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These copies of the rules are provided as a convenience to the public by the Colorado Department of Revenue and do not constitute an official publication. The official version of these rules is published by the Office of the Secretary of State in the Colorado Code of Regulations and may be obtained from the [Colorado Secretary of State's website](#).

BASIS AND PURPOSE FOR RULE 8

The purpose of Rule 8 is to establish playing rules for blackjack and procedures for conducting blackjack games in compliance with section 44-30-302 (2). The statutory basis for Rule 8 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., 44-30-816, C.R.S., and 44-30-818, C.R.S.

RULE 8 RULES FOR BLACKJACK

30-801 Blackjack (21) Rules.

- (1) The game of blackjack (21) authorized pursuant to Article 30 of Title 44, C.R.S., including all approved variations thereof, shall be permitted and conducted according to the rules and provisions set forth in this Rule 8, promulgated by the Commission (hereinafter collectively “the rules of blackjack”). The rules of blackjack shall be followed by all licensees and by all persons participating in any game of blackjack.
- (2) If a player has a disability which prevents such player, or a dealer, from complying with every provision found in this Rule 8, the retail licensee shall be permitted to make reasonable accommodations to the disabled player, even if in apparent violation of Rule 8. Such reasonable accommodations shall not promote cheating, fraudulent acts, nor the use of unauthorized devices by any person.
- (3) The Division may promulgate internal control minimum procedures to provide minimum standards for licensees in the conduct of blackjack games and the exercise of licensee discretion in these rules. (30-801 temp. 5/13/93, perm. 6/30/93; (1) amended, (2)-(3) added perm 12/30/98)

30-802 Definitions for blackjack.

The following definitions apply to all the rules of blackjack and to all games of blackjack conducted by licensees:

- (1) “Blackjack” means an ace and an additional card with a point value of ten, dealt as the initial two cards to a player or the dealer.
- (2) “Burn” means to remove one or more cards from the top of the deck or the front of a shoe and place it, or them, in the discard rack.
- (3) “Button” means an object, which, in tournament play only, is used to indicate the dealing and betting order among the players.
- (4) “Deal” means the distribution of the playing cards to the players and the dealer.
- (5) “Dealer” means the person responsible for dealing the cards at a blackjack table.
- (6) “Hard total” or “hard point count total” means the total point count of a hand which contains no aces or which contains aces that are each counted as one in value.
- (7) “Hole card” means a card dealt face down to the dealer which remains face down until all the players other than the dealer have received all the cards they have requested.

- (8) "Layout" or "table layout" means the felt, cloth, or other material covering the playing surface of a blackjack table.
- (9) "Shoe" means a dealing device that has a compartment in which two or more decks of cards are stacked and which permits cards to be dealt one at a time.
- (10) "Shuffling shoe" means an electro-mechanical device which continuously reshuffles the cards and/or which randomly inserts previously dealt and discarded cards back into the card stack, and which is integrated with a card shoe which holds the continuously changing card stack.
- (11) "Soft total" or "soft point count total" means the total point count of a hand containing one or more aces when one ace is counted as eleven in value. (30-802 amended perm 12/30/98)

30-803 Blackjack table—physical characteristics.

Blackjack must be played at a table having on one side places for the players and on the opposite side, a place for the dealer. Blackjack played in an electronic setting must have the configuration, placement of the machines, number of dealers and maximum numbers of players approved by the Division Director or designee. *Amended 10/15/20, Amended 11/14/21*

- (1) A blackjack table, while in play, must have a chip tray, a discard rack, a drop slot and drop box, and a tip box, except that no tip box shall be required if tips are not accepted at the table. The table may have a no-peek device. Blackjack tables must have an identifying number, assigned by the retail licensee, on the top surface of the table or a table accessory. This table number must be visible to surveillance personnel and must be able to be captured on surveillance video of table activity. *Amended 03/01/2012, Amended 10/15/20*

Electronic blackjack tables must have a drop slot and drop box or bill validator, and ticket printer. A blackjack table which uses digital cards or digital representations of cards is not required to have a discard rack. A blackjack table which uses digital chips or digital representations of chips is not required to have a chip tray. A blackjack table capable of electronic tipping is not required to have a tip box. Blackjack tables must have an identifying number, assigned by the retail licensee, on the top surface of the table or a table accessory. This table number must be visible to surveillance personnel and must be able to be captured on surveillance video of table activity. *Effective 10/15/20*

- (2) The layout must have specific areas marked in which to place wagers, and may have imprinted on it the name and logo of the establishment. A layout used for an approved variation game may have additional markings which identify the game, the holder of intellectual property rights to the game, the distributor of the game, any special markings needed for play of the game, and any other markings approved by the Director or Director's designee. A blackjack table that uses electronic betting terminals (EBTs) will have the wager areas and any special markings needed for play of the game included on the electronic screens. *Amended 03/01/2012, Amended 12/15/17*
- (3) The following notices shall appear either on the table layout, table signage or EBTs clearly visible to every player at the table: *Amended 03/01/2012*
 - (a) One of these statements, in substantially this form: "dealer must draw to 16 and stand on all 17's," or alternatively, "dealer must hit on soft 17." *Amended 12/15/17*
 - (b) On blackjack tables used for games other than face up blackjack, the following notices shall appear in substantially this form:
 - (i) "Blackjack pays 6 to 5" (substitute higher odds according to fact); and

- (ii) "Insurance pays 2 to 1," (substitute higher odds and restrictions on insurance according to fact).
 - (c) Minimum and maximum table betting limits, and if applicable, minimum and maximum table betting limits for special circumstances.
 - (d) A statement that players may request a copy of all blackjack rules.
 - (e) If applicable, any restrictions on surrender.
 - (f) If applicable, any restrictions on doubling down.
 - (g) If applicable, any restrictions on splitting aces or the number of cards which can be drawn to split aces.
 - (h) If applicable, any special payment schedule or payoff odds.
 - (i) Any restrictions on dealer tip wagers must be posted at the table or as wall signage.
Amended 11/14/21
- (4) Notice of the provisions of (3)(d) through (3)(i), above, if applicable at all times at every blackjack table offered by the retail licensee, may be provided by wall signage meeting the requirements of regulation 30-804, rather than by table signage. (30-1204 amended, perm. 11/30/96. 30-1204 repealed and readopted as 30-803, with amendments, perm. 12/30/98; 30-803 (1) amended perm 10/30/2002 30-803 (1) amended perm 03/30/03)

30-804 Posting and furnishing of rules.

Posted house rules and house rules governing play of blackjack must be clear and legible and posted in conspicuous and conveniently accessible locations available to all players in the blackjack area. The rules and the place of posting must be approved by the Director or Director's designee. Printed copies of the house rules and rules of play must be provided to any player upon request. (30-831 renumbered as 30-804 and amended, perm. 12/30/98) *Amended 03/01/2012, Amended 12/15/17*

30-805 Dealing shoes and shuffling devices.

A dealing shoe must be designed and constructed to maintain the integrity of the game. Dealing shoes and shuffling devices in the establishment must be inspected each gaming day before cards are placed in them to ensure that the shoe or other device is not damaged, is operating properly, and has not been compromised in any manner which might affect the integrity of the game. (30-1210 repealed and readopted as 30-805, with amendments, perm. 12/30/98)

30-806 Cards.

- (1) The values of the cards contained in a deck of cards are as follows:
 - (a) A card from 2 to 10 has its face value;
 - (b) A jack, queen, or king has a value of 10; and
 - (c) An ace may have a value of either 1 or 11 unless a value of 11 would give a player or the dealer a score in excess of 21, in which case it has a value of one.

- (2) A standard blackjack deck shall contain 52 cards in four suits (hearts, diamonds, clubs, and spades) with each suit consisting of numerical cards from 2 to 10 and a jack, a queen, a king, and an ace. Two or more decks of cards may be combined for play at blackjack.
- (3) If permitted or required by the rules of a blackjack variation game, a joker may be added to make a 53 card deck, and two or more such decks may be combined for play of the game. One or more jokers may be added to a deck, or combination of decks, for short term promotional play with the advance approval of the Director or Director's designee. When jokers are in use, the licensee must provide signage describing the card value(s) or usage of the jokers. *Amended 12/15/17*
- (4) Upon written application of a retail licensee, the Director or Director's designee may permit the licensee to use nonstandard decks of cards, or decks of cards of alternative card content, for short term promotional play. (30-803 renumbered as 30-806 and amended, perm. 12/30/98; *Amended 12/15/17*)

30-807 Wagers.

- (1) Before the first card is dealt for a round of play, a player may make a wager of not more than the maximum wager limit determined by the house and in accordance with applicable law. Wagers must be paid as winning wagers if any of the following events occur: *Amended 5/1/21*
 - (a) The sum of the values of the player's cards is 21 or less and the sum of the values of the dealer's cards is more than 21;
 - (b) The sum of the values of the player's cards exceeds the sum of the values of the dealer's cards, and the sum of the values of neither the player's cards nor the dealer's cards exceed 21; or
 - (c) The player has blackjack and the dealer does not.
- (2) Wagers will be lost whenever the player does not hold a winning hand, except when the value of the player's hand is equal to the value of the dealer's hand. The dealer will collect all losing wagers, except in the case of irregularities described in regulation 30-828. (30-804 renumbered as 30-807 and amended, perm. 12/30/98)

30-808 Push and exceptions.

A wager is void and returned to the player when the sum of the value of the player's cards is equal to the sum of the value of the dealer's cards or when both the dealer and the player have blackjacks. A player's wager is lost if the dealer has a blackjack and the sum of the value of the player's cards is 21 and not a blackjack. A player's wager is lost when the values of both the player's cards and the dealer's cards exceed 21. (30-805 renumbered as 30-808 and amended, perm. 12/30/98)

30-809 Wagering rules.

Except when splitting pairs, doubling down, surrendering, or making an insurance wager, no wager may be increased, decreased, or withdrawn after the first card of a round has been dealt. All wagers at blackjack must be made by placing gaming chips, tokens, coins, valid coupons, electronic chips, or any combination thereof, on the appropriate areas of the blackjack layout or EBTs. When a player is at a table with EBTs, all wagers at blackjack must be made by placing electronic chips on the appropriate areas of the betting terminal. (30-806 renumbered as 30-809 and amended, perm. 12/30/98) *Eff 11/30/2006, Amended 03/01/2012, Amended 6/14/21*

30-810 Payment of wagers.

Winning wagers must be paid at odds of at least one to one with the exception of blackjack, which must be paid at odds of at least six to five. If a retail licensee intends to pay winning wagers at odds higher than six to five for blackjacks, or at odds higher than one to one for all winning hands other than blackjacks, the odds or amounts of such payments shall be posted on table signage, EBTs, or shall appear on the table layout. (30-807 renumbered as 30-810 and amended, perm. 12/30/98) [Amended 03/01/2012](#)

30-811 Handling of wagers.

Except for splitting pairs, surrendering, making an insurance wager, and doubling down, once the first card of the hand has been received by the first player to receive a card, no player may handle, remove, or alter any wagers that have been made until the hand has been completed. After a wager on the insurance line, a surrender, a wager to double down, or a wager to split pairs has been confirmed by the dealer, no player may handle, remove, or alter the wagers until the player's hand has been settled by the dealer. (30-808 renumbered as 30-811 and amended, perm. 12/30/98)

30-812 Insurance wagers.

- (1) If the first card dealt to the dealer is an ace, a player may make an insurance bet which wins if the dealer's hole card is a king, queen, jack, or ten and loses if the dealer's hole card is an ace, two, three, four, five, six, seven, eight, or nine. An insurance bet is made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager. A player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, if because of the value of chip denominations, half the initial wager cannot be bet. If the table contains EBTs, the insurance bet is made by selecting the appropriate selections on the EBT. Insurance wagers must be placed immediately after the second card is dealt to each player, after the dealer's card is exposed, and before any additional cards, beyond the second card, are dealt to the dealer. All winning insurance wagers must be paid at odds of two to one. All losing insurance wagers must be collected by the dealer immediately after the dealer draws a second card or discloses the hole card and before the dealer draws any additional cards. [Amended 03/01/2012](#)
- (2) At the discretion of the retail licensee, if a player holds a blackjack and the dealer's face up card is an ace, the player may expose the player's hand, if the cards were not dealt face up, and call for "even money." The dealer will pay the player's wager at odds of one to one, and shall collect the player's cards. (30-809 renumbered as 30-812; (2) added, perm. 12/30/98)

30-813 Doubling down.

A retail licensee may allow a player to double down on the player's hand, which is to make an additional wager, not exceeding the player's original wager, on the first two cards dealt to the player, or the first two cards of any split pair. Alternatively, at its discretion, the retail licensee may allow a player to double down at any point. If allowed this must be posted at the table. One additional card only must be dealt to the hand on which the player has elected to double down. At the discretion of the retail licensee, the additional card may be dealt either face up or face down. If a dealer obtains blackjack after a player doubles down, the dealer must collect only the amount of the original wager of the player and shall not collect the additional amount wagered in doubling down. (30-810 renumbered as 30-813 and amended, perm. 12/30/98; [Amended 12/15/17](#))

30-814 Splitting pairs.

If the first two cards dealt to a player are identical in value, the player may split the hand into two separate hands by making a wager on the second hand equal to the player's original wager. If a player splits pairs, the dealer must deal a second card to the first hand so formed and must complete the player's decisions on that hand before dealing cards to the second hand. After an additional card is dealt to a split pair, the

player must stand, draw, double down, or split again. A player may not split pairs, including pairs of aces, more than three times in a round of play on any one hand. At the discretion of the retail licensee, a player splitting aces may have only one card dealt to each ace. If the dealer obtains blackjack after a player splits pairs, the dealer may only collect the amount of the original wager of the player and may not collect the additional amount wagered in splitting pairs. (30-811 renumbered as 30-814 and amended; perm. 12/30/98)

30-815 Inspection and presentation of cards.

- (1) After receiving the cards at the table, the dealer must sort and inspect the cards. The dealer must ensure that the decks are complete, and that no cards are flawed, scratched, or marked in any way.
- (2) The dealer must spread out the cards, faced upward on the table, by deck, according to suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.
- (3) The dealer must inspect, present, shuffle, and place the cards into a shoe, if a shoe is to be used, only at the blackjack table where the cards will be dealt.
- (4) Any time cards have been removed from the playing surface of a blackjack table and are subsequently returned to any table for play, the dealer must re-inspect and present the cards in the manner described above. (30-812 renumbered as 30-815; amended; and (2)–(4) added; perm. 12/30/98)
- (5) This regulation 47-1-815 shall not be applicable to dealers who are dealing at blackjack tables which use digital cards or digital representations of cards. Subsection (1), (2) and (3) do not apply to pre-shuffled decks/bricks of cards. *Amended 6/14/21*

30-816 The shuffle and reshuffle.

- (1) Following presentation and inspection of cards, the dealer must turn the cards face downward on the table, mix them thoroughly using a “wash” or similar technique, shuffle them, and then stack them.
- (2) After each stack of cards is dealt, the dealer must reshuffle the cards so that they are randomly intermixed. A reshuffle of the cards must take place at the conclusion of the hand during which the cutting card is reached. In lieu of this procedure, the dealer may use an approved shuffling shoe.
- (3) If cards are dealt from the hand from a one or two deck stack, and no cutting card has been placed in the deck, the dealer shall reshuffle the cards after the conclusion of the hand during which the dealer has determined that there are insufficient cards remaining to deal another hand.
- (4) At the discretion of the retail licensee, the dealer may reshuffle the cards after the conclusion of any hand. (30-814 renumbered as 30-816; amended; and (3)–(4) added; perm. 12/30/98)
- (5) At blackjack tables using digital cards or digital representations of cards, all shuffles shall be performed by using the electronic features of the game.
- (6) The licensee reserves the right to use pre-shuffled cards (pre-shuffled bricks). Cards are inspected and guaranteed by the manufacturer to be complete and accurate. The manufacturer provides security devices on each pre-shuffled deck/brick such as seals, tabs, and the number of each person at the manufacturer that verifies and inspects each pre-shuffled deck/brick. The cards are brought to the table (monitored under Surveillance review) at which time the seal on the

boxes or decks of cards will be opened and cards removed from the box by the table games supervisor and placed directly into a shoe or the automated shuffling device by the dealer and the automated shuffling machine reshuffles and mixes the cards again before dealing commences. No further inspection of cards is necessary. Pre-Shuffled cards are only used on games that use shuffle machines provided that each shuffle machine verifies each card and can identify any card that may be missing. In the event that a card is missing, the licensee will inspect the full decks and replace the missing cards and notify the manufacturer of the error using the inventory number as a reference. *Effective 5/1/21*

30-817 Cut.

After the cards have been shuffled, the dealer must offer the stack of cards, with the backs facing away from the dealer, to a player to be cut. The dealer must make a reasonable attempt to alternate the cut among all players. If every player at the table declines the cut, the dealer must announce a "house cut" and must personally cut the cards.

- (1) The person cutting the cards must cut the cards by placing the cutting card in the stack.
- (2) Once the cutting card has been inserted, the dealer must take all cards in front of the cutting card and place them on the back of the stack.
- (3) If a shoe is used, the cutting card must be reinserted into the stack of cards at any position desired by the retail licensee and the cards must then be placed into the dealing shoe for the beginning of play.
- (4) If the cards are to be dealt from the hand using either one or two decks of cards, reinsertion of the cutting card into the cut deck shall be at the discretion of the retail licensee.
- (5) The procedures described above shall not be required when the dealer uses an approved shuffling shoe, nor when the dealer is dealing at a table which uses digital cards or digital representations of cards. (30-815 renumbered as 30-817; amended; and (4)–(5) added; perm. 12/30/98)

30-818 Procedure for dealing cards.

Cards may be dealt either from the hand, from a dealing shoe specifically designed for the purpose and located on the table to the left of the dealer, or using the electronic dealing features of a table which uses digital cards or digital representations of cards. A dealer must remove cards, other than digital cards, from the shoe or the deck and then place them on the appropriate area of the layout. Where the dealer deals the cards by hand, the dealer must protect the deck to avoid exposure of the cards and may not fan the cards nor spread the deck while dealing. (30-817 perm. 12/30/94. Renumbered as 30-818 and amended, perm. 12/30/98)

30-819 Burn procedure.

At the discretion of the retail licensee, the dealer may burn one or more cards. A new dealer who comes to the table may also burn one or more cards before the new dealer deals cards to the players. At the discretion of a retail licensee, the burn cards may be disclosed upon request. (30-818 renumbered as 30-819 and amended; perm. 12/30/98)

30-820 The deal.

At the beginning of a round of play, the dealer must, starting with the player to the dealer's left and continuing clockwise around the table, deal the cards in the following order:

- (1) One card face downward or upward to each player who has made a wager;
- (2) One card face downward or upward to the dealer;
- (3) A second card, face downward or upward to each player who has made a wager; and
- (4) A second card face downward to the dealer.
- (5) If the dealer's first card was dealt face downward, it shall now be turned face upward. (30-819 perm. 12/30/94. Renumbered as 30-820 and amended, perm. 12/30/98)

30-821 The play.

