FREE BET BLACKJACK

(RWS)
Game Rules
Version 2

w.e.f. 23 October 2026, 0800hrs

GAMBLING REGULATORY AUTHORITY

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 "Free Bet Blackjack (RWS) (Version 2)" as set out in this document by Resorts World at Sentosa Pte. Ltd. ("RWS"), to be conducted in the casino operated by RWS.

Table of Contents Page Number

1. Definitions 3

2. Mode of Play 7

3. How to Play 8

4. Settlement 14

5. Irregularities 16

Appendix A – This layout is available with 1 to 6 playing positions 22

Appendix B – This layout is available with 1 to 6 playing positions 23

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 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 shall not be deemed as a Blackjack.

1.3 **Boom Busted** refers to the Dealer's Hand that is Bust based on the number of cards in the Dealer's Hand as set out in the Pay Table at paragraph 4.1.3.

1.4 **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.

1.5 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.

1.6 **Dealer** refers to the person responsible for the dealing of the game.

1.7 **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 or any Free Split (except for a pair of Aces).

1.8 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.

1.9 **Even Money** refers to a mode of settlement (where the payout is 1 to 1) which can be requested by the Player when the Player obtains a Blackjack and the Dealer's first card is an Ace.

1.10 **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, side Bets stipulated in paragraph 3.25, payments and collections on a Player's Hand.

1.11 **Free Bet Marker** refers to a marker used to indicate that a Player has chosen a Free Double and/or Free Split.

1.11.1 A Free Bet Marker on winning Hand will be paid based on the Initial Bet.

1.11.2 The Dealer will place a Free Bet Marker to the right side of the applicable Bet.

1.12 **Free Double** refers to a Player choosing to Double Down without placing an additional Bet on (i) the first two cards with a Hard Total of 9, 10 or 11 points; or (ii) the first two cards of any Split Hand (except for a pair of Aces) with a Hard Total of 9, 10 or 11 points.

1.13 **Free Split** refers to the splitting of a Player's initial two cards of identical value (except where the two cards comprise a Picture Card and any card with a value of 10 points) into two different Hands without placing an additional Bet on any of the Split Hand.

1.14 **Hand** refers to the cards that have been dealt to a Player or the Dealer in a Round of play.

1.15 **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.

1.16 **Hit** refers to the direction given by the Player that he wishes to draw a card.

1.17 **House** refers to the Casino Operator.

1.18 **Initial Bet** refers to a Bet, other than a side Bet, that is placed by a Player before receiving cards.

1.19 **Initial Deal** refers to the first two cards dealt to a Player’s Hand and the first card dealt to a Dealer’s Hand.

1.20 **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.

1.21 **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, but is not limited to, the settlement of side Bets stipulated in paragraph 3.13, a Player’s Blackjack and/or the refund of half a Player’s Bet arising from a Player’s Surrendered Hand.

1.22 **Lucky Stash** refers to a Bet placed by a Player and wins if the Player utilizes at least one “Free Bet Marker” of that betting box.

1.23 **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.

1.24 **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.

1.25 **Player** refers to a person who places a Bet during a Round of play.

1.26 **Point Total** refers to the total value of the cards in a Hand.

1.27 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.

1.28 **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.

1.29 **RWS Pairs** refers to the Player's initial two cards which matches the pair combination as set out in the Pay Table at paragraph 4.1.2.

1.30 **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.

1.31 **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 Split on a pair of Aces, a pair of Picture Cards, or a pair of 10.

1.32 **Soft Total** refers to the Point Total of a Hand which contains at least an Ace that has a value of 11 points.

1.33 **Split** refers to the splitting of a Player's initial two cards of identical value into two different Hands.

1.34 **Stand** refers to the Player's decision not to make any further request to draw cards.

1.35 **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.

1.36 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.

1.37 **Subsequent Deal** refers to any cards dealt to a Hand after the Initial Deal has been completed.

1.38 **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.

1.39 **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 Free Bet Blackjack may be played only on tables displaying the layout as shown in Appendices A and B.

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 ten 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 Where applicable, no Player playing in any Hand and Betting less than the maximum limit provided, shall refuse the balance of the maximum limit in that Hand to be taken up by any other Player.

3.7 A Player may also place a Bet on other betting boxes.

3.8 The decision made for a betting box shall be called by the Seated Player of that betting box.

3.9 Once a Player has placed an Initial Bet on a betting box, any Player may choose to place a Bet on RWS Pairs and Lucky Stash of that betting box.

