in splitting Pairs.

12.10 Where the Casino Operator elects to modify the splitting Pair option pursuant to rules 12.7, 12.8and/or 12.9, a notification clearly indicating the modifications imposed must be clearly displayed at the table at all times while the modification(s) is in effect, from the beginning of the Round at which it took effect until such time as the rule modification(s) ceases to apply.

**13.0 Drawing of Additional Cards**

13.1 A player may elect to draw additional cards whenever the point total of his/her hand is less than 21, except that:

1. a player having Blackjack or a Hard or Soft Total of 21 may not draw additional cards;
2. a player electing to double down shall draw 1 and only 1 additional card;
3. a player electing to split aces shall only have 1 card dealt to each ace, and may not elect to receive additional cards;
4. subject to subparagraph (b), a player with a point total of 11 or less in his/her hand shall be required to draw a further card until the hand has a point total of 12 or more.

13.2 If a player’s point total exceeds 21, that hand shall lose and the Dealer shall immediately collect all wagers on that Box, and collect the cards and place them in the discard rack.

13.3 Except as provided in rule 13.4, additional cards shall be drawn to the Dealer’s hand until a Hard Total or Soft Total of 17, 18, 19, 20 or 21 has been reached, at which point no additional cards shall be drawn.

13.4 Subject to rule 13.5, no additional cards shall be drawn to a Dealer’s hand, regardless of the point total, if decisions have been made on all players’ hands and the additional cards would have no effect on the outcome of the Round.

13.5 Notwithstanding rule 13.4, if Buster Blackjack Wagers have been placed in accordance with section 15H and all remaining player hands have been settled in full then additional cards shall be drawn to the Dealer’s hand in accordance with rule 13.3 or 17.2 (depending on which version of Blackjack is being played). For the avoidance of doubt, in this instance rule 13.4 shall not apply.

**14.0 Wagering on Boxes**

14.1 The Casino Operator may permit up to 3 players to wager on any 1 Box.

14.2 The Casino Operator may direct that the total of all players’ wagers on any 1 Box shall not exceed the table maximum, or that the total of the wagers of any particular player or players on any 1 Box shall not exceed the permitted maximum. Where the Casino Operator issues such a direction a sign stating the Box maximum and/or player maximum, as the case may be, shall be displayed at the table.

14.3 Whenever more than 1 player wagers on a Box:

1. the player seated at the playing area shall have the exclusive right to make the decisions with regard to the cards dealt to the Box;
2. the seated player shall place his/her wager in that portion of the Box closest to the Dealer’s side of the table and the other players shall place their wagers immediately behind and in a straight line with the wager of the seated player;
3. if the seated player decides to double down, as provided in rule 11.1, the other players with a wager on the hand may also elect to double down in accordance with section 11, but shall not be required to do so. In any event, only 1 additional card shall be dealt to the hand on which the election to double down was made;
4. whenever the seated player elects to split Pairs, each of the other players with a wager on the hand may either make an additional wager as provided in section 12 to cover both of the Pairs resulting from the split, or designate the hand resulting from the split to which he/she wishes his/her original wager to apply before any further cards are dealt;
5. if the seated player declines the option to double down or split, the other players shall not be entitled to make an additional wager and shall abide by the decision;
6. each player shall have the right to make an Insurance Wager as provided in section 9;
7. each player shall have the right to elect to be paid in accordance with rule 10.3 whether or not any of the other players on the Box so elect.

14.4 The Casino Operator may permit a player to wager on more than 1 Box at a Blackjack table, provided that and for so long as there are sufficient places at Blackjack tables with equivalent limits operating in the casino to accommodate patron demand. The Casino Operator may determine the number of additional Boxes a player may wager on pursuant to this rule.

14.5 In the case of full patronage, and where approval has been given pursuant to rule 14.1 or 14.4, a seated player may wager on more than 1 Box at a Blackjack table but shall be entitled to make the decisions only with the respect to the Box at which he/she is seated.

14.6 Where a player is permitted to wager on more than 1 Box he/she shall make at least the minimum wager on each Box played.

14.7 The Casino Operator may, at its discretion, restrict the number of Boxes a player may wager on.

**15.0 Super Sevens Wagers**

15.1 The Casino Operator may at its discretion offer players the opportunity to place Super Sevens Wagers in accordance with this section.

15.2 Where the option is offered and the game is played at a table with a layout cloth clearly indicating the availability of this option , any player may elect to place a Super Sevens Wager at the time of placement of his/her initial wager as provided in rule 5.1. The Super Sevens Wager shall be placed in the designated area of the layout, that corresponds to the Box in which the initial wager was placed.

15.3 The amount of a Super Sevens Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

15.4 Subject to these rules, a Super Sevens Wager shall:

1. win if the first card dealt to the player’s hand in that Round is a 7 (of any suit), paying odds of 3 to 1, unless the next card dealt to the hand is also a 7;
2. win if the first 2 cards dealt to the player’s hand in that Round are both sevens (of different suits), paying odds of 50 to 1, unless the next card dealt to the hand is also a 7;
3. win if the first 2 cards dealt to the player’s hand in that Round are both sevens of the same suit, paying odds of 100 to 1, unless the next card dealt to the hand is also a 7;
4. win if the first 3 cards dealt to the player’s hand in that Round are all sevens, but are not all of the same suit, paying odds of 500 to 1;
5. win if the first 3 cards dealt to the player’s hand in that Round are all sevens of the same suit, paying odds of 5000 to 1; and
6. otherwise lose.