- (1) After two cards have been dealt to each player and to the dealer, each player must double down, surrender, split pairs, stand, draw, or make an insurance wager.
- (2) A player must indicate the player's intentions by the use of hand signals made over the layout, inside the table rail (bumper).
 - (a) A player who has been dealt the player's cards face down who wishes to stand may tuck the player's cards under the player's wager in lieu of making any other hand signal.
 - (b) A player whose intentions are clear by the placement of an additional wager need not make any additional hand signal.
 - (c) A player whose signal for action is not clear may be asked to verbally clarify the player's intent (e.g., is an additional wager from a player's holding a pair intended to be a double down wager or is it a wager for splitting pairs?).
- (3) The dealer must wait for a player's signal of intention before dealing additional cards to the player or before moving on to the next player, unless the player's card count is exactly twenty-one or exceeds twenty-one. If a player has not signaled the player's intention within a reasonable period of time, the dealer shall verbally ask the player to do so. If the player fails to act within a reasonable period of time, the dealer may move on to the next player without action on the earlier player's hand. (30-819 renumbered as 30-820; amended; and (2)(a)–(3) added; perm. 12/30/98)
- (4) When play is at a blackjack table which is equipped with buttons or other electronic means for the player to signal the player's intention, the player shall use the electronic feature provided.

30-822 The pickup.

- (1) When the point count of a player's hand exceeds twenty-one, the player will reveal the hand and the dealer will immediately pick up the hand and place the cards in the discard rack. At the conclusion of a round of play, all cards on the layout must be picked up by the dealer so that they can be readily arranged to indicate each player's hand in case of question or dispute. Each dealer must consistently pick up cards in only one direction during any shift. After the players' cards have been collected, the dealer must pick up the dealer's cards and add them to the stack of players' cards in such a manner that the dealer's cards will be located on the top of the discard stack when placed in the discard rack. After the pickup, all players' cards and the dealer's cards must be placed in the discard rack.
- (2) When the dealer uses an approved shuffling shoe, the shuffling shoe shall serve as the discard rack. (30-821 renumbered as 30-822; amended; and (2) added; perm. 12/30/98)

- (3) When play is at a blackjack table which uses digital cards or digital representations of cards, the electronic features of the game shall substitute for the pickup and discard of players' cards.

30-823 Dealer's hole card.

The dealer may not look at, expose, nor permit the exposure of the face of the dealer's hole card until after all cards requested by the players have been dealt to them unless the dealer's face up card is an ace or has the value of ten. If the dealer's face up card is an ace, the dealer may not look at the face of the dealer's hole card until the dealer has called for insurance wagers and all intended insurance wagers have been placed, or until even money in lieu of insurance has been called for and has been paid. (30-822 renumbered as 30-823 and amended; perm. 12/30/98)

30-824 Prohibited acts.

- (1) No licensee or other person may remove, add, or alter any cards except as provided by this rule, and no dealer or other employee of the retail licensee shall permit any person to engage in such activity.
- (2) The dealer shall not look at, nor expose to any person, the face of a card before it is dealt.
- (3) A player may not use any person, device, object, process, or procedure, other than the player's own unrecorded mental acuity, which is designed or intended to:
- (a) Project the outcome of the game;
 - (b) To keep track of the cards played; or
 - (c) To analyze or predict the probability of the occurrence of an event relating to the game.
- (4) Nothing in this section shall prohibit a player from using a strategy card, except when the retail licensee has posted notice prohibiting such use, pursuant to regulation 30-427.
- (5) No dealer or pit supervisor shall advise a player about game strategy nor recommend the proper play of a hand while the player has a wager still pending on the outcome of the hand. (30-824 amended and (2)–(5) added; perm. 12/30/98)

30-825 Point counts.

A player is responsible for correctly computing the point count of the player's hand, and no player may rely on the point counts announced by the dealer or EBT. *Amended 03/01/2012*

30-826 Drawing of additional cards by players and dealers.

- (1) A player may elect to draw additional cards if the player's hard point count total is less than 21. A player with blackjack or a hard or soft point count total of 21 may not draw additional cards.
- (2)
- (a) A dealer must draw additional cards to the dealer's hand until the dealer has a hard total of 17 or a hard or soft total of 18, 19, 20, or 21.
 - (b) At the discretion of the retail licensee, the dealer shall either:
 - (i) Stand when the dealer has a soft total of 17; or

- (ii) Be required to draw additional cards when the dealer has a soft total of 17. Thereafter, no additional cards may be drawn.
- (3) A dealer may not draw additional cards to the dealer's hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome. (30-826 amended; perm. 12/30/98)

30-827 Players wagering on more than one hand.

A retail licensee may permit a player to wager on more than one hand to be played by such player or may limit multiple play. All hands played by any one player must be in contiguous playing positions at the table; there shall be no other players seated at positions between the hands being played by a player. (30-827 amended; perm. 12/30/98)

30-828 Irregularities.

- (1) When any dealing irregularity occurs, the dealer shall notify the pit supervisor, who shall direct the dealer to take the proper corrective action, and shall observe such action being taken. The pit supervisor, and not the dealer, must make all decisions concerning disputed play or payment or collection of wagers. If an irregularity occurs which is not described below, the pit supervisor shall determine the most appropriate action which the supervisor believes to be fair and equitable. Such action may include voiding a player's hand by calling it a push, or voiding the hand for all players at the table by calling every hand a push. If an irregularity occurs at a blackjack table which uses digital cards or digital representations of cards and the electronic features of the game do not permit the irregularity to be handled as provided below, the pit supervisor shall determine the most appropriate action which the supervisor believes to be fair and equitable.
Amended 7/15/14
- (2) If the dealer fails to deal a first card to a player, no replacement card shall be dealt. The player may not play in that round and the player's wager is void. The player may be included in the next deal.
- (3) If the dealer accidentally fails to deal a player's second card to a player who should have received a card, but deals a card to the next player, the dealt card shall play where dealt. The player who did not receive a card shall be dealt a replacement card after all other players have received their cards. The dealer shall never back up the position of a card which has been dealt in order to give it to a preceding player.
- (4) When the dealer has acted on a player's hand in a manner other than in the manner reasonably indicated by the player's hand signal, the pit supervisor may direct the hand to be played as dealt, or may require the player to choose between the options of:
 - (a) Standing and playing the hand as dealt;
 - (b) Taking a push; or
 - (c) Taking additional cards after all other players have acted on their hands.

The decision must be made by the player before the dealer's hand is exposed.

- (5) If the dealer's hole card is accidentally exposed to one or more players, the card shall be turned face up and exposed to all players and the game shall continue in the same manner as if the card had not been exposed.

- (6) A card found turned face upward in the shoe or deck may not be used in the game and must be placed in the discard rack.
- (7) A card drawn in error without its face being exposed must be used.
- (8) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, the card shall not be dealt to the players. If a player requests a third card, the exposed card will be burned and the player will receive the next unexposed card. If no player requests a third card, the exposed card will be used by the dealer if the dealer is required by rule to take a card. If the dealer is not required to take a card the exposed card will be burned.
Amended 03/01/2012
- (9) If the dealer has a hard 17 or a higher value hand and accidentally draws a card, the card must be burned.
- (10) If the dealer misses dealing the first or second card to the dealer, the dealer must continue dealing the first two cards to each player, and then deal the correct number of cards to the dealer.
- (11) If there are insufficient cards remaining in the shoe or deck to complete a round of play, the cards in the discard rack must be shuffled and cut; and the dealer must complete the round of play. (30-828 amended and (1)–(5) added, perm. 12/30/98)

30-829 Surrender.

At the discretion of a retail licensee, a player may discontinue play on the player's hand and surrender the player's cards by forfeiting half the player's original wager. The player must surrender after receiving the player's first two cards and before the player receives additional cards to the player's hand. (30-829 amended; perm. 12/30/98)

30-830 Proposals for variations.

- (1) Upon written application of a retail licensee, the Director may approve variations in shuffle and deal.
- (2) Upon written application to the Division, a retail licensee may request variations in other rules of blackjack. Any such variations shall be reviewed by the Division and shall be brought to the Commission for approval or denial. Any approval shall be made by the Commission through the promulgation of temporary and/or permanent rules and regulations. (30-830 amended; perm. 12/30/98)

30-831 Procedure for accepting cash at blackjack table. *Amended 7/1/13*

A dealer who receives currency or coins, tickets, purchase tickets, table game coupons, or Mobile ATM receipts ("cash") from a player at a blackjack table in exchange for chips or coins, must do the following:
Amended 10/15/20

- (1) The cash must be spread on top of the blackjack table by the dealer accepting it, in full view of the player. The gaming system must validate the ticket from the ticketing validation unit; *Amended 10/15/20*
- (2) The amount of cash must be stated by the dealer accepting it; and *Amended 10/15/20*
- (3) Immediately after an equivalent value of chips, tokens, electronic chips, or coins has been given to the player, the cash must be taken from the top of the blackjack table and placed by the dealer into the drop box, except that quarters and half dollar coins may be placed in the chip tray. (47.1-832 renumbered as 30-831 and amended; perm. 12/30/98) *Amended 03/01/2012, Amended 10/15/20*

- (4) For blackjack, currency, valid tickets, valid purchase tickets, table games coupons, and mobile ATM receipts are inserted into the bill validator or drop box. Tickets and purchase tickets must be redeemed before making any wager. *Effective 10/15/20*

30-832 Blackjack tournaments.

- (1) Blackjack tournaments may be conducted by retail licensees as a single event or a series of events culminating with an overall winner. At such tournaments, any of the blackjack games authorized in this Rule 8 may be played. A tournament must conclude no later than four months following the first day of tournament play. *Amended 7/15/14*
- (2) A tournament which will produce adjusted gross proceeds may be conducted by only one licensee; no two or more licensees may jointly conduct such a single tournament.
- (a) Two or more licensees may jointly conduct a tournament in which the value of all monies collected will be returned to the participants as prizes and will not result in taxable adjusted gross proceeds. *Amended 7/15/14*
- (b) If one tournament is conducted by two or more licensees, one of the licensees shall be designated as being responsible for the tournament, and shall alone have the duty to ensure the proper award of all prizes at the tournament's conclusion. This licensee shall also be responsible for completion and maintenance of all tournament accounting records which pertain to the tournament as a whole. *Amended 7/15/14*
- (c) Licensees participating in a tournament shall ensure that no player is entered in the tournament more than once at any given time during the tournament. However, if permitted by the tournament rules, after a player has been eliminated from the tournament, the player may be allowed to re-enter the tournament as a new and separate entry. Any player found to have two or more concurrent, active entries in a tournament shall be disqualified from tournament play and shall not be eligible to receive any tournament prize. (30-835 added, perm. 12/30/98. 30-835 amended 7/15/14. 30-835 relocated and renumbered as 30-832, effective 12/15/17)

30-832.01 Tournament chips required.

- (1) All wagers must be made with approved tournament chips provided by the licensee. Currency and coins must be exchanged for tournament chips prior to the start of play. No currency, coins, chips other than tournament chips, or other thing of value may be used as wagers. Tournament chips shall have no cash value, and shall represent tournament points only. There shall be no limitation on the size of a wager made with tournament chips. Tournament chips may never be redeemed for cash or for any other thing of value, except that the point total represented by the players' accumulations of tournament chips shall be used to determine the winners and/or final place in a tournament. *Amended 7/15/14*
- (2) If the tournament chips in play are not imprinted with a number representing the actual number of points which the chip represents, each tournament table must display a notice visible to all players which describes the currently assigned point value to each different color of chip. The point value assigned to each color of chip may change between rounds of tournament play, but the required notice must always reflect the current values. (30-836 added, perm. 12/30/98. 30-836 relocated and renumbered as 30-832.01, effective 12/15/17)

30-832.02 Calculation of adjusted gross proceeds of tournament play.

For purposes of blackjack tournament play, entry fees are considered adjusted gross proceeds and shall be reported as such on the gaming tax return in the month in which the entry fee(s) are collected. If the entry fee is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash entry fee) of the item and record this value as the entry fee on the required tournament form. Complimentary entry fees paid by the licensee shall also be considered adjusted gross proceeds. If an entry fee is collected for the tournament, the licensee must complete a tournament form listing each entrant and the dollar value of the entry fee for each entrant, regardless of how the entry fee was collected or paid. Each entrant listed on the tournament form must have an associated entry fee. Free tournaments where no entry fee is collected for any entrant results in zero adjusted gross proceeds. The licensee may not declare a loss against adjusted gross proceeds for tournaments. *Amended 7/15/14*

(30-837 relocated and renumbered as 30-832.02, effective 12/15/17)

30-832.03 Cash receipts and prize awards –accounting.

Cash received for tournament entry fees must be kept separate and apart from all other cash received by the licensee until such time as it is counted. Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Division. (30-838 added, perm. 12/30/98. 30-838 relocated and renumbered as 30-832.03, effective 12/15/17)

30-832.04 Location of tournaments.

Each blackjack tournament may be conducted only upon licensed premises meeting the security and surveillance requirements of the rules and regulations and of the Internal Control Minimum Procedures. (30-839 added, perm. 12/30/98. 30-839 relocated and renumbered as 30-832.04, effective 12/15/17)

30-832.05 Qualification of players.

At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of players. Such criteria, if used, should be reasonably related to limited gaming. (30-840 added, perm. 12/30/98. 30-840 relocated and renumbered as 30-832.05, effective 12/15/17)

30-832.06 Entry fee and player buy-in.

Neither the amount of the tournament entry fees nor the amount of all allowable player buy-ins may exceed \$100,000. If both entry fees and buy-ins are used at a single tournament, then the combined amount of both the entry fee and all allowable buy-ins shall not exceed \$100,000. (30-841 added, perm. 12/30/98) *Amended 03/01/2012*

An Entry Fee is any amount collected for a tournament by the licensee not applied to the prize pool. All buy-ins for the tournament are combined to create the tournament prize pool. The licensee may create a prize pool for each event provided that any funds not awarded from that prize pool are carried forward to and awarded in future events of the tournament. *Eff 7/15/14*

All buy-ins collected must be paid out to the winners of the tournament or events by the conclusion of the tournament. The licensee may not retain any amount collected as buy-ins. The licensee is allowed to offer complimentary buy-ins provided the dollar value is added to the prize pool. If the buy-in is a non-cash item such as a toy, food card, canned good, etc., the licensee must establish a pre-determined cash value (equivalent to the cash buy-in for the event) of the items and record the value as the buy-in on the required tournament form. *Eff 7/15/14*

Licensees may offer at the end of an event a prize voucher that can be used to enter future events within the same tournament. If the prize voucher is used as an entry fee and buy-in at the future event in which an entry fee and buy-in are offered, the entry fee value of the voucher and the buy-in value of the voucher

shall be documented on the required tournament form. The prize voucher shall be considered a prize payout and shall be documented on the prize payout form required by the Division. *Eff 7/15/14*

If the prize voucher is used to guarantee a spot in a future event in which no entry fee and buy-in is offered, the prize voucher shall be considered a buy-in and applied to the prize pool. In this situation, the prize voucher is not considered a prize payout. *Eff 7/15/14*

Prize vouchers may only be redeemed by the patron that won the voucher in a previous event. *Eff 7/15/14*

(30-841 relocated and renumbered as 30-832.06, effective 12/15/17)

30-832.07 Tournament rules of play. *Amended 7/15/14*

- (1) The rules of play of each tournament game shall follow the standard rules of play of each game as set forth in this Rule 8. The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. A copy of the rules must also be provided to the local office of the Division of gaming at least five days in advance of the scheduled start of the tournament. The Division shall notify the retail licensee of any proposed tournament rules which the Division finds to be unacceptable, and the licensee shall not offer a tournament using the rules found unacceptable. *Amended 03/01/2012*
- (2) The tournament must be structured so that a player cannot theoretically exceed wagering limitations for the tournament buy-in during the initial rounds of play in the tournament. (30-842 added, perm. (30-842 added, perm. 12/30/98. 30-842 relocated and renumbered as 30-832.07, effective 12/15/17)

30-832.08 Conduct of tournament. *Amended 9/14/2012*

The following rules shall apply to all blackjack tournament play and must be included in the printed rules for each tournament:

- (1) Rules must state how many tournament chips players will receive for their entry fee and/or initial buy-in. If the tournament rules allow additional chips to be earned or purchased before the start of the event or during the event, each player shall have the same opportunity to earn or purchase additional chips. *Amended 12/15/17*
- (2) A player's initial table and seat assignments shall be drawn randomly by means of either an electronic or manual selection process. As tables are combined following player elimination, the new seating assignments for remaining players shall also be drawn randomly by means of either an electronic or manual selection process.
- (3) A rotating button will be used to indicate the first playing position at the table. Each hand shall begin with the player who has the button. The button shall be moved one position, clockwise around the table, by the dealer, after each hand.
- (4) Players are eliminated from the tournament when they lose all their chips, or when they have too few chips remaining to be able to place a required wager.
- (5) Play will continue until either:
 - (a) The end of the final round as such final round has been defined in advance by the tournament rules; or
 - (b) Until only one player has not been eliminated. The winner(s) shall be decided by the total accumulation of points for the duration of the tournament. At the option of the retail

licensee, the rules may permit a specified number of final remaining players, not exceeding four, to be permitted to unanimously agree among themselves to split the prize(s) between or among them without the necessity of continuing tournament play to finality.

- (6) The dealer shall change the decks of cards at least once every two hours of continuous play.
Amended 9/14/2012
- (7) Each player shall be permitted to play only one hand.
- (8) No player may allow a person to sit in on a tournament game on the player's behalf. No player may wager on another player's hand, nor may any player play other than the player's own hand.
- (9) Only tournament chips on the table at the start of a game may be played. Chips must be kept in full view of other players. Concealed chips may not be used in play.
- (10) A player may assemble chips in front of the player before acting. A player shall be considered to have made a bet if the player pushes assembled chips forward into the player's betting area and has removed the player's hand from the chips. After a bet has been made, it cannot be changed.
- (11) A hand gesture made indicating the player's intent is binding upon the player. If a player faults a dealer's action because it was different than the action intended by the player, the pit supervisor or tournament judge shall resolve the dispute in the manner described by regulation 30-828. (30-843 added, perm. 12/30/98. 30-843 relocated and renumbered as 30-832.08, effective 12/15/17)

30-832.09 House rules of tournament play.

House rules for the tournament, which must also be included in the printed rules, shall include as a minimum:

- (1) Inclusion of the standard house rules for play of the specific blackjack game, or in the alternative, a statement to read: "except as changed by these tournament rules, tournament play shall follow the house rules of [casino name]."
- (2) The amount of the entry fee, if any, and the amount of the initial player buy-in. The rules must also expressly state whether or not re-buys will be permitted, and if permitted, under what circumstances or conditions.
- (3) The initial amount of bets and the initial limits on bets, and a description of the manner in which the amount of betting limits will increase or progress during the tournament.
- (4) How the final round of play is to be determined, the procedure for breaking ties, and how the tournament is to be concluded.
- (5) How many prizes are to be awarded, and the exact description of each prize.
- (6) Any additional house rules which are different from the normal play of the game in the licensed establishment. (30-844 added, perm. 12/30/98. 30-844 relocated and renumbered as 30-832.09, effective 12/15/17)

Former regulations 30-835 through 30-844

(These regulations were relocated and renumbered as 30-832 through 30-832.09, effective 12/15/17)

30-899.01 The play - Multiple Action Blackjack.

Except as provided by this Rule 30-899.01, multiple action blackjack shall follow all rules for blackjack play set forth by this Rule 8.

