

GAMES OF CHANCE GAME PROCEDURES

The name of the card game: Blackjack, also known as 21

The object of the card game: The object of the game is for a player to have a hand closer to 21 than that of the dealer without going over. If a player is dealt an Ace and at the same time a 10, Jack, Queen, or King on the first two cards, the player has "blackjack" and will win 3:2 unless the dealer also has "blackjack".

The rules of the card game: The values of the cards are as follows: an Ace may count as either 1 or 11. A hand that contains an Ace is called a "soft" total if the Ace can be counted as either 1 or 11 without the total going over 21. If the Ace must be counted as 1 to prevent the hand from going over 21, the hand is then called a "hard" total. The cards from 2 to 9 are valued at their face value. The 10, Jack, Queen, and King are all valued at 10.

Players may bet up to two hands, however, if another player is waiting to play, the player will be asked to forfeit a betting spot. The house makes the ultimate decision on whether a player may play multiple hands. Play begins from the dealers left and all players must wait their 'turn' to play. Players are not permitted to touch the cards. The dealer must stand on all hard 17's and hit on all soft 17's. A tie with the dealer results in a push. All players' blackjack are guaranteed winners (no pushes) and the player is paid 1:1 (even money). All players' blackjack may be paid instantly before any other play unless the player places an insurance bet. In the case the dealer is showing an Ace, the player may request to be paid even money before the dealer checks to see if he or she has blackjack. In the event the player denies even money; they will be paid 3:2 if the dealer does not have blackjack. If the dealer does have blackjack, the player and dealer will push with no \$1 loss of bet.

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

The equipment used for the card game: felt table indicating the location for placing wagers; 6 decks of standard 52 card deck playing cards, poker chips, dealer shoe, automatic card shuffler (optional)

The method of play for the card game: Once a Blackjack table is open, the dealer will spread each deck to ensure all cards are being used. The dealer will verify all six decks of cards. After each deck is verified, the dealer will wash all six decks of cards together and form one pile (or brick). The dealer will then cut the deck in half and place each half of cards to the left and right accordingly. The dealer will then cut about 1/2 of one deck of cards from each pile (right and left) and riffle the cards together and place them in a pile in the middle of the table. The dealer will then alternate taking a 1/2 deck from the right and a 1/2 deck from the middle pile until are cards are riffled together. The dealer will then split the pile or brick again into two separate piles. The dealer will then take 1/2 deck from the right and 1/2 deck from the left and riffle them together to form a final pile in the middle. Once the pile or brick has been shuffled again, the dealer will ask a player to cut the brick. A player has to cut at least one deck (approximately) from the front or back of the brick. Once a cut card is placed into the brick, the dealer will cut the remaining cards from the back of the brick and put them in the front. After that is done, the dealer will place a 2nd cut card into the back of the brick, again approximately one deck from the last card. Once this 2nd cut card is dealt, it signals the last hand of the shoe, and a new shuffle will commence.

In the event a card from the shoe is dropped on the ground, the Floor Manager would be called over. The player's whose card fell to the ground has the option to keep that card or take the next card from the shoe. If the player decides to muck that card, that card will then be discarded and the game will continue as normal.

Once the bets are placed the dealer will burn the first card and deal two cards to the players. The dealer makes two passes around the table starting at the dealer's left (the player's right) so that the players and the dealer have two cards each. Once all players have two cards, the dealer then places his or her second card face down under the first exposed card. After the cards have been dealt play proceeds around the table, starting at the first seat to the dealer's left. In the course of play if the player wishes to be dealt another card, the player will indicate this to the dealer by tapping the felt with a finger behind the cards, and/or announcing "hit". If the player does not wish to be dealt another card, the player will wave his or her hand over the cards and/or announce "stand". Hand motions will overrule any voice commands. When the hand is over, the dealer will move around the table to each position, in turn, paying winners and collecting losing wagers. If a player busts, the bet is taken in and the cards are gathered, turned face down and mucked into the discard tray.

When the dealer has an Ace showing following the deal of the cards, bonus bets may be offered and the dealer will check to see if he or she has "blackjack".

The types of wager or wagers for the card game:

Ante – chips are placed by the player in the designated position to indicate the desire to play a hand.

