

No Bust 21st Century Blackjack 4.0a Perfect Pairs

Type of Game

The game of No Bust 21st Century Blackjack 4.0a Perfect Pairs utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the No Bust 21st Century Blackjack 4.0a Perfect Pairs is for the players and the player-dealer to add the numerical value of their cards and:

- Obtain the best possible hand of "Natural" or "20 ½." A "Natural" beats all other hands. Winning "Natural" hands are paid odds of 6 to 5

Description of the Deck and Number of Decks Used

A standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

Card/Tile Values and Hand Rankings

- Any two cards of 52 cards consisting of special marked "No Bust" Aces with any 10 or face card is a "Natural" and beats all other hands.
- An Ace has a value of :
 - 10 ½ on the first two cards when the other card has a value of 10.
 - 1 or 11 when combined with cards valued at 2-9.
 - 1 or 11 with three or more cards.
- Two Aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

Ranking Chart

Card	Value
Ace Is Wild	a) 10 ½ when paired with another card with the value of 10. b) 1 or 11 with all cards with value of 2-9. c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

Description of the Table and Total Number of Seated Positions

No Bust 21st Century Blackjack 4.0a Perfect Pairs is played on a raised gaming table. The table seats eight players who face the casino dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion. All tables will have signage displaying the name of the game along with the minimum and maximum wager allowed, and collection fees for the players and player-dealer.

Dealing Procedures and Round of Play

1. A standard round of play begins when a player-dealer is designated. The player-dealer places a wager in front of the betting circle. This wager is used to pay the winners. The casino will place a "button" in front of the player-dealer and a designation whether it is the first or second turn for the player-dealer in the banking position. The player-dealer will place the collection fee in front of his betting circle.
2. Players at a table then place their wagers in designated betting circles or other unoccupied betting circles. Each player must pay the posted collection for their wager(s) in any betting circle where they have money or "action".
3. Prior to the start of play, the casino dealer will take the collection fees.
4. Play commences with the casino dealer distributing the cards to the players and the player-dealer. All cards are dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the casino dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of casino dealer, in a clock-wise fashion. Each player will be dealt one card face up. The player-dealer's first card will be placed in front of the casino dealer.
5. The casino dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the casino dealer, in a clock-wise fashion. The player-dealer will receive a face down card in front of the casino dealer.
6. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

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Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft 21 and "Natural"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

7. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the casino dealer will turn over the player-dealer hole (second) card.
8. Beginning with the player to the right of the casino dealer, the settling of the wagers will be done in a counter-clockwise manner until all wagers have been acted upon.
9. The player-dealer's cards will always be dealt and placed in front of the casino dealer's tray.
10. The casino dealer continues to draw cards for the player-dealer, if necessary until a Hard 17 or higher number is reached. The player-dealer must follow the following hit rules:

Rules For Player-Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

11. Once the player-dealer's hand has been made, all winners and losers are determined by comparing the numerical value of the player's hands with the player-dealer's hand. The player-dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers.
12. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the Bank Button, and if necessary (if the same person has already held the player-dealer position twice) rotate the player-dealer position clock-wise to the next position on the table.
13. Backline betting is not permitted on any wagers.

How Winners are Determined and Paid

1. A "Natural" is an initial two card hand containing an Ace and any card with a value of 10 and is the best possible hand.
 - a. If the player and the player-dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.

Winning "Natural" hands will be paid 6 to 5

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2. If the player's hand ranks lower than a "Natural" and the player-dealer's hand ranks more than a "Natural" the player wins the hand.
3. If the player's hand ranks lower than a "Natural" and the player-dealer's hand ranks lower than a "Natural," the hand closest to a "Natural" wins.
4. If a player and the player-dealer hands rank the same and it is lower than a "Natural," the hand is a push or tie, and no action is taken on the wager.
5. If a player's and the player-dealer's hands both ranks the same and are higher than a "Natural", the following rules apply:
 - a. If the player-dealer's hand ranks closer to a "No Bust," the player-dealer wins the hand.
 - b. If the player's hand ranks closer to a "Natural" the player loses except when the player-dealer has the following hand then they will "PUSH".
 - i. If the player-dealer has a 3-card with a value of 23, 24 and 25 will push.
 - c. If the value of a player's hand is 22 and the hand contains 3 cards and no aces, the player loses the hand.
 - d. If the player's hand busts with four or more cards, the player loses the hand.
6. The player-dealer wins all ties over a "Natural."
7. If the player's hand ranks higher than a "Natural" and the player-dealer's hand is less than a "Natural," the player-dealer wins.
8. A two card "Natural" beats all other hands.
9. All pay-offs are limited to the amount of the player-dealer's wager. A player-dealer cannot win or lose more than the amount of their wager placed on the table prior to the start of the hand.
10. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

Player Options

Double-Down

- a. Players can double-down on the first two-cards only after a split on the first two cards, with the exception of all "No Bust" hands and 21. The player must place a second wager less than or equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
- b. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.