- (1) Multiple action blackjack may be played only on tables displaying the multiple action blackjack layout. In addition to any special markings utilized by the game, the inscriptions required by Regulation 30-803 shall appear on the cloth covering the blackjack table.
- (2) A player may wager on any one, two, or three hands. Bets do not have to be equal; the initial bet on each hand played may not exceed the maximum wager limit determined by the house and in accordance with applicable law. Wagers on all hands to be played must be placed before first hand is dealt. *Amended 5/1/21*
- (3) Cards are dealt to all players and all player hands are played out during the first hand or round of play. However, wins and losses are determined, losing wagers are collected, and winning wagers are paid off only at the end of the actual hand of play for which a wager has been placed. Each hand is a separate wager and cannot be combined with other hands.
- (4) If a player does not have a wager on the second or third hand, the player's cards are to be discarded at the end of the first hand. If a player does not have a wager on the third hand, the player's cards are to be discarded at the end of the second hand.
- (5) The dealer takes an up card on the first round of dealing, and does not take a hole card on the second or third rounds. The dealer will use this same up card in consecutive dealer hands, after players have acted on their hands.
- (6) When a player hits and breaks his/her hand, the hand is closed and the dealer picks up the wager on bet #1 only. The dealer then completes his/her hand in turn for bet #1. The dealer then slides his/her up card to spot #2. The dealer picks up all the wagers on broken hands for spot #2. The dealer then completes his/her hand on #2. The dealer moves the up card over to spot #3, and picks up all broken hand wagers for spot #3, and then picks up all closed hands and puts the cards in the discard rack. The dealer then completes his/her hand on #3.
- (7) If a player wishes to split cards of the same value, the player must match his/her wager on each and all wagers played.
- (8) A player may double down on any one or more of all wagers played.
- (9) When a player has a blackjack and the dealer has either an ace or 10, each wager for the hand and each insurance wager, if applicable, must be acted upon individually depending on the outcome of the dealer's cards for each hand of play.
- (10) When a player splits pairs and the dealer has either an ace or 10, and the player breaks on either hand, the hand is to be closed but the wagers left until the dealer hits out each of the dealer's hands. When the dealer makes a blackjack, the dealer shall take only the original wager on that round.
- (11) Dealer tips offered as bets may be placed above any one or more of all wagers played. (30-833 temp. 5/13/93, perm. 6/30/93. 30-833 renumbered as 30-832, perm., 12/30/98. 30-832 renumbered as 30-899.01, effective 12/15/17)

30-899.02 The play—Face Up Blackjack.

Face Up Blackjack is an authorized blackjack variation game which shall follow the standard rules of blackjack, except as follows:

- (1) All of the cards dealt to the dealer shall be dealt face up.
- (2) Blackjacks must be paid at odds of at least one to one, and need not be paid at odds any higher than are paid for any other winning hands.
- (3) In the event of a push, a player's wager is lost.
- (4) There shall be no insurance wagers, nor even money paid in lieu of insurance. (30-834 added, perm. 11/30/96. 30-834 renumbered as 30-833, perm. 12/30/98. 30-833 renumbered as 30-899.02, effective 12/15/17)

30-899.03 The play — Competition 21.

Competition 21 is the copyrighted and patent pending blackjack variation game, the rights to which on October 1, 1996 were owned by Triad Games, L.L.C. of Golden, Colorado and which may be transferred or assigned. Competition 21 shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Competition 21 may be played only on tables displaying the Competition 21 table layout. One or more standard decks of cards shall be used, and may be dealt either from the hand or from a multideck shoe.
- (2) Each player shall place a wager in the designated betting area in front of the player's position in an amount not exceeding two dollars and fifty cents. The dealer will then deal each player one card, either face up or face down, and will lastly deal one card, face up, to the dealer.
- (3) After all players and the dealer have received their first cards, a player may surrender; upon electing to surrender, the player must announce "surrender" to the dealer. The dealer will place the player's card face down and turn the card at a 45 degree angle, signifying a surrendered hand. If the dealer does not make blackjack, the player will lose only one-half of the player's original bet. If the dealer makes blackjack, the player will lose the player's full original bet.
- (4) If a player does not surrender after receiving the player's first card, the player may choose either to stand on the one-card hand, or may choose to receive additional cards. If the player wishes to receive a second card, the player shall place an additional wager in the designated betting spot in an amount equal to the player's original wager. The dealer will then deal the player one additional card, face up.
- (5) After receiving the second card, a player may choose either to stand on the hand, or may choose to receive one or more additional cards. If the player wishes to receive a third card, the player shall place an additional wager in the designated betting spot in an amount not less than the player's original wager and not more than twice the player's original wager. The dealer will then deal the player one additional card, face up. The player may continue to receive any number of additional cards. However, for the fourth and each subsequent card drawn, the player must place an additional wager in the designated betting spot in an amount not less than the player's preceding wager and not more than twice the player's original wager. (30-835 (5), temp. 02/21/97 perm. 6/30/97. 30-835 (5) renumbered as 30-834 (5), effective 12/30/98)
- (6) A player may place an insurance wager if the dealer's first up card is an ace. A player may wager up to one-half the amount of the player's original bet and wins the insurance bet if the dealer makes blackjack. Insurance bets shall be paid at 2 to 1. If a player wins the insurance bet, the player loses the player's original bet on the hand, unless the player also holds a blackjack, resulting in a push. All insurance bets must be placed before the second card is dealt to each player. Determination of winning insurance wagers and pay-offs will be made after the dealer has completed playing out the dealer's hand.

- (7) A player may choose to split a pair of same value cards, forming two separate playing hands. Each of the split hands is played out under the same betting structure as described above in paragraphs (4) and (5). Aces can be split only once, and each ace may receive only one additional card; a maximum of two bets per hand may be made with split aces.
- (8) A wager is void and returned to the player when the value of the player's hand is the same as the value of the dealer's hand, even when both the player and the dealer have blackjacks.
- (9) If the dealer's hand shows an ace or a ten-value card up and a player's hand breaks (exceeds 21), the player's hand will be turned face down on the layout. If the dealer draws a blackjack, only the player's original bet will be lost, even if the player has made several bets.
- (10) After all players have completed play on their hands, the dealer shall deal to the dealer a second card, face up. The dealer must continue to draw to a hand having a value of sixteen or less, and must stand on a hand having a value of seventeen or more. (30-835 added, perm. 11/30/96. 30-835 renumbered as 30-834, perm. 12/30/98. 30-834 renumbered as 30-899.03, effective 12/15/17)

30-899.04 The play – Double Action Blackjack.

Double Action Blackjack is a patented blackjack variation game, the rights to which on December 1994, are owned by Ronald Josephs, of Woodland Hills, CA, and which may be transferred or assigned. Double Action Blackjack shall be dealt and played following the rules of blackjack set forth in Rule 8, except as follows:

- (1) Double Action Blackjack may be played only on tables displaying the Double Action Blackjack layout;
- (2) Only 6 players shall be allowed at the table, with each player being allowed to wager on a first and second hand; and
- (3) The player may play only one hand. No other player shall be allowed to play the second hand.

(30-834.1 renumbered as 30-899.04, effective 12/15/17)

30- 899.05 The play — Triple Play Blackjack.

Triple Play Blackjack is the copyrighted and patent pending blackjack variation game, the rights to which on June 1, 1999 were owned by Action Gaming, Inc., of Las Vegas, Nevada, and which may be transferred or assigned. Triple Play Blackjack shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Triple Play Blackjack may be played only on tables displaying the Triple Play Blackjack table layout. One or more standard decks of cards shall be used, and may be dealt either from the hand or from a multi-deck shoe. Each player, other than the dealer, will play a different hand for each wager placed, except that each hand shall include the same first two cards dealt to each player.
- (2) Each player shall place one to three wagers in the designated betting areas in front of the player's position. The wagers may be in either the same or in different amounts within the posted table limits. No retail licensee shall require a player to place more than one wager.
- (3) When all wagers have been placed, the dealer will deal each player and the dealer two cards, one card at a time, in rotation around the table, beginning with the player to the dealer's left and lastly to the dealer. The players' cards shall all be dealt face up.

- (4) After all players and the dealer have received their cards, the dealer shall offer all standard play options to each of the bet positions wagered on by each player, beginning with the player to the dealer's left.
- (a) If the dealer has been dealt an ace face up, the dealer will call for insurance and each player may place an insurance wager on any one, two, or all three of the player's wagers.
 - (b) If a player wishes to split cards of the same value, the player must place an additional wager equal to each initial wager made. If the player made one initial wager, the player will now have two separate hands to act upon. If the player made two initial wagers, splitting will create four hands to act upon. If the player made all three possible initial wagers, splitting will create six hands to act upon. After splitting the initial two cards received, a player may not re-split a hand.
 - (c) A player may double down on any one, two, or all three of the player's wagers.
 - (d) If a player does not draw to any of the player's bet positions, the initially dealt two-card hand will play for all of that player's wagers.
 - (e) If a player has a blackjack, and the dealer does not have a blackjack, the player is paid at odds of not less than 3 to 2 on all three bets. If both the player and the dealer have blackjacks, the hand is a push.
 - (f) If a player chooses to draw to the hand, for each bet position the player uses the same first two cards dealt and combines them with separate "hit" cards. The draw continues until the player chooses to stop or until the value of the hand exceeds twenty-one. Each bet position is treated as a separate hand and with respect to each wager, a player may elect to draw, or not to draw. Each hand is separate and cannot be combined with other hands.
 - (g) If a player draws to over twenty-one at a bet position, that one wager is immediately collected by the dealer, leaving the player's other wagers on the table until such time as the dealer has taken action on all other wagers and hands in play at the table, including the dealer's hand, and can evaluate winners and losers.
 - (h) When the dealer and a player have completed action on a player's hand, the dealer shall then move to the next player in rotation, offering each player all appropriate choices, until all action on all bet positions has been taken.
- (5) When the dealer has acted on all players' hands, the dealer shall play out the dealer's hand in the same manner as in standard blackjack and shall determine winning and losing hands, paying the winning wagers and collecting the losing wagers. (30-834.2 added, perm. 09/30/99. 30-834.2 renumbered as 30-899.05, effective 12/15/17)

30- 899.06 The play - Wheel of Madness.

Wheel of Madness is the patented blackjack variation game, the rights to which on September 1, 2000 were owned by Madness Gaming Products, Inc. of Henderson, Nevada, and which may be transferred or assigned. Wheel of Madness shall be dealt and played following all standard rules of blackjack, except as follows:

- (1) Wheel of Madness may be played only on tables displaying the Wheel of Madness table layout and equipped with the electronic controllers, hardware, and display devices necessary for the game. The electronic components, including program software, shall not be used until approved by the Division. The game may be played with four or six decks of cards, dealt from a shoe.

- (2) At the same time that a player makes the player's normal wager on a hand, the player may make an additional, optional wager in an even-dollar amount between one dollar and the maximum wager limit determined by the house and in accordance with applicable law. At the discretion of the retail licensee, the maximum amount of the wager may be restricted. The minimum and maximum amount of the wagers to be accepted shall be displayed on the layout or on table signage. This optional wager will be won only when the player is dealt a blackjack; that is, the first two cards dealt to a player must have a point value of exactly 21, and when the player's hand beats the dealer's hand. *Amended 5/1/21*
- (3) At the discretion of the retail licensee, players who have placed Wheel of Madness wagers may be permitted to also place tip bets for the dealer on the Wheel of Madness. If such wagers are accepted, winning wagers must be paid at the same odds as players' winning wagers. The licensee may restrict the maximum amount of such tip wagers.
- (4) Insurance may not be offered or accepted on the Wheel of Madness wager. A player who has placed a Wheel of Madness wager and who is dealt a blackjack shall be qualified to press the spin button whenever the player's hand beats the dealer's hand. A player who has insured the player's blackjack hand, or who calls for even money payment against a dealer's ace up, shall be deemed to hold a winning hand and shall be qualified to press the spin button. A player who is dealt a blackjack, but who ties (pushes) the dealer's hand, also ties on the Wheel of Madness wager and the wager is neither won nor lost. The player does not qualify to press the spin button.
- (5) After every player has been dealt two cards, the dealer shall immediately collect the Wheel of Madness wagers from all players who were not dealt blackjacks. The dealer shall place the cards of players who were dealt blackjacks, face up, under their Wheel of Madness wagers.
- (6) As wagers on the standard game of blackjack are settled, the dealer shall place the spin button in front of each player who has placed a winning Wheel of Madness wager. The qualified players shall be permitted to press the spin button to spin the Wheel of Madness Bonus Wheel. If a player chooses not to press the spin button, then the dealer shall press the spin button for the player. No other person shall be permitted to press the spin button.
- (7) Pressing the spin button will cause an electromechanical or electronic wheel (the "Wheel of Madness Bonus Wheel") to spin, or simulate spinning, and to come to rest on a displayed bonus amount. This amount shall be paid to a winning player who has placed a one dollar Wheel of Madness Wager. If the player has made a wager greater than one dollar, the bonus amount to be paid will be determined by multiplying the amount displayed on the Wheel of Madness Bonus wheel by the amount of the wager. The bonus amount won shall be paid to the player in addition to the amount paid to the player because the player held a winning hand in the standard game of blackjack. (perm. 03/02/01)

30-834.4 renumbered as 30-899.06, effective 12/15/17)

30-899.07 The play — STREAK.

STREAK is a patented blackjack variation game, the rights to which on December 1, 2001 were owned by MAO Gaming of Ocean Springs, Mississippi, and which may be transferred or assigned. The object of the game is for the player, while playing standard blackjack, to place one or more optional wagers on the number of consecutive hands of blackjack the player will win. If the player wins at least the number of hands anticipated by the placement of the wager(s), the player wins the optional wager(s). STREAK shall be dealt and played following the standard rules of blackjack except as follows:

- (1) STREAK may be played only on tables displaying the approved STREAK table layout and equipped with one approved STREAK button for each player's position. The button shall have

- distinctive markings as specified by MAO Gaming, and shall display the name or logo of the retail licensee offering the game.
- (2) At the same time that a player makes the player's standard blackjack wager, the player has the opportunity to make one or more of four optional wagers in the designated wagering area at the player's position at the table. These wagers are upon the contingency that the player will win the next two, three, four, or five consecutive hands of blackjack. At the discretion of the retail licensee, the optional wagers may be limited to even-dollar amounts between one and the maximum wager limit determined by the house and in accordance with applicable law. The minimum and maximum amounts of the optional STREAK wagers permitted shall be posted on table signage.
 - (3) A player may place more than one STREAK wager, provided that all STREAK wagers are placed by the player at the same time. A player who has placed one or more STREAK wagers may not place additional STREAK wagers until all pending STREAK wagers placed by that player have been settled as winning or losing wagers. When multiple STREAK wagers are in play, the dealer shall pay the winning standard blackjack wager first and shall next pay the winning STREAK wager, after which the button shall be moved to the next STREAK betting spot.
 - (4) At the discretion of the retail licensee, players who have placed STREAK wagers may be permitted to place tip bets for the dealer on one or more of their STREAK bets. If such tip wagers are accepted, winning STREAK wagers must be paid at the same odds as the players' winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers. Notice of any such restrictions shall be provided on table signage.
 - (5) After all wagers have been placed, the deal and play of the game shall continue following the standard rules of blackjack.
 - (a) If a surrender option is offered by the retail licensee and a player elects to surrender a hand, the player's STREAK wager is lost and the player's winning streak is terminated.
 - (b) At the discretion of the retail licensee, players who have placed STREAK wagers may be permitted to exercise the "even money" option on their blackjack hands in lieu of insurance against a dealer ace. If even money is offered and accepted:
 - (i) The dealer shall first pay the blackjack wager;
 - (ii) The dealer shall stack the player's cards and turn them sideways, but shall not burn the cards;
 - (iii) The dealer shall finish normal insurance procedures with all players before determining the outcome of the STREAK bet. If both the dealer and a player have blackjack, it is a push for the STREAK wager. If the dealer does not have a blackjack, the STREAK bet is advanced.
 - (6)
 - (a) If a player has placed one or more STREAK wagers and the player has won the player's first hand, the dealer shall, after making the required blackjack pay out, place a STREAK button on the player's designated betting area labeled "2" , and shall align the edge spot on the button with the mark to the side of the "2" in the STREAK betting area.

- (b) If a player loses a hand during the pendency of a winning STREAK wager, the dealer shall collect all remaining STREAK wagers from the player's STREAK betting area at the same time that the dealer collects the blackjack wager which has lost.
 - (c) If a player has placed a STREAK wager on the designated betting area labeled "2", the player must also win the next hand. If the player wins the second consecutive hand, the dealer shall pay the player according to one of the pay schedules found in paragraph 9 below, in addition to the standard payment for the winning hand. If no further STREAK wagers are pending for the player, the STREAK button is returned to the dealer's tray.
 - (d) If a player has placed a STREAK wager on the designated betting area labeled "3", the player must also win the next two consecutive hands. The dealer shall advance the STREAK button to the player's designated STREAK betting area labeled "3" and shall align the edge spot on the button with the mark to the side of the "3" in the STREAK betting area. If the player wins the third consecutive hand, the dealer shall pay the player according to one of the pay schedules found in paragraph 9 below, in addition to the payment for the winning hand. If no further STREAK wagers are pending for the player, the STREAK button is returned to the dealer's tray.
 - (e) If a player has placed a STREAK wager on the designated betting area labeled "4", the player must also win the next three consecutive hands. The dealer shall advance the STREAK button to the player's designated STREAK betting area labeled "4" and shall align the edge spot on the button with the mark to the side of the "4" in the STREAK betting area. If the player wins the fourth consecutive hand, the dealer shall pay the player according to one of the pay schedules found in paragraph 9 below, in addition to the standard payment for the winning hand. If no further STREAK wagers are pending for the player, the STREAK button is returned to the dealer's tray.
 - (f) If a player has placed a STREAK wager on the designated betting area labeled "5", the player must also win the next four consecutive hands. The dealer shall advance the STREAK button to the player's designated STREAK betting area labeled "5" and shall align the edge spot on the button with the mark to the side of the "5" in the STREAK betting area. If the player wins the fifth consecutive hand, the dealer shall pay the player according to one of the pay schedules found in paragraph 9 below, in addition to the standard payment for the winning hand. The STREAK button is returned to the dealer's tray.
- (7) If the player and the dealer "push" their hands, the player's STREAK wager shall be neither won nor lost, and the winning streak shall neither advance nor terminate.
 - (8) If a player splits pairs on any hand during the pendency of a STREAK wager, the player must win a majority of the split hands to advance the winning streak. If the player loses more split hands than the player wins, the STREAK wager shall be lost and the winning streak terminated. Upon termination of the winning streak, all remaining STREAK wagers for a player shall be collected by the dealer. If the player wins and loses an equal number of split hands, the hands shall "push" and the player's STREAK wager shall be neither won nor lost, and the winning streak shall neither advance nor terminate.
 - (9) Winning STREAK wagers shall be paid according to one of the following pay schedules, selected at the discretion of the retail licensee. The pay schedule in use shall appear on the table layout or on signage at the table.

Player Wins	Standard Schedule	Optional Schedule
2 consecutive wins pay	3 to 1	3 to 1
3 consecutive wins pay	7 to 1	8 to 1

Player Wins	Standard Schedule	Optional Schedule
4 consecutive wins pay	17 to 1	18 to 1
5 consecutive wins pay	37 to 1	38 to 1

(30-834.6 added, perm. 05/30/02. 30-834.6 renumbered as 30-899.07, effective 12/15/17)

30- 899.08 The Play - Go Fish 21.