3.9.1 Once a Player has placed an Initial Bet on any betting box, any Player may choose to place a Bet on Boom Busted.

3.10 No more Bets shall be placed after the Dealer announces “No more Bets”.

3.11 Starting on his left and continuing in a clockwise rotation 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.

3.12 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.

3.13 The Player's Bets on RWS Pairs and/or Lucky Stash shall be settled, if any, before the commencement of the Subsequent Deal, except for such Lucky Stash side Bet(s) that remain eligible for a payout in accordance with the Pay Table stipulated in paragraph 4.1.4, which shall be settled during Final Settlement.

3.14 **RWS Pairs**

A Player obtains a RWS Pairs when the Player's initial two cards match the pair combination as set out in the Pay Table at paragraph 4.1.2. The payout shall be made in accordance with the Pay Table at paragraph 4.1.2. The RWS Pairs Bet shall be separated from and shall not affect in any way the outcome of the Hand on the box to which it relates.

3.14.1 Ace Pair Suited means a pair that comprises two Aces of the same suit.

3.14.2 Suited Pair means a pair (except Ace Pair Suited) that comprises two cards of the same number or picture type as well as the same colour and suit (e.g. a pair of Queen of spades or a pair of 5 of clubs).

3.14.3 Coloured Pair means a pair that comprises two cards of the same number or picture type as well as the same colour but are of different suits (e.g. Queen of clubs and Queen of spades).

3.14.4 Mixed Pair means a pair that comprises two cards of the same number or picture type but are of different colour and suit (e.g. Queen of clubs and Queen of hearts).

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

3.15.1 a Player having Blackjack may request for (Even Money) settlement where payout is 1 to 1 before the Dealer draws the third card for any Player. Otherwise, if the Dealer has a Blackjack it shall be considered a Stand Off; and

3.15.2 a Player can place an Insurance Bet 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 Appendices A and B), after the second card is dealt to each Player but before any additional cards are dealt to any Player. Each Player's Insurance Bets must be half or less than half of that Player's 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 4.1.1. If the Dealer does not have a Blackjack, the Insurance Bets shall lose and the Round of play proceeds.

3.16 If the Dealer's first card is not an Ace or a card with a value of 10 points when the Player has a Blackjack, the Player shall win in accordance with the Pay Table stipulated in paragraph 4.1.1. In the event the Player has a Blackjack and the Dealer's first card is a card with a value of 10 points, the Round of play proceeds accordingly and if the Dealer obtains a Blackjack, it shall be considered a Stand Off.

3.17 If the Dealer's first card is not an Ace, a Player may Surrender his Hand by giving up half of his Initial Bet (Surrender). The decision to Surrender by the Player shall be made after the second card is dealt to each Player but before any additional cards are dealt to any Player.

3.18 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.

3.19 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.

3.20 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.

3.21 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.

3.22 Any Player may Split any initial two cards of identical value into two separate Hands. Player (i) shall place a Bet on the new Hand that is equal to the Bet on the Initial Bet, or (ii) may opt for a Free Split (except where the initial two cards comprise a Picture Card and any card with a value of 10 points) and a Free Bet Marker shall be placed on that new Hand. Further, the Player shall not be allowed to Surrender his Hand after the Hand is Split.

3.22.1 If a Seated Player chooses to Split a Hand and places an additional Bet, a Standing Player who places a Bet on that betting box and who declines to follow suit shall have his Bet placed only on the first set of the Split Hand and shall have no involvement in the result of the second or subsequent Split Hands.

3.22.2 No Hand can be Split or Free 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.

3.22.3 The Player shall lose all the Bets on his Hands that Bust after Splitting (including on a Free Split Hand). For Bets on Hands that have not Bust after Splitting, if the Dealer obtains a Blackjack, the Player shall lose an amount up to or equal to the Player's Initial Bet.

3.23 A Player may choose to Double Down on (i) the first two cards or (ii) the first two cards of any Split Hand or any Free Split (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 (Double Down). The Player is not allowed to withdraw a Double Down Bet.

3.23.1 A Player may choose to Free Double on (i) the first two cards with a Hard Total of 9, 10, 11 or (ii) the first two cards of any Split Hand or Free Split (except for a pair of Aces) with a Hard Total of 9, 10, 11 and a Free Bet Marker shall be placed on that Hand.