15.5 Notwithstanding rule 15.4, if the first 2 cards dealt to a Box with respect to which a Super Sevens Wager has been made are both sevens and the option to split them is taken, the Super Sevens Wager shall be paid immediately at either 50 to 1 in accordance with subparagraph (b) of rule 15.4, or 100 to 1 in accordance with subparagraph (c) of rule 15.4, whichever applies, and that wager shall be completed whether or not the next card dealt to the Box is a 7.

15.6 Winning Super Sevens Wagers shall be paid, and losing Super Sevens Wagers collected, by the Dealer as soon as a result has been rendered with respect to the wager. The Dealer shall, in the case of a winning wager, pass to the player direct the original Super Sevens Wager plus the Winnings.

15.7 Notwithstanding the other provisions of these rules, if:

1. the hand in relation to which a Super Sevens Wager was made; or
2. the player’s initial wager, made pursuant to rule 5.1,

 is voided for any reason, the player’s Super Sevens Wager shall also be Void.

***15A Madness 21 Wagers***

15A.1 The Casino Operator may, at its discretion, offer the players the opportunity to place Madness 21 Wagers in accordance with this section.

15A.2 Where the option is offered and the game is played at a table with a layout cloth clearly indicating the availability of this option , any player may elect to place a Madness 21 Wager at the time of placement of his/her initial wager as provided in rule 5.1. The Madness 21 Wager shall be placed in the designated area of the layout, which corresponds to the Box in which the initial wager was placed.

15A.3 The amount of a Madness 21 Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

15A.4 Subject to these rules, a Madness 21 Wager shall:

1. win if the player’s hand has a Blackjack as defined by section 1 of these rules; or
2. otherwise lose.

15A.5 At the completion of the Initial Deal, the Dealer shall pay the winning and collect the losing Madness 21 Wagers in accordance with any Minimum Operating Standards.

15A.6 Winning Madness 21 Wagers shall be paid at the amount selected by activating the Jackpot Prize Button. The prize possibilities are shown in the following table:

**PRIZE POSSIBILITIES TABLE**

|  |  |
| --- | --- |
| **Prize for Each $1 Wagered on Madness 21** | **Number of Possible Prizes** |
| $1,000 | 1 |
| $100 | 10 |
| $50 | 25 |
| $40 | 50 |
| $35 | 60 |
| $30 | 70 |
| $25 | 105 |
| $24 | 108 |
| $23 | 110 |
| $22 | 112 |
| $21 | 115 |
| $20 | 134 |
| $15 | 150 |
| $14 | 175 |
| $13 | 200 |
| $12 | 250 |
| $11 | 350 |
| $10 | 400 |
| $9 | 225 |
| $8 | 260 |
| $7 | 270 |
| $6 | 280 |
| 1. $5
 | 1. 290
 |

15A.7 Once the prize money has been established, the player(s) with winning Madness 21 Wagers shall receive the prize money individually. The amount paid is the amount displayed on the electronic jackpot prize display after the player has activated the Jackpot Prize Button.

15A.8 If the Dealer and the player(s) both have a Blackjack, this constitutes a Stand Off, however, Madness 21 Wagers shall be valid and the player(s) shall be offered the Jackpot Prize Button.

15A.9 When more than one player wagers on a Box, the player who controls the Box, subject to rule 14, shall have the right to activate the Jackpot Prize Button when the player has a Blackjack. If the player declines to activate the Jackpot Prize Button, he or she may nominate another player as long as the nominee has a wager in that Box and a valid Madness 21 Wager. If all players decline, a casino employee shall activate the Jackpot Prize Button.

***15B Perfect Pair Wagers***

15B.1 The Casino Operator may, at its discretion, offer the players the opportunity to place Perfect Pair Wagers in accordance with this section.

15B.1A Where the Casino Operator chooses to offer players the opportunity to place Perfect Pair Wagers at a table, it shall not offer players the opportunity to place either Any Pair Wagers or Lucky Match Wagers in accordance with section 15C or section 15D respectively at that same table.

15B.2 Where the option is offered and the game is played at a table with a layout cloth clearly indicating the availability of this option , any player may elect to place a Perfect Pair Wager(s) at the time of placement of his/her initial wager as provided in rule 5.1. The Perfect Pair Wager(s) shall be placed in the designated area of the layout, which corresponds to a Box in which an initial wager was placed and does not have to correspond to the player’s initial wager. A maximum of 3 Perfect Pair Wagers may be accepted per Box with preference being first given to players wagering on the Box to which the Perfect Pair Wager relates.

15B.3 Except as permitted by rule 15B.9 the Perfect Pair Wager shall be placed before any cards in the Round of play are dealt.

15B.4 The amount of a Perfect Pair Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

15B.5 A Perfect Pair Wager shall win if the first two cards dealt to the player are a Pair, and lose if the first two cards do not comprise a Pair.

15B.6 At the completion of the Initial Deal, the Dealer shall pay the winning and collect the losing Perfect Pair Wagers in accordance with any Minimum Operating Standards.

15B.7 Winning Perfect Pair Wagers shall be paid in accordance with pay scale one, pay scale two or pay scale three as follows:

 **Pay Scale One Pay Scale Two Pay Scale Three**

For a Mixed Pair 5 to 1 6 to 1 5 to 1

For a Coloured Pair 10 to 1 12 to 1 12 to 1

For a Perfect Pair 30 to 1 25 to 1 25 to 1

15B.8 The Casino Operator shall display which pay scale under rule 15B.7 is in operation and that pay scale shall be used for all tables that offer the Perfect Pair option.