Go Fish 21 is the blackjack variation game, the rights to which on March 1, 2002 were owned by John DeLello, Jr. of Golden, Colorado and which may be transferred or assigned. Go Fish 21 shall be dealt and played following all standard rules of blackjack, except as follows:

- (1) Go Fish 21 may be played only on tables displaying the Go Fish 21 table layout and equipped with the a Go Fish specialty deck of cards, a second discard rack, and Go Fish lammer necessary for the game. The game may be played with any number of decks of cards. The specialty deck shall contain exactly 14 cards, composed of 12 cards of any one suit, having a value of 3 through Ace, but not including a 2 card, plus two Jokers.
- (2) At the same time that a player makes the player's normal wager on a hand, the player may make an additional, optional wager in an even-dollar amount between one dollar and the maximum wager limit determined by the house and in accordance with applicable law. At the discretion of the retail licensee, the maximum amount of the wager may be restricted to less than the maximum wager limit determined by the house and in accordance with applicable law. The minimum and maximum amount of the wagers to be accepted shall be displayed on the layout or on table signage. This optional wager will be won only when the player is dealt a blackjack; that is, the first two cards dealt to a player must have a point value of exactly 21, and when the player's hand beats the dealer's hand. *Amended 5/1/21*
- (3) At the discretion of the retail licensee, players who have placed Go Fish 21 wagers may be permitted to also place tip bets for the dealer on the Go Fish 21 wager. If such wagers are accepted, winning wagers must be paid at the same odds as players' winning wagers. The licensee may restrict the maximum amount of such tip wagers.
- (4) Insurance may not be offered or accepted on the Go Fish 21 wager.
- (5) After every player has been dealt two cards, the dealer shall immediately collect the Go Fish 21 wagers from all players who were not dealt blackjacks. The dealer shall place the cards of players who were dealt blackjacks, face up, near the players' Go Fish 21 wagers.
- (6) A player who has placed a Go Fish 21 wager and who is dealt a blackjack and beaten the dealer shall be given a Go Fish lammer by the dealer. The player shall place the lammer on one of 14 Go Fish spots, labeled with numbers "1" through "14." The number represents the location of the card in the Go Fish specialty deck. A player who has insured the player's blackjack hand, or who calls for even money payment against a dealer's ace up, shall be deemed to hold a winning hand and shall be qualified to receive a Go Fish lammer. A player who is dealt a blackjack, but who ties (pushes) the dealer's hand, also ties on the Go Fish 21 wager and the wager is neither won nor lost, and the player does not qualify to receive a Go Fish lammer.
- (7) As wagers on the standard game of blackjack are settled, the dealer shall also settle the winning Go Fish wagers. For each player who has placed a winning Go Fish wager, the dealer shall first shuffle and cut the Go Fish specialty deck, and shall then count through the cards, counting out the number of cards represented by the number selected by the player by placement of the player's Go Fish lammer. For example, if the player has placed the Go Fish lammer on the player's "5" spot, the dealer shall count down to the fifth card in the Go Fish specialty deck, and shall deal the fifth card face up on the table in front of the dealer's position at the table.

- (a) The remainder of the Go Fish specialty deck shall be discarded in the discard rack provided for only the Go Fish cards. Once used, the faced Go Fish card is also discarded in the discard rack provided for only the Go Fish cards.
 - (b) If more than one winning Go Fish wager occurs at the table in one hand, the procedure described above shall be repeated at each winning player's position, except that if more than one player has picked the same number by placement of the Go Fish lammer, the card drawn to that number shall play for all such players.
 - (c) If the faced Go Fish card is a Joker, the dealer shall place the Joker face up on the table, and shall deal the next card and shall place it face up on the table layout adjacent to the Joker. If the second card dealt is a Joker, then the dealer shall deal a third card, and shall place it face up on the table layout adjacent to the two Jokers.
- (8) Winning blackjack wagers shall be paid according to the standard rules of blackjack. Winning Go Fish wagers shall be paid according to the following pay schedule:

Go Fish Card	Pays
Joker-Joker with Ace	125 to 1
Joker-Joker with 10 through King	75 to 1
Joker-Joker with 3 through 9	50 to 1
Joker with Ace	60 to 1
Joker with 10 through King	40 to 1
Joker with 3 through 9	20 to 1
Ace	30 to 1
10 through King	20 to 1
3 through 9	10 to 1

(30-834.8 renumbered as 30-899.08, effective 12/15/17)

30-899.09 The play – Buffalo Blackjack Bonus.

Buffalo Blackjack Bonus is a trademarked blackjack variation game, the rights to which are owned by Galaxy Gaming, Inc., of Las Vegas, Nevada and which may be transferred or assigned. Buffalo Blackjack Bonus shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Buffalo Blackjack Bonus may be played only on tables utilizing a Buffalo style table layout. The game shall be played using one, two or six standard 52 card decks and is dealt from a dealing shoe when using six decks and hand dealt when using one or two decks.
- (2) At the same time a player makes their standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, otherwise known as the "21 Magic" bet. The minimum and maximum amounts of the optional 21 Magic wager permitted shall be posted on table signage and cannot be more than the original blackjack wager.
- (3) 21 Magic may be won only if the player's value of their hand, equals 21 and the player's hand beats the dealer's hand. Should the player tie the dealer's hand, the 21 Magic wager will be considered a push. If the player does not draw out to 21, the bet will be considered a loss and will be collected by the dealer.
- (4) At the discretion of the retail licensee, players may place dealer tip bets on any of their bets by placing the dealer tip bet in front of their bet. If such tip bets are accepted, winning tip bets must be paid at the same odds as the player's winning bets. The retail licensee may require tip bets to be in an even dollar amount, and may limit the maximum amount of such tip bets. *Amended 8/14/16*

- (5) After all wagers have been placed, the deal and play of the game shall continue following the standard rules of blackjack. In the event a player chooses to split a pair into two or more hands, the player must also place an additional wager equal to the first 21 Magic wager on his/her second hand.
- (6) Insurance may not be offered or accepted on the 21 Magic wager. A player who has placed a 21 Magic wager and who is dealt a 21 shall be qualified to win that hand according to the corresponding pay table whenever the player's hand beats the dealer's hand. A player who has insured the player's blackjack hand, or who calls for even money payment against a dealer's ace up, shall be deemed to hold a winning hand and shall be qualified to win the 21 Magic wager, as long as the player's hand ultimately wins. If a surrender option is offered by the retail licensee and a player elects to surrender a hand, the player's 21 Magic wager is lost.
- (7) After all players and the dealer have received their first two cards, the players act on their hands, as described in the standard blackjack rules. Should a player bust and if they placed the optional 21 Magic wager, not only is the primary bet collected, but the 21 Magic wager, as well.
- (8) Once players have acted on their hands, players have the option of placing a second additional optional wager, otherwise known as "Bust Bonus". This wager must be made in an even dollar amount and may be made only by players who still have an active hand (i.e. the player did not bust his/her hand). The minimum and maximum amounts of the optional Bust Bonus wagers permitted shall be posted on the table signage and cannot be more than the original blackjack wager.
- (9) The dealer then acts on his/her hand as described in the standard blackjack rules.
- (10) As wagers on the standard game of blackjack are settled, the dealer shall also settle the 21 Magic and the Bust Bonus wagers according to the pay schedule, selected at the discretion of the retail licensee. The pay schedule in use shall appear on the table layout or on signage at the table.

Six Deck Pay tables: *Effective 9/14/2012*

21 Magic Pay table: Hand	Pay table A	Pay table B	Pay table C	Pay table D	Pay table E	Pay table F	Pay table G
Blackjack	5 to 1	5 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
2-Card 21	6 to 1	6 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
3-Card 21	7 to 1	7 to 1	8 to 1	8 to 1	8 to 1	8 to 1	7 to 1
4-Card 21	8 to 1	8 to 1	9 to 1	9 to 1	9 to 1	9 to 1	8 to 1
5-Card 21	9 to 1	9 to 1	10 to 1	10 to 1	10 to 1	10 to 1	9 to 1
6-Card 21	10 to 1	20 to 1	10 to 1	10 to 1	10 to 1	25 to 1	10 to 1
7-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	50 to 1	25 to 1
8-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	500 to 1	500 to 1
9-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	1000 to 1	1000 to 1
10+ Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	5000 to 1	5000 to 1

Single Deck Pay Tables:

21 Magic Pay table: Hand	Pay table A	Pay table B	Pay table C	Pay table D	Pay table E	Pay table F	Pay table G
Blackjack	5 to 1	5 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
2-Card 21	6 to 1	6 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
3-Card 21	7 to 1	7 to 1	8 to 1	8 to 1	8 to 1	8 to 1	7 to 1
4-Card 21	8 to 1	8 to 1	9 to 1	9 to 1	9 to 1	9 to 1	8 to 1

5-Card 21	9 to 1	9 to 1	10 to 1	10 to 1	10 to 1	10 to 1	9 to 1
6-Card 21	10 to 1	20 to 1	10 to 1	10 to 1	10 to 1	25 to 1	10 to 1
7-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	50 to 1	25 to 1
8-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	500 to 1	500 to 1
9-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	1000 to 1	1000 to 1
10+ Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	5000 to 1	5000 to 1

Double Deck Pay Table:

21 Magic Pay table: Hand	Pay table A	Pay table B	Pay table C	Pay table D	Pay table E	Pay table F	Pay table G
Blackjack	5 to 1	5 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
2-Card 21	6 to 1	6 to 1	5 to 1	6 to 1	7 to 1	5 to 1	6 to 1
3-Card 21	7 to 1	7 to 1	8 to 1	8 to 1	8 to 1	8 to 1	7 to 1
4-Card 21	8 to 1	8 to 1	9 to 1	9 to 1	9 to 1	9 to 1	8 to 1
5-Card 21	9 to 1	9 to 1	10 to 1	10 to 1	10 to 1	10 to 1	9 to 1
6-Card 21	10 to 1	20 to 1	10 to 1	10 to 1	10 to 1	25 to 1	10 to 1
7-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	50 to 1	25 to 1
8-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	500 to 1	500 to 1
9-Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	1000 to 1	1000 to 1
10+ Card 21	10 to 1	20 to 1	10 to 1	25 to 1	25 to 1	5000 to 1	5000 to 1

Bust Bonus Pay table:

Up Card	Bust, Off Suit	Bust, Suited
Ace	3	50
2	1	25
3	1	15
4	1	10
5	1	5
6	1	3
7	2	15
8	2	10
9	2	20
10	2	20
888*	25	75

*Special bonus paid to player when the dealer busts with three cards valued at 8 each. "Suited" is not applicable in single & double deck games.

(30-834.9 renumbered as 30-899.09, effective 12/15/17)

30-899.10 The Play – Double Up Blackjack. *Effective 9/14/2012***Version 1**

Double Up Blackjack is a blackjack variation game, the rights to which are owned by Score Gaming, LLC., of Henderson, Nevada and which may be transferred or assigned.

Layout

- (1) Double Up blackjack may be played only on tables utilizing a Double Up Blackjack style table layout.

Game Play

- (1) Double Up Blackjack shall be played using six standard 52 card decks and is dealt from a dealing shoe or a continuous shuffler. The minimum and maximum amounts of the main blackjack wager and the optional double up wager will be posted on the table signage.
- (2) Double Up Blackjack shall be dealt and played following the standard rules of blackjack except as described below.
- (3) After all players and the dealer have received their first two cards, the dealer will automatically pay all player blackjacks at 3:2.
- (4) The dealer will offer insurance as per the standard rules of blackjack. Insurance will be paid at 2:1 for winning wagers.
- (5) Players will act on their hands according to the standard blackjack rules with the addition of the "double up" rules described below.
- (6) The dealer then acts on his/her hand as in the standard blackjack rules with the addition of the rules described under dealer play.
- (7) As wagers on the standard game of blackjack are settled, the dealer shall also settle the "double up" wager if placed.
- (8) The pay schedule in use shall appear on the table layout or on signage at the table.

Player Rules "Double Up"

- (1) After the player receives the initial 2 cards, in addition to all standard blackjack rules, the player may also have the option to "double up" on any two cards, except a blackjack or any 2 card hand that results from splitting aces.

- (2) Doubling Up

To "double up", the players must place a second wager of any amount, up to, but without exceeding, the value of their initial blackjack wager.

The minimum and maximum amounts of the double up wager will be posted on the table signage and cannot be more than the original blackjack wager.

For example, if the player places an initial wager of \$3, he/she may place a double up wager of any amount up to, without exceeding \$3.

In this manner a player can "double up for less" than the original blackjack wager.

- (3) The player does not receive any cards after "doubling up", and therefore stands on his/her 2 card hand.
- (4) The main wager and the "double up" wager will win if the player's hand outranks the value of the dealer's hand, or the dealer's hand exceeds total of 21. Winning wagers will be paid at 1:1.
- (5) The main wager will push, but the "double up" wager will lose, if the player's hand is of equal value to the dealer's hand.

- (6) If the player splits Aces and receives a ten for a total of 21, the player will automatically be paid 2:1 on that wager. If a player receives a ten on both aces, the player will be paid 2:1 on each wager.
- (7) Excluding the automatic pay out for a blackjack and a 21 achieved by splitting Aces, all player wagers will push if, in the course of play of the dealer's hand, the dealer reaches a total of 16.

Dealer Rules:

- (1) The dealer will act on his or her hand after all players have acted on their hands.
- (2) The dealer will play by all standard blackjack rules except if the total of the dealer's hand reaches 16, play will stop and the dealer will return all active wagers to the players.
- (3) In the event the dealer does not have a 16, the dealer will
 - (a) pay all winning wagers at 1:1,
 - (b) collect all losing wagers, and
 - (c) return all player wagers that result in a tie between the player and the dealer except the double up wager, which if placed will lose to a hand that ties the dealer's hand.

House Rules/Tips:

- (1) At the discretion of the retail licensee, players who have placed a "double up" wager and have already placed a dealer token on the blackjack wager, may be permitted to place tip bets for the dealer on that "double up" wager. If such tip wagers are accepted, winning "double up" wagers must be paid at the same odds as the player's winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.

Version 2 (Alternate rules/Pay table)

Version 2 of Double Up Blackjack will play in an identical manner to Version 1 with the following exceptions:

- (1) A player blackjack will not win automatically. If the player has a blackjack and the dealer does not, the player will be paid 3:2. A player blackjack will push to a dealer blackjack. Insurance and the option for even money on a blackjack will be available.
- (2) A player will be able to "double up" on any 2 cards except a blackjack.
- (3) The player can "double up" his or her wager on any 2 card hand after splitting Aces. The main and double up wager will be played and paid in an identical manner to all other main and double up wagers.
- (4) To "double up", the player must place a second wager or any amount up to, without exceeding, the value of his or her initial blackjack wager.

The minimum and maximum amounts of the double up wager will be posted on the table signage and cannot be more than the original blackjack wager.

For example, if the player places an initial wager of \$3, he or she may place a "double up" wager of any amount up to, without exceeding \$3.

In this manner, a player can “double up for less” than the original blackjack wager.

- (5) Players will not be paid 2:1 automatically if they receive a ten after splitting Aces.
- (6) A player’s main and “double up” wager (or any other wagers when placed) will be paid 1:1 when the dealer has a 16 and the player has a 21. This includes all hands of 21 that result from a player doubling down, splitting Aces, and hitting.
- (7) A player’s main and “double up” wager (when placed) will push on any hand other than a total of 21 when the dealer has a 16.

Dealer Rules:

- (1) The dealer will play by all standard blackjack rules and those described above in version 1 except if the total of the dealer’s hand reaches 16, play will stop and the dealer will:
 - (a) Pay all player hands of 21 at 1:1, including all “double up”, double down, and split wagers.
 - (b) Return all other player wagers if the total of the player’s hand does not equal 21.

The differences between Version 1 and 2 are shown in the following table:

Version	Blackjack Pay out	Blackjack Automatic Win	Double Up After Splitting Aces	A/T wins 2:1 Automatically After Splitting Aces	All Player Hands/ Wagers Push to Dealer 16	Player Wins Hand/All Wagers of 21 To Dealer 16
1	3:2	Yes	No	Yes	Yes	No
2	3:2	No	Yes	No	No	Yes

(30-834.10 renumbered as 30-899.10, effective 12/15/17)

30-899.11 The play – Royal Match 21 and Progressive. *Eff 2/14/2013, Amended 8/14/15*

Royal Match 21, Royal Match 21 Progressive, and Blazing 7’s Progressive are copyrighted and trademarked blackjack variation games the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned. *Eff 10/16/13, Amended 4/14/14, Amended 1/14/15, Amended 8/14/15, Amended 9/14/20*

Royal Match 21 is an optional bonus bet for blackjack that considers the first two cards a player receives. If the player’s first two cards are suited or a suited Royal Match (King-Queen suited), the player wins. This optional bet also includes a Crown Treasure bonus pay out. If the player places a Royal Match bet and both the player and the dealer have a Royal Match, then the player wins a Crown Treasure bonus pay out in addition to the Royal Match pay out. Operators can also offer the optional Royal Match 21 Progressive wager. Unlike most SG Gaming, Inc. progressives, Royal Match 21 Progressive offers some progressive pay tables with odds pay for the progressive wager amount PLUS a possible progressive meter pay (see below approved pay tables). Royal Match 21 uses a standard 52-card deck. Follow standard house procedures for the total number of decks to be used. Royal Match 21, Royal Match 21 Progressive, and Blazing 7’s Progressive must be played according to the following rules: *Eff 10/16/13, Amended 1/14/15, Amended 9/14/20*

- (1) Each player makes a standard blackjack wager and the Royal Match 21 wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*

- (a) If casino rules allow, a player may play multiple hands.
 - (b) A player playing multiple hands may place a Royal Match 21 wager on none, one or all of his/her hands.
 - (c) Players may also place dealer tips/dealer wagers on their Royal Match 21 wager by placing the dealer tip in front of their Royal Match 21 wager.
- (2) The dealer then follows house procedures for dealing blackjack.
- (3) Once each player has received two cards, the dealer settles all Royal Match 21 wagers according to house procedures. If a player's first two cards are suited, he or she wins according to the posted pay table. If the player's first two cards are not suited, he or she loses his or her Royal Match 21 wager.
- (a) All Royal Match 21 pay outs apply to the player's first two cards only.
 - (b) When the cards are dealt face up, the Royal Match wagers will be settled immediately after everyone receives their first two (2) cards. Winners will be paid and losing bets will be picked up in order of placement from the dealer's right to left. Then, normal blackjack play will resume.
 - (c) When the cards are dealt face down, the Royal Match wagers will be settled on a hand to hand basis, as the dealer goes from left to right asking for hit/stand determinations.
- (4) Winning Royal Match 21 wagers will be paid in front of the Royal Match betting area and pushed off toward the player.
- (5) When a casino offers the Crown Treasure pay out, and the player has a Royal Match and the dealer has a King or a Queen as an up card, the player's Royal Match 21 wager is paid (see above), returned to the player and replaced with a Royal Match/Crown Treasure lammer. Once the dealer exposes his/her hole card and establishes the dealer has a Royal Match, the Crown Treasure pay out is paid to the player that received the Royal Match/Crown Treasure lammer. If the dealer does not have a Royal Match, the lammers are picked up and returned to the chip tray and the dealer continues with the take and pay resolution of the blackjack wagers, starting right to left.
- (6) Royal Match 21 Progressive is an optional progressive wager. On some pay tables players may bet any amount between \$1 and \$5 (see pay tables below). All percentage pays consider both the player's first two cards and the dealer's first two cards. Other pays consider the player's first two cards only. *Eff 10/16/13*
- (7) Blazing 7's Progressive is an optional progressive wager that considers the player's hand only, and is based on the pay tables listed below. If the player does not have at least a 7 in his/her hand, the progressive wager will lose. *Effective 8/14/15*
- (8) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the casino's mathematical advantage.
- (9) To begin each round, players must make their regular game's wager. They may optionally place the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up. If a casino elects to utilize the odds pay progressive pay table, the dealer must leave the progressive wagers on the table. For other progressive pay tables, the dealer will collect the progressive wagers.

