

BLACKJACK SWITCH

(RWS)
Game Rules
Version 5

w.e.f. 6 March 2020, 0800hrs



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Blackjack Switch (Version 5)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

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1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Blackjack** refers to a Hand where the initial two cards (before taking into account any decision to switch) have a Point Total of 21 comprising an Ace and any card having a value of 10 points. However, a two-card combination comprising an Ace and any cards that have a value of 10 points derived from a Split or a Switch of the second card shall not be deemed as a Blackjack.
- 1.3 **Bust or Too Many** refers to cases where cards are drawn exceeding the Point Total of 21 for the Player, and exceeding the Point Total of 22 for the Dealer.
- 1.4 **Card Shoe** refers to an electronic and non-electronic device from which cards are dealt.
- 1.5 **Dealer** refers to the person responsible for the dealing of the game.
- 1.6 **Double Down** refers to an additional Bet placed by a Player that is equal to or less than his Initial Bet on (i) the first two cards; or (ii) the first two cards of any Split Hand (except for a pair of Aces).
- 1.7 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.
- 1.8 **Final Settlement** refers to a settlement of Bets during a Subsequent Deal. A Final Settlement shall include, but is not limited to, the collection of a Bet on a Player's Hand that is Bust, the settlement of all Insurance Bets, payments and collections on a Player's Hand.
- 1.9 **Hand** refers to the cards that have been dealt to a Player or the Dealer in a Round of play.
- 1.10 **Hard Total** refers to the Point Total of a Hand which: (a) contains no Aces; or (b) contains an Ace / Aces each of which has a value of 1 point only.
- 1.11 **Hit** refers to the direction given by the Player that he wishes to draw a card.

- 1.12 **House** refers to the Casino Operator.
- 1.13 **Initial Bet** refers to a Bet, other than a side Bet, that is placed by a Player before receiving cards.
- 1.14 **Initial Deal** refers to the first two cards dealt to a Player's Hand and the first card dealt to a Dealer's Hand.
- 1.15 **Insurance** refers to a Bet placed by a Player against the Dealer's possible Blackjack to protect the Player's Initial Bet when the Dealer's first card is an Ace.
- 1.16 **Interim Settlement** refers to a payment made or collected by the House directly following an Initial Deal and before Subsequent Deal. An Interim Settlement shall include the payment of all side Bets, a Player's Blackjack and/or the refund of half a Player's Bet arising from a Player's Surrendered Hand.
- 1.17 **Picture Card** refers to a card of any suit being a King, Queen or Jack. All Picture Cards shall have a value of 10 points.
- 1.18 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.19 **Player** refers to a person who places a Bet during a Round of play.
- 1.20 **Progressive Jackpot** refers to the jackpot which increases each time a Progressive Jackpot Bet is placed and accepted but the jackpot is not won. When the Progressive Jackpot is won, the jackpot is reset to a predetermined value, and resumes increasing under the same rule.
- 1.21 **Point Total** refers to the total value of the cards in a Hand.
- 1.22 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.23 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the Final Settlement for all Players are made.

- 1.24 **Seated Player** refers to the Player sitting at the betting box who has placed a Bet on a betting box and makes the decision for that betting box. In the event that there is no Player seated at the betting box, Seated Player shall refer to the Player with the highest Bet on the betting box and makes the decision for that betting box.
- 1.25 **Soft 21** refers to a Hand where the Point Total of the cards is 21, other than a Blackjack and at least one Ace is allocated the value of 11. This shall also include a Hand resulting from a Switch of the second card or a Split on a pair of Aces, a pair of Picture Cards, or a pair of 10s.
- 1.26 **Soft Total** refers to the Point Total of a Hand which contains at least an Ace that has a value of 11 points.
- 1.27 **Split** refers to the splitting of a Player's initial two cards (following the decision to Switch, if any) of identical value into two different Hands.
- 1.28 **Stand** refers to the Player's decision not to make any further request to draw cards.
- 1.29 **Stand Off** refers to a situation where (i) the Player's Hand has the same Point Total as the Dealer's Hand or (ii) the Dealer has a Point Total of 22 and the Player's Hand has not Busted. In a Stand Off, the Player's Bet is neither paid nor collected.
- 1.30 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.31 **Switch** refers to the switching of the second card of each Hand by the Player between the two Hands dealt to his playing position.
- 1.32 **Subsequent Deal** refers to any cards dealt to a Hand after the Initial Deal has been completed.
- 1.33 **Surrender** refers to a Player's decision to give up half of his Initial Bet when the Dealer's first card is not an Ace.
- 1.34 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

2.1.1 Blackjack Switch may be played only on tables displaying the layout as shown in Appendix A.

- a. Betting boxes shall be marked for each Player. The maximum number of boxes is as shown on each table layout.

