

DUELING 8'S 21+
(MBS)
Game Rules

w.e.f 26 October 2018

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1. Definitions

1.1 In these rules:

- 1.1.1 "21+" means an additional wager that may be placed by a Player before the initial deal, which wins if the Dealer's hand exceeds 21 (busts) and loses otherwise. The settlement for a winning "21+" bet is determined based on the total number of cards in the Dealer's hand.
- 1.1.2 "6-7-8 Bonus" means the main wager will be paid a bonus, regardless of the outcome of the hand, if the two cards drawn to the Player's hand are a 6 and a 7 in any order. "6-7-8 Bonus" is not applicable to hands which have been formed after splitting.
- 1.1.3 "Double" means to increase a wager by up to or equal the amount of the main wager but the increase must not be less than the table minimum.
- 1.1.4 "Hand" means the cards that have been dealt to a Player or to the Dealer in a round of play including the permanent 8 of Spades (permanent 8 card).
- 1.1.5 "Hard total" means the point total of a hand either without an Ace or with an Ace or Aces that are counted as 1 point in value.
- 1.1.6 "Initial deal" means the first two cards dealt to the Player's hand (including the permanent 8 card) and the first card dealt to the Dealer's hand (i.e. the permanent 8 card), but no further cards have been taken or wagers acted upon.
- 1.1.7 "Point total" means the total points of cards in a hand which include the permanent 8 card.
- 1.1.8 "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.
- 1.1.9 "Soft total" means the point total of a hand containing at least one Ace that is counted as 11 in value without exceeding 21.
- 1.1.10 "Split" or "Splitting" means to split any pair of 8's.
- 1.1.11 "Stand-off" means a wager that neither wins nor loses.
- 1.1.12 "Subsequent deal" means additional cards requested by the Players after the initial deal.
- 1.1.13 "Surrender" means to give up 50 percent of the main wager to fold the hand after the initial deal.
- 1.1.14 "Superb 8's" means an additional wager that may be placed by a Player before the initial deal, and wins if the following combination of cards are dealt to the Player:
 - 1.1.14.1 Two 8's, which means a Player's hand consisting of two consecutive 8's (including the permanent 8 card assigned to the Player's hand).
 - 1.1.14.2 Three 8's, which means a Player's hand(s) consisting of three consecutive 8's (including the permanent 8 card assigned to the Player's hand).

1.1.14.3 Four 8's, which means a Player's hands consisting of four consecutive 8's (including the permanent 8 card assigned to the Player's hand). Four 8's may only be achieved by splitting at least once.

1.1.14.4 Four 8 of Spades, which means a Player's hands consisting of four consecutive 8's of Spades (including the permanent 8 card assigned to the Player's hand). Four 8's of Spades may only be achieved by splitting at least once.

1.1.15 "Tie on 18" means an additional wager that may be placed by a Player before the initial deal; or on a hand resulting from a split if the Player has, before the initial deal, placed a "Tie on 18" bet on the first hand formed, which wins if both the Player's hand and the Dealer's hand have a final point total of 18 points each and loses otherwise.

2. Mode of Play

2.1 The game of Dueling 8's 21+ shall be played with three to eight decks of cards, with each deck having 48 cards with the four "10s" removed and without jokers and with backs of the same colour and design.

2.2 The layout for this game is as shown in Diagram "A" and "B" with:

2.2.1 Betting areas for the placement of wagers;

2.2.2 Betting areas for the placement of "Superb 8's";

2.2.3 Betting areas for the placement of "Tie on 18"; and

2.2.4 Betting areas for the placement of "21+".

Diagram "A"