- (10) Once all players place their bets, the dealer will press “COIN IN” or “START GAME” on the keypad. The sensors will then light up, indicating a progressive wager.
- (11) The dealer then follows house procedures for dealing the regular game.
- (12) The dealer reconciles standard wagers per normal house procedures. The dealer reconciles all Suited Hand, and Suited Blackjack and Royal Match (when dealer’s up card is NOT a king or queen) wins at the same time standard wagers are reconciled. All other Royal Match (when dealer’s up card IS a king or queen) follows the procedure under “(16) Progressive winners” for reconciling percentage pays from the progressive meter. *Amended 8/14/15*
- (13) The player’s Blazing 7’s Progressive wager will win if the hand contains any 7’s prior to busting (see pay table). If a player receives two 7’s and chooses to split, the Progressive will be based on the two 7’s and the third card dealt to that player. If a player busts, the bust card does not count toward his/her Blazing 7’s wager. *Effective 8/14/15*
- (a) The dealer will pick up the player’s losing primary wager first, then pay the progressive wager, pick up the cards, and continue dealing.
- (14) After the dealer has completed his/her hand, the dealer will pay and take the players’ hands as follows: *Effective 8/14/15*
- (a) Working from right to left, pay or take the primary wager first.
- (b) Pay the progressive wager, if applicable.
- (15) Once all bets have been reconciled, the dealer will hit “END GAME.” *Effective 8/14/15*
- (16) Progressive winners:
- (a) The percentage pays are paid from the progressive jackpot shown on the progressive meter.
- (b) When a player has a progressive winner, the dealer shall press the appropriate button on the keypad. (If the button is pressed by accident, pressing it again will turn it off.) *Eff 10/16/13*
- (c) The dealer shall then contact a supervisor.
- (d) Once the casino verifies the progressive win, house procedures are then followed for paying the prize. *Eff 10/16/13*
- (e) In the event more than one progressive hand, payable from the progressive meter, hits at the same table during the same time, house procedures are then followed for paying the prize. *Eff 10/16/13*
- (f) After keying in a progressive winner, the meter may be reduced depending on the winning hand. Keying in the 100% award will reset the meter to the seed amount, plus any reserve amount. The dealer will continue handling progressive awards in a counter clockwise fashion. *Eff 10/16/13*
- (g) As the terms “jackpot,” “jackpot award,” and “progressive jackpot” are used in these rules of play, the terms shall apply to Bet the Set Progressive only. A retail licensee may not discontinue offering a Bet the Set Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or

the Director's Designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or the Director's Designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amended 12/15/17*

(17) Pay tables:

Pay table 1	Pays
Royal Match	10 to 1
Two Suited Cards	3 to 1
Crown Treasure (optional)	\$1,000
Pay table 3	Pays
Royal Match	30 to 1
Two Suited Cards	2.5 to 1
Crown Treasure (optional)	\$1,000
Pay table 5	Pays
Royal Match	50 to 1
Two Suited Cards	2 to 1
Crown Treasure (optional)	\$1,000
Pay table 9	Pays
Royal Match	30 to 1
Suited Pair	9 to 1
Two Card Straight Flush	5 to 1
Two Suited Cards	1.5 to 1
Crown Treasure (optional)	\$1,000

Pay table 2	Pays
Royal Match	5 to 1
Two Suited Cards	3 to 1
Crown Treasure (optional)	\$1,000
Pay table 4	Pays
Royal Match	25 to 1
Two Suited Cards	2.5 to 1
Crown Treasure (optional)	\$1,000
Pay table 8	Pays
Royal Match	25 to 1
Suited Blackjack	5 to 1
Two Suited Cards	2.5 to 1
Crown Treasure (optional)	\$1,000
Pay table 11	Pays
Royal Match	75 to 1
Two Suited Cards	2 to 1

PROGRESSIVE Pay table 1	Pays
Double Royal Match Suited	100% plus 250 to 1
Double Royal Match	10% plus 250 to 1
Royal Match	40 to 1
Suited Blackjack	9 to 1
Suited Hand	3 to 2

PROGRESSIVE Pay table 2 <i>Eff 10/16/13</i>	Pays
Double Royal Match Suited	100%
Double Royal Match	10%
Royal Match	40 for 1 <i>amended 1/14/14</i>
Suited Blackjack	10 for 1 <i>amended 1/14/14</i>
Suited Hand	2 for 1 <i>amended 1/14/14</i>
*This pay table is for 6 decks with \$1 or \$2 fixed progressive wager	

PROGRESSIVE Pay table 3	Pays
Double Royal Match Suited	100% of Major Progressive Meter
Double Royal Match	100% of Minor Progressive Meter
Royal Match	40 for 1
Suited Blackjack	10 for 1
Suited Hand	2 for 1

Effective 4/14/15

B7P1	
Hand	Pays
Three 7's – Same Suit	100%
Three 7's – Same Color	10%
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

Effective 8/14/15

B7P2	
Hand	Pays
Three 7's – Diamonds	100%
Three 7's – Suited (other)	10%
Three 7's – Same Color	500 for 1
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

Effective 8/14/15

B7P3	
Hand	Pays
Three 7's – Diamonds	100% Mega
Three 7's – Suited (Other)	100% Major
Three 7's – Same Color	100% Minor
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

Effective 8/14/15

(30-834.11 renumbered as 30-899.11, effective 12/15/17)

30-899.12 The Play - Lucky Ladies. *Eff 2/14/2013*

Lucky Ladies is the copyrighted, trademark and patent pending blackjack variation game, the rights to which on December 20, 2012 were owned by Galaxy Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned.

- (1) Lucky Ladies™ is an optional proposition bet used in the game of blackjack. Lucky Ladies™ may be played on 2 - 8 deck blackjack games.
- (2) The proposition is whether or not the player's first two cards equal a total of twenty. Additional bonuses are paid if the player's two cards equaling twenty are suited, (e.g. Ace of Clubs and Nine of Clubs) or matched, (e.g. two identical cards such as; two King of Diamonds). Special bonuses are awarded if the player's first two cards are each a Queen of Hearts, (the "Lucky Ladies"), and the top prize is awarded if the player's Queen of Hearts pair occurs at the same time the dealer has a blackjack.
- (3) The outcome of the primary blackjack bet has no bearing on the Lucky Ladies™ bet and vice versa. A player can win on one and lose on the other.
- (4) Other than the payment or loss of the proposition bet on the first two cards, there is no effect on the primary game of blackjack and no changes in dealing procedures or player strategy.

Start of Game:

- (1) Prior to the start of each round of blackjack play, players are afforded the opportunity to place a voluntary Lucky Ladies™ bet on the designated spot on the table layout at the same time their primary bet is made and before any cards are dealt.
- (2) The minimum and maximum wagering limits of the Lucky Ladies™ wager are determined by the house, and in accordance with applicable law. The wagering limits and any aggregate pay out limitations are to be posted on the table. *Amended 12/15/17*
- (3) After all wagers have been placed, the dealer deals the first two cards to each player and then to him/herself in the same manner as regular blackjack dealing procedures.

Determination of Winner – Take or Pay Procedures:

- (1) Once the dealer has dealt the first two cards to each player, the dealer must determine if any of the players that bet the Lucky Ladies™ wager have a hand whose first two cards total 20.
- (2) Beginning from the dealer’s right to left, in a counter clock-wise rotation, the dealer takes all losing Lucky Ladies™ wagers and pays all winning Lucky Ladies™ wagers.
- (3) The winning payoff odds depend upon the number of decks used and are as follows:

MULTIPLE DECKS		
WINNING HAND	PAY TABLE “A”	PAY TABLE “B”
Queen of Hearts pair w/ Dealer Blackjack	1000	1000
Queen of Hearts pair	125	200
Matched 20	19	25
Suited 20	9	10
Any 20	4	4

Note: All odds shown above are “to 1” and only the highest qualifying hand is paid. For example, if a player’s initial two cards are two Queen of Clubs, the hand is paid as a “Matched 20” only. They do not also receive payment for a “Suited 20” or “Any 20.”

- (4) There is one exception to the take or pay procedure described above. If any player with a Lucky Ladies™ wager is dealt a pair of Queen of Hearts and the dealer has either an Ace, King, Queen, Jack or Ten card showing the dealer must do the following:
 - (a) Immediately notify the floor person.
 - (b) At the floor person’s direction, perform the following steps:
 - (c) Remove any losing Lucky Ladies™ wagers and pay any winning wagers, except for the player with the Queen of Hearts pair.
 - (d) If the dealer’s face up card has a value of ten:
 - (i) The floor person instructs the dealer to peek at his/her hole card.
 - (ii) If the dealer does not have a blackjack, the dealer pays the player with the Queen of Hearts pair. The round then plays as normal.

- (iii) If the dealer does have a blackjack, he/she turns over his/her cards and collects all losing primary wagers from all players, including the player with the Queen of Hearts pair. The dealer then removes all of the players' cards on the table except for the player with the Queen of Hearts pair. At this time, there should only be the following showing on the table: The remaining players' first two cards, (Queen of Hearts pair); their Lucky Ladies™ wager; and the dealer's first two cards (a blackjack). The dealer then pays the Lucky Ladies™ wager to the player with the winning Queen of Hearts pair and removes all cards.
- (e) If the dealer's face up card is an Ace:
- (i) The dealer offers insurance to all players. (Assumes the casino normally offers insurance on face up Aces in their blackjack games.)
 - (ii) If the dealer does not have a blackjack, the dealer removes all losing insurance wagers as normal, including the player with the Queen of Hearts pair. The dealer then pays the Lucky Ladies™ wager to the player with the Queen of Hearts pair. The round then plays as normal.
 - (iii) If the dealer does have a blackjack, he/she turns over his/her cards and collects all losing primary wagers and pays all winning insurance wagers from all players, including the player with the Queen of Hearts pair. The dealer then removes all of the players' cards on the table except for the player with the Queen of Hearts pair. At this time there should only be the following showing on the table: The remaining players' first two cards (Queen of Hearts pair); their Lucky Ladies™ wager; and the dealer's first two cards, (a blackjack). The dealer then pays the Lucky Ladies™ wager to the player with the winning Queen of Hearts pair and removes all cards.

Resumption of Blackjack Game:

- (1) The take or pay procedure for the Lucky Ladies™ wager is accomplished prior to any additional cards being dealt by the dealer. At the conclusion of the Lucky Ladies™ take or pay procedure, the blackjack game resumes as normal.

(30-834.12 renumbered as 30-899.12, effective 12/15/17)

30-899.13 The play – Bet the Set 21 and Progressive. *Eff 10/16/13*

Bet the Set 21, Bet the Set 21 Progressive, and Blazing 7's Progressive are copyrighted and patent-protected blackjack variation games, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Bet the Set 21, Bet the Set 21 Progressive, and Blazing 7's Progressive must be played according to the following rules: [Amended 1/15/14](#), [Amended 8/14/15](#), [Amended 9/14/20](#)

- (1) Bet the Set 21 may be played only on tables displaying the Bet the Set 21 layout.
- (2) Bet the Set 21 is an optional wager for blackjack.
- (3) Players must make a standard blackjack wager in order to make the Bet the Set 21 wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable law. [Amended 5/1/21](#)
 - (a) If Casino rules allow, a player may play multiple hands.

- (b) A player playing multiple hands may place a Bet the Set 21 wager on none, one or all of their hands.
 - (c) Players may also place dealer tip/wagers on their Bet the Set 21 wager by placing the dealer tip in front of their Bet the Set 21 wager.
- (4) The dealer then follows house procedures for dealing blackjack.
- (5) Once each player has received two cards, the dealer settles all Bet the Set 21 wagers according to house procedures. If a player's first two cards are a pair or suited pair, they win according to the posted pay table. If the player's first two cards are not a pair, they lose their Bet the Set 21 wager.
- (6) Winning Bet the Set 21 wagers will be paid in front of the Pair Square and pushed off toward the player.
- (a) When the cards are dealt face up, the Bet the Set 21 wagers will be settled immediately after everyone receives their first two (2) cards. Winners will be paid and losing wagers will be picked up in the order of placement from the dealer's right to left. Then, normal blackjack play will resume.
 - (b) When the cards are dealt face down, the Bet the Set 21 wagers will be settled on a hand to hand basis, as the dealer goes from left to right asking for hit/stand determinations.
- (7) The pay table in use, or pay out derived from the pay tables, must be displayed on the table layout or on signage at the table:

Pay Table 1	Pays
Regular Pairs	15 to 1
BTS-01 is designed for single deck	

Pay Table 2	Pays
Regular Pairs	10 to 1
Suited Pairs	25 to 1
BTS-02 is designed for double deck	

Pay Table 3	Pays
Regular Pairs	10 to 1
Suited Pairs	15 to 1
BTS-03 is designed for multi deck	

Pay Table 4	Pays
Regular Pairs	10 to 1
Suited Pairs	12 to 1
BTS-04 is designed for multi deck	

Pay Table 5	Pays
Regular Pairs	12 to 1
BTS-05 is designed for single deck	

Pay Table 6	Pays
Regular Pairs	10 to 1
Suited Pairs	20 to 1

BTS-06 works with 2, 4, 5, 6, or 8 decks
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- (8) Bet the Set 21 Progressive is an optional multi-credit progressive wager.
- (9) The first two pays consider only the player's first two cards. The bottom two pays consider both the player's first two cards and the dealer's first two cards.
- (10) Bet the Set Progressive pay table:

Outcome	6 Deck*	Envy Pay out
Pair	5 to 1	
Suited Pair	20 to 1	
Four of a Kind	100 to 1	
Four of a Kind (Same Color)	100% of the progressive + 250 to 1	\$50
* Pay outs are based on a \$1 wager and multiply (except envy) up for the larger wagers		

- (11) Blazing 7's Progressive is an optional progressive wager that considers the player's hand ONLY, and is based on the pay table listed below. If the player does not have at least a 7 in his/her hand, the progressive bet will lose. *Effective 8/14/15*
- (12) Blazing 7's Progressive pay tables: *Effective 8/14/15*

B7P1	
Hand	Pays
Three 7's – Same Suit	100%
Three 7's – Same Color	10%
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

B7P2	
Hand	Pays
Three 7's – Diamonds	100%
Three 7's – Suited (other)	10%
Three 7's – Same Color	500 for 1
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

B7P3	
Hand	Pays
Three 7's – Diamonds	100% Mega
Three 7's – Suited (Other)	100% Major
Three 7's – Same Color	100% Minor
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

- (13) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.

- (14) To begin each round, players must make their regular game's wager. They may also place the optional progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up. *Amended 8/14/15*
- (15) Once all players place their wagers, the dealer will press the appropriate button on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will leave all progressive wagers on the table.
- (16) The dealer then follows house procedures for dealing the regular game.
- (17) After the dealer and the player receive their first two cards, the dealer will reconcile all Bet the Set 21 Progressive wagers. If the player's first two cards are a pair, and the dealer's up card is not a match, the dealer will pay the progressive wager according to the posted pay table. If the player's first two cards are a pair, and the dealer's up card is a match, the dealer will wait to reconcile the player's progressive wager until the dealer's hole card is exposed. Splitting the first two cards will not affect the player's progressive wager. If a player qualifies for one of the Four of a Kind pay outs and splits the original two cards dealt, the dealer will leave the player's cards on the table until the dealer's hole card is exposed. All Four of a Kind (same color) hands, when the dealer's up card matches a player's pair, will follow the procedures in the next section for reconciling the percentage pay from the progressive meter. *Amended 8/14/15*
- (18) The player's Blazing 7's Progressive wager will win if the hand contains any 7's prior to busting (see pay table). If a player receives two 7's and chooses to split, the Progressive will be based on the two 7's and the third card dealt to that player. If a player busts, the bust card does NOT count toward his/her Blazing 7's bet. *Effective 8/14/15*
- (a) The dealer will pick up the player's losing primary wager first, then pay the progressive wager, pick up the cards, and continue dealing.
- (19) After the dealer has completed his/her hand, the dealer will pay and take player hands as follows: *Effective 8/14/15*
- (a) Working from right to left, pay or take the primary wager first.
- (b) Pay the Progressive wager, if applicable.
- (20) Once all bets have been reconciled, the dealer will hit "END GAME." *Effective 8/14/15*
- (21) Progressive winners:
- (a) The percentage pay is paid from the progressive jackpot shown on the progressive meter.
- (b) Other hands are paid from the tray; they do not come off the meter.
- (c) In the event more than one progressive meter pay hits during the same round, house procedures shall be used for the resolution of the progressive hands
- (d) As the terms "jackpot," "jackpot award," and "progressive jackpot" are used in these rules of play, the terms shall apply to Bet the Set Progressive only. A retail licensee may not discontinue offering a Bet the Set Progressive jackpot until the highest progressive jackpot award has been won by a qualified player or players. If a licensee wishes to discontinue offering a progressive jackpot award, the licensee may petition the Director or the Director's Designee in writing for permission to either reduce the qualifications or criteria for winning the award, allowing the award to be paid more quickly, or to transfer

the award liability to the jackpot offered by a different game. If a retail licensee intends to close its business while having a progressive jackpot award liability, the licensee may petition the Director or the Director's Designee in writing for permission to transfer the award liability, together with the award fund, to another retail licensee offering a comparable jackpot award. *Amended 12/15/17*

- (e) When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad and then contact a supervisor.
 - (f) Once the casino verifies the progressive win, house procedures are then followed for paying the prize.
- (22) Envy Bonus:
- (a) A player making the progressive wager also qualifies to win an envy pay out. If another player at the table hits a hand associated with an envy pay out, all other players who made the progressive wager win the envy pay out. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay out. Rule of thumb: You cannot win an envy bonus pay from yourself, or the dealer.
 - (b) If a player's hand triggers an envy pay out, the dealer will leave the hand face up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
 - (c) The dealer pays any envy bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, all players win multiple envy pay outs.

(30-834.13 renumbered as 30-899.13, effective 12/15/17)

30-899.14 The play – Hit and Run. *Eff 4/14/2014*

Hit and Run and Blazing 7's Progressive are copyrighted and patent-protected blackjack variation games, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Hit and Run Blackjack and Blazing 7's Progressive must be played according to the following rules: *Amended 1/15/14, Amended 8/14/15, Amended 9/14/20*

- (1) Hit and Run may be played only on tables displaying the Hit and Run layout.
- (2) Hit and Run is an optional wager for blackjack. The bet wins if the player has blackjack (the "Hit"). The amount won is determined by the number of cards the dealer ends up with that round (the "Run").
- (3) Players must make a standard blackjack wager in order to make the Hit and Run wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*
 - (a) If casino rules allow, a player may play multiple hands.
 - (b) A player playing multiple hands may place a Hit and Run wager on none, one or all of his/her hands.
 - (c) Players may also place dealer tips/wagers on their Hit and Run wager by placing the dealer tip in front of their Hit and Run wager.
- (4) The dealer then follows house procedures for dealing blackjack.