2.2 The Cards

2.2.1 The game shall be played with four to eight decks of cards with each deck consisting of 52 cards.

3. How to Play

- 3.1 The objective of the game is to obtain a Point Total of 21 but not over, or as close to a Point Total of 21 as possible, which may be either a Hard Total or a Soft Total.
- 3.2 The value of the cards shall be determined as follows:
 - 3.2.1 an Ace dealt to any Player in the game shall have a value of either 1 point or 11 points, at the discretion of the Player unless 11 points would give the Hand a Point Total in excess of a Hard or Soft 21;
 - 3.2.2 any card from 2 to 10 shall have its face value; and
 - 3.2.3 any Picture Card shall have a value of 10 points.
- 3.3 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.4 The permissible minimum and maximum limits shall be displayed at the table.
- 3.5 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.6 All Players must place two equal Initial Bets (i.e. one on each betting box) to participate in a Round of play of Blackjack Switch. Thereafter, prior to the cards being dealt, the Player may choose to place a Bet on Progressive Jackpot, provided he has placed the Initial Bets. The Progressive Jackpot Bet is always treated as a side Bet, and a Bet on the Progressive Jackpot alone shall not be accepted without first placing the Initial Bets in that betting box. The qualifying Progressive Jackpot Hands and the respective payouts are stipulated in the Pay Table in paragraph 4.2.
- 3.7 This game is only for Seated Players. No Standing Player is allowed and no Player shall be permitted to place a Bet on another Player's betting box.
 - 3.7.1 A Player may also place an Initial Bet and Progressive Jackpot Bet on other betting boxes, provided no other Player has placed a Bet on that betting box.
- 3.8 The decision made for a betting box shall be called by the Seated Player of that betting box.

- 3.9 No more Bets shall be placed after the Dealer announces “No more Bets”.
- 3.10 Starting on his left and continuing in a clockwise direction around the table, the Dealer shall deal a card face up to each box where a Bet has been placed and a card face up to himself. Thereafter, he shall deal a second card face up to each of the boxes except to himself.
- 3.11 A Player may request for permission to squeeze the cards in the betting box containing a Bet placed by him, before such card(s) are dealt from the Card Shoe/Electronic Card Shuffler. In the event that such permission is granted by the House, the cards for each Player shall be dealt face down during the Initial Deal and/or Subsequent Deal. In the event that the Dealer inadvertently dealt any card(s) face up, the Round of play shall continue and the result shall stand.
- 3.12 The qualifying Progressive Jackpot Hands shall be settled, if any, based on the initial four cards dealt to a Player, before the Round of play continues, except for the situation when a Player wins 100% of the Progressive Jackpot, in which case the Round of play shall continue first, and such 100% Progressive Jackpot win(s) (and any associated Envy Bonuses) shall be settled at the end of the Round of play:
- 3.12.1 any Player who has placed a Bet on the Progressive Jackpot and who has a Progressive Jackpot Hand shall be paid in accordance with the Progressive Jackpot Pay Table in paragraph 4.2. If a Player’s initial four cards is able to make more than one Progressive Jackpot Hand, only the highest ranking Progressive Jackpot Hand shall be paid; or
- 3.12.2 all other Players who have placed a Bet on the Progressive Jackpot shall receive an Envy Bonus in the event that any Player with Initial Bets (with or without a Progressive Jackpot Bet) achieves a Suited Four of a Kind as stipulated in the Pay Table in paragraph 4.2.
- 3.13 If a Player has a Blackjack for any Hand, the Dealer shall pay the Bet for that Hand immediately in accordance with the Pay Table stipulated in paragraph 4.1. In the event that the Hand is not immediately noticed by the Dealer, the payment for the Bet shall be made during settlement. The Player is not required to return the winnings if the Dealer also obtains a Blackjack after the Player Hand has been paid the winnings for a Blackjack.