Splitting - after being dealt the first two cards, a player may choose to split his or her cards thereby creating a new hand. An additional bet equal to the ante is required when cards are split. After a split, a hand consisting of an Ace and a 10, Jack, Queen, or King is not considered blackjack and only counts as 21. A player may split up to 3 times all equal-valued cards including Aces, making up to 4 hands. The player may hit, double down, and surrender on split Aces the same as any equal-valued cards.

Double down - The player may double down on two or more cards, totaling 21 or less, even after splitting and hitting, including Aces. The player may also double down on any ten valued card and an Ace, including blackjack, in which event the Ace is counted as a total of 1. A player may double down for the full amount of the wager or for half of the wager if a \$4 bet was placed. The player receives only one card on any double down. No hitting after doubling.

Surrender – Surrender is only allowed after the dealer has checked for blackjack. Once a player receives a third card, doubles down or splits, surrendering a bet is no longer an option.

Insurance - when the dealer's up card is an Ace, the player may place an additional bet to insure against the dealer having blackjack.

Match the Dealer – the player wagers that one or both of his or her cards will match the dealer's up card.

Super 7's – if a player is dealt one or more 7's he or she will be paid based on the posted odds.

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Over/Under - allows a player to wager that the likelihood of his or her initial two cards will total either over 13 or under 13. If the total is exactly 13 the player loses both the over and under bet. An Ace is always considered high when adding the player's total number.

Perfect Pair - if on the first two cards a player is dealt a pair he or she will be paid based on the posted odds.

The wager amounts for the card game: Players may bet from \$1 to \$4

The payouts and payout odds for each wager in the card game:

3:2 for blackjack;

1:1 for beating the dealer;

insurance 2:1;

Super 7's:

First Card Any 7 - 3:1,

First Two Cards Unsuted 7's - 25:1,

First Two Cards Suted 7's - 50:1,

First Three Cards Unsuted 7's - 100:1,

First Three Cards Suted 7's - 250:1;

Over/Under 1:1;

Match the Dealer:

One Unsuted Match - 3:1,

One Suted Match - 8:1,

Two Unsuted Matches - 10:1,

One Suted Match and One Unsuted Match - 15:1,

Two Suted Matches - 20:1,

Three Aces Bonus* - 125:1, *Match any three suted Aces (\$4 wagers ONLY);

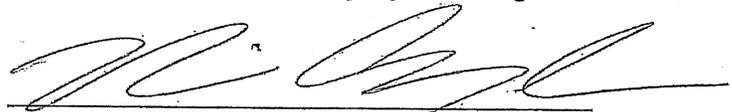
Perfect Pair:

Perfect Pair (suted pair) - 20:1,

Colored Pair (red or black pair) - 10:1,

Red and Black (red and black pair) - 5:1

The above is an accurate description of our rules and method of play for the game listed.



Signature of Authorized Official

NICHOLAS
ANZALONE

9/22/11

Date

#07079

Blackjack Procedures

Betting: A bet from \$1 to \$4 must be placed within the betting circle directly in front of the player. There is a posted minimum (\$1) and maximum (\$4) bet at every table, along with all rules and procedures. Players can bet up to two (2) different hands at the Blackjack table. If a player wants to play when a player is playing multiple hands, the player will be asked to forfeit a betting spot at the table. Ultimately, it is the decision of the house on how many spots a player can play.

Dealing: Each player at the table receives two cards, both face up, and the dealer receives one card face up and another face down. Any hand containing an ace counted as 11 is referred to as a "soft" hand; any other hand is "hard." An untied two card soft 21 (ace and 10) is called a "natural" or a "blackjack" and is paid 3:2.

Dealer Ace: If the dealer has an ace up card, any player with a blackjack may ask for "even money" and forfeit the 3:2 bonuses before the dealer checks for a 10 or face card in the hole. Other players may take insurance by matching up to 1/2 of their original bet in the insurance area of the table layout. If the dealer has a 10 in the hole, all bets are collected and insurance bets are paid 2:1. If the dealer does not have a ten in the hole, the dealer collects all insurance bets and play continues normally.

Dealer Ten: If the dealer has a ten up card, the hole card must be checked to verify that the dealer does not have an ace in the hole, resulting in blackjack. If the hole card is an ace, any players who also have blackjack push, and all others lose.