- (5) Once each player has received two cards, if a player does not have a blackjack, the dealer will immediately collect his/her Hit and Run wagers.
- (6) If a player has blackjack, the dealer will reconcile the primary blackjack wager and then leave the player's cards face up under the Hit and Run wager.
- (7) The dealer will then hit his/her hand according to house procedure.
- (8) The dealer will then reconcile all other blackjack wagers and pay winning Hit and Run wagers.
- (9) Pay table:

Number of Dealer Cards*	Pays
5+	40 to 1
4	20 to 1
3	15 to 1
2	10 to 1

*includes bust card, if applicable

- (10) Blazing 7's Progressive is an optional progressive wager that considers the player's hand ONLY, and is based on the pay table listed below. If the player does not have at least a 7 in his/her hand, the progressive bet will lose. *Effective 8/14/15*
- (11) Blazing 7's Progressive pay tables: *Effective 8/14/15*

B7P1	
Hand	Pays
Three 7's – Same Suit	100%
Three 7's – Same Color	10%
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

B7P2	
Hand	Pays
Three 7's – Diamonds	100%
Three 7's – Suited (other)	10%
Three 7's – Same Color	500 for 1
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

B7P3	
Hand	Pays
Three 7's – Diamonds	100% Mega
Three 7's – Suited (Other)	100% Major
Three 7's – Same Color	100% Minor
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

- (12) The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored into the casino's mathematical advantage. *Effective 8/14/15*
- (13) To begin each round, players must make their standard blackjack wager. They may also place an optional progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up. *Effective 8/14/15*
- (14) Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive bets on the table. *Effective 8/14/15*
- (15) The dealer will then follow standard dealing procedures for blackjack. *Effective 8/14/15*
- (16) The player's Blazing 7's Progressive wager will win if the hand contains any 7's prior to busting (see pay table). If a player receives two 7's and chooses to split, the Progressive will be based on the two 7's and the third card dealt to that player. If a player busts, the bust card does NOT count toward his/her Blazing 7's bet. *Effective 8/14/15*
 - (a) The dealer will pick up the player's losing primary wager first, then pay the progressive wager, pick up the cards, and continue dealing. *Effective 8/14/15*
- (17) After the dealer has completed his/her hand, the dealer will pay and take players' hands as follows: *Effective 8/14/15*
 - (a) Working from right to left, pay or take the primary wager first.
 - (b) Pay the progressive wager, if applicable.
- (18) Once all bets have been reconciled, the dealer will hit "END GAME." *Effective 8/14/15*
- (19) Paying a Progressive Winner: *Effective 8/14/15*
 - (a) The percentage pay (%) is paid from the progressive jackpot shown on the progressive meter.
 - (b) When a player has a winning percentage pay (%), the dealer shall press the appropriate hand button on the keypad.
 - (c) The dealer will contact a supervisor.
 - (d) Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize.
 - (e) When the dealer reconciles all action, he/she presses "END GAME." This resets the system to begin the next hand.

(30-834.14 renumbered as 30-899.14, effective 12/15/17)

30-899.15 The play – Dead Man’s Hand Blackjack. *Eff 7/15/14*

Dead Man’s Hand Blackjack is a copyrighted and trademarked blackjack variation game the rights to which are owned by Mark T. Dunow d/b/a Dunow Gaming of Golden, Colorado and which may be transferred or assigned. Dead Man’s Hand Blackjack shall be dealt and played following the standard rules of blackjack except as follows:

- (1) Dead Man’s Hand Blackjack is an optional bet for blackjack.
- (2) Dead Man’s Hand Blackjack must be played only on tables displaying the Dead Man’s Hand styled table layout. The game shall be played using one, two, five, six or eight standard 52 card decks.
- (3) At the discretion of the retail licensee, players may place a tip bet for the dealer on the Dead Man’s Hand bet. Winning tip bets will be paid at the same odds as the player’s winning bets. The retail licensee may require tip bets to be in an even dollar amount and may limit the maximum amount of such tip bets.
- (4) At the same time a player makes his/her standard blackjack bet, the player has an opportunity to make an additional optional bet in an even dollar amount known as the Dead Man’s Hand. The minimum and maximum amounts of the Dead Man’s Hand bet permitted shall be posted on the table signage and cannot be more than the original blackjack bet.
- (5) If the player is playing more than one hand, the same number of Dead Man’s Hand bets can be made. Players that have made the Dead Man’s Hand bet and are not dealt at least one Ace or one eight on their initial first two cards will lose their Dead Man’s Hand bet.
- (6) Players that make the Dead Man’s Hand bet will win if one of their first two cards dealt is an Ace or an eight and will be paid according to the posted pay table. Players will also win if their first two cards are an Ace and an eight or if their first two cards are a pair of Aces or a pair of eights and the dealer has a blackjack. Such winning bets will be paid according to the posted pay table.
- (7) Players that have been dealt a pair of Aces or a pair of eights can choose to split their hands. No additional Dead Man’s Hand bet is required to split these hands. Splitting pairs will be handled as follows:
 - (a) Standard house policy will apply to splitting pairs.
 - (b) Players may split pairs up to three times for a maximum of four hands.
 - (c) If a player splits a pair and then receives cards that bust the hand, the dealer will remove the cards that busted the hand and leave the initial Aces or eights in a horizontal position. Once the player has completed taking hits, the dealer will calculate the winning pay out according to the posted pay table and pay the patron accordingly.
 - (d) Players will be paid for the number of Aces and/or eights he/she has been dealt when all splitting is done.
 - (e) If the player splits but does not receive any additional Aces or eights, he/she will be paid for his/her initial pair of Aces or eights according to the posted pay table.
 - (f) Depending on the pay table the retail licensee chooses to use, the objective of the game is to be dealt four sets of Aces and/or eights after the patron splits his/her initial pair of Aces or eights.

- (g) The game then continues to the next player.
- (8) Players who make the Dead Man's Hand bet and are dealt a pair of Aces or a pair of eights may choose not to split their pair and complete their hand according to their preference. These hands will be paid double the pay out for just one Ace or one eight on their first two cards according to the posted pay table.
- (9) Pay table:

	Pay table 1	Pay table 2	Pay table 3	Pay table 4	Pay table 5	Pay table 6	Pay table 7
4 – Sets of A-8's				500 to 1	500 to 1		500 to 1
3 – Sets of A-8's				250 to 1	250 to 1		250 to 1
2 – Sets of A-8's	50 to 1	25 to 1	50 to 1	25 to 1	100 to 1	100 to 1	100 to 1
1 – Set of A-8's	14 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1
A-A or 8-8 with only A-8 after split	3 to 1	4 to 1	4 to 1	4 to 1	20 to 1	20 to 1	20 to 1
A-A or 8-8 no split	3 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1	4 to 1
Any A or 8 (first 2 cards)	3 to 2	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1	2 to 1
Pair of Aces or Pair of 8's AND Dealer Blackjack	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1	50 to 1

Paytables 6 and 7 effective 2/14/16

(30-834.15 renumbered as 30-899.15, effective 12/15/17)

30-899.16 The play – Spanish 21. *Eff 10/15/14*

All intellectual property rights to Spanish 21 are owned by Masque Publishing, Inc. of Lone Tree, CO and these rights may be transferred or assigned. Spanish 21 must be played according to the following rules:

- (1) Spanish 21 may be played only on tables displaying the Spanish 21 layout. Rule signs posting the Spanish 21 rules will be placed on every table designated for Spanish 21.
- (2) The game can be played with 2, 4, 5, 6 or 8 decks. The game can be dealt from the hand or from a standard multi-deck shoe. The only exception to the standard deck is that all number "10" cards and Jokers are removed. (A Spanish deck consists of 48 cards; 2-9, J, Q, K, A; no number "10" cards).
- (3) Player blackjack always beats a dealer blackjack and is paid 3 to 2.
- (4) Player total of 21 always beats a dealer total of 21. Certain player 21 totals result in a Bonus 21 pay out as noted below.
- (5) The game can either be played where the dealer hits "soft 17", or where the dealer stands on all totals of 17.
- (6) Players can split cards of equal value, including Aces, up to three times, creating four hands. When splitting, Aces are treated like any other card. Hitting and doubling down of split hands, including Aces, is allowed.

- (7) Players can double down on two or more cards, including after splitting. After doubling, if a player is dissatisfied with his non-busted hand, he may "rescue" (take back) the last doubled portion of the bet and forfeit the remainder of the wager.
- (8) If the table requires the dealer to hit soft 17, the casino may allow an option known as "double-double down". If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue the last doubled portion of the bet, or stand. A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to eight (8) times the original wager. After doubling a third time and receiving a double card, a player only has the option to rescue or stand.
- (a) Important: The double-double down option is not available to the player when the dealer stands on all totals of 17. Doubling for less is only allowed if the double-double down option is not allowed. In other words, when the double-double down option is allowed, there is no doubling for less, however, the double-double down wager amount would be capped at the maximum wager allowed. If the last double-double down wager made is capped, the "last doubled portion of the bet" would be the maximum wager allowed. If a player doubles for less, the last doubled portion of the bet would be that lesser amount.
- (9) Dealer checks under Ace or Face card for blackjack. Early surrender (before peek) is not permitted. Late surrender is only allowed on the player's first two cards. Late surrender allows the player to forfeit one-half of his/her wager and drop from the hand. Players cannot surrender when the dealer's hand is a blackjack.
- (10) The Super Bonus pay out requires no special or additional bet. In the 4, 5, 6 or 8 deck game, when a player's first three cards are suited 7's and the dealer's up card is any 7, that player wins the Super Bonus. In the two deck game, suited 7's are not possible, thus when a player's first three cards are 7 of Hearts, 7 of Clubs and 7 of Diamonds in any order and the dealer's up card is a 7 of Spades, that player wins the Super Bonus. A \$1,000 Super Bonus is paid out when a \$5 minimum bet is being played, or a \$5,000 Super Bonus is paid out when a \$25 minimum bet is being played. All other betting players of that round receive a \$50 Envy Bonus. If multiple players hit the Super Bonus on the same round, the full Super Bonus amount goes to each player that hit the Super Bonus and an Envy Bonus pay out is made to each of the other betting players at that table on each of the Super Bonus hands. In other words, if two Super Bonus hands occur on the same round, each player that obtains a Super Bonus hand is paid (1) Super Bonus amount (based upon his bet size) and (1) Envy Bonus; each of the other players is paid (2) Envy Bonuses, one on each Super Bonus.
- (11) Bonuses are not paid on doubled hands. Players holding the following hands totaling 21 who have not doubled down are paid a Bonus 21 pay out as follows:
- (a) 5 card 21 pays 3 to 2
- (b) 6 card 21 pays 2 to 1
- (c) 7 card 21 pays 3 to 1
- (d) 6-7-8 of mixed suits pays 3 to 2
- (e) 6-7-8 of same suit pays 2 to 1
- (f) 6-7-8 of Spades pays 3 to 1

In the 4, 5, 6 & 8 deck games, 7-7-7 pay as follows:

- (g) 7-7-7 of mixed suits pays 3 to 2
- (h) 7-7-7 of same suit pays 2 to 1
- (i) 7-7-7 of Spades pays 3 to 1

In the 2 deck games, suited and spaded 7-7-7 are not possible, 7-7-7 pay as follows:

- (j) 7-7-7 of mixed suits pays 2 to 1
- (12) In addition to the regular 21 bet, casinos may offer either a single additional wager: a Match The Dealer Up Card wager, or they may offer two additional wagers: a Match The Dealer Up Card wager and a Match The Dealer Down Card wager.
- (a) A Match The Dealer Up Card wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up card in rank. A Match The Dealer Down Card wager is a wager that either of a player's original two cards of the hand will exactly match the dealer's down card in rank. There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. The payoff amount depends upon the number of decks used. In order to play one or both Match The Dealer wagers, the player must make a regular 21 wager. In order to make a Match The Dealer Down Card wager for a particular hand, a player must also make a Match The Dealer Up Card wager for that same hand. The house determines the Match The Dealer minimum and maximum bet sizes.

Spanish 21 Dealing Procedures

All standard blackjack procedures will be used with the following exceptions:

- (1) Spanish decks will be used - (48 cards each deck: 2-9, J, Q, K, A). These are standard blackjack decks with all number "10" cards removed.
- (2) Players win on all blackjacks and are paid immediately. Note the following with respect to player blackjack hands:
 - (a) Dealer's up card is Face card: Pay bet 3 to 2 and remove hand before peeking under Face card.
 - (b) Dealer's up card is Ace: Pay bet 3 to 2 and all other players may take insurance, including players that have been paid on their blackjacks that round. If a player does not take insurance, remove hand before peeking.
 - (c) Doubling down on a two card 21 (blackjack) is permitted. Instead of taking the blackjack pay out, a player may elect to double down.
- (3) Players win on all hands totaling 21 and are paid immediately.
 - (a) Pay bets even money or at the appropriate Bonus 21 pay out rate. Remove player's cards.
 - (b) Doubling down on a three or more card soft 21 is permitted. Instead of taking the immediate 21 pay out, a player may elect to double down.
- (4) Pair splitting.

- (a) Players may split cards of equal value, including Aces, creating up to four hands.
 - (b) One card is dealt to split hands. Hitting or doubling of split hands, including Aces, is allowed.
 - (c) Bonuses are paid on non-doubled split hands. Splitting or doubling voids Super Bonus.
- (5) Double down.
- (a) Players may double down on any total, on 2, 3, 4 or more cards, including after splitting.
 - (b) Bonuses are not paid on doubled hands, original and doubled bets are always paid even money.
 - (c) Players may double for less, but only if double-double down is not allowed.
 - (d) If double-double down is allowed, the double down and double-double down wagers must equal the amount of the then existing wager. The only exception would be if the double-double down wager would exceed the maximum wager cap, then the double-double down wager would equal the cap.
- (6) Double-double down (only allowed when dealer hits soft 17).
- (a) If the table requires the dealer to hit soft 17, the casino may allow an option known as "double-double down." If the casino allows the double-double down option, once a player elects to double and receives a double card, the player then has the option to double-double down (double his total wager again), rescue or stand.
 - (b) A player may double the total wager up to three times, once via double down and twice via double-double down, creating a maximum wager up to 8 times the original wager.
 - (c) After doubling a third time and receiving a double card, a player's options are to rescue or stand.
 - (d) Double-double down bets are capped at the maximum bet allowed.
 - (e) There is no doubling for less, unless the double-double down wager amount is capped at the maximum wager allowed. If the player makes the double-double down wager and it is capped, the "last doubled portion of the bet" becomes the maximum wager allowed.
- (7) Double down rescue.
- (a) After doubling, players may choose to rescue (take back) the last doubled portion of the bet. For a rescue, a player would forfeit half of the then existing wager if the last doubled portion was equal to the then existing wager, the lesser amount if the player doubled for less, or the maximum wager allowed if the last doubled portion hit the cap. Busted doubles cannot be rescued.
 - (b) Double down rescue should not be confused with or called surrender. A player may surrender any first two card hand after the dealer has checked for blackjack and always gives up one-half of his bet. Rescue on the other hand applies only to a doubled hand which will be three (3) or more cards, and he can only rescue the last doubled portion of the bet, forfeiting half of the total wager.

- (8) Insurance is permitted. Players may bet up to one-half the original bet, on any dealer's Ace card showing, including a paid blackjack.
- (9) Late surrender allowed - a player cannot surrender against a dealer's blackjack. A player may surrender (forfeit) half of his original bet, on his first two cards only, against any dealer up card. If dealer up card is a Face or Ace, dealer must check for blackjack; if no blackjack, player may surrender as his first decision when it is his turn to play.
- (10) Super Bonus pay outs are \$1,000 on a \$5-\$24 bet, or \$5,000 on a \$25 or higher bet. Envy Bonus of \$50 is paid to all other betting players of the round in either case.
- (a) In the 4, 5, 6 or 8 deck game, dealer will notify floor person when a player holds two suited 7's on the initial deal, and dealer's up card is any 7. Dealer's 7 does not have to match the suit of the player's 7's. If player receives the 3rd same suited 7 the floor person will instruct the dealer to pay the appropriate suited 7-7-7 bonus and leave the player's hand on the table, then play out the remainder of the round. In the 2 deck game, triple suited 7's are not possible; dealer will notify floor person when a player holds any two non-matching suits of the following three cards: 7 of Hearts, 7 of Clubs or 7 of Diamonds, on the initial deal, and dealer's up card is a 7 of Spades. If player receives a 3rd 7 and the three cards are a 7 of Hearts, a 7 of Clubs and a 7 of Diamonds, in any order, the floor person will instruct the dealer to pay the appropriate mixed suits 7-7-7 bonus and leave the player's hand on the table, then play out the remainder of the round.
- (b) Floor person will now instruct dealer to pay the appropriate Super Bonus and the \$50 envy bonus to bettors of that round. If more than one Super Bonus is hit on any given round, the house pays each Super Bonus in full, and an envy bonus is paid on each Super Bonus to the other betting players of that round.
- (11) All Bonus 21 pay outs are made on the following non-doubled hands totaling 21:
- (a) 5 card 21 pays 3 to 2
- (b) 6 card 21 pays 2 to 1
- (c) 7 card 21 pays 3 to 1
- (d) 6-7-8 of mixed suits pays 3 to 2
- (e) 6-7-8 of same suit pays 2 to 1
- (f) 6-7-8 of Spades pays 3 to 1
- In the 4, 5, 6 & 8 deck games, 7-7-7 pay as follows:**
- (g) 7-7-7 of mixed suits pays 3 to 2
- (h) 7-7-7 of same suit pays 2 to 1
- (i) 7-7-7 of Spades pays 3 to 1
- In the 2 deck games, suited and spaded 7-7-7 are not possible, 7-7-7 pay as follows:**
- (j) 7-7-7 of mixed suits pays 2 to 1

- (12) In addition to the regular 21 bet, casinos may offer either a single additional wager: a Match The Dealer Up Card wager, or they may offer two additional wagers: a Match The Dealer Up Card wager and a Match The Dealer Down Card wager.
- (a) A Match The Dealer Up Card wager is a wager that one or both of a player's original two cards of the hand will exactly match the dealer's up card in rank. A Match The Dealer Down Card wager is a wager that either of a player's original two cards of the hand will exactly match the dealer's down card in rank. There are two payoff amounts for each respective wager, a suited rank match and an unsuited rank match. The payoff amount depends upon the number of decks used. The player makes the Match The Dealer Up Card wager by placing a bet in the provided Match The Dealer Up Card bet circle. Correspondingly, the player makes the Match The Dealer Down Card wager by placing a bet in the provided Match The Dealer Down Card bet circle. In order to play one or both Match The Dealer wagers, the player must make a regular 21 wager. In order to make a Match The Dealer Down Card wager for a particular hand, a player must also make a Match The Dealer Up Card wager for that same hand. The house determines the Match The Dealer minimum and maximum bet sizes.
- (b) The dealer deals two cards face up to each player and two cards to him/herself, with one of the dealer's cards exposed as the up card and the non-exposed card as the dealer's down card. The dealer first checks the cards of all players with the Match The Dealer Up Card wager to see if either of the player's original two cards match the dealer's up card in rank. Players are paid for each card where there is a match; if both of the players' original two cards match the dealer's up card, both cards are paid. The dealer then deals the 21 game. If the house offers the Match The Dealer Down Card wager, after the 21 game is played and as the dealer is settling the 21 game wagers, the dealer checks the original two cards of all players with the Match The Dealer Down Card wager to see if either of the player's original two cards match the dealer's down card in rank. Players are paid for each card where there is a match; if both of the players' original two cards match the dealer's down card, both cards are paid.

Pay outs for each card match will be made according to the following pay out schedule.

