



Blackjack

Blackjack is a card game.

The setting

This is the layout, where the chips are placed to bet on the cards.



The dealer, who uses 6 packs of 52 cards, 3 red packs and 3 blue packs.



He shuffles the 6 packs according to a precise rule established by the casino, and asks one of the players to cut the pack with a red card. He then cuts the pack himself with a blue card and inserts the six packs of cards into a container. The dealer then removes the first five cards which are said to be «burnt».

The game can now begin.

The drawing of the red card indicates the last hand.

The players ... maximum of 7, seated, one opposite each box on the layout.



The boxes... The rectangular boxes drawn on the layout are for the players to place their bets inside, which are represented by chips.





The Values of the Cards



= 11 OR 1
according to
the player's needs

The Face Cards are worth 10



= 10



= 10



= 10

The other cards are worth their face value.



= 10



= 9



= 8



= 7



= 6



= 5



= 4



= 3



= 2



The Aim of the Game

The players play against the Casino (also known as 'The Bank'), which is represented by the dealer.

The aim is to reach a score as close as possible to 21, without going over 21, and to have a higher score than the bank.

*The best possible hand is to have 21 with 2 cards, one being worth 10, and an Ace: this is known as **Blackjack**.*





Order of play...

Each player places his bets by placing chips in the box in front of him, respecting the **minimum** and **maximum** stakes indicated on a layout on the card table.

Each player who is seated is allocated a box, but standing players may also place bets in the seated player's box. In this case, **only the seated player** decides the game options for his box.



A player may also bet in several boxes (up to 3). One player can play alone against the Bank as long as he bets in at least two boxes.



The dealer deals one card to each player in a clockwise direction, face up. He deals to himself last, card faced up.



He deals a second round of cards to the players, but doesn't deal to himself.

So, the players then have two cards, and the Bank has only one. The dealer then asks each player in turn what he wishes to do.

The player has two options:

- he's happy with his hand and he says «**stand**»
- he asks for another card, and he says «**card**»

The dealer can give him as many cards as the player wishes, but if he goes over 21 he is bust; and he loses his stake, which the dealer collects immediately.



An important trip

The aim of the game being to reach 21 and to beat the Bank, it must be remembered that the player is free to draw or not after his first two cards, but the Bank is obliged to **hit** until 16 and to **stand** from 17. The player is lucky enough to see the first card of the bank, and it is the calculation of his score in two cards compared to the score of the bank which will help him decide whether or not to **take a card** or **stand**.



There is only Blackjack if 21 is reached in two cards. The Ace card can count as 11 or 1 according to the interests of the player. The player can ask for as many cards as he wishes provided he doesn't go over 21. If that happens, he is "bust" and his stakes are collected.

The bank has 10...
Some options for the player...

The dealer's card being 10, here are the different examples of options available to the player.

Initial hand	Example of player's decision*	New card	Example of player's decision*	New card	Example of player's decision*	Total points
	Stand					10 + 10 20
	Card		Stand			5 + 10 + 4 19
	Card		Bust			10 + 5 + 7 22 Bust (Eliminated)
	Card		Card		Stand	5 + 10 + 1 + 3 19
	Stand					Blackjack 21

The dealer collects immediately the stake.

*If the croupier has no chance of getting a Blackjack (if he doesn't have a 10, a face card or an Ace), he pays the player immediately 3 for 2 (x 1.5 the stake)

These are simply examples of decisions the player may make, he is under no obligation to make these decisions. For the second, third and fourth examples he could just as easily «stand», even if this means he stands a lesser chance of winning.



Once all the players have been dealt their cards, the dealer deals himself a second card. As long as the total is not equal to or higher than 17 (17), he draws other cards.

Here are some examples of what the dealer may do :

First card	Second card	Total points	Third card	Total points	Fourth carte	Total points Observation
		10 + 11 21 ≥17 Stand				Blackjack It's the maximum.
		10 + 10 20 ≥17 Stand				20 being higher than 17, he sticks.
		10 + 5 15 ≤16 Card		10 + 5 + 3 18 ≥17 Stand		15 being lower than 17, he draws again, 18 being higher than 17, he sticks.
		10 + 5 15 ≤16 Card		10 + 5 + 7 22 > 21 Eliminated		With the third card the croupier reaches 22, which is higher than 21 so he has lost. He pays all the players.
		10 + 2 12 ≤16 Card		10 + 2 + 4 16 ≤16 Card		10 + 2 + 4 + 1 17 ≥17 Stand Ace is worth 1, see below

The case of the Ace for the dealer.

It is also worth 1 or 11, but if it brings the dealer to a score of 17 or more, the Bank is obliged to stick.



For example, a 6 and an Ace always amounts to 17 for the Bank, yet for the player, it can be worth 7 or 17 according to the player's wishes.



The outcome

The dealer then compares his hand with that of each player who has "stuck" (the "bust" having been eliminated and the real Blackjacks having been paid).