15B.9 If a player elects to split Pairs in accordance rule 12, the Casino Operator may, at its discretion, offer the players the opportunity to place additional Perfect Pair Wagers on that split hand in accordance with rule 15B.10, provided those players placed an initial wager at the start of the Round.

15B.10 Subject to clause 15B.9, additional Perfect Pair Wagers may be placed by players on a split hand prior to a subsequent second card being dealt. A maximum of three additional Perfect Pair Wagers may be accepted per split hand with preference being given:

1. firstly to players wagering on the Box to which the split hand relates;
2. secondly to players who placed a previous Perfect Pair Wager on the initial two cards dealt in that same Box with preference given to the players commencing from the Dealer’s left to right and in that order;
3. thirdly to any other player who may wish to place an additional Perfect Pair Wager on that split hand, with preference given to the players commencing from the Dealer’s left to right and in that order.

As soon as the second subsequent card has been dealt to the relevant split hand, all additional Perfect Pair Wagers shall then be settled in accordance with the pay table (as specified pursuant to clause 15B.8).

15B.11   Perfect Pairs, may also be known as Pairs. For the avoidance of doubt, the rules contained in this Division shall apply to the Wager of Perfect Pairs and any other Wager (irrespective of its name) that is played in substantially the same manner as set out in 15B.

***15C Any Pair Wagers***

15C.1 The Casino Operator may, at its discretion, offer the players the opportunity to place Any Pair Wagers in accordance with this section.

15C.2 Where the Casino Operator chooses to offer players the opportunity to place Any Pair Wagers at a table, it shall not offer players the opportunity to place either Perfect Pair Wagers or Lucky Match Wagers in accordance with section 15B or section 15D respectively at that same table.

15C.3 Where the option is offered and the game is played at a table with a layout cloth clearly indicating the availability of this option , any player may elect to place an Any Pair Wager(s) at the time of placement of his/her initial wager as provided in rule 5.1. The Any Pair Wager(s) shall be placed in the designated area of the layout, which corresponds to a Box in which an initial wager was placed and does not have to correspond to the player’s initial wager. A maximum of 3 Any Pair Wagers may be accepted per Box with preference being first given to players wagering on the Box to which the Any Pair Wager relates.

15C.4 Except as permitted by rule 15C.10 the Any Pair Wager shall be placed before any cards in the Round of play are dealt.

15C.5 The amount of an Any Pair Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

15C.6 An Any Pair Wager shall win if the first two cards dealt to the player are a Pair, and lose if the first two cards do not comprise a Pair.

15C.7 At the completion of the Initial Deal, the Dealer shall pay the winning and collect the losing Any Pair Wagers in accordance with any Minimum Operating Standards.

15C.8 Winning Any Pair Wagers shall be paid in accordance with either Pay Scale One or Pay Scale Two as follows:

  **Pay Scale One Pay Scale Two**

 Any Pair 11 to 1 10 to 1

15C.9 The Casino Operator shall display which pay scale under rule 15C.8 is in operation.

15C.10 If a player elects to split Pairs in accordance rule 12, the Casino Operator may, at its discretion, offer the players the opportunity to place additional Any Pair Wagers on that split hand in accordance with rule 15C.11, provided those players placed an initial wager at the start of the Round.

15C.11 Subject to clause 15C.10, additional Any Pair Wagers may be placed by players on a split hand prior to a subsequent second card being dealt. A maximum of three additional Any Pair Wagers may be accepted per split hand with preference being given:

1. firstly to players wagering on the Box to which the split hand relates;
2. secondly to players who placed a previous Any Pair Wager on the initial two cards dealt in that same Box with preference given to the players commencing from the Dealer’s left to right and in that order;
3. thirdly to any other player who may wish to place an additional Any Pair Wager on that split hand, with preference given to the players commencing from the Dealer’s left to right and in that order.

As soon as the second subsequent card has been dealt to the relevant split hand, all additional Any Pair Wagers shall then be settled in accordance with the pay table (as specified pursuant to clause 15C.9).

***15D House Money Wagers***

15D.1 The Casino Operator may, at is discretion, offer the players the opportunity to place House Money Wagers in accordance with this section.

15D.2 Where the option is offered and the game is played at a table with a layout cloth clearly indicating the availability of this option , any player may elect to place a House Money Wager at the time of placement of his/her initial wager as provided in rule 5.1. The House Money Wager shall be placed in the designated area of the layout that corresponds to the Box in which the initial wager was placed.

15D.4 The amount of a House Money Wager shall be displayed on the sign at the table indicating the wager limits applying at the table.

15D.5 Subject to these rules, a House Money Wager shall:

1. win paying 9 to 1 if the player’s first two cards are Ace-King suited;
2. win paying 4 to 1 if the player’s first two cards are of the same suit in sequence (an Ace shall count both high and low to determine if it is in sequence to the player’s other card);
3. win paying 3 to 1 if the player’s first two cards are a Pair;
4. win paying 1 to 1 if the player’s first two cards are in sequence (An Ace can count both high and low to determine if it is in sequence to the player’s other card);
5. otherwise lose.