3.14 If the Dealer's first card is an Ace:

3.14.1 a Player can place an Insurance Bet on either or both Hands against the Dealer's possible Blackjack to protect his Initial Bet (Insurance). An Insurance Bet may be made by each Player against the House, and no other Player may participate in another Player's Insurance Bet.

- a. An Insurance Bet shall be placed on the line on the layout marked "Insurance Pays 2 to 1" (as shown on the layout in Appendix A), after the second card is dealt to each of the two Hands but before any additional cards are dealt to any Player. Insurance Bets must be half or less than half the Initial Bet.
- b. If the Dealer has a Blackjack, Players who have placed Insurance Bets shall be paid in accordance with the Pay Table stipulated in paragraph 4.1. If the Dealer does not have a Blackjack, the Insurance Bets shall lose and the Round of play proceeds.

3.15 If the Dealer's first card is not an Ace, a Player may Surrender either or both Hands by giving up half of his Initial Bet for that particular Hand (Surrender). The decision to Surrender by the Player shall be made after the second card is dealt to each of the two Hands but before any additional cards are dealt to any Player. The Player shall not be allowed to Surrender his Hand after the Player has Switched the second card.

3.16 If the Player does not have a Blackjack, and has not Surrendered any Hand, the Player may Switch the second card of each Hand between the two Hands dealt to his playing position (Switch). The Player must make his decision on whether to Switch before proceeding to Hit, Stand, Split and/or Double Down.

3.16.1 Switching of the second card is evidenced by a marker with the word Switch that is placed beside the betting box of a Player. The Dealer shall flip the marker to the face that states Switch if the Player wishes to Switch the second card of each Hand. If the Player does not wish to Switch, the marker button shall not be flipped over and shall then be moved to the next betting box.

3.17 Any Player may draw any number of cards provided that the Point Total of the cards in his Hand does not exceed 21 (i.e. Bust/Too Many). A Player having a Blackjack or a Point Total of Soft 21 shall not draw any additional cards.

- 3.18 Any Player who decides to Hit which results in his Hand exceeding a Point Total of 21 (i.e. Bust/Too Many) shall lose his Bets.
- 3.19 Any Player having cards of a Point Total of less than 12, except when subject to Double Down, shall be required to draw an additional card or cards until his Hand has a Point Total of not less than 12.
- 3.20 If the Player does not wish to make any further request to draw cards when his Hand has a Point Total of 12 or above, the Player shall Stand.
- 3.21 Any initial two cards (following the decision to Switch, if any) of identical value can be Split into two different Hands and the amount of Bet to be placed on the new Hand shall be equal to that placed on the original Hand (Split). Further, the Player shall not be allowed to Surrender his Hand after the Hand is Split.
- 3.21.1 No Hand can be Split more than thrice into more than four Hands. The Player must draw at least one card for each Hand. The Player shall receive the second card to the first of the Split Hands formed and shall receive additional cards to the other Split Hand after the Player has made a decision with respect to the first Hand. In the event the initial two cards are a pair of Aces, the Player can only Split once and draw only one additional card for each Hand. Aces or cards with a value of 10 points which are Split shall not be capable of achieving Blackjack.
- 3.21.2 The Player shall lose all the Bets on his Hands that Bust after Splitting. For Bets on Hands that have not Bust after Splitting, if the Dealer obtains a Blackjack, the Player shall lose an amount equal to the Player's Initial Bet.
- 3.22 A Player may choose to Double Down on (i) the first two cards of any or both of his Hands (following the decision to Switch, if any) or (ii) the first two cards of any Split Hand (except for a pair of Aces) provided that such first two cards do not form a Blackjack or Soft 21. In order to Double Down, a Player shall make an additional Bet equal to or less than his Initial Bet and must draw only one additional card. The Player is not allowed to withdraw a Double Down Bet (Double Down).
- 3.22.1 If the Player's Hands Bust after Double Down, the Player shall lose his Bet. For Bets on Hands that have not Bust after Double Down, if the Dealer obtains a Blackjack, the Player shall lose an amount equal to his Initial Bet.

