

# Face Up Blackjack

## Rules of Play

### **OVERVIEW**

Face Up Blackjack is played exactly like standard blackjack, but with two exceptions:

- 1) You get to see both of the Dealer's cards.
- 2) The Dealer wins all ties.

Face Up Blackjack also offers optional 