15D.6 In the event that a House Money Wager has resulted in a payout, the player shall be offered one of two options:

1. the player may decide to keep the payout, in which case the House Money Wager and payout (refer section 15D.5) shall be passed to the player and will take no further part in play; or
2. the player may decide to keep the House Money Wager and payout (or part thereof) in action, in which case the House Money Wager and payout (or part thereof) will be stacked together and left on the House Money betting spot. By selecting this option the player is committing the House Money Wager and proceeds (or part thereof) to his original Blackjack wager. The combined total of any remaining House Money Wagers and the player’s original wager shall not exceed the maximum allowable limit as per section 14.2.

15D.7 When a player is doubling down, their additional wager under rule 11.2a may not be more than the amount of his/her original wager, plus any wagers and payouts still remaining on the House Money betting area.

15D.8 When a player is splitting, their additional wager under rule 12.2 must be equal to their original wager, plus any wagers and payouts still remaining on the House Money betting area.

15D.9 For the purpose of calculating the maximum Insurance Wager that a player can make for the hand, any House Money Wagers and payouts shall not be included in the player’s original bet.

15D.10 At the completion of the hand when determining that the player has a winning wager under rule 5.1, any House Money Wagers and payouts still remaining in the House Money betting area shall be paid at odds of 1 to 1 with the exception of Blackjack, which (subject to rule 10.3) shall be paid at the odds inscribed on the table layout. At the completion of the hand when determining that the player has a losing wager under rule 5.1, any House Money Wagers and payouts still remaining in the House Money betting area shall lose. At the completion of the hand when determining that the player has a Stand Off under rule 5.1, any House Money Wagers and payouts still remaining in the House Money betting area shall be considered to be a Stand Off.

15D.11 When the dealer achieves a Blackjack, all House Money Wagers and payouts still in play shall constitute Stand Offs.

15D.12 House Money may not be played in conjunction with any other Blackjack side bet, with the exception of Perfect Pair, Any Pair or Lucky Match.

***15E Let It Ride Wagers***

15E.1 The Casino Operator may, at is discretion, offer the players the opportunity to place Let it Ride Wagers in accordance with this section.

15E.2 Where the option is offered and the game is played at a table with a layout cloth clearly indicating the availability of this option , any player may elect to place a Let it Ride Wager at the time of placement of his/her initial wager as provided in rule 5.1. The Let it Ride Wager shall be placed in the designated area of the layout that corresponds to the Box in which the initial wager was placed.

15E.3 The amount of a Let it Ride Wager shall be displayed on the sign at the table indicating the wager limits applying at the table.

15E.4 Subject to these rules, a Let it Ride Wager shall:

1. win paying 2 to 1 if the player’s first two cards are of the same suit in sequence (an Ace shall count both high and low to determine if it is in sequence to the player’s other card);
2. win paying 1 to 1 if the player’s first two cards are suited, or are in sequence (an Ace can count both high and low to determine if it is in sequence to the player’s other card);
3. otherwise lose.

15E.5 In the event that a Let it Ride Wager has resulted in a payout, the player shall be offered one of two options:

1. the player may decide to keep the payout, in which case the Let it Ride Wager and payout (refer section 15E.4) shall be passed to the player and will take no further part in play; or
2. the player may decide to keep the Let it Ride Wager and payout (or part thereof) in action, in which case the Let it Ride Wager and payout (or part thereof) will be stacked together and left on the Let it Ride betting spot. When selecting this option the player is committing the Let it Ride Wager and proceeds (or part thereof) to his Blackjack wager. The combined total of any remaining Let It Ride Wagers and payout (or part thereof) and the player’s original wager shall not exceed the maximum allowable limit as per section 14.2.

15E.6 When a player is doubling down, their additional wager under rule 11.2(a) may not be more than the amount of his/her original wager, plus any wagers and payouts still remaining on the Let it Ride betting area.

15E.7 When a player is splitting, their additional wager under rule 12.2 must be equal to their original wager, plus any wagers and payouts still remaining on the Let it Ride betting area.

15E.8 For the purpose of calculating the maximum Insurance Wager that a player can make for the hand, any Let it Ride Wagers and payouts shall not be included in the player’s original bet.

15E.9 At the completion of the hand when determining that the player has a winning wager under rule 5.1, any Let it Ride Wagers and payouts still remaining in the Let it Ride betting area shall be paid at odds of 1 to 1 with the exception of Blackjack, which (subject to rule 10.3) shall be paid at the odds inscribed on the table layout. At the completion of the hand when determining that the player has a losing wager under rule 5.1, any Let it Ride Wagers and payouts still remaining in the Let it Ride betting area shall lose. At the completion of the hand when determining that the player has a Stand Off under rule 5.1, any Let it Ride Wagers and payouts still remaining in the Let it Ride betting area shall be considered to be a Stand Off.

15E.10 When the Dealer achieves a Blackjack, all Let it Ride Wagers and payouts still in play shall constitute Stand Offs.

15E.11 Let It Ride may not be played in conjunction with any other Blackjack side bet, with the exception of Perfect Pair ,Any Pair or Lucky Match.

***15F Lucky Match Wagers***

15F.1 The Casino Operator may, at its discretion, offer the players the opportunity to place Lucky Match Wagers in accordance with this section.

15F.2 Where the Casino Operator chooses to offer players the opportunity to place Lucky Match Wagers at a table, it shall not offer players the opportunity to place either Perfect Pair Wagers or Any Pair Wagers in accordance with section 15B or section 15C respectively at that same table.

