

# Blackjack rules

## Values of cards

In Blackjack cards are valued as follows:

- Cards from 2 to 9 are valued at their face value;
- 10, Jack, Queen, and King are all valued as 10;
- An Ace can be count as either 1 or 11, as explained below.

The suits of the cards do not have any meaning in the game. The value of a hand is simply the total of the cards in the hand added together. For example, a hand containing 3, 8 and 10 has the value of 21. A hand that contains an Ace is called a "soft" total as the Ace can be counted as either 1 or 11 without the total going over 21. For example (Ace, 6) is a soft 17. The description stems from the fact that the player can always draw another card to a soft total with no danger of "busting" by going over 21. The hand (Ace, 6, 10) on the other hand is a "hard" 17, since now the Ace must be counted as only 1, again because counting it as 11 would make the hand go over 21.

Black Jack is a very popular casino game. The player has to beat the operator's hand without exceeding 21. The best combination is when the player/operator has 21 from the first two cards.

In our casino Black Jack is dealt from 8 decks of cards.

There are 7 boxes on the table. The players have to place their bets before the operator notifies: "No more bets".

The operator starts dealing from left to right.

Each box that is being played and the operator are dealt two cards. First two cards for players and operator are called *initial cards*. The operator's second card is called the *hidden card* because it is dealt face down and will only be shown after the player on the last box has made his/her decision.

Then every player has to make his/her decision whether they want to take another card (*Hit*) or not (*Stand*). In some cases they have other options such as *Double Down*, *Split* or *Insurance*.

## Drawing rules of the operator

- Operator has to stand on 17 and soft 17 as well. (A soft hand is any hand with an Ace i.e.  $Ace+6=17$ .)

- Operator has to draw on 16.
- When the operator has an Ace the maximum result is announced only.

## The game options

- **Hit** - Player desires another card to be dealt. The player may take a hit at any time before standing.
- **Stand** – Player desires to keep the hand dealt. The player's hand will automatically stand when the total is 21 or after *Doubling Down* or *Splitting Aces*.
- **Split** – If the player's first two cards are of the same value (i.e. 7, 7, or Q, K) they may be split into 2 separate hands by placing a second wager of equal value. The player then proceeds to draw cards as usual, with these exceptions: If a player splits two aces, only one additional card is dealt for each hand. A hand of 21 after splitting aces is considered 21, not Blackjack. Operator offers split on 8/8 and A/A.
- **Double down** - When a player has been dealt the first two cards the player can double his bet and receive one card only. The hand automatically stands after 'double down'. Players can choose option 'double down' on the first two cards only. Operator offers Double Down on 11 always.
- **Blackjack** - Is achieved when the first two cards total is 21 and consists of an Ace and a 10 or Picture card. Blackjack beats any other combination such as 21 made up of three or more cards, Ace and a 10 value card after splitting Aces or 10s.
- **Bust** - Is achieved when the total value of cards for either the operator or the player exceeds 21. If the player busts the wager is lost, if the operator busts the player automatically wins the wager.
- **Push** - Is achieved when the value of the operator's cards (from 17 to 21) and the player's cards are equal resulting in neither winning. In that case the player's wager will be returned.
- **Insurance** - Gives a chance to the players to protect themselves when they believe that the operator might have Blackjack. If the operator's first card is an Ace, and the player believes the operator's hole card (face down) value is 10, the player may purchase insurance against the operator's Blackjack. It is half of the price of their initial bet. If the operator does have Blackjack, the insurance pays 2 to 1, which corresponds to the amount of the initial bet. If the player has bought insurance and the operator does not have Blackjack, the player loses his insurance. The player's initial bet is then settled by comparing his cards with the operator's. If the operator and the player both have Blackjack, the game results in a push with the player profiting by the amount won by taking insurance - also called "even money".
- **Too many** – When the hand total is over 21.