At this point, if the dealer does not have blackjack, any player with a blackjack receives the 3:2 payouts. Other than that, play is from the dealer's left to right, which is referred to as from first base to third base.

All players can play multiple hands at a time. No player can play more than two (2) hands per person.

The game is played with one (1) through six (6) standard decks of 52 cards. All the players' cards are dealt face up and the dealer's cards are dealt in the normal manner (one down, one up) The players' cards are dealt face up to enhance the fun of the game and allow the dealer to point out the many exciting options and bonuses.

The player may double down (for the full amount of the original wager or for ½ the wager if a \$4 bet is placed) on two or more cards, totaling 21 or less, even after splitting and hitting (including aces). The player may also double down on any ten valued card and an ace (including blackjack); in which event the ace is counted as a total of one. The player receives only one card on any double down. No hitting after doubling.

The player may split up to 3 times (for the full amount of the original wager; between \$1 and \$4) all equal-valued cards, including aces (making up to four hands). The player may hit, double down and surrender on split aces the same as any equal-valued cards.

The player may surrender one half of the bet(s) on two or more cards totaling less than 21. Each bet on a split is considered one bet. The player surrenders one of the two double down bets. (Surrender is allowed only after the dealer checks for blackjack.)

All players' blackjacks are guaranteed winners (no pushes) paid 1-to-1 (even-money). All players' blackjacks may be paid instantly (unless he/she places an insurance bet - check insurance rules below) before any other play. In the case the Dealer is showing an Ace, the player may request to be paid even money before the Dealer checks to see if they have blackjack. In the event, the Player denies even money; they may be paid 3:2, if the Dealer does not have blackjack. If the Dealer, however, does have blackjack, the Player and dealer will push with NO \$1 loss of bet.

The player may place an insurance bet, even if he/she has a blackjack. The player always wins on the blackjack, whether or not an insurance bet has been placed. The insurance bet is always a separate side bet, paying 2-to-1.

The house has to stand on all hard 17's and hit on all soft 17's.

In the event a card from the shoe is dropped on the ground, the Floor Manager would be called over. The player's whose card fell to the ground has the option to keep that card or take the next card from the shoe. If the player decides to muck that card, that card will then be discarded and the game will continue as normal.

Shuffling of Cards

In blackjack, we will be using 6 decks of cards. Each deck is the standard 52 card deck. Once a Blackjack table is open, the dealer will spread each deck to ensure all cards are being used. The dealer will verify all six decks of cards. After each deck is verified, the dealer will wash all six decks of cards together and form one pile (or brick). The dealer will then cut the deck in half and place each half of cards to the left and right accordingly. The dealer will then cut about $\frac{1}{2}$ of one deck of cards from each pile (right and left) and riffle the cards together and place them in a pile in the middle of the table. The dealer will then alternate taking a $\frac{1}{2}$ deck from the right and a $\frac{1}{2}$ deck from the middle pile until all cards are riffled together. The dealer will then split the pile or brick again into two separate piles. The dealer will then take $\frac{1}{2}$ deck from the right and $\frac{1}{2}$ deck from the left and riffle them together to form a final pile in the middle. Once the pile or brick has been shuffled again, the dealer will ask a player to cut the brick. A player has to cut at least one deck (approximately) from the front or back of the brick. Once a cutcard is placed into the brick, the dealer will cut the remaining cards from the back of the brick and put them in the front. After that is done, the dealer will place a 2nd cutcard into the back of the brick, again approximately one deck from the last card. Once this 2nd cutcard is dealt, it signals the last hand of the shoe, and a new shuffle will commence.

Dealing of Cards

Once the blackjack cards are shuffled and placed in the shoe, the dealer burns the 1st card. After the 1st card is burnt, the dealer deals left to right placing one card at every placed bet. Once all bets receive one card, the dealer gives himself one card as well, face up. After that is done, the dealer continues to give every placed bet a 2nd card. Once all players have two cards, the dealer then places his 2nd card face down underneath his 1st exposed card. If the dealer is showing an ace, he would ask for insurance. If no insurance bets are placed, the dealer will check to see if they have blackjack. If the dealer has blackjack, all bets are taken in and the game continues. If the dealer does not have blackjack, they start from left to right and continue to give cards to a player until they bust or stand. If a player busts, the bet is taken in and the cards are gathered, turned face-side down and mucked into the discard tray.