15F.3 Where the Lucky Match option is offered and the game is played at a table with a layout cloth clearly indicating the availability of this option , any player may elect to place a Lucky Match Wager at the time of placement of his/her initial wager as provided in rule 5.1. The Lucky Match Wager shall be placed in the designated area of the layout that corresponds to a Box in which an initial wager was placed and does not have to correspond to the player’s initial wager. A maximum of 3 Lucky Match Wagers may be accepted per Box with preference being first given to players wagering on the Box to which the Lucky Match Wager relates.

15F.4 The Lucky Match Wager shall be placed before any cards in the Round of play are dealt.

15F.5 The amount of a Lucky Match Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

15F.6 A Lucky Match Wager shall win if the first two cards dealt to the player have the same Face Value or if the player’s first two cards and the dealer’s first card are the same suit with the same Face Value and lose if the player’s first two cards do not have the same Face Value.

15F.7 Where a player places a Lucky Match Wager in a Round and achieves both a Lucky Match and Lucky Triple Match in that Round, that player shall be paid a winning wage in respect of the Lucky Triple Match only.

15F.8 At the completion of the Initial Deal, the Dealer shall collect the losing Lucky Match Wagers and leave all winning Lucky Match Wagers in situ until a result has been rendered with respect to the wager, subject to rule 15F.10.

15F.9 Winning Lucky Match Wagers shall be paid in accordance with one of the following pay scale options:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|   | ***Pay Scale 1***  | **Pay Scale 2**  | **Pay Scale 3**  | **Pay Scale 4**  |
| Mixed Match  | 5 to 1  | 5 to 1  | 5 to 1  | 5 to 1  |
| Coloured Match  | 10 to 1  | 10 to 1  | 10 to 1  | 10 to 1  |
| Luck Match  | 25 to 1  | 20 to 1  | 25 to 1  | 25 to 1  |
| Lucky Triple Match  | 100 to 1  | 500 to 1  | 200 to 1  | 300 to 1  |

15F.10 (Revoked)

15F.11 The Casino Operator shall display which pay scale under rule 15F.9 is in operation.

15F.12 The pay-out on any Lucky Match Wagers may be subject to any maximum pay-out limit set by the Casino Operator and approved by the Secretary. The amount of such limit will be selected and displayed at the gaming table by the Casino Operator.

***15G Lucky Lucky Wagers***

15G.1 The Casino Operator may, at its discretion, offer the players the opportunity to place Lucky Lucky Wagers in accordance with this section.

15G.2 Where the Lucky Lucky Wager option is offered and the game is played at a table with a layout cloth clearly indicating the availability of this option any player may elect to place a Lucky Lucky Wager(s) at the time of placement of his/her initial wager as provided in rule 5.1. The Lucky Lucky Wager(s) shall be placed in the designated area of the layout, which corresponds to a Box in which an initial wager was placed but does not have to correspond to that player’s initial wager. A maximum of three Lucky Lucky Wagers may be accepted per Box with preference being first given to players wagering on the Box to which the Lucky Lucky Wager relates.

15G.3 The Lucky Lucky Wager shall be placed before any cards in the Round of play are dealt.

15G.4 The amount of a Lucky Lucky Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

15G.5 A Lucky Lucky Wager shall win if the first two cards dealt to the player together with the Dealer’s first card form any one of the combinations identified in the pay table specified in 15G.8 and otherwise shall lose.

15G.6 If a player receives more than one winning Lucky Lucky combination in their hand, then the player shall be entitled to be paid for the highest combination only.

15G.7 All Lucky Lucky Wagers shall be settled immediately once the Initial Deal is complete.

15G.8 Winning Lucky Lucky Wager combinations shall be paid in accordance with one of the following pay scale options:

 **Pay Table 1 Pay Table 2 Pay Scale 3**

3 Card Combination

Suited 777 200 to 1 200 to 1 200 to 1

Suited 678 100 to 1 100 to 1 100 to 1

Unsuited 777 50 to 1 50 to 1 50 to 1

Unsuited 678 30 to 1 30 to 1 30 to 1

Suited 21 10 to 1 15 to 1 10 to 1

Unsuited 21 3 to 1 3 to 1 3 to 1

Any 20 2 to 1 2 to 1 2 to 1

Any 19 2 to 1 1 to 1 1 to 1

15G.9 The Casino Operator shall clearly display which pay scale under rule 15G.8 is in operation.

***15H Buster Blackjack***

15H.1The Casino Operator may, at its discretion, offer the players the opportunity to place Buster Blackjack Wagers in accordance with this section.

15H.2 Where the Buster Blackjack Wager option is offered and the game is displayed at a table with a layout cloth marked in a manner that clearly denotes the wagering option, any player may elect to place a Buster Blackjack Wager at the time of placement of his/her initial wager as provided in rule 5.1. The Buster Blackjack Wager shall be placed in the designated area of the layout that corresponds to the Box in which their initial wager was placed. A maximum of 3 Buster Blackjack Wagers may be accepted per Box.

15H.3 The Buster Blackjack Wager shall be placed before any cards in the Round of play are dealt.

15H.4 The amount of a Buster Blackjack Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

15H.5 A Buster Blackjack Wager shall win if the Dealer’s hand exceeds 21 (including through the drawing of any additional cards in accordance with clause 13.5) regardless of the result of the player’s other wager/s.

15H.6 a Buster Blackjack Wager shall lose if:

1. the Dealer’s completed hand contains a Blackjack; or
2. the Dealer’s completed hand does not exceed 21.

