

21st Century Blackjack 8.0 with Buster Blackjack

**21<sup>st</sup>**  
**CENTURY**

**BLACKJACK**

**8.0 with Buster Blackjack**

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## 21st Century Blackjack 8.0 with Buster Blackjack

### **Type of Game**

The game of 21st Century Blackjack 8.0 with Buster Blackjack 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 21st Century Blackjack 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 "21 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 plural standard deck of cards (52 cards) with no joker is used in the play of the game. However, all four of the aces shall be removed from the deck and shall be replaced with four specially marked bonus aces with the word "Natural" on them. The game can be played with a minimum of six (6) and a maximum of eight (8) decks.

### **Card Values and Hand Rankings**

- Any two cards of 52 cards consisting of special marked Natural aces with any 10 or face card is a Natural and beats all other hands.
- An ace has three values of :
  - 11 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 With 3 Value | a) 11 ½. When paired with another card with the value of 10.<br>b) 1 or 11 with all cards with value of 2-9.<br>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   |

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|       |    |
|-------|----|
| Jack  | 10 |
| Queen | 10 |
| King  | 10 |

### **Description of Table Used and Total Number or Seated Positions**

21st Century Blackjack 8.0 Buster Blackjack is played on a raised gaming table. The table seats eight players who face the 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 their 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. Backline betting is not allowed on any wagers.
4. Prior to the start of play, the casino dealer will take the collection fees.
5. 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 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.
6. 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. After all players have received a second card, the player-dealer will receive their second card, which will be placed in front of the casino dealer face down. The player-dealer's face-down card shall be checked for a "natural" when the player-dealer's face-up card is a "bonus" ace card. If the player-dealer is dealt a "bonus" ace face-up, players will be asked if they would like to place an "insurance" wager. Players may either decline or place an "insurance" wager by betting an amount equal to half of their game wager. After each player has been given the opportunity to place an "insurance" wager, the house dealer will check the player-dealer's face-down card. If the player-dealer has a "natural," players shall not be given the opportunity to draw additional cards and the

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hands shall be compared immediately. Players that placed an insurance bet are paid 2 to 1 on the insurance bet.

- If the player-dealer does not have a “natural,” each player is given an opportunity, starting with the player seated to the left of the player-dealer and continuing clockwise around the table, to “hit” and be dealt additional cards to make the best possible hand. This shall also include “doubling-down,” “splitting,” “surrendering,” or “standing.” Each player shall be required to hit or stand according to the chart below:

| <b>Rules for player</b>      |                    |                       |
|------------------------------|--------------------|-----------------------|
| <i>Must stand on</i>         | <i>Must hit on</i> | <i>Have option on</i> |
| Soft & hard 21<br>“naturals” | 11 or less         | 12                    |
|                              |                    | 13                    |
|                              |                    | 14                    |
|                              |                    | 15                    |
|                              |                    | 16                    |
|                              |                    | 17                    |
|                              |                    | 18                    |
|                              |                    | 19                    |
|                              |                    | 20                    |

A soft hand is achieved when a hand contains an ace with a combination of two or more cards that add up to 10.

A hard hand is achieved when a hand contains an ace with any combination of three or more cards adding up to 21. In the event that the hand includes an ace, the ace is counted as 1, not 11.

- 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.
- 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. Furthermore, wagers will be settled in the following order: all game wagers on the table and then all buster blackjack side bet wagers on the table.
- The player-dealer’s cards will always be dealt and placed in front of the casino dealer’s tray.
- 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:

| <b>Rules for player-dealer</b> |                    |                       |
|--------------------------------|--------------------|-----------------------|
| <i>Must stand on</i>           | <i>Must hit on</i> | <i>Have option on</i> |
| Hard 17 and above              | Soft 17 or less    | None                  |

A hard hand is achieved when a hand contains a combination of three or more cards totaling 17. In the event that the hand includes an ace, the ace is counted as 1, not 11.

A soft hand is achieved when a hand contains a combination of two or more cards totaling 17 with an ace counted as 1 or 11.