Spanish 21	Unsuited Match Pay out	Suited Match Pay Out
2 deck	4:1	15:1
4 deck	4:1	10:1
5 deck	3:1	13:1
6 deck	4:1	9:1
8 deck	3:1	12:1

(30-834.16 renumbered as 30-899.16, effective 12/15/17)

30-899.17 The play – War Blackjack. *Effective 1/14/2015*

War Blackjack is a trademarked and patent-pending blackjack variation game, the rights to which are owned by American Gaming Systems, of Las Vegas, Nevada and which may be transferred or assigned. War Blackjack shall be dealt and played following the standard rules of blackjack, except as follows:

Amended 8/14/15

- (1) War Blackjack is an optional wager for blackjack.
- (2) War Blackjack must be played only on tables displaying the War Blackjack styled table layout. The game shall be played using six or more decks of standard 52 playing cards and is dealt from a dealing shoe.

- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, known as the War Blackjack bet. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*
- (4) At the discretion of the retail licensee, players may also place dealer tip bets on their blackjack and/or War Blackjack bets by placing the dealer tip bets in front of their blackjack and/or War Blackjack bets. If such tip bets are accepted, winning tip bets must be paid at the same odds as the player's winning bets. The retail licensee may require tip bets to be in an even dollar amount, and may limit the maximum amount of such tip bets.
- (5) Card values are as follows: Aces are either 1 or 11; cards from 2 through 9 are counted at the respective face value; the 10, Jack, Queen, and King are each valued at 10. However, in the play of the War Blackjack hand, cards are ranked according to their poker value with the exception of the Ace which is counted as a 1 only. *Amended 8/14/15*
- (6) After all bets have been placed, the dealer will deal each player one (1) card face up, beginning with the player on the dealer's left and lastly one (1) card face up to the dealer. This card will act as the card for the player's War Blackjack hand and will also count as the first card for the player's blackjack hand.
- (7) A player who has placed the War Blackjack bet will win if his/her card is of a higher value. A winning War Blackjack wager pays 1 to 1.
- (8) Players that have won their War Blackjack wager will be given the following options:
 - (a) Player may collect his/her winnings;
 - (b) Player may collect the amount he/she wagered and choose to have the dealer place the amount won on top of his/her pending blackjack bet; and
 - (c) Players may only have the dealer place that amount won on their blackjack bet that brings the total amount of his/her pending blackjack bet to the table maximum, as posted at the table, up to the \$100 maximum wager limit determined by the house and in accordance with applicable law.
- (9) Once all War Blackjack bets have been settled, the dealer will deal a second card to each player and finally one card face down for the dealer. At the discretion of the licensee, this second card to each player may be dealt either face up or face down. The dealer will then complete the game by following house procedures for dealing blackjack.

(30-834.17 renumbered as 30-899.17, effective 12/15/17)

30-899.18 The play – Lucky Lucky. *Effective 1/14/2015*

Lucky Lucky is a trademarked and patent-pending blackjack variation game, the rights to which to distribute are owned by Aces Up Gaming, Inc. of Wheat Ridge, Colorado and which may be transferred or assigned. Lucky Lucky shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Lucky Lucky is an optional wager for blackjack.

- (2) Lucky Lucky must be played only on tables displaying the Lucky Lucky styled table layout. At the discretion of the retail licensee, the game shall be played using one to eight decks of standard 52 playing cards.
- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, known as the Lucky Lucky bet. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*
- (4) At the discretion of the retail licensee, players may also place dealer tip bets on their blackjack and/or Lucky Lucky bets by placing the dealer tip bets in front of their blackjack and/or Lucky Lucky bets. If such tip bets are accepted, winning tip bets must be paid at the same odds as the player's winning bets. The retail licensee may require tip bets to be in an even dollar amount, and may limit the maximum amount of such tip bets.
- (5) The dealer will follow standard house procedures for dealing blackjack.
- (6) After each player has received two cards, the dealer settles the Lucky Lucky bet. The combination of the player's two cards and the dealer's up card will determine whether the player has won this bet. Winning Lucky Lucky bets will be paid according to the posted pay table.
- (a) Player hands that qualify for more than one Lucky Lucky pay out will only be paid the highest pay out as determined by the posted pay table.

	Table 1	Table 2	Table 3
Hand	Pays	Pays	Pays
Suited 777	200 to 1	200 to 1	200 to 1
Suited 678	100 to 1	100 to 1	100 to 1
777	50 to 1	50 to 1	50 to 1
678	30 to 1	30 to 1	30 to 1
Suited 21	10 to 1	15 to 1	10 to 1
total of 21	3 to 1	3 to 1	3 to 1
total of 20	2 to 1	2 to 1	2 to 1
total of 19	2 to 1	1 to 1	1 to 1

- (7) After all Lucky Lucky bets have been settled, the dealer will then complete the game by following house procedures for the game of blackjack.

(30-834.18 renumbered as 30-899.18, effective 12/15/17)

30-899.19 The play – IN BETWEEN. *Effective 8/14/15*

IN BETWEEN is a patent-pending blackjack variation game, the rights to which are owned by American Gaming Systems of Las Vegas, Nevada, and which may be transferred or assigned. IN BETWEEN shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) IN BETWEEN is an optional wager for blackjack.
- (2) IN BETWEEN must be played only on tables displaying the IN BETWEEN styled table layout. At the discretion of the retail licensee, the game shall be played using one, two, four, six or eight decks of standard 52 playing cards.

- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, known as the IN BETween wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*
- (4) At the discretion of the retail licensee, players may also place dealer tip bets on their blackjack and/or IN BETween wagers by placing the dealer tip bet in front of their blackjack and/or IN BETween wagers. If such bets are accepted, winning tip bets must be paid at the same odds as the player's winning wager. The retail licensee may require tip bets to be in an even dollar amount, and may limit the maximum amount of such tip bets.
- (5) The IN BETween wager will win if the dealer's up card falls between the player's initial two cards according to the rank order (2-3-4-5-6-7-8-9-10-J-Q-K-A) and will lose if the dealer's up card ties or falls outside the player's initial two cards according to the rank order. However, if the dealer's up card and both of the player's two cards are the same rank, the player wins.
- (6) Immediately after the second card is dealt to each player, and prior to any additional cards being dealt to any player or to the dealer and before any card reader device is utilized, the dealer, starting with the player farthest to his/her right and continuing around the table in a counter-clockwise direction, shall settle all IN BETween wagers.
- (7) Winning IN BETween wagers are paid according to the respective card spread and will be paid according to the posted pay table. Examples of card spreads are as follows:
 - (a) One card spread: Player's cards are a 4 and 6 and the dealer's up card is a 5.
 - (b) Two card spread: Player's cards are a 4 and 7 and the dealer's up card is a 5 or a 6.
 - (c) Three card spread: Player's cards are a 4 and 8 and the Dealer's up card is a 5, 6 or 7.
- (8) Pay tables:

SPREAD	PAY TABLES			
	A	B	C	D
Triple Match*	30 to 1	30 to 1	30 to 1	40 to 1
One Card Spread	12 to 1	10 to 1	10 to 1	10 to 1
Two Card Spread	6 to 1	6 to 1	5 to 1	5 to 1
Three Card Spread	4 to 1	4 to 1	3 to 1	3 to 1
All other Spreads	1 to 1	1 to 1	1 to 1	1 to 1

*Dealer's up card matches both of the player's initial two cards

- (9) After all IN BETween wagers have been settled, the dealer will then complete the game by following house procedures for the game of blackjack.

(30-834.19 renumbered as 30-899.19, effective 12/15/17)

30-899.20 The play – King's Bounty Dealer Envy. *Effective 11/14/15*

King's Bounty Dealer Envy is a copyrighted and patent-protected blackjack variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. King's Bounty Dealer Envy must be played according to the following rules: *Amended 9/14/20*

- (1) King's Bounty Dealer Envy may be played only on tables displaying the King's Bounty layout. A multi-deck (6 or 8 shoe) of 52 cards each will be used. At the discretion of the retail licensee, players may be allowed to play more than one hand per round.
- (2) Players must make a blackjack wager in order to place a King's Bounty wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable law. Any dealer tip delivered as a wager may be placed on any of the game wagers, provided that the player has placed a personal wager on that same bet. *Amended 5/1/21*
- (3) The King's Bounty wager is based on the player's first two cards equaling 20 (see pay table below for pay outs.)
- (4) The dealer follows house procedures for dealing blackjack.
- (5) When each player and the dealer have two starting cards, the dealer will settle the King's Bounty wagers.
 - (a) Exception: If a player has two Kings of Spades and the dealer has a potential blackjack, the dealer will settle that bet at the end of the round.
- (6) Dealer Envy: Envy pay out for the dealer goes to the dealer as a dealer tip/toke when a qualifying hand is won by the player.
- (7) Any hand (first two cards) that is not a value of 20 loses the King's Bounty wager.

KB03		
Hand	Pays	Dealer Envy
2 Kings of Spades + Dealer BJ	500 to 1	\$100
2 Kings of Spades	75 to 1	\$25
2 Suited Kings	20 to 1	\$10
2 Suited Queens, Jacks or 10's	15 to 1	\$5
Suited 20	7 to 1	\$2
2 Kings	5 to 1	\$1
Unsuited 20	4 to 1	

(30-834.20 renumbered as 30-899.20, effective 12/15/17)

30-899.21 The play – Blazing 7's Progressive. *Effective 11/14/15*

Blazing 7's Progressive is a service mark-protected blackjack variation game, the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada, and which may be transferred or assigned. Blazing 7's Progressive shall be dealt and played following the standard rules of blackjack, except as follows:
Amended 9/14/20

- (1) Blazing 7's Progressive must be played only on tables displaying the Blazing 7's Progressive layout and/or signage. The game shall be played with 6-8 decks of cards.
- (2) Blazing 7's Progressive is an optional progressive wager for blackjack that considers the player's hand ONLY, and is based on the pay tables listed below. If the player does not have at least one 7 in his/her first two cards, the progressive bet will lose.
- (3) All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable law. If casino rules allow, a player may play multiple hands. A player playing multiple

hands may place a Blazing 7's Progressive wager on none, one or all of his/her hands. *Amended 5/1/21*

- (4) To begin each round, players must make their standard blackjack wager. They may also place an optional progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
- (5) Once all players place their bets, the dealer will press "START GAME" on the key pad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive bets on the table.
- (6) The dealer will then follow standard dealing procedures for blackjack.
- (7) The player's Blazing 7's wager will win if the hand contains any 7's in his/her first two cards.
- (8) If a player receives two 7's and chooses to split, the Progressive will be based on the two 7's and the third card dealt to that player.
- (9) If a player busts, the bust card does NOT count toward his/her Blazing 7's bet.
 - (a) The dealer will pick up the player's losing wager first, then pay the progressive wager, pick up the cards, and continue dealing.
- (10) After the dealer has completed his/her hand, the dealer will pay and take players' hands as follows:
 - (a) Working from right to left, pay or take the primary wager first.
 - (b) Pay the progressive wager, if applicable.
- (11) Once all bets have been reconciled, the dealer will hit "END GAME." This resets the system to begin the next hand.
- (12) Paying a Progressive winner:
 - (a) The percentage pay (%) is paid from the progressive jackpot shown on the progressive meter.
 - (b) When a player has a winning percentage pay (%), the dealer shall press the appropriate hand button on the keypad.
 - (c) The dealer will contact a supervisor.
 - (d) Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a supervisor or executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize.
- (13) Blazing 7's Progressive pay tables:

B7P1	
Hand	Pays
Three 7's – Same Suit	100%
Three 7's – Same Color	10%

Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

B7P2	
Hand	Pays
Three 7's – Diamonds	100%
Three 7's – Suited (Other)	10%
Three 7's – Same Color	500 for 1
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

B7P3	
Hand	Pays
Three 7's – Diamonds	100% Mega
Three 7's – Suited (Other)	100% Major
Three 7's – Same Color	100% Minor
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

B7P4	
Hand	Pays
Three 7's – Diamonds	100% Major
Three 7's – Suited (Other)	100% Minor
Three 7's – Same Color	500 for 1
Three 7's	200 for 1
First Two Cards – 7	25 for 1
Either of the First Two Cards – 7	2 for 1

30-834.21 renumbered as 30-899.21, effective 12/15/17)

30-899.22 The Play – Push Your Luck Blackjack. *Effective 6/14/16*

Push Your Luck Blackjack is a trademarked and patented blackjack variation game, the rights to which are owned by AGS, LLC of Las Vegas, Nevada and which may be transferred or assigned. Push Your Luck Blackjack shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Push Your Luck Blackjack is an optional wager for blackjack.
- (2) Push Your Luck Blackjack must be played only on tables displaying the Push Your Luck Blackjack styled table layout. The game shall be played using one, two, six or eight decks of standard 52 playing cards.
- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional Push Your Luck wager up to half the amount of his/her main blackjack wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable laws. *Amended 5/1/21*
- (4) At the discretion of the retail licensee, players may also place dealer tip bets on their blackjack and/or Push Your Luck Blackjack bets by placing the dealer tip bets in front of their blackjack

and/or Push Your Luck Blackjack bets. If such tip bets are accepted, winning tip bets must be paid at the same odds as the player's winning bets. The retail licensee may require tip bets to be in an even dollar amount, and may limit the maximum amounts of such tip bets.

- (5) After all bets have been placed, the dealer will deal the blackjack game according to house rules. In the event the player and the dealer push at the end of the blackjack hand, the dealer must pay the player 10 to 1 on his/her Push Your Luck bet (if wagered) and the main blackjack wager will push.
- (6) If the player's final blackjack hand is higher than the dealer's hand, the player will lose the Push Your Luck bet (if wagered), but will be paid even money on his/her blackjack wager.
- (7) If the player's final blackjack hand is lower than the dealer's hand or if the player busts his/her hand, then the player will lose both the Push Your Luck wager and the blackjack wager.
- (8) The following rules will also apply to the Push Your Luck wager:
 - (a) Blackjacks can only tie blackjacks, 21's can only tie 21's, 20's can only tie 20's, 19's can only tie 19's, 18's can only tie 18's, and 17's can only tie 17's.
 - (b) Bust hands cannot tie.
 - (c) All ties pay 10 to 1 on the Push Your Luck wager.
 - (d) If a player splits his/her hand, the Push Your Luck wager (along with blackjack wager and any dealer tip) would be moved over to the first/original hand. The player would then place another blackjack wager and then according to the licensee's policy, the player may place an additional Push Your Luck wager and dealer tip for the second hand. This procedure would then be repeated for additional splits.

(30-834.22 renumbered as 30-899.22, effective 12/15/17)

30-899.23 The play – Raise The Roof. *Effective 10/30/16*

Raise The Roof is a patent-pending blackjack variation game, the rights to which are owned by Score Gaming, LLC of Henderson, Nevada and which may be transferred or assigned. Raise The Roof shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Raise The Roof shall be played on tables utilizing a Raise The Roof blackjack styled table layout.
- (2) Raise The Roof shall be played using six decks of standard 52 playing cards and is dealt from a dealing shoe or continuous shuffler or two decks of standard 52 playing cards and is dealt from a dealing shoe or by hand. The dealer may hit or stand on soft 17 per posted house rules on a six deck game, and may only hit on soft 17 on a double deck game.
- (3) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make the optional Ante wager. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable laws. *Amended 5/1/21*
- (4) At the discretion of the licensee, players may place a tip wager for the dealer on any of their bets by placing the dealer tip wager in front of their bet. Tip wagers on the Raise The Roof wager may be placed only if the player has placed an Ante wager. If such tip wagers are accepted, winning tip wagers must be paid at the same odds as the player's winning wager. The licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.

- (5) Once all wagers are placed, each player receives two cards face up in a six deck game or two cards face down in a double deck game, while the dealer receives two cards, one face up and one face down.
- (6) The dealer then checks for blackjack and offers insurance when an ace is showing per the standard rules of blackjack.
- (7) If the dealer has a blackjack, the Ante wagers automatically lose.
- (8) If the dealer does not have a blackjack, any player who made the Ante wager is given the opportunity to make the Raise The Roof wager by placing the wager in the designated Raise The Roof wager spot. This wager can be any amount from 1 to 5x the player's Ante wager. The player may make the Raise the Roof wager at any time up until the dealer addresses the dealer's hand.
- (9) After all wagers have been placed and all Ante and Raise The Roof wager decisions are made by eligible players, the deal and play of the game shall continue following the standard rules of blackjack with one exception:
- (a) If there are any active Ante or Raise The Roof wagers, the dealer's hand will be played out per standard blackjack rules regardless of whether or not there are any active player blackjack wagers remaining.
- (10) Players will win on their Ante and/or Raise The Roof wagers only if the dealer's hand busts and will be paid according to the posted pay table.
- (11) At the discretion of the licensee, players may tip the dealer by placing a wager on the Raise The Roof game. To do this, the player must place an Ante wager for the dealer before any cards are dealt. If desired, the player may place a Raise The Roof wager for the dealer only if he/she has placed an Ante wager.
- (12) Pay tables:

6 Decks Dealer Stands on Soft 17: Pay Table 1		
Bust Card	Ante Only	Ante+ Raise The Roof
10 or Face Card	1 to 1	1 to 1
9	1 to 1	1 to 1
8	1 to 1	2 to 1
7	1 to 1	5 to 1
6	1 to 1	10 to 1
4, 5, 6, 7 Unsuited*	1 to 1	50 to 1
4, 5, 6, 7 Suited*	1 to 1	200 to 1

*Dealer Bust total hand. The order in which cards are received does not matter.

6 Decks Dealer Stands on Soft 17: Pay Table 2		
Bust Card	Ante Only	Ante+ Raise The Roof
10 or Face Card	1 to 1	1 to 1
9	1 to 1	1 to 1
8	1 to 1	2 to 1
7	1 to 1	5 to 1
6	1 to 1	10 to 1
4, 5, 6, 7 Unsuited*	1 to 1	40 to 1
4, 5, 6, 7 Suited*	1 to 1	500 to 1

*Dealer Bust total hand. The order in which cards are received does not matter.

6 Decks Dealer Hits on Soft 17: Pay Table 1		
Bust Card	Ante Only	Ante+ Raise The Roof
10 or Face Card	1 to 1	1 to 1
9	1 to 1	1 to 1
8	1 to 1	2 to 1
7	1 to 1	5 to 1
6	1 to 1	10 to 1
4, 5, 6, 7 Unsuted*	1 to 1	40 to 1
4, 5, 6, 7 Suited*	1 to 1	200 to 1

*Dealer Bust total hand. The order in which cards are received does not matter.

6 Decks Dealer Hits on Soft 17: Pay Table 2		
Bust Card	Ante Only	Ante+ Raise The Roof
10 or Face Card	1 to 1	1 to 1
9	1 to 1	1 to 1
8	1 to 1	2 to 1
7	1 to 1	4 to 1
6	1 to 1	10 to 1
4, 5, 6, 7 Unsuted*	1 to 1	50 to 1
4, 5, 6, 7 Suited*	1 to 1	500 to 1

*Dealer Bust total hand. The order in which cards are received does not matter.

2 Decks Dealer Hits Soft 17: Pay Table 1		
Bust Card	Ante Only	Ante+ Raise The Roof
10 or Face Card	1 to 1	1 to 1
9	1 to 1	1 to 1
8	1 to 1	2 to 1
7	1 to 1	5 to 1
6	1 to 1	10 to 1
4, 5, 6, 7 Unsuted*	1 to 1	30 to 1
4, 5, 6, 7 Suited*	1 to 1	300 to 1

*Dealer Bust total hand. The order in which cards are received does not matter.