3.23.2 If a Seated Player chooses to Double Down and places an additional Bet, the Standing Player may decline to follow suit with the additional Bets but must accept that only 1 additional card shall be drawn for that Hand. The Player (Seated or Standing) is not allowed to withdraw a Double Down Bet after a card has been dealt to the Player.

3.23.3 If the Player's Hand Bust after Double Down, the Player shall lose his Bet. For Bet on Hands that have not Bust after Double Down or Free Double, if the Dealer obtains a Blackjack, the Player shall lose an amount up to or equal to his Initial Bet.

3.24 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 at least 16 or Soft 17 and Stands on a Point Total of Hard 17. The Dealer shall then compare his Hand against the Player’s Hand. If:

3.24.1 the Dealer goes Bust, the Player wins; or

3.24.2 the Player has a higher Point Total than the Dealer, the Player wins; or

3.24.3 the Player has a lower Point Total than the Dealer, the Player loses, except when subject to paragraph 3.24.5; or

3.24.4 the Player and the Dealer have the same Point Total, it denotes a Stand Off; or

3.24.5 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 (except Player having Blackjack).

3.25 The Player's Bets on Boom Busted and/or Lucky Stash shall be settled, if any, before the commencement of the next Round of play.

3.26 **Boom Busted**

A Player obtains a Boom Busted when the Dealer's Hand Bust matches the number of cards drawn as set out in the Pay Table at paragraph 4.1.3.

3.26.1 In the event that all the Player's Hand Bust before the Dealer's Hand draw card(s), the Dealer shall continue to draw the card(s) to the Dealer's Hand according to the rules set out in paragraph 3.24, if there is a Bet(s) on the Boom Busted.

3.26.2 If the Dealer's Hand does not Bust after the Dealer has drawn according to the rules set out in paragraph 3.24, all the Boom Busted Bets shall lose.

3.26.3 The payout shall be made in accordance with the Pay Table at paragraph 4.1.3. The Boom Busted Bet shall be separated from and shall not affect in any way the outcome of the Hand on the box to which it relates.

3.27 **Lucky Stash**

A Player obtains a Lucky Stash based on the total number of Free Bet Markers used by the individual Player's Hand according to the rules set out in 4.1.4 (which includes Free Split and/or Free Double). Any Free Bet Marker placed on the Player's Hand that subsequently Busts shall still be counted.

4. Settlement

4.1 Odds of Each Winning Bet

4.1.1 Blackjack Pay Table

Blackjack Pay Table	
Bet/Rules	Pays
Blackjack wins	3 to 2
Regular Bet wins	1 to 1
Insurance wins	2 to 1

4.1.2 RWS Pairs Pay Table

RWS Pairs Pay Table	
Bet/Rules – Player's initial two cards	Pays
Ace Pair Suited wins	50 to 1
Suited Pair (except Ace Pair Suited) wins	20 to 1
Coloured Pair wins	12 to 1
Mixed Pair wins	6 to 1

4.1.3 Boom Busted Pay Table

Boom Busted Pay Table	
Bet/Rules –Dealer's Hand Bust	Pays
With 8 cards or more	200 to 1
With 7 cards	50 to 1
With 6 cards	12 to 1
With 5 cards	4 to 1
With 3 cards or 4 cards	2 to 1

4.1.4 Lucky Stash Pay Table

Lucky Stash Pay Table	
Bet/Rules – Player's Hand Free Split and/or Free Double	Pays
With 7 Free Bet Markers	1,000 to 1
With 6 Free Bet Markers	200 to 1
With 5 Free Bet Markers	100 to 1
With 4 Free Bet Markers	50 to 1
With 3 Free Bet Markers	25 to 1
With 2 Free Bet Markers	10 to 1
With 1 Free Bet Marker	2 to 1

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. For the purposes of assessing whether and when the maximum Bet has been reached in the game for a betting box, Seated Players shall have the priority in the placement of their Bets, following which Standing Players may place their Bets subject to and until the maximum Bet has been reached for that betting box.

5.1.1 However, if the excess Bets were not rejected, the Player shall win or lose his Bet on a pro rata basis based on the permissible maximum limit for that betting box. Such apportionment shall not result in any Player winning or losing based on a pro-rated Bet that is below the minimum permissible limit.

