

# **BLACKJACK SWITCH**

**(RWS)**

**Game Rules**

**Version 4**

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## 1. **Definitions**

In these rules:

### **Blackjack or Natural 21**

A hand where the initial two cards (before taking into account any decision to switch) have a point count of 21 comprising an Ace and any card having a value of 10 points shall be deemed as a Blackjack or a Natural 21. 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 or a Natural 21.

### **Bust**

In cases where cards are drawn exceeding the point count of 21 for the Player, and exceeding the point count of 22 for the Dealer.

### **Hard Total**

The point count of a hand which contains no Aces or which contains Aces that have a value of 1 point.

### **House**

House means the Casino Operator.

### **Picture card**

Refers to a card of any suit being a King, Queen or Jack.

### **Point count/point count**

Refers to the total value of the cards in a hand.

### **Round of play**

Refers to 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.

### **Soft 21**

A hand where the point count of the cards is 21, other than a Blackjack or a Natural 21, is deemed as a Soft 21. This shall also include a hand resulting from a switch of the second card or a Split on an Ace, Picture card or 10 pair, which has a point count of 21.

### **Soft Total**

The point count of a hand which contains at least an Ace that has a value of 11 points.

**Stand Off**

Where (i) either or both the Player's hands have the same point count as the Dealer's hand or (ii) the Dealer has a point count of 22 and either or both of the Player's hands have not Busted. In a Stand Off, no payment is payable on the Player's wager.

## 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 will be marked for each Player. The maximum number of boxes is as shown on each table layout.
- b) The layout will have the following inscriptions:
  - i. Dealer must stand on 17, draw to 16 and stand off on 22
  - ii. BLACKJACK PAYS 1 - 1
  - iii. INSURANCE PAYS 2 - 1
- c) There shall be an illuminated spot located above the betting box where the Progressive Jackpot wager may be placed for the Player's hand only.

### 2.2 The Cards

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

### **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 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 wager on Progressive Jackpot, provided he has placed the initial bets. The qualifying Progressive Jackpot hands and the respective payouts are stipulated in the Pay Table in rule 4.1.2.
- 3.4 The objective of the game is to obtain a point count of 21 but not over, or as close to a point count of 21 as possible, which may be either a Hard Total or a Soft Total.
- 3.5 The value of the cards shall be determined as follows:
  - 3.5.1 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 count in excess of 21;
  - 3.5.2 Any card from 2 to 10 shall have its face value; and
  - 3.5.3 Any Picture card shall have a value of 10 points.
- 3.6 Starting on his left and continuing in rotation clockwise round the table, the Dealer shall deal a card face up to each box containing a wager and a card face up to himself. Thereafter, he shall deal a second card face up to each of the said boxes except to himself.
- 3.7 The Dealer shall settle qualifying Progressive Jackpot hands, 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:
  - 3.7.1 Any Player who has wagered on the Progressive Jackpot and who has a Progressive Jackpot hand shall be paid in accordance with the Progressive Jackpot Pay Table in rule 4.1.2. If a Player's initial four cards is able to make more than one Progressive Jackpot hand, only the highest ranking Progressive Jackpot hand will be paid.