2 Decks Dealer Hits Soft 17: Pay Table 2		
Bust Card	Ante Only	Ante+ Raise The Roof
10 or Face Card	1 to 1	1 to 1
9	1 to 1	1 to 1
8	1 to 1	2 to 1
7	1 to 1	5 to 1
6	1 to 1	10 to 1
4, 5, 6, 7 Unsuted*	1 to 1	25 to 1
4, 5, 6, 7 Suited*	1 to 1	500 to 1

*Dealer Bust total hand. The order in which cards are received does not matter.

(30-834.23 renumbered as 30-899.23, effective 12/15/17)

30-899.24 The play - Match The Dealer Blackjack. *Effective 4/30/17*

Match The Dealer Blackjack is a patented blackjack variation game, the rights to which are owned by Masque Publishing of Highlands Ranch, Colorado and which may be transferred or assigned. Match the Dealer Blackjack must be played according to the following rules:

- (1) Match The Dealer Blackjack may be played only on tables displaying the Match the Dealer Blackjack layout. At the discretion of the licensee, the game shall be played using two, four, five, six or eight decks of standard 52 playing cards.
- (2) At the same time a player makes his/her standard blackjack wager, the player has an opportunity to make an additional optional wager in an even dollar amount, known as the Match The Dealer wager. There are two different Match The Dealer wagers: Match The Dealer Up Card wager and Match The Dealer Down Card wager. At the discretion of the retail licensee, only the Match The Dealer Up Card wager may be offered. If the Match The Dealer Down Card wager is offered, then both wagers must be offered. On this game, a player must make both wagers when choosing to make the additional optional wagers. All bets will be in an amount between the table minimum and the table maximum, as posted at the table, up to the maximum wager limit determined by the house and in accordance with applicable law. *Amended 5/1/21*
 - (a) If casino rules allow, a player may play multiple hands.
 - (b) A player playing multiple hands may place a Match The Dealer wager(s) on none, one, or all of his/her hands.
 - (c) Players may also place dealer tip wagers on their Match The Dealer wager(s) by placing the dealer tip in front of their Match The Dealer wager(s). If such tip wagers are accepted, winning tip wagers must be paid at the same odds as the player's winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers.
- (3) The dealer then follows house procedures for dealing blackjack.
- (4) Once each player has received two cards, the dealer settles all Match The Dealer Up Card (if offered) wagers according to house procedures. If one or both of a player's original two cards exactly match the dealer's up card in rank, winning wagers are paid according to the posted pay table.
- (5) If the retail licensee offers the Match The Dealer Down Card wager, the dealer will settle this wager after completing the dealer's hand and as he/she is settling the player's wagers on the standard game. The dealer will check to see if either of the player's original two cards exactly match the dealer's down card in rank. Winning wagers are paid according to the posted pay table.
 - (a) If a player has busted his/her hand, the dealer will remove all the cards the player drew, leaving only the player's original two cards. The dealer will then tuck these two cards underneath the player's Match The Dealer Down Card wager and will settle this wager as he/she is resolving all players' standard blackjack wagers.
 - (i) If a player's first two cards are a pair and that player decides to split them and one of the subsequent hands results in a bust, the dealer will remove all cards but the one original card. The dealer will then tuck this one card underneath the player's Match The Dealer wager.
 - (b) Alternatively and at the discretion of the retail licensee, the dealer, after exposing his/her down card and before completing his/her hand, can settle all Match The Dealer Down wagers.
- (6) Pay Table:

Decks	Unsuited Match Pay Out	Suited Match Pay Out	Unsuited/Suited Pay Out
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	1 card match	2 card match	1 card match	2 card match	1 unsuited and 1 suited match
2 deck	4 to 1	8 to 1	19 to 1	N/A	23 to 1
4 deck	4 to 1	8 to 1	12 to 1	24 to 1	16 to 1
5 deck	3 to 1	6 to 1	15 to 1	30 to 1	18 to 1
6 deck	4 to 1	8 to 1	11 to 1	22 to 1	15 to 1
8 deck	3 to 1	6 to 1	14 to 1	28 to 1	17 to 1

(30-834.24 renumbered as 30-899.24, effective 12/15/17)

Former regulations 30-832 through 30-834.24

(These regulations were relocated and renumbered as 30-899.01 through 30-899.24, effective 12/15/17)

30-899.25 The Play – Blackjack Burnout. *Effective 2/14/18*

Blackjack Burnout is a trademarked and patent-pending blackjack variation game, the rights to which are owned by Angel Espino of Westminster, CO and which may be transferred or assigned. Blackjack Burnout shall be dealt and played following the standard rules of blackjack, except as follows:

- (1) Blackjack Burnout must be played only on tables utilizing a Blackjack Burnout style table layout. At the discretion of the retail licensee, the game can be played with the option of using two standard 52 card decks or six standard 52 card decks. The method of the delivery of the cards, hand dealt or dealt from a shoe or auto shuffler, is at the discretion of the retail licensee. *Amended 8/14/20*
- (2) Blackjack Burnout features an option that allows the player the ability to burn one “hit” card once he/she has the opportunity to take action on his/her hand. At the same time a player makes his/her standard blackjack wager, the player would place this fee.
- (3) The Blackjack Burnout fee is 20% of the player’s standard blackjack wager.
- (4) The dealer will then follow standard house procedures for dealing blackjack.
 - (a) Blackjack pays 3 to 2.
 - (b) Players can split any pair other than Aces up to four times. Aces can only be split once.
 - (c) Players can double down on any first two cards.
- (5) Once it is time for the player to act on his/her hand, should the player chose to hit and not like the card received, and the player paid the optional Blackjack Burnout fee, the player may elect to have the dealer burn the card and receive the next card to be dealt. The player must play his/her hand with the replacement card he/she receives.
 - (a) The Blackjack Burnout option may be exercised at any point a hit card may be requested (i.e. doubling down) and at any time during the development of the hand. For example, a player may hit, then hit again, use the Burnout option to replace the second hit card, and then hit a third time.
 - (i) The Burnout option is forfeited once the player choses to split any pair.
 - (b) The Blackjack Burnout fee will be collected by the dealer once the Burnout option is exercised during play. If a player had placed a Blackjack Burnout fee and does not elect to burn a card when acting on his/her hand, the dealer will collect the Blackjack Burnout fee after the player acts on his/her hand, then move on to the next player.

- (6) At the discretion of the retail licensee, players may be permitted to place tip bets for the dealer on their blackjack wagers. If such tip wagers are accepted, winning wagers must be paid at the same odds as the players' winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers. Notice of any such restrictions shall be provided on table signage. No Blackjack Burnout fee will be collected for any dealer tip bet.

Bonus Wager:

- (1) At its discretion, the retail licensee may also provide a version of Blackjack Burnout that allows additional, optional wagers known as the Blackjack Burnout Bonus wagers. If these wagers are allowed, the game may only be played on tables utilizing a layout with the Bonus wager spots at each player position and equipped with one approved Bonus button for each player position. If allowed, at the same time the player makes his/her standard blackjack wager, the player will have the opportunity to make one or more of three additional optional wagers, and wagers do not have to be made in sequence. The player is wagering that he/she will have consecutive winning outcomes on the next two, three, or four hands.
- (2) All Bonus wagers must be placed at the same time. No additional Bonus wagers may be placed until all pending Bonus wagers placed by that player have been settled as winning or losing wagers. These wagers will be in an even-dollar amount and the minimum and maximum amounts of these wagers shall be posted on table signage. Winning Bonus wagers will be paid according to the posted pay table. Pushes are not counted as a win or loss. If the player splits pairs, he/she must win the majority of his/her split hands to advance. An equal number of split hands results in a push.
- (3) The Bonus wager is paid as you go. Once the player wins the 2nd hand in a row, the dealer pays the main wager and then the Bonus wager. This procedure would be repeated for a 3rd and 4th hands in a row. The dealer will mark the winning hands with a designated Bonus Button to keep track of the consecutive wins. If the player and the dealer "push" their hands, the player's Bonus wager shall remain the same, meaning it won't advance or lose. When the player loses a hand, all remaining Bonus wagers are lost.
- (4) At the discretion of the retail licensee, players may be permitted to place tip bets for the dealer on their Bonus wagers. If such tip wagers are accepted, winning wagers must be paid at the same odds as the players' winning wagers. The retail licensee may require tip wagers to be in an even dollar amount, and may limit the maximum amount of such tip wagers. Notice of any such restrictions shall be provided on table signage. No Blackjack Burnout fee will be collected for any dealer tip bet.
- (5) Even money may be offered to the player if the player receives a blackjack and the dealer is showing an ace. If the player chooses even money and the dealer doesn't have a blackjack, then the Bonus wager advances. If the player and the dealer both have a blackjack, the hand results in a push and the Bonus wager stays in play for the next hand.
- (6) Standard house insurance rules apply if the player chooses to exercise.
- (7) Winning Bonus wagers shall be paid according to the following pay table. The pay table in use shall appear on the table layout or on signage at the table.

Player Wins	Pay Out
2 consecutive wins	2 to 1
3 consecutive wins	4 to 1
4 consecutive wins	8 to 1

30-899.26 The play – Stadium Blackjack – European Style. *Effective 5/1/21*

Stadium Blackjack is a trademarked blackjack variation game the rights to which are owned by SG Gaming, Inc. of Las Vegas, Nevada and which may be transferred or assigned.

- (1) Stadium Blackjack may be played only on electronic terminals displaying the Stadium Blackjack layout on the player terminal touchscreens. The rules for Stadium Blackjack will be available on the help screens. This game may be played as a hybrid dealer assisted game if enabled.
- (2) The game can be played with 6 or 8 decks of standard 52 playing cards. The game will be dealt from an electronic dealing shoe or continuous shuffler.
- (3) Player blackjack will pay either 6 to 5 or 3 to 2 depending on the set configuration. The configuration will be displayed on the player terminal(s).
 - (a) If the player's hand beats the dealer's, the hand is paid even money.
 - (b) If the dealer's hand beats the player's, the wager is lost.
 - (i) A player's hand totaling 21 will lose to a dealer blackjack.
 - (c) If the player's hand ties, the dealer's hand, the wager is a push.
 - (d) If the player's hand is a blackjack and the dealer has an ace up, even money is offered. If the player refuses and the dealer's hand is a blackjack, the wager is a push.
 - (e) A hand total exceeding 21 is considered a bust.
- (4) Each player must place an ante wager in the amount specified at the table by the retail licensee. Players make their wagers electronically through their player terminal. At the same time a player makes their standard blackjack wager, the player has an opportunity to make optional bonus wagers Bet The Set 21, King's Bounty and/or Royal Match 21. The blackjack wager is required in order to make these optional wagers. The player has until the countdown timer expires to make their wagers.
- (5) At the discretion of the retail licensee, any dealer tip delivered as a wager may be placed on the blackjack and/or optional bonus wagers. The player must first make an ante wager for themselves.
- (6) The game can either be played where the dealer hits "soft 17", or where the dealer stands on a total of 17.
- (7) Double down.
 - (a) Double down is available either on the first two cards of a hand or on any number of cards depending on the configuration selected by the casino.
 - (b) Double down is available on hand totals set by the casino. The casino is capable of allowing the player to double down on any total or disable the option for all totals.
 - (c) The player cannot double down if the first two cards dealt to the player is a blackjack.
 - (d) Doubling down after a split is allowed.
 - (e) Doubling down on a hand containing an ace is not allowed.

- (f) Double down hands that bust will lose the full/partial wager on that hand regardless of the result of the dealer's hand.
 - (g) Double down hands will lose only the initial wager if the dealer has a blackjack.
 - (h) If a dealer blackjack wager is placed, the player will have the option to double down for the dealer wager. If confirmed, the system will place an additional dealer double down wager from the player's credit pool/meter.
- (8) Splitting pairs, if available.
- (a) Blackjack after a split is counted as 21.
 - (b) Aces may be split only once to form two hands, and only one additional card will be dealt to each ace.
 - (c) Players can split up to two times for a total of three hands.
 - (d) Split hands that bust will lose the full/partial wager on that hand regardless of the result of the dealer's hand.
 - (e) Split hands will lose only the initial wager if the dealer has a blackjack.
 - (f) If a dealer blackjack wager is placed, the player will have the option to split for the dealer wager. If confirmed, the system will place an additional dealer split wager from the player's credit pool/meter.
- (9) Players will have the option of surrendering half of their Stadium Blackjack wager when their first two cards do not contain a blackjack, if available.
- (10) Even money is available when the player has a blackjack and the first card of the dealer's hand is an ace. Taking even money will pay 1:1 for a blackjack and complete the hand.
- (11) Insurance is available when the dealer's first card is an ace and the insurance wager will be half the initial wager.
- (12) If the dealer blackjack wager is placed, the player will have the option to take insurance to the dealer wager. If confirmed, the system will place an additional dealer insurance wager from the player's credit pool/meter.
- (13) The different configurations will be displayed to the customer through the layout on the player terminal or in the help screens.
- (14) When the countdown timer expires, no more wagers are allowed. The dealer will deal one card on the layout of the dealer podium to the 'player' location, one to the 'dealer' location, and a second card to the 'player' location.
- (15) The players will then be able to make their decisions based on their two cards vs. the dealer's one card. These decisions are standard blackjack options such as hit, stand, double down, split, surrender, even money or insurance. These options will be available based on the configuration setup. The player has to make the decisions before the timer runs out.
- (16) If the time expires and the player did not make a decision, the game will automatically make a decision based on the configuration set up by the casino. For example, the property might leave the default settings below:

- (a) The player's hand will automatically stand on a hard 12 or higher.
 - (b) Otherwise, the player's hand will automatically hit.
- (17) After all player decisions have been made, the dealer terminal prompts the dealer to draw a card and place it in the 'community' location on the layout.
- (a) For players that hit their original hand, this card becomes their hit card.
 - (b) For players that split their original hand, this card becomes the next card on the first split hand.
 - (c) For players that doubled down, this card becomes their double down card.
 - (d) For players that stood on their original hand, this card becomes the dealer's second card.
- (18) For players who have split or hit, additional decisions continue and the dealer will draw cards as prompted to the 'community' location on the layout until such time that all active player hands have been reconciled.
- (19) Once all player decisions have been addressed using the community cards, the dealer's hand will be played out using community cards in the following manner:
- (a) The dealer's hand will use community cards that are not used by the player for hand resolution and will draw additional community cards as needed.
 - (b) The dealer's hand will hit totals 16 or less and soft 17 based on configuration.
 - (c) The dealer's hand will not draw additional cards if all player hands have busted.
 - (d) One additional card will be drawn to complete the dealer's hand if all player hands have blackjack and the dealer's first card is an ace or 10-valued card.
- (20) The dealer then presses "confirm" to end the round. Wagers are automatically reconciled by the system and displayed to the player on their player terminal.

30-899.27 The Play - Multi-Hand Blackjack. *Effective 5/1/21*

Except as provided by this Regulation 30-899.27, Multi-Hand Blackjack shall follow all rules for blackjack play set forth by this Rule 8.

- (1) Multi-Hand Blackjack may be played only on tables displaying the Multi-Hand Blackjack layout. In addition to any special markings utilized by the game, the inscriptions required by Regulation 30-803 shall appear on the cloth covering the blackjack table. The game may be played as a hybrid dealer assisted game if enabled.
- (2) Multi-hand blackjack can be configured as a game with three hands or only one hand. Game logic is identical in both configurations. The game title may change to **blackjack** when only one hand is configured, with an addendum in the help screen "this blackjack game is a multi-hand blackjack game configured as a single hand game."
- (3) Before a new hand begins, the players place a wager on one, two or all three of the designated betting fields. When playing more than one hand, the wagering amounts can be different, since each hand is considered independent from all the others; the initial bet on each hand played may not exceed the maximum wager limit determined by the house and in accordance with applicable

- law. Wagers on all hands to be played must be placed before the first hand is dealt (before the “no more bets” state).
- (4) At the same time that a player makes their wager on a hand, the player may make an additional, optional wager, if enabled, on 21+3, Lucky Lucky, and/or Lucky Ladies. 21+3 plays in accordance to Regulation 30-2107. Lucky Lucky plays in accordance to Regulation 30-899.18. Lucky Ladies plays in accordance to Regulation 30-899.12.
 - (5) Since the Multi-Hand Blackjack game is designed for more than one player, each time the player needs to make a decision on a hand and the timer runs out, a new card will be dealt to them automatically. In this situation, the new card is considered a “burn” card for that player and is shown in the bottom of the graphical user interface (GUI) as dimmed. A burn card comes from the same shoe to provide gaming consistency, but does not affect the game result.
 - (6) Cards are dealt to all players and the starting two cards for all three blackjack betting areas will be the same for all the players. All the subsequent cards are the same for all the players as well, but they can use it for different actions. Example: after the first card pairs are dealt, the dealer pulls an ace, which some players will use for a “hit”, others for “stand”, “split” etc. All player hands are played out during the first hand or round of play. However, wins and losses are determined, losing wagers are collected, and winning wagers are paid off only at the end of the actual hand of play for which a wager has been placed. Each hand is a separate wager and cannot be combined with other hands.
 - (7) When the players receive the initial cards, they will be prompted to choose one of the four actions to complete their wagered hands: “hit”, “stand”, “double down” and “split”. If a player does not make a decision when the timer runs out and the sum of the hand is below 11, they get a card automatically. They will keep getting cards until the sum exceeds 11, or an automatic “stand” decision is made. Once all the players have completed all the decisions for their first hand, the game will move on to their next hands (if applicable).
 - (8) Playing Multi-Hand Blackjack on more than one hand only triggers the two strike rule: once the initial two cards have been dealt, the player can choose to “hit”, “stand”, “double down”, “surrender” or “split” on each hand in turn. When two or more consecutive decisions are possible and the player has not made a decision within the time limit, they will be given two “strikes” before a choice is made for them. The first time without a decision, the player will receive a burn card. If they do not make a decision in the time limit immediately after that, they will also get a burn card and an automatic “stand” decision will be made for them. The burn card comes from the shoe and is shown on the GUI as slightly dimmed. If only one choice is possible and the time limit runs out, a hand is automatically acted upon and no other choices will be available.
 - (9) A player can choose only one decision at a time. If a hand does not require additional cards, no decisions will be offered.
 - (10) The players receive cards on all of the three betting fields, regardless of whether there are wagers on them or not.
 - (11) When the players have made all of the decisions for all of their hands, the dealer will turn over the face-down card and complete their hand (if playing with the “no face down” rule, the second card will be dealt to the dealer; the dealer will then complete their hand).
 - (12) Dealer tip chip (henceforth DTC) specifics: A player can place a bet on behalf of the dealer as a potential tip. If the bet wins, the dealer is tipped with the entire winning amount for the placed chip. If the bet loses, the dealer will not receive a tip. Pressing the DTC enables the DTC selection. Chip values depend on the current denomination and will count toward reaching the minimum bet requirement. A single chip can be placed on each round. The DTC cannot be placed on an optional wager.

A player can split or double down on a bet with a dealer tip chip. Insurance can be bought for a dealer tip bet when the chip value meets the minimum bet requirement and, if placed along with player chips, those chips also need to meet the minimum bet requirement. "let it play" will not repeat the dealer tip bet winnings.

A tip button (with no relation to dtc) can be set-up on the GUI, which offers the player an option to send a tip to the dealer directly, using predetermined chips.

- (13) A "10 Card Charlie" is incorporated into the game. It is theoretically possible for the player to draw ten cards without going bust. In this case, the player's hand automatically wins, except when the dealer has a blackjack.