15H.7 If the hand of a player who placed a Buster Blackjack Wager exceeds 21 on their main Blackjack wager, the Dealer will collect the player’s Blackjack wager and tuck the player’s cards face up under the player’s Buster Blackjack Wager to indicate that the Buster Blackjack Wager remains in play.

15H.8 At the completion of the Dealer’s hand (including the drawing of any additional cards in accordance with clause 13.5), the Dealer shall from right to left collect the losing Buster Blackjack Wagers and pay all winning Buster Blackjack Wagers in accordance with the relevant payscale displayed at the table in accordance with rule 15H.10a.

15H.9 The Casino Operator may in its sole discretion elect to include a player payout called Free Bonus in addition to a Buster Blackjack Wager payout. Where offered, the Free Bonus payscale in operation at the table in accordance with rule 15H.10b shall be displayed at the table and the player shall qualify for the relevant Free Bonus payout (in addition to their Buster Blackjack Wager payout) if all of the following conditions are met:

1. the player has an active Buster Blackjack Wager;
2. the player’s hand is a Blackjack; and
3. the point total of the Dealer’s hand exceeds 21 with 7 or more cards.

15H.10a

**Buster Blackjack Wagers Payscale**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Number of Cards in Dealer’s Busted Hand (being a hand exceeding 21) | Payscale A | Payscale B | Payscale C | Payscale D | Payscale E | Payscale F |
| 8 or more | 250 | 200 | 250 | 200 | 250 | 250 |
| 7 | 50 | 50 | 50 | 50 | 50 | 50 |
| 6 | 15 | 15 | 12 | 12 | 12 | 20 |
| 5 | 4 | 4 | 4 | 4 | 3 | 8 |
| 4 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 2 | 2 | 2 | 2 | 2 | 1 |

All payscale odds are "To 1"

15H.10b

|  |  |  |
| --- | --- | --- |
| **Free Bonus Payscale** |  |  |
| Number of Cards in Dealer’s Busted Hand (being a hand exceeding 21) | B1 | B3 |
| 8 or more | $8,000  | $5,000  |
| 7 | $1,000  | $1,000  |

**16.0 Irregularities**

16.1 A card found turned face up in the shoe shall be removed from play and placed in the discard rack.

16.2 A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

16.3 An exposed card dealt in error to the Dealer’s completed hand, or left exposed subsequent to the completion of a reconstruction of a hand, or hands, shall be removed from play and placed face down in the discard rack.

16.4 If, after the Initial Deal, a card is drawn in error and exposed to any person, that card shall be dealt to a player or the dealer as though it were the next card from the shoe. Any player refusing to accept the card shall not have any additional cards dealt to his/her hand during that Round. If the card is refused by the players it shall become the Dealer’s second card.

16.5 Subject to these rules, should any error occur during any Round due to the incorrect dealing or placement of a card or cards, every effort shall be made to reconstruct the Round in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred and, in the event that a reconstruction takes place, the Casino Operator and the players shall abide by the consequences. Should it not be possible to reconstruct the Round:

1. the Casino Operator shall declare the hand or hands affected by the error Void; and
2. unless all of the players’ hands are voided pursuant to this rule, the Dealer’s hand shall be reconstructed to the extent possible and (if necessary) completed by the drawing of further cards.

Where a hand is voided under this rule the cards dealt to it shall be removed to the discard rack and any wagers on it shall be Void and be returned to the player or players concerned. All hands dealt subsequent to any such error shall stand as dealt.

16.6 If a player who has made an initial wager in accordance with rule 5.1 or rule 19.2 is not present to act on that hand, and there is no other player who is entitled to make any decision with regard to the hand, the Casino Operator may direct that further cards be dealt to the player’s hand until the hand has a point total of 12 or more.

16.7 If there are not enough cards remaining in the card shoe to complete a Round, all of the cards in the discard rack shall be shuffled, cut and placed in the shoe in accordance with section 7 and the Round shall be completed using the shuffled cards, which shall be used (subject to these rules) in the subsequent Rounds.

16.8 If any card is found to be damaged in the course of a game it shall be replaced at the end of the Round.

16.9 If the cards are not reshuffled following the exposure of the cutting card as provided by rules 8.7 and 8.8, a shuffle shall take place immediately after the end of the Round.

16.10 If the cutting card is found not to have been inserted into the cards after the shuffle, the cards will be removed from the shoe and reshuffled at the end of the Round. This rule shall not apply when a Continuous Shuffler is used.

16.11 If the Dealer has failed to offer a player the opportunity to make an Insurance Wager in accordance with section 9 and the Dealer’s omission is noticed before the Dealer has dealt the second card to the Dealer’s hand the player shall still be entitled to make an Insurance Wager.

16.12 In the event of an electronic failure of the equipment on a table where the Madness 21 Wager is offered, the Madness 21 option shall not be offered to each player until the equipment is repaired and the game shall continue in the meantime as a normal Blackjack game. If such a failure occurs during a Round of play, any Madness 21 Wager which had won as provided for by these rules, shall be settled with a $25 payout.

16.13 Notwithstanding section 16.5 above, if a Continuous Shuffler malfunctions during a Round of play, the Casino Operator shall, at his or her discretion, either declare the Round Void or the hand or hands affected by the malfunction Void.