Splits

- a. Players can split any two cards of the same value or rank originally dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as they desire per split card to make the best hand. Players may double-down after each split.

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- b. Players may split any ten-value card (i.e. "10", Jack, Queen, or King) of the same rank and split a maximum of two times for a total of three hands. A "Natural" cannot be attained in any hand following the split of a ten-value card.
- c. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Aces may be split a maximum of one time for a total of two hands and cannot qualify for a "Natural" hand after the split.
- d. There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the player-dealer.

Insurance

- a. Players may make an optional insurance wager.
- b. When the dealer has an Ace showing, players can take insurance by betting half (1/2) of their original wager. If the player-dealer has "Natural" (and the player does not), the insurance bet is paid 2 to 1 and the player's original wager loses.

Surrender

- a. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card is exposed. Their play for the hand will then cease.

Bonus Bets

Buster Blackjack Bonus Bet

1. For each seated position, there shall be one separate and specifically designated area for the placement of a Buster Blackjack Bonus Bet wager. A player may only place a Buster Blackjack Bonus Bet wager if they have also placed a game wager prior to the initial deal.
2. Backline betting is not permitted on the Buster Blackjack Bonus Bet.
3. The Buster Blackjack Bonus Bet wager may be less than, equal to, or more than the table limit.
4. The Buster Blackjack Bonus Bet wager takes into account the value of the player-dealer's hand and the number of cards in the player-dealer's hand after it has been completed according to the chart and rules, as shown above. The Buster Blackjack Bonus Bet wager shall win in the event that the player-dealer's hand has a value which exceeds a Natural, referred to as a "Bust." Players that placed a Buster Blackjack Bonus Bet wager shall be paid according to the number of cards in the player-dealer's busted hand, as shown in the chart below. The Buster Blackjack Bonus Bet wager shall lose if the value of the player-dealer's hand does not exceed a Natural. There is no opportunity for the Buster Blackjack Bonus Bet wager to push as the player-dealer's hand must either Bust or be equal to or less than a Natural.
5. A Buster Blackjack Bonus Bet wager remains in action regardless of whether the player's game wager wins, loses, or pushes.
6. The player-dealer must always complete their hand as long as there is a Buster Blackjack Bonus Bet wager in play.

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7. The player-dealer shall pay all winning Buster Blackjack Bonus Bet wagers and shall collect all losing Buster Blackjack Bonus Bet wagers. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
8. Winning Buster Blackjack Bonus Bet wagers shall be paid according to the table, as shown below.

Buster Blackjack Bonus Bet Paytable

Number of Cards in the Player-dealer's Hand	Payout
3	1 to 1
4	3 to 1
5	5 to 1
6	25 to 1
7	100 to 1
8 or more	500 to 1

Perfect Pairs Bonus Bet

1. No Bust 21st Century Blackjack 4.0a Perfect Pairs features an optional Perfect Pairs Bonus Bet wager attached to base game. It features a wager that allows the player to bet that the first two cards dealt to them will be a pair.
2. There will be a distinctive marked circle on the table in which the player will place the optional wager. There is no additional collection for the extra wager.
3. The Perfect Pairs Bonus Bet is an optional bet offered to all players who placed a game wager. Players may place a Perfect Pairs Bonus Bet wager for each game wager placed.
4. A player must participate in the base game in order to make the Perfect Pairs Bonus Bet wager.
5. Perfect Pairs Bonus Bet wagers must be placed prior to the initial deal.
6. Backline betting is not permitted on the Perfect Pairs bonus bet.
7. The Perfect Pairs Bonus Bet may be less than or equal to, but may not exceed the game wager.
8. Players who have been dealt a pair and have placed a Perfect Pairs Bonus Bet wager, will be paid according to the posted Perfect Pairs Bonus Bet pay table. Players who have not been dealt a pair and have placed a Perfect Pairs Bonus Bet wager, will lose and have their wager collected.
9. The Player-Dealer shall pay all qualifying Perfect Pairs Bonus Bet wagers and will collect all Perfect Pairs Bonus Bet wagers that did not qualify.

Perfect Pairs Bonus Bet Pay Table

Type of Pair	Payout
Perfect Pair- An identical pair	25 to 1
Colored Pair- a pair that is made up of two different suits of the same color	12 to 1
Mixed Pair- a pair that is made up of one red card and one black card	6 to 1

Collection Rates Schedules

For the collection rate schedules for this game, please refer to the most recent CA Games Collection Rate Modification (GEGA-002059).