- 3.23 After all Players have decided on their cards, the Dealer shall draw card(s) to himself, provided always that the Dealer must draw to a Point Total of 16 and Stands on a Point Total of 17. The Dealer shall then compare his Hand against the Player's Hand. If:
- 3.23.1 the Dealer goes Bust, the Player wins; or
 - 3.23.2 the Dealer has a Point Total of 22 and a Player's Hand has not exceeded a Point Total of 21, it denotes a Stand Off; or
 - 3.23.3 the Player has a higher Point Total than the Dealer, the Player wins; or
 - 3.23.4 the Player has a lower Point Total than the Dealer, the Player loses (except when Dealer has a Point Total of 22); or
 - 3.23.5 the Player and the Dealer have the same Point Total, it denotes a Stand Off.

4. Settlement

4.1 Odds of Each Winning Bet

Blackjack Switch Pay Table	
Bet/Rules	Pays
Blackjack wins	1 to 1
Regular Bet wins	1 to 1
Insurance wins	2 to 1

4.2 Progressive Jackpot Pay Table

Progressive Jackpot Pay Table		
Bet/Rules		
Major Progressive Jackpot	Pays*	Envy Bonus
Suited Four of a Kind (Four of a Kind of the same suit) wins	100% of Progressive Jackpot	\$1,000
Minor Progressive Jackpot	Pays*	Envy Bonus
Four of a Kind wins	\$500	NA
Two Pairs wins	\$30	NA
Three of a Kind wins	\$20	NA
Pair of Aces wins	\$15	NA
*Based on Player's initial four cards only		

- 4.3 Subject to paragraph 4.4, in the event that the Player's initial four cards achieves a Suited Four of a Kind, Four of a Kind, Two Pairs, Three of a Kind or Pair of Aces, and the Player has placed a Bet on the Progressive Jackpot, the Player shall win the amount as stipulated in the Progressive Jackpot Pay Table in paragraph 4.2 regardless of whether the Player chooses to subsequently Surrender either or both Hands.

- 4.4 If a Player's initial four cards is able to make more than one Progressive Jackpot Hand that match any of the Hands in the Progressive Jackpot Pay Table in paragraph 4.2, only the highest ranking qualifying Progressive Jackpot Hand shall be paid.
- 4.5 All betting boxes with a Progressive Jackpot Bet shall receive an Envy Bonus in the event that any Player with an Initial Bet (with or without a Progressive Jackpot Bet) achieves a Suited Four of a Kind. A Player shall not win Envy Bonuses for his own Hand.
- 4.6 If multiple Players qualify for the major Progressive Jackpot payout, the order of payment to the Players is determined as follows:
- 4.6.1 if two or more Players qualify for a major Progressive Jackpot payout in the same Round of play and at the same table, the Progressive Jackpot payout shall be made in a clockwise direction, starting with the Player who was first dealt his Hand and ending with the Player who was last dealt his Hand in the round. The first major Progressive Jackpot winner shall be paid in accordance to the Progressive Jackpot value displayed on the display screen. After the first major Progressive Jackpot payout, the subsequent major Progressive Jackpot winner shall be paid the subsequent Progressive Jackpot value displayed on the display screen; or
- 4.6.2 where there are simultaneous major Progressive Jackpots won by Players across more than one table, the order of payout to the Players shall depend on the time in which the Player's Hands are dealt (i.e. the first Player who was dealt his full Hand shall be the first Player to be paid). The chronological order in which Players were dealt their Hand shall be conclusively determined by the House. The first major Progressive Jackpot winner shall be paid in accordance to the Progressive Jackpot value displayed on the display screen. After the first major Progressive Jackpot payout, the subsequent major Progressive Jackpot winner shall be paid the subsequent Progressive Jackpot value displayed on the display screen.

