

BLACKJACK

GENERAL RULES – MULTI-DECK GAME

The object of the game is to achieve a higher card count than the Dealer without exceeding a total of 21.

A hand totaling over 21 is a "Bust" and loses automatically. All Players play against the House.

The game begins after all Players make their bets. Two cards are dealt to each Player and the Dealer. One of the Dealer's cards is dealt face up. All face cards (King, Queen, and Jack) count as 10; all other cards count as face value, except the Ace, which counts as either 1 or 11.

An Ace with any ten-valued card is a Blackjack and is paid 3-2. If the Dealer also has a Blackjack, the hand is a "Push" and neither wins.

Dependent on the total of your cards, you have a choice of either "Hitting" (asking for additional cards) or Standing (taking your chances with the cards you have been dealt). Decisions are indicated by a hand signal. A "HIT" signal is done by scratching the layout with your fingers. A "STAND" signal is done by waving your hand horizontally over the layout.

PAIR SQUARE

The Player's objective is to receive a winning hand from the initial two cards dealt. These cards must contain a pair (cards of like value). Odds will be paid for both suited and unsuited pairs.

PAYTABLE	
UNSUITED PAIR	PAYS 10-1
SUITED PAIR	PAYS 20-1



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Place a wager on any of your friends' hands being played at the Blackjack table, and if their hand wins, you win too!

TIES

If your final hand count is the same as the Dealer's, the hand is a TIE (push) and neither wins or loses.

SPLITTING PAIRS

You can create two hands from one when your first two cards are the same value. Match the amount of your original wager and create two separate hands. You may split three times for a total of four hands.

DOUBLING DOWN

You can "Double Down" on your first two cards, and you may double after Splitting. You do so by matching your original bet and then receiving one card. (You may double for less than your original bet but not for more.)

INSURANCE

If the Dealer's "up" card is an Ace, you may take insurance by placing up to half your original bet on the insurance line. The insurance bet is a wager that the Dealer has a 10-value card in the "hole." Insurance pays 2 to 1 if the Dealer has a Blackjack, but loses in all other instances.

LATE SURRENDER

If the Dealer does not have "Blackjack", you may forfeit half of your wager and your cards.