12. 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.
13. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the player-dealer position is rotated in a clock-wise fashion around the table.
14. 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.

### **How Each Wager Wins, Loses, or Pushes**

1. A "natural" is an initial two card hand containing a bonus ace and any card with a value of 10 and is the best possible hand. Winning "natural" hands will be paid 6 to 5
  - a. If the player and the dealer's hands are both a "natural," the hand is a push or tie, and no action is taken on the wager.
2. If the value of a player's hand is less than a "natural" and the value of the dealer's hand is more than a "natural" the player wins the hand.
3. If the value of a player's hand is less than a "natural" and the value of the player-dealer's hand is less than a "natural," the hand closest to a "natural", without going over, wins.
4. If a player and the dealer hands have the same value and it is less 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 dealer's hands both have a value of more than a "natural", the following rules apply:
  - a. If the value of the dealer's hand is closer to a "natural," the dealer wins the hand.
  - b. If the value of the player's hand is closer to a "natural," the player loses except when the dealer has one of the following variations of hands occurs and then they will "push".
    - If dealer has a 3-card hand that consists of a 7, 8, and 9 of a single suit.
6. The player-dealer wins all ties over a "natural."
7. If the value of a player's hand is greater than a "natural" and the player-dealer hand has a value of less than a "natural," the dealer wins
8. A two card "natural" beats all other hands.

### **Double-Down, Split, Surrender and Insurance**

1. Double-down:
  - a. Players can double-down on the first two-cards only, with the exception of all "natural" hands and 21. The player must place a second wager 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.

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- 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.
  - c. Player may not double down for less than his original wager, up to one half of their original bet.
2. Splits:
- a. Players can split any two cards of the same value (2-9) 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 or surrender after each split. A player can split the same value cards a maximum of four times. Players may double down after splitting.
  - 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 follow 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. A total of three aces can be split. The player must place an additional wager equal to the wager he/she originally placed prior to the start of the game. Aces cannot qualify for a "natural" hand after the split.
3. Surrender:
- a. Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the player-dealer's second card is dealt
4. 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 blackjack (and the player does not), the insurance bet is paid 2 to 1 and the player's original wager loses.
5. There is no collection fee taken by the casino on any double-down, split or insurance bet executed by a player, nor is there any collection fee charged to the player-dealer.
6. Backline betting is not allowed on any double down, split, surrender or insurance wagers.
7. Third party providers of proposition player services are permitted to play.
8. 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.

### **Buster Blackjack Side Bet**

1. 21st Century Blackjack 8.0 features an optional bonus wager. The Buster Blackjack Side Bet allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand, the higher the payoff. A player must participate in the game in order to make the buster blackjack side bet wager.
2. Buster Blackjack Side Bets must be placed prior to the initial deal.

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3. Backline betting is not allowed on the Buster Blackjack Side Bet.
4. The Buster Blackjack Side Bet may be less than or equal to, but may not exceed, the game wager.
5. If the player-dealer does not or cannot have a “natural” and the player has a “natural”, the game wager is paid and the player’s cards are put away. The Buster Blackjack Side Bet remains in action whether or not the player busts or is dealt a “natural.”
6. Once all players have made the decisions concerning their hands according to the rules for game, the player-dealer will reveal their hole card and play out their hand. The payoff odds vary with the number of cards in the player-dealer’s busted hand. The more cards in his busted hand, the higher the payoff.
  - a. If the player-dealer hand busts, all Buster Blackjack Side Bets will be paid according to the posted buster blackjack pay table.
  - b. If the player-dealer does not bust, all Buster Blackjack Side Bets will be collected in rotation to the extent of the money in action.
7. The player-dealer will pay all qualifying Buster Blackjack Side Bets and will collect All Buster Blackjack Side Bets that did not qualify.

**Note:** if there are no game wagers remaining simply because all players have received a “natural”, as long as there is Buster Blackjack Side Bet, the player-dealer must complete his hand, if not 17 or greater.

**Buster blackjack side bet pay table**

| Number of cards in dealer’s busted 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 |