- 3.7.2 All other Players who have wagered on the Progressive Jackpot shall receive an “Envy Bonus” in the event that any Player with initial wagers (with or without a Progressive Jackpot wager) achieves a Suited Four of a Kind as stipulated in the Pay Table in rule 4.1.2.
- 3.8 If a Player has a Blackjack for any hand, the Dealer shall pay the wager for that hand immediately in accordance with the Pay Table stipulated in rule 4.1.1. 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.
- 3.9 If the Dealer’s first card is an Ace, the Player may request for:
- 3.9.1 **Insurance** – A Player can place an insurance bet on either or both hands against the Dealer's possible Blackjack to protect his initial bet. An insurance bet may be made by each Player against the House, and no other Player may participate in another Player’s insurance bet.
- An insurance bet can be placed on the line on the layout marked “Insurance Pays 2 - 1” (as shown on the layout in Appendix “A”), immediately after the second card is dealt to each of the 2 hands but before any additional cards are dealt to any Player. Insurance bets must be half or less than half the initial bet.
- If the Dealer has a Blackjack, all wagers placed shall lose, except for Players who have placed insurance bets, which will be paid in accordance with the Pay Table stipulated in rule 4.1.1. If the Dealer does not have a Blackjack, the insurance bets shall lose and the round of play proceeds.
- 3.10 **Surrender** – 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. The decision to surrender by the Player shall be made immediately after the second card is dealt to each of the 2 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.
- 3.11 **Switch** – Provided that 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. The Player must make his decision on whether to switch before proceeding to Hit, Stand, Split and/or Double Down.
- 3.12 **Hit** – The Player wishes to draw cards and may draw any number of cards provided that the point count of the cards in his hand does not exceed 21 (i.e. Bust). A Player having a Blackjack or a Soft 21 shall not draw any additional cards.

- 3.13 **Stand** – The Player does not wish to make any further request to draw cards and the Player shall play against the House on the point count of the cards in hand.
- 3.14 **Split** – 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 wager to be placed on the new hand shall be equal to that placed in the original hand. The Player shall not be allowed to surrender his hand after the hand is split.

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 Dealer shall deal the second card to the first of the split hands so formed and shall proceed to deal additional cards to the other split hand only after the Player has made a decision with respect to the first hand. In the event of an Ace pair which is split, 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.

The Dealer shall collect all the wagers on hands that bust after splitting. For wagers on hands that have not bust after splitting, if the Dealer obtains a Blackjack, the Dealer shall only collect an amount equal to the Player's initial bet.

- 3.15 **Double Down** – A Player may elect 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 an Ace pair) 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 wager 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 wager.

The Dealer shall collect all the wagers on hands that bust after double down. For wagers on hands that have not bust after double down, if the Dealer obtains a Blackjack, the Dealer shall only collect an amount equal to the Player's initial bet.

- 3.16 Players having a point count of 21 are not permitted to draw additional cards.
- 3.17 Any Player who decides to "Hit" and exceeds a point count of 21 (i.e. Bust) shall lose his wagers immediately.
- 3.18 Any Player having cards of a point count 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 count of not less than 12.
- 3.19 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 count of 16 and



stands on a point count of 17. The Dealer shall then compare his hand against the Player's hand. If:

- 3.19.1 the Dealer goes "Bust", the Player wins;
- 3.19.2 the Dealer has a point count of 22 and a Player's hand has not exceeded a point count of 21, it denotes a "Stand Off";
- 3.19.3 the Player has a higher point count than the Dealer, the Player wins;
- 3.19.4 the Player has a lower point count than the Dealer, the Player loses (except when Dealer has a point count of 22);
- 3.19.5 the Player and the Dealer have the same point count, it denotes a "Stand Off".

#### 4. Settlement

##### 4.1 Odds of Each Winning Wager

###### 4.1.1 Blackjack Switch Pay Table

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

###### 4.1.2 Progressive Jackpot Pay Table

Progressive Jackpot Pay Table		
Bets/Rules	Pays*	Envy Bonus
Suited Four of a Kind (Four of a Kind of the same suit)	100 % of Progressive Jackpot	\$1000
Four of a Kind	\$500	
Two Pairs	\$30	
Three of a Kind	\$20	
Pair of Aces	\$15	
*Based on Player's initial four (4) cards only		

## **5. Irregularities**

- 5.1 In the event that any of the following situations occur, the round of play shall be considered void:
  - 5.1.1 Any foreign card that does not form part of the set of cards is found in the progress of a round of play. The outcomes of all previous rounds of play will stand; or
  - 5.1.2 Where the cards have been dealt incorrectly (prior to any interim settlement taking place or the subsequent deal commencing) and the cards cannot be reconstructed.
- 5.2 After the Dealer announces “No more bets”, no wager may be placed, increased or withdrawn and the Dealer will refuse all such wagers.

Appendix "A"