5. Irregularities

- 5.1 In the event the total Bets placed on any betting boxes exceed the maximum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the House shall reject the excess Bets.
 - 5.1.1 However, if the excess Bet was not rejected, the Player shall win or lose his Bet based on the permissible maximum limit for that betting box.
- 5.2 In the event the total Bets placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
 - 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event a Player walks away after he has placed a Bet, the House shall draw cards for the Player until the Player's Hand reaches a Point Total of 12 or more. The House shall settle the Bet accordingly.
- 5.4 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
 - 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or
 - 5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.
- 5.5 In the event that any of the following situations occur:
 - 5.5.1 if a card that does not form part of the set of cards is found; or
 - 5.5.2 if there is any shortage or excess of cards in the deck; or
 - 5.5.3 if there are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete a Round of play; or

5.5.4 if the playing cards are not shuffled,

the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.

5.6 In the event of any dealing error not described in paragraph 5.5, and regardless of whether Reconstruction is possible, all Players on the gaming table shall have the option to:

5.6.1 continue their Hand (if the cards cannot be Reconstructed); or

5.6.2 continue with the Reconstructed Hand (if the cards can be Reconstructed); or

5.6.3 have their Bet returned and the Hand invalidated.

All Players who have chosen the options set out in paragraph 5.6.1 or 5.6.2 above must then accept any subsequent cards dealt on that Round of play.

5.7 After the Dealer announces "No more Bets", no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.

5.8 Subject to paragraph 5.9, the House shall Reconstruct all cards arising from any dealing error made (i) during the Initial Deal and prior to an Interim Settlement and (ii) during a Subsequent Deal and prior to a Final Settlement. The House shall have absolute discretion to determine whether or not the cards are capable of being Reconstructed.

5.9 In the event any of the following situations occur, the cards shall not be Reconstructed:

5.9.1 where an Interim Settlement or Final Settlement has taken place; or

5.9.2 where the Dealer fails to Stand in accordance with paragraph 3.23 and Hits on his completed Hand. The additional card(s) shall be discarded and the Dealer's Point Total prior to the additional card(s) being drawn shall stand; or

- 5.9.3 where the cards have been dealt to a betting area without a Bet after an Interim Settlement has taken place. The cards shall not be Reconstructed, but shall be discarded from play.
- 5.10 In the event a card is found turned face up in the Card Shoe/Electronic Card Shuffler, it shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler.
- 5.11 In the event two cards or more have been drawn simultaneously, and the order of the cards cannot be determined, regardless of whether the cards have been exposed, a Player shall have the option to select which of the cards to receive first and the other card shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler.
 - 5.11.1 If the above situation occurs on the Dealer's Hand, the Pit Supervisor or above shall discard the cards drawn simultaneously and instruct the Dealer to draw another card.
 - 5.11.2 The drawing of simultaneous cards shall be deemed as a dealing error, all Players on the gaming table shall be given the options set out in paragraph 5.6.
- 5.12 In the event a Player has placed a Bet on Progressive Jackpot without placing the Initial Bets, and this is noticed by the Dealer after the commencement of the Round of play, the Player's Progressive Jackpot Bet shall be returned to the Player.
- 5.13 If a Progressive Jackpot betting device(s) and/or the Progressive Jackpot system is not fully functional before any Player has seen the cards distributed to him, the Round of play shall be Voided.
- 5.14 If a Progressive Jackpot betting device(s) and/or the Progressive Jackpot system is not fully functional:
 - 5.14.1 if any Player has seen the cards distributed to him regardless of whether the outcome of the Dealer's Hand is established, the Round of play shall continue and the Player's Bets (including Progressive Jackpot Bet (if any)) shall be paid in accordance to the Pay Table stipulated in paragraph 4.1 and paragraph 4.2, depending on the ranking of his Hand, and the Progressive Jackpot amount registered by the system prior to the malfunction.

- 5.14.2 For subsequent Round(s) of play, the House shall have absolute discretion to:
- a. close the affected table(s); or
 - b. disallow any patrons from placing Bets on the affected Hand/Box; or
 - c. continue to operate the game according to the rules of the game, on the basis that no Progressive Jackpot Bets shall be accepted or paid. A notice shall be displayed at the gaming table to inform all Players that no Progressive Jackpot Bets shall be accepted and all subsequent Players to the game must accept that no Progressive Jackpot Bets shall be accepted or paid.
- 5.15 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.
- 5.16 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.
- 5.17 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.18 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.
- 5.19 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the decision on how to resolve such matters shall be made by the Table Game Shift Manager or above.

Appendix A