16.14 In the event that the player has made a decision on his/her hand with respect to section 8.3 prior to the decision in 15D.6, then the House Money Wager will be paid at the odds in section 15D.5 and passed to the player and the House Money Wager and payout will take no further part in play.

16.15 In the event that the player has made a decision on his/her hand with respect to section 8.3 prior to the decision in 15E.5, then the Let it Ride Wager will be paid at the odds in section 15E.4 and passed to the player and the Let it Ride Wager and payout will take no further part in play.

**17.0 Blackjack (Style A)**

17.1 Where Blackjack (Style A) is adopted the rules of Blackjack will apply except where the rules are inconsistent with rule 17.2 in which case rule 17.2 will prevail.

17.2 Additional cards shall be drawn to the Dealer’s hand until a Hard Total of 17, 18, 19, 20 or 21 or a Soft Total of 18, 19, 20 or 21 is achieved, at which point no additional cards will be drawn.

17.3 Where Blackjack (Style A) is adopted, a notification indicating the adoption of this version of the game must be clearly displayed at the table, at all times during the game.

**18.0 Ante Up Blackjack**

18.1 Where Ante Up Blackjack is adopted, the rules of Blackjack will apply and where Blackjack (Style A) is also adopted, the rules of Blackjack (Style A) will also apply except where those rules are inconsistent with the rules of Ante Up Blackjack in which case the rules of Ante Up Blackjack will prevail.

18.2 The layout cloth covering the Ante Up Blackjack table shall be marked in a manner clearly indicating the adoption of this version (including having areas designated for the placement of wagers and the Ante).

18.3 The amount of the Ante shall be that displayed on the sign at the table indicating the minimum and maximum wager limits for the table.

18.4 The Casino Operator may at its discretion waive payment of the Ante where the initial wager meets or exceeds a value prescribed by the Casino Operator and displayed on the sign referred to in rule 18.3.

18.5 Subject to rule 18.4, before the first card is dealt in a Round, each player shall make a wager against the Dealer and place any accompanying Ante.

18.6 The Ante shall be collected by the Dealer and placed in the float tray subsequent to the Initial Deal.

18.7 If it is discovered that cards have been dealt to a wagering area without an Ante, any wager in that wagering area shall be Void and the cards in that hand shall be counted and placed in the discard rack and the game shall continue.

**19.0 Blackjack +**

19.1 Where Blackjack + is adopted the rules of Blackjack will apply and where Blackjack (Style A) is also adopted, the rules of Blackjack (Style A) will also apply except where those rules are inconsistent with the rules of Blackjack + in which case the rules of Blackjack + will prevail.

19.2 Where Blackjack + is adopted, a notification indicating the adoption of this version of the game must be clearly displayed at the table at all times during the game.

19.3 Before the first card is dealt in a Round, each player shall make a wager against the Dealer which shall:

1. win if the player’s point total is 21;
2. win if the player’s point total exceeds the Dealer’s without either exceeding 21;
3. win if the player’s point total is less than 21 and the Dealer exceeds 22;
4. win if the player has a Blackjack;
5. win if the player has a Five and Under;
6. lose if the player’s point total exceeds 21;
7. lose if the Dealer’s point total exceeds the player’s without either exceeding 21;
8. except as provided in subparagraphs (a), (d) and (e) constitute a Stand Off if the player’s point total is the same as the Dealer’s; and
9. constitute a Stand Off in respect of all remaining wagers on the layout if the Dealer’s point total is 22.

19.4 All winning wagers made in accordance with rule 19.3 shall be paid at odds of 1 to 1 with the exception of Blackjack which shall be paid in accordance with rule 10.

19.5 If a player has a Blackjack, the Dealer shall on completion of the Initial Deal pay the Blackjack in accordance with the odds specified on the layout and remove the player’s cards to the discard rack before any further cards are dealt, regardless of the value of the Dealer’s first card.

19.6 If a player has achieved a point total of 21 or a Five and Under, the Dealer will pay the wager at even money and remove the player’s cards to the discard rack before any further cards are dealt, regardless of the value of the Dealer’s first card.

19.7 Where the Dealer’s first card is an ace, a player who has a Blackjack is not permitted to place an Insurance Wager.

19.8 A player cannot draw additional cards to his/her hand, once that hand has five cards.

**20 Free Bet Blackjack**

20.1 Where Free Bet Blackjack is adopted the rules of Blackjack will apply and where Blackjack (Style A) is also adopted, the rules of Blackjack (Style A) will also apply except where those rules are inconsistent with the rules of Free Bet Blackjack in which case the rules of Free Bet Blackjack will prevail.

20.2 Where Free Bet Blackjack is adopted, a notification indicating the adoption of this version of the game must be clearly displayed at the table at all times during the game. The table shall also be equipped with Free Bet Lammers.

20.3 The player may double down for free with a first two-card total of 9, 10 or 11. If the player indicates they wish to exercise this option, then the Dealer shall place a Free Bet Lammer to the right of the player’s original bet to replace the additional wager the player would usually place when doubling. This shall represent a double down wager made to the maximum allowable amount as per section 11.2(a).

20.4 The player may split for free when his initial cards are a Pair of A’s, 2’s, 3’s, 4’s, 5’s, 6’s, 7’s, 8’s, or 9’s. If the player indicates they wish to exercise this option, then the Dealer shall place a Free Bet Lammer to replace the additional wager the player would usually wager when splitting. No more than 3 hands per Box shall be formed in any Round as a result of splitting. Aces may only be split once.