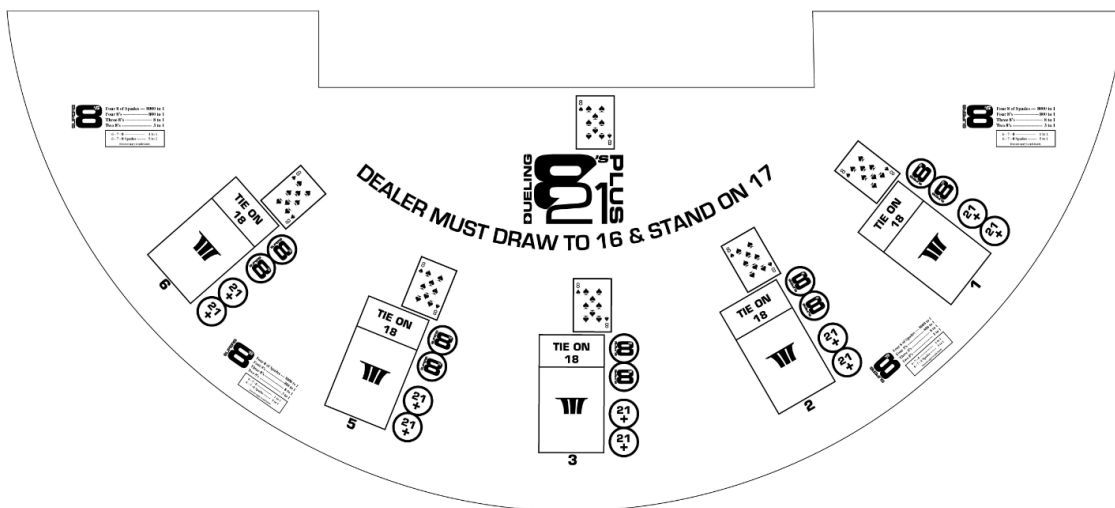
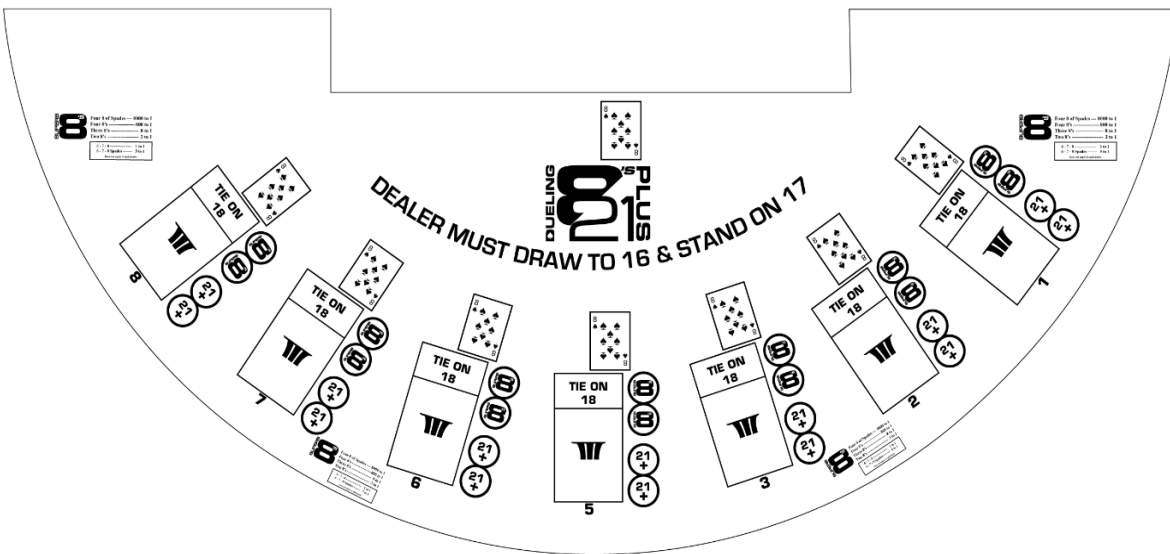


Diagram “B”



3. How To Play

- 3.1 Commencement of play shall begin when the Dealer announces “Place your bets, please”.
- 3.2 Closing of bets shall take effect when the Dealer announces “No more bets”.
- 3.3 Players in the game of Dueling 8's 21+ attempt to achieve a higher point total than the Dealer without exceeding 21.
- 3.4 The initial starting card for each Player's hand and the Dealer's hand is an 8 of Spades, which is permanently imprinted on the layout.
- 3.5 Players must first place a main wager before receiving a second card and then decide whether to stand on the card and the permanent 8 card, take one or more additional cards, split, surrender, or double.
- 3.6 Prior to the cards being dealt, a Player may also place a “Superb 8's” wager, a “Tie on 18” wager and/or a “21+” wager which will win in accordance to the rules set out in the definition.
 - 3.6.1 A Player may place a “Superb 8's”, “Tie on 18” and/or “21+” wager even if he did not place a main wager. However these wagers may only be placed on a betting area which contains a main wager.
- 3.7 Starting from the Dealer's left and continuing clockwise, the Dealer shall deal one card face up to each betting area containing a wager.
- 3.8 When the initial card dealt to a betting area is an 8, the Player may split the hand and receive additional cards on each of the hands that are split, provided that the wager on the second hand so formed is an amount equal to the main wager.
 - 3.8.1 A Player may not form more than four hands while splitting in any one betting area in each round of play.