5.1.2 In the event that any Player has, in a betting box that has exceeded the maximum permissible limit, placed a Bet that is under the minimum permissible limit, pro rata shall not be applied, and such Player shall win or lose accordingly.

5.1.3 In the event the total Bets placed on Boom Busted has exceeded the maximum permissible limit, the excess amount of Bets which were placed later in time shall be returned to the Player.

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, and he is the only Player Betting on the betting box, 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 for the Dealer's Hand 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 for the Dealer Hand 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 during the Round of play; 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 paragraphs 5.5, 5.9.2, 5.9.4, 5.10.2, 5.16, 5.17, 5.18 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 paragraph5.9, 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 3.24 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.

5.9.4 where the Dealer inadvertently collects the Dealer card(s) and places them into the Electronic Card Shuffler before the Dealer Hand has been completed, and the outcome of the game cannot be conclusively determined, the affected Player’s Hand shall be invalidated, and the Player’s Bet shall be returned.

5.10 Where a card(s) is to be discarded pursuant to paragraphs 5.9.2 and 5.9.3, and such discarded card(s) is instead inadvertently utilised:

5.10.1 Where a card(s) is to be discarded pursuant to paragraph 5.9.2 and such discarded card(s) is inadvertently utilised in a subsequent Round of play, or where a card(s) is to be discarded pursuant to paragraph 5.9.3 and such discarded card(s) is inadvertently utilised during the current or a subsequent Round of play, and such card(s) can be Reconstructed, the Players shall be offered the options set out in paragraph 5.6; and

5.10.2 Where such card(s) cannot be Reconstructed, the affected Round of play shall be Voided.

5.11 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.

5.12 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.

5.12.1 If the above situation occurs on the Dealer's Hand, or if one or more of the other cards drawn will form part of the Dealer's Hand, the Pit Supervisor or above shall discard the cards drawn simultaneously and instruct the Dealer to draw another card.

5.12.2 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.

5.13 Where the Dealer inadvertently draws a card to a Player's Hand and the card is exposed, notwithstanding that the Player did not elect to draw a card, that Player shall have the option to have that card form part of his Hand. If the Player declines the option, he shall be deemed to Stand, and the exposed card shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler.

5.14 In the event where the value of the card(s) cannot be verified due to damaged or lost card(s) after the cards have been drawn, the House shall:

5.14.1 determine the value of the damaged or lost card(s) and establish the outcome using reasonable means; and

5.14.2 if the outcome cannot be established, the Round of play shall be Voided.

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 In the event that any of the following errors are identified only after the commencement of a subsequent Round of play, the following rules shall apply:

5.16.1 Where the Dealer fails to draw to a Hard 17. In such case the affected Player's Hand shall be Voided.

5.16.2 Where the Dealer fails to Stand in accordance with paragraph 3.24 and draws one or more additional card(s) after completing his Hand. In such case, the additional card(s) shall be discarded, and it shall have no effect on the outcome of the subsequent Round(s) of play. The Dealer's point total prior to the additional card(s) being drawn shall Stand.

5.17 Where a card(s) is discarded pursuant to paragraph 5.16.2, and such a discarded card(s) is inadvertently utilised in a subsequent Round of play, the affected Round of play shall be Voided.

5.18 Where the Dealer inadvertently offers a Free Split or Free Double to a Player's Hand that is not eligible in accordance with paragraphs 3.22 and 3.23.1:

5.18.1 Where the error is identified before any outcome of the Dealer's Hand is established for that Round of play, the affected Player shall be offered the option to place an additional Bet in accordance with paragraph 3.22 or 3.23, or to have his Bet returned (if any) and the Hand invalidated. For the avoidance of doubt, where the Player's Hand has Busted, no options shall be offered, and the affected Player's Hand shall be invalidated and the Player's Bet shall be returned (if any); or

5.18.2 Where the error is identified after the outcome of the Dealer's Hand has been established for that Round of play, the affected Player's Hand shall be invalidated, regardless of whether subsequent Round of play has commenced.

Notwithstanding paragraphs 5.18.1 and 5.18.2, any side Bet(s) for which a valid outcome has already been conclusively established in the affected Player's Hand shall remain valid.

5.19 Notwithstanding paragraphs 5.4.2, 5.5.3, 5.9.4, 5.16.1 and 5.16.2, any Player's Hand that has already been Busted shall remain Busted, and/or any Interim Settlement made prior to the discovery of the error and/or any side Bet(s) for which a valid outcome has already been conclusively established in the Round of play shall remain valid.