20.5 The player may still split and double under other circumstances that would normally apply under the rules of Blackjack.

20.6 Additional cards shall be drawn to the Dealer’s hand until a Hard Total of 17, 18, 19, 20 or 21, or a Soft Total of 18, 19, 20, or 21 are achieved, at which point no additional cards will be drawn.

20.7 With the exception of Blackjack, if the Dealer’s hand total equals 22, then all remaining player hands are considered to be Stand Offs.

20.8 For the purpose of paying out winning wagers, a Free Bet Lammer shall be considered to be of equal value to the player’s original bet. At the completion of the Round the Dealer will collect all Free Bet Lammers regardless of whether the hand won, lost, or was a Stand Off.

**20A Push 22 Wagers**

20A.1 The Casino Operator may, at its discretion, offer the players the opportunity to place Push 22 Wagers in accordance with this section.

20A.2 Where the option is offered and the game is played at a table with a layout cloth clearly indicating the availability of this option , any player may elect to place a Push 22 Wager at the time of placement of his/her initial wager as provided in rule 5.1. The Push 22 Wager shall be placed in the designated area of the layout that corresponds to the Box in which the initial wager was placed.

20A.3 The amount of a Push 22 Wager shall be that displayed on the sign at the table indicating the wager limits applying at the table.

20A.4 If a player has placed a Push 22 Wager then this bet will win if the Dealer’s hand equals a total of 22, otherwise this bet will lose.

20A.5 At the completion of the hand, the Dealer shall pay the winning and collect the losing Push 22 Wagers in accordance with any Minimum Operating Standards.

20A.6 Winning Push 22 Wagers shall be paid in accordance with either Pay Scale One or Pay Scale Two as follows:

|  |  |  |
| --- | --- | --- |
|  **Hand** | **Pay scale 1** | **Pay scale 2** |
| Dealer Same Suit 22 | 50 to 1 | 50 to 1 |
| Dealer Same Colour 22 | 20 to 1 | 20 to 1 |
| Dealer Other 22 | 8 to 1 | 7 to 1 |
| Dealer Bust Not 22 | Lose | Lose |

20A.7 The Casino Operator shall display which pay scale under rule 20A.6 is in operation.

**21 Player Select Blackjack**

21.1 Where Player Select Blackjack is adopted the rules of Blackjack will apply and where Blackjack (Style A) is also adopted, the rules of Blackjack (Style A) will also apply except where those rules are inconsistent with the rules of Player Select Blackjack in which case the rules of Player Select Blackjack will prevail.

21.2 The Casino Operator will specify both a Lower Minimum bet and an Upper Minimum bet at a Player Select Blackjack table.

21.3 The Blackjack pay scale(s) in use will be clearly displayed at the Player Select Blackjack table. At the Casino Operator’s discretion and in accordance with rule 10.1A, alternative Blackjack odds may be paid for those wagers that comply with the Upper Minimum bet than to those that only comply with the Lower Minimum bet providing that no more than two Blackjack pay scales are offered at any one time on the same Player Select Blackjack table.

21.4 The layout cloth covering the Player Select Blackjack table may bear an inscription specifying the relevant Blackjack pay scale(s) in use or alternatively these may be displayed on a sign at the table.

21.5 At the Casino Operator’s discretion and in accordance with rules 11 and 12, alternative Doubling Down and Splitting Pairs rules may apply to those wagers that comply with the Upper Minimum bet than to those that only comply with the Lower Minimum bet.

21.6 The Doubling Down and Splitting Pairs rules will be clearly displayed at the Player Select Blackjack table where more than one set of rules apply.

21.7 Where any player with a wager that does not comply with the Upper Minimum bet is in any way restricted from Doubling Down or Splitting Pairs in accordance with rule 21.5, that player’s wager shall be allowed to avail the same Doubling Down and Splitting Pairs rights afforded to wagers in the same Box that comply with the Upper Minimum bet, provided that a player with such compliant Upper Minimum bet agrees to avail their Double Down and/or Splitting Pairs rights at the same time.

21.8 For the avoidance of doubt, no player (irrespective of the amount of their bet) can elect to Double Down and/or Split Pairs if the player in control of the relevant Box in accordance with rule 14.3 does not wish to do so.

21.9 If the Dealer erroneously permits a player or players to Double Down and/or Split Pairs when those options should not have extended to their wagers in accordance with rules 21.5 to 21.8, and:

1. the Dealer’s error is noticed before:
2. the Dealer has dealt any third card to any subsequent Box; or
3. a second card has been dealt to the Dealer’s hand,
4. the Dealer has placed all of the cards for that round in the discard rack (in a situation where no third card is required to be dealt to a subsequent Box and the rules do not require a second card to be dealt to the Dealer’s hand),

then any split hand shall be reconstructed and any Splitting Pairs wager shall be void and any Double Down wager shall be immediately void. The player in control of the relevant Box will then be given the option to draw further cards if permitted under the rules; or

1. the Dealer’s error is noticed after:
2. the Dealer has dealt any third card to any subsequent Box; or
3. a second card has been dealt to the Dealer’s hand; or
4. the Dealer has placed all of the cards for that round in the discard rack (in a situation where no third card is required to be dealt to a subsequent Box and the rules do not require a second card to be dealt to the Dealer’s hand),

then the Double Down and/or Split Pairs wagers permitted in error shall stand and the game shall proceed pursuant to the relevant rules.

**Appendix 1: Blackjack Table Layout**