- 3.8.2 If the Player elects to split 8's, a "Tie on 18" wager originally placed will apply to the first hand formed, and he may place an additional wager for "Tie on 18" on each split hand, prior to any subsequent cards being dealt to each of the hands formed by splitting.
 - 3.8.3 A Player may not wager on additional 21+ wager should he elect to split 8's.
- 3.9 Prior to the subsequent deal, a Player may choose to surrender by giving up 50 percent of the Player's main wager.
 - 3.9.1 A Player is not allowed to surrender after splitting.
- 3.10 A Player may elect to double by wagering an amount equal to or less than his main wager (but not less than the table minimum) on:
 - 3.10.1 The first two cards (including the permanent 8 card) dealt to him; or
 - 3.10.2 The first two cards of any hand which is formed after splitting a pair of 8's.
 - 3.10.3 Any doubled hand will receive only one additional card.
- 3.11 A Player is permitted to stand on any point total.
- 3.12 A Player may elect to receive additional cards if his point total is less than 21.
- 3.13 A Player who obtains a hard or soft total of 21 is not permitted to double or draw additional cards.
- 3.14 Where a Player's point total exceeds 21, with the exception of wagers on "21+", any wager on that hand shall lose and the Dealer shall immediately collect the cards from that hand and place them in the discard holder except as stated in rule 3.14.1.
 - 3.14.1 In the event that a Player has wagered on "Superb 8's" bet and has exceeded 21, the Dealer will remove the main wager but leave the cards at the box until all decisions on that Player's hand (including split hands) are concluded.
 - 3.14.2 Wagers on "21+" will be determined by the result of the Dealer's hand regardless of whether or not the Player's hand or hands exceed 21.
- 3.15 The point value of cards shall be as follows:
 - 3.15.1 An Ace shall have a value of 11 unless 11 would cause the point total of the hand to exceed 21, in which case the Ace shall have a value of 1.
 - 3.15.2 Any card from 2 to 9 inclusive shall have its face value; and
 - 3.15.3 Any Jack, Queen or King shall have a value of 10.
- 3.16 Except for "Superb 8's", "21+" and "6-7-8 Bonus", the outcome of the round of play is determined based on the point total of the Player's hand compared to the point total of the Dealer's hand.
- 3.17 When the subsequent deal to all Players' hands has been completed, a Dealer shall draw additional card(s) to himself, provided always that the Dealer draws to 16 points and stands on 17 points.

- 3.17.1 If all Players hands have exceeded 21 but there are "21+" wagers, the Dealer will draw to himself as indicated in rule 3.17 in order to determine a result for the "21+" wagers.

4. Settlement

- 4.1 Settlement of wagers shall be as follows:

Winning Wagers	Pays
Regular	1 to 1
"Tie on 18"	8 to 1

Winning Wagers	Pays
Bonus 6-7-8 (Excluding all Spades)	1 to 1
Bonus 6-7-8 (All Spades)	5 to 1

- 4.1.1 "6-7-8 Bonus": To achieve this bonus, the permanent 8 card is included so the two cards that the Player must draw to the permanent 8 card are a 6 and a 7 in any order. "6-7-8 Bonus" is not applicable to hands which have been formed after splitting.
- 4.1.2 The "6-7-8 Bonus" will be paid regardless of the outcome of the hand.
- 4.2. Settlement of wagers for "Superb 8's" shall be as follows:

Winning Wagers	Pays
Four 8's (All Spades)	8000 to 1
Four 8's (Excluding all Spades)	800 to 1
Three 8's	8 to 1
Two 8's	3 to 1

- 4.2.1 "Superb 8's": The permanent 8 card is included and all subsequent 8's must be dealt to the Player consecutively.
- 4.2.2 In order to achieve Four 8's, the Player must split at least once.
- 4.2.3 Settlement for "Superb 8's" is based solely on the number of consecutive 8's dealt to a betting area regardless of whether a Player has split (either 1, 2 or 3 times) or exceeded 21. A Player with a point total of 24 (consisting of Three 8's) will be paid on the "Superb 8's" wager in accordance with the settlement odds for Three 8's.
- 4.3 Settlement of wagers for "21+" shall be as follows:

Winning Wagers	Pays
Dealer Busts with 8 cards	800 to 1
Dealer Busts with 7 cards	80 to 1
Dealer Busts with 6 cards	35 to 1
Dealer Busts with 5 cards	8 to 1
Dealer Busts with 4 cards	3 to 1
Dealer Busts with 3 cards	2 to 1

4.4 A Player shall win if:

4.4.1 The Player has a point total greater than that of the Dealer without exceeding 21; or

4.4.2 The Player has not surrendered or exceeded 21 and the Dealer exceeds 21.

4.5 A Player shall lose if:

4.5.1 The Dealer has a point total greater than that of the Player without exceeding 21; or

4.5.2 The Player's point total exceeded 21.

4.6 A Player shall stand-off if:

4.6.1 The Player has the same point total as the Dealer.

5. Irregularities

5.1 If in the course of a game, it is discovered that there are extra or missing card/s and/or card/s which do not belong to the deck/s of cards in use:

5.1.1 The current round of play shall be void; and

5.1.2 All results of the previous games will stand.

5.2 Where the cards have been dealt incorrectly prior to any interim settlement taking place or subsequent deal commencing and the cards cannot be reconstructed, the round of play shall be void.

5.3 After the Dealer has announced "No more bets", no wager may be placed or increased and any wager so placed or to the extent increased will be refused and/or will not be honoured.

5.4 After the Dealer has announced "No more bets", no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.