

Blackjack

Blackjack, also known as “21”, has become the most popular casino table game, largely due to the fact that it’s easy, fast and fun to play.

How to Play

The object of the game is to get closest to 21.

There are 3 ways in which a player can win:

- The player receives an Ace and a 10-value card for blackjack.
- The player gets closer to 21 than the house.
- The house goes over 21 and the player, regardless of what the total is in his hand, does not.

Play begins with a player placing a bet in the betting circle. In this game, the player and the dealer are each dealt two cards. The player and the dealer both try to get their hands to equal 21 without going over.

Players Actions:

Stand – Player chooses to play the hand with the cards they have.

Hit – Player requests another card. You can request a hit as many times as you like, but if your total goes over 21, you will Bust and the house wins the hand.

Double Down – If you select to double down, you may wager an additional bet equal to or less than the original bet. When you double down you will receive only one additional card.



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Splitting – If your first two cards have the same value, you can play two hands by matching the amount of your original bet on each hand. You may draw as many cards as you like for each hand splitting up to three times for a total of four hands. The only exception is with Aces, which may be split once for a total of two hands. If you are splitting Aces, you will receive one additional card for each hand.

Insurance – This is a protection bet for the player and pays 2 to 1. When a dealer has an Ace showing, the player has the option to take insurance by placing up to half of their bet on the Insurance Line. If a dealer has a Blackjack, you win the insurance bet.

Dealer Actions:

Dealer stands on hard 17, hits soft 17. The dealer must continue to take cards (“hit”) until his total is 17 or greater. An Ace in the dealer’s hand is counted as 1 or 11. For example, (Ace, 8) would be 19 and the dealer would stop drawing cards (“stand”). (Ace, 5) is only 16, so the dealer would hit. He will continue to draw cards until the hand’s value is 17 or more. For example, (Ace, 5, 7) is only 13 so he hits again. (Ace, 5, 7, 5) makes 18 so he would stop (“stand”) at that point.