5.20 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.

5.21 In the event a Player has placed a Bet on a RWS Pairs and/or Lucky Stash betting box that does not have an Initial Bet on that betting box and this is noticed by the Dealer after the commencement of the Round of play, the RWS Pairs and/or Lucky Stash Bets shall be removed from play and his Bets returned.

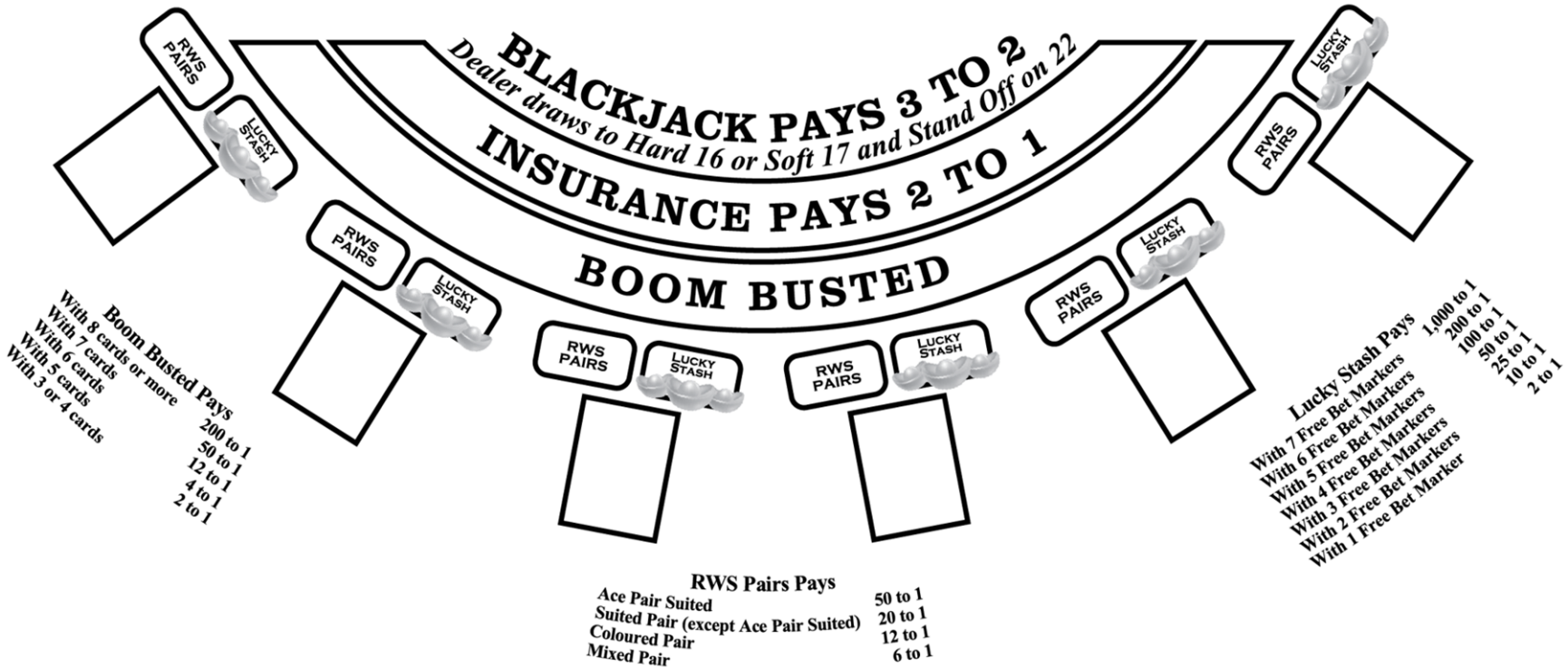
5.22 In the event that the Round of play continues before the Dealer settles the side Bets stipulated in paragraph 3.13, the Dealer shall settle such side Bets as soon as possible.

5.23 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.

5.24 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 sole responsibility of the Player to ensure that the Bets are placed correctly on his behalf.

5.25 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 Table Games Shift Manager or above shall, at his reasonable discretion, decide how to resolve such matters.

Appendix A – This layout is available with 1 to 6 playing positions



Appendix B – This layout is available with 1 to 6 playing positions