3 possibilities : There are 3 possibilities.

His hand is the best:

the player has lost and the dealer collects his stake

They are equal:

the dealer leaves his stake, the player can use it

His hand isn't as good:

- the player has Blackjack: he pays him 3 for 2 (x 1.5 his stake)

- the player has another hand: he plays him x1 his stake

Dealer	Player 1	Player 2	Player 3	Player 4
	Stake	Stake	Stake	Stake
	Blackjack 	21 	18 	15
Blackjack 	Equal	Lose 	Lose 	Lose
21 	Win <i>The player has been paid immediately after the dealing of the 5 cards</i> 	Equal	Lose 	Lose
18 	Win <i>The player has been paid immediately after the dealing of the 5 cards</i> 	Win 	Equal	Lose
≥ 21 	Win <i>The player has been paid immediately after the dealing of the 5 cards</i> 	Win 	Win 	Win

Insurance



If the first card drawn by the dealer is an Ace, the players can protect themselves against a possible Blackjack by insuring themselves.

To do this, they place an insurance wager equal to half of their stake on the insurance line opposite their box.

Stake = 2,
therefore
insurance = $2/2 = 1$



If the dealer then gets the Blackjack, the player wins twice the amount of the insurance wager, and loses his stake, unless he also has Blackjack.



If the dealer doesn't get the Blackjack, the insurance wager is collected. The game then carries on as normal, the player wins if he has more than the Bank, sticks if he has the same, and loses if he has less.



Doubling down

If, after dealing of the first two cards, the total is 9,10,11, the player can double his stake, but in this case he can only draw one extra card.



The player doubles his stake...



... by placing an equal stake behind the first one



The dealer then places it on top of the first stake.

The game continues, but the player is only allowed one more card. In case of a victory, he will be paid the equivalent of his double stake. (So, in the example above, 2 chips).



Splitting pairs

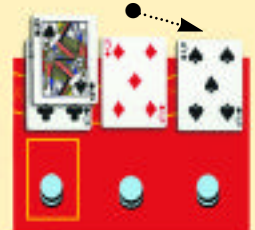
If the first two cards make a pair (for example two 5s, two 8s...) the player can divide his hand, which is called "splitting".



He places the two cards side by side, and bets on the second hand as much as on the first by placing his chips under the second card. He then asks for more cards for the two hands.



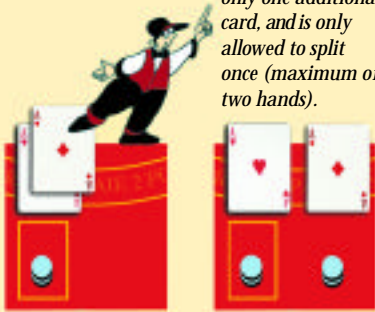
If, from the draw of the cards, he receives another pair, he can split again ...



... and so on, if it should happen again. (In some casinos the number of splits allowed is limited).



In the case of a pair of Aces, he is allowed only one additional card, and is only allowed to split once (maximum of two hands).



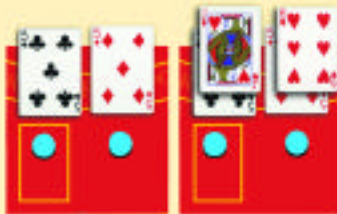
When the pair has been split, 21 reached with 2 cards is not Blackjack. (Only 21)



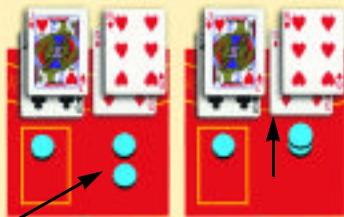
Beware,... a subtlety of the game !



If during the splitting, the player finds that he has two cards whose total is worth 9, 10 or 11, he can double his bets, as if he had been dealt these two cards in the first deal.



For example, here, on the second 5 he has a 6, which makes a total of 11.



He can, if he wishes, double the stake by placing an equal stake behind the first one.

In some casinos the dealer may take this into account and place the second stake on the first one, but more often than not the additional stake remains behind the first one.

The dealing carries on as normal, with the split hand being allowed only one additional card.



The opportunity to double and split is generally advantageous for the player. However, it is a technique that must be used carefully, as it can result in great losses.

Example: The 2 players each have 14 chips. The dealer has drawn a 7.

This player obtains: the following points: 15, 15, 24, 14

This player obtains: 21, 19, 21, 21

The dealer draws an Ace, which gives him a total of 18.

This player has lost 10 chips, leaving him with only 4.

This player has won 10 chips, so he now has 24, or 20 more than the other player in one go.

Conclusion



We have tried to account for all the possible alternatives. It should be remembered that even if the general principles are the same everywhere, certain variations exist from casino to casino. In the United States, many of the rules are different. Make sure you find out the rules before you play.