Surrendering Bets

A player is able to surrender their bets only before they receive a 3rd card from the shoe. After a player is dealt more than two cards, surrendering is not an option. The idea behind surrendering is that if you get a hand you do not like, you can choose not to play your cards, and fold your hand. When you surrender, you will receive half your bet back. For example, if a player bets \$4 and surrenders his bet, he receives \$2 back.

Notes: Once a player receives a 3rd card, doubles down or splits his hand; surrendering a bet is not an option.

5:4 Blackjack (Single Deck)

Betting: A minimum bet of \$1 and a maximum bet of \$4 must be placed within the betting circle directly in front of the player. The minimum and maximum bets are posted at every table, along with all rules and procedures.

Dealing: If the dealer has an ace up card, any player with a natural blackjack may ask for "even money" and forfeit the 5:4 bonus payouts before the dealer checks for a 10 or face card in the hole. Other players may take insurance by matching up to ½ of their original wagers in the insurance area on the layout of the table. If the dealer has blackjack, all bets are collected and insurance bets are paid out 2:1. If the dealer does not have blackjack, the dealer collects the insurance bets and play continues as normal.

Player Taking Cards: If a player asks for a hit, the dealer places their card face up in front of the betting circle. A player must "scratch" the table in order to take a hit on their hand. The player must also waive their hand over their cards in order to stay on their hand.

Player Splits: If a player wants to split their hand (matching pairs or tens), they must turn their hand face up and place an equal wager. The dealer will then deal them an additional hand. Play will continue like normal.

Blackjacks: All bets that are not \$4 are paid even money on Blackjack. If a player is betting \$4 and has Blackjack, they will be paid \$5. For example, a \$1 bet will receive \$1 on Blackjack.

Dealer Ten: If the dealer has a ten up card, the hole card must be checked to verify that the dealer does not have an ace in the hole, resulting in blackjack. If the hole card is an ace, any players who also have blackjack push, and all others lose.

At this point, if the dealer does not have blackjack, any player with a blackjack receives the 5:4 payouts. Other than that, play is from the dealer's left to right, which is referred to as from first base to third base.

All players can only play ONE (1) hand at a time.

The game is played with one (1) standard deck of 52 cards. All the players' cards are dealt face down and the dealer's cards are dealt in the normal manner (one down, one up) The players' cards are dealt face down to eliminate players counting cards.

The player may double down (for the full amount of the original wager or for ½ the wager if a \$4 bet is placed) on two or more cards, totaling 21 or less, even after splitting and hitting (including aces). The player may also double down on any ten valued card and an ace (including blackjack); in which event the ace is counted as a total of one. The player receives only one card on any double down. No hitting after

The player may split up to 3 times (for the full amount of the original wager; \$1 to \$4) all equal-valued cards, including aces (making up to four hands). The player may hit, double down and surrender on split aces the same as any equal-valued cards.

The player may surrender one half of the bet(s) on two or more cards totaling less than 21. Each bet on a split is considered one bet. The player surrenders one of the two double down bets. (Surrender is allowed only after the dealer checks for blackjack.)

All players' blackjacks are guaranteed winners (no pushes) paid 1-to-1 (even-money). All players' blackjacks may be paid instantly (unless he/she places an insurance bet - check insurance rules below) before any other play. In the case the Dealer is showing an Ace, the player may request to be paid even money before the Dealer checks to see if they have blackjack. In the event, the Player denies even money; they may be paid 5:4, if the Dealer does not have blackjack.

The player may place an insurance bet, even if he/she has a blackjack. The player always wins on the blackjack, whether or not an insurance bet has been placed. The insurance bet is always a separate side bet, paying 2-to-1.

The house has to stand on all hard 17's and hit on all soft 17's.

In the event a card from the shoe is dropped on the ground, the Floor Manager would be called over. The player's whose card fell to the ground has the option to keep that card or take the next card from the shoe. If the player decides to muck that card, that card will then be discarded and the game will continue as normal.

Dealer Shuffle: The standard poker shuffle is applied when dealing single deck Blackjack. The dealer will riffle, riffle, box, riffle. (2x)