

Blackjack- Rules

Blackjack is the most popular casino card game. Cards are counted at their face value. Kings, Queens and Jacks count as 10, Aces count as 1 or 11 at your option. Winning hands are paid at even money. If the first two cards you are dealt total 21 (any 10 valued card and an Ace), you have a Blackjack and the payoff is 2 to 1 on your original bet. You cannot lose with a Blackjack, but you could tie if the Dealer also has Blackjack. If you are dealt any combination other than Blackjack, you can either "stand"(take no more cards), or signal to the Dealer for a "hit"(draw additional cards). The signal for a "hit" by brushing your hand toward you behind your wager, while the signal for a "stand" is a horizontal wave behind your bet.

Your opponent in Blackjack is the Dealer, and in order to win, the total value of your cards must beat the total value of the Dealer's cards. So remember that whatever cards you get, their total value must be equal to or less than 21 AND be higher than what the total value of the Dealer's cards. A hand with a value over 21 is called a "bust" and is an automatic loser.

The Dealer must "hit", or accept additional cards, until the total value of their cards equals or exceeds 17; they must "stay on 17 or higher", and once the total value of their cards exceeds 21, they also "bust" and automatically lose.

Helpful Hint: Remember that since the object of the game is to get a better hand than the Dealer's without going over 21, before making your decision to either "hit" or "stand", pay close attention to the Dealer's up card.

Blackjack Breakdown

BLACKJACK

Blackjack is when your first two cards have a total value of 21, and the payoff is 2 to 1 on your original bet.

TIES

All ties between a Player and the Dealer are called a "push"; no one wins or loses.

You may leave your bet for the next hand, increase it, or remove it.

PLAYER has a BLACKJACK and the DEALER has a BLACKJACK

This is considered a "push"; the Player does not win or lose.

DOUBLE DOWN

A Player may "double down" on any hand.

When "doubling down", the Player is allowed to increase their bet by any amount they want to, up to but not to exceed their original bet, and is then dealt only one additional card.

The optimum hands for "doubling down" are 9, 10 or 11.

SPLITTING

A Player may Split their hand if their two cards are of the same numerical value.

The Player then matches their original bet and plays their cards as if they were playing two separate hands.

You may "re-split" a pair up to three times; making up to four separate hands. You can take as many hits as you like on each hand.

SPLITTING ACES

If you split a pair of Aces, you will receive only one card on each of the hands, but if one of these cards is another Ace, you may re-split this as well. A 21 on "split Aces" is not considered a Blackjack and only pays even money if you win the hand.

DOUBLE DOWN AFTER SPLIT

A Player may "double down" after splitting their cards.

"Fun 21 Blackjack" Rules

"Fun 21 Blackjack" is a variation of regular Blackjack. The basic rules and objectives of the game are the same, but for added enjoyment, some additional options have been included to make the game more fun and exciting for the Players.

ALL BLACKJACK'S ARE PAID IMMEDIATELY

You win automatically if you have "21"!

Players' Blackjack ALWAYS beats a Dealer's Blackjack

SPLITTING

A Player may split any cards of equal value, including Aces, up to 4 times for a total of 5 hands. The Player matches their original bet and play their cards as separate hands. You may also "hit" and "double down" on all of these split hands.

DOUBLE DOWN

A Player may "double down" on any hand.

When "doubling down", the Player is allowed to increase their bet by any amount they want to, up to but not to exceed their original bet, and is then dealt only one additional card.

"FIVE CARD CHARLIE"

When the fifth card dealt to a Player brings their total to a total of 21 or less, the Player automatically wins the hand (no matter what the Dealer's hand totals).

The payoff for "Five Card Charlie" is 2 to 1 on your original bet.

Roulette Table - Rules

Roulette, the classy game with European origins, involves a fancy spinning wheel that contains slots numbered 1 to 36, and well as two additional slots, 0 and 00. A white ball is spun around the wheel as the wheel rotates, and when the ball loses speed, it drops, falling into one of the numbered slots.

Of the slots 1 to 36, half are black, and half are red. The 0 and 00 slots are green.

The purpose of the game is to try and guess which numbered slot the ball will fall into next. You place your bets on the roulette layout according to where you think the ball might land.

There are numerous bets you can place on a roulette wheel, but all bets fall into one of two categories: inside bets and outside bets. You can place as many different bets, and as many different types of bets as you want for each spin of the wheel, as long as your bets do not exceed the table limit.

Typical layout of a Roulette table and betting opportunities.

Roulette Inside Bets

Example Position Description Pay Off

1. Straight Up Bet Each number including zero and double zero. 35 to 1
2. Split Two-number bet. 17 to 1
3. Street Three-number bet. 11 to 1
4. Corner Four-number bet. 8 to 1
5. Five Numbers 0,00,1,2,36 to 1
6. Line Any one group of six numbers in two rows. 5 to 1

Roulette Outside Bets

Example Position Description Pay Off

7. Dozen Set of twelve numbers. 2 to 1
8. Column Bets All 12 numbers in the column. 2 to 1
9. 1st. 18|1 through 18 Even Money
10. 2nd 18|19 through 36 Even Money
11. Red or Black The color of the winning number. Even Money
12. Odd or Even All odd or all even numbers. Even Money

Craps Table - Rules

At the start, the shooter rolls the dice, and this beginning roll is called a "come-out" roll. The shooter continues making "come-out" rolls until something OTHER than a 2, 3, 7, 11, or 12 shows up. When this happens, the number rolled is called the "point." So if a shooter rolls a 2, 7, and then an 8, the 8 becomes the point. Then, the shooter continues to roll the dice until the point (in this case, 8) repeats, or a 7 comes up. When either of these things happen, that particular round of play is over, and the shooter makes a new come-out roll.

The game is tracked using a plastic "puck." The puck is black on one side, and white on the other. If the puck is turned black side up, it simply means that the shooter is making a come-out roll. After the shooter makes a point, the puck is flipped over, with the white side up, and placed in a box that corresponds to the point.

Prior to the "come-out" roll a player must make a wager on the pass line or don't pass line. After shooter has established the "point" players can also place "odds bets. A quick breakdown is included below:

Pass Line

An even money bet, made on the first roll of the dice (known as the "come-out roll"). You win if a 7 or 11 roll, or lose if 2, 3, or 12 roll (also known as "craps"). Any other number that rolls becomes the "point" and the point must roll again before a 7 to win.

Don't Pass Line

An even money bet, which is the opposite of the pass line bet. You lose on the "come out roll" if the shooter rolls a 7 or 11. You win on a 2 or 3. A 12 is a tie. Once a point is established, you lose if the point is thrown and win if a 7 rolls.

Come Bets

Made anytime after the first roll when the shooter has a point to make. You win on 7 or 11 and lose on 2, 3, or 12. Any other number becomes your "come point" and must be repeated for you to win before a 7 rolls.

Don't Come Bets

Made anytime after the first roll when a shooter has a point to make. It is the opposite of the come bet. You win if a 2 or 3 roll (12 is a tie), and lose if 7 or 11 roll. Any other number becomes your "come point" and if repeated you lose. If a 7 rolls you win.

Field Bets

A one roll bet. You win even money on 3, 4, 9, 10, 11. You win 2 to 1 on 2 and 12. You lose on 5, 6, 7, or 8.

Big 6 and Big 8

These are a bet that the appropriate number (6 or 8) will be rolled before the next seven. It pays even money.

Big 6 Wheel - Rules

The player bets on any number that they want and the wheel is spun. The Wheel will stop and the indicator will show the "winning number(s)", with all other numbers losing. Each slot has 3 numbers the winning players are paid for each time the number appears in the slot.

For example if the Wheel stopped on "5,5,3", anyone betting on the 5 would be paid 2x their bet, and anyone betting on 3 would be paid 1x their bet. ***All other bets lose!***

If the Wheel stopped on "6, 4, 2", Then anyone betting on the 6 would be paid 1x their bet, anyone betting on 4, would be paid 1x their bet and anyone betting on 2 would be paid 1x their bet. ***All other bets lose!***

If the wheel stopped on "1, 1, 1" Then anyone betting on 1 would be paid 3x their bet. ***All other bets lose!***

Big Money Wheel - Rules

The player bets on any number that they want and the wheel is spun. The Wheel will stop and the indicator will show the "winning number", with all other numbers losing.

For example if the Wheel stopped on "5", anyone betting on the 5 would be paid "5 times their original bet"; i.e., with a bet of one chip, the winner gets paid back 6 chips; that is their original one chip plus 5 more, for total of 6.

If "20" was the number bet on the and it is the winning number, and the player had one chip bet, then they would get back 21 chips.

If the "flag" or the "Joker" are bet and they are the winning number, anyone betting on them would be paid back 25 to 1 on their bet.

Easy Craps - Rules

1. Shooter starts left of the dealer and moves from left to right around the table on each roll. (Use a different shooter each time.) The dice must hit the cushion at the other end of the table to be a legitimate toss.

2. Bets are placed by all players who desire on any or all of the four sections: the **FIELD**, the **NUMBER** section, **OVER or UNDER 7**, or the **7, 11, or CRAPS** section

3. The **FIELD** (*even bet*):

Players place bets anywhere in the Field section. All seven numbers shown in the Field section are covered with one bet made by each player desiring to bet.

Dice are thrown.

If the total of the 2 dice equals a 2, 3, 4, 9, 10, 11, or 12, the players win.

If the total of the 2 dice equals 5, 6, 7, or 8, the House wins.

4. The **NUMBER** section:

Players may bet on a 4, 5, 6, 8, 9, or 10.

Dice are thrown.

If the dice total any of these numbers the players on that number win. Odds are shown under each of these numbers.

House wins on all other numbers on that roll.

5. **OVER or UNDER 7** section (*even bet*):

Players bet that the total of the 2 dice will be either Under 7 or Over 7.

Both over and under lose to the House if a total of 7 is thrown.

6. **7, 11, or CRAPS** Section:

Players may bet on a 7, or an 11 or any Craps (dice totaling either 2, 3, or 12) coming up on the throw of the dice.

The odds for any one of these three boxes are shown in the box.

House wins if the number selected does not come up.

Texas Hold 'Em Poker Rules

Texas holdem games are available in ring games and tournaments, but the same basic rules govern how to play both types of games. If you follow the step by step details below you'll be able to play in any type of Texas holdem game.

Joining or Starting a Game. If you join a ring game in progress the dealer and blind positions will be set from the previous hand. Depending on the house rules you may have to wait for the big blind to come around to where you're seated before you can start playing. Some places let you post a bet equal to the big blind to start playing right away.

If you're seated at the beginning of a tournament or when a ring game starts the dealer shuffles the cards and then deals one card face up to each player at the table. The player who receives the highest card is awarded the dealer button for the first hand.

Dealing & The Blinds The first player to the left of the dealer button places the small blind and the next player to the left places the big blind. Then the person dealing the cards deals two cards to each player at the table, one at a time starting with the small blind and going to the left, finishing once the button player has received her second card.

Initial Betting Round At this time the first player to the left of the big blind folds, calls the big blind, or raises. Play continues to the left with each player either calling the current bet or blind if no one has raised, folding, or raising. Play continues until each player has called the last bet or folded. In a limit game all bets and raises are the amount of the smaller limit on this round and the next betting round. If no one raises the small blind can call the half bet, called completing the bet, and the big blind has the choice to check if the pot hasn't been raised, or fold.

The Flop After all of the betting action has been completed on the first round of betting the dealer burns the card on top of the deck and then turns the next three cards face up in the center of the table. These three cards are the first of the five community cards and called the flop.

Each player uses their two hole cards in combination with the five board cards to make their best possible five card hand. You can use both of your hole cards with three of the community cards, one of your hole cards with four of the community cards, or all five of the community cards and neither of your hole cards.

After the flop the first person to the left of the dealer button remaining in the hand can check or bet. In a limit game the bet must be the smaller limit amount. In a no limit game the bet can be any amount up to and including the amount of chips the player has in front of them.

Play continues to the left. Each player may check if no bet has been made, call if a bet has been made, bet if a bet hasn't been made, or raise if a bet has been made. Play continues to the left until each player has checked or each player has called the most recent bet or folded.

The Turn The dealer burns the top card and deals the next card face up with the other community cards. This is called the turn. In limit Texas holdem all bets on the turn and river are at the higher limit.

After the turn card is dealt the first player to the left of the dealer button remaining in the hand either checks or bets. Play continues to the left like it did on the flop with each player checking, calling, betting, or raising depending on what has happened before on this betting round.

The River & Showdown When all of the betting has been completed on the turn the dealer burns a final card and places the fifth and final community card face up. A betting round identical to the one on the turn is completed. After the river betting round all of the remaining players turn their cards over and the player with the best hand wins the pot. If more than one player has the exact same winning hand the pot

is split between the players with the tied best hand.

After the dealer gives the pot to the winning player the dealer button is passed one place to the left and the blinds move one place to the left. Once the two blinds pay their forced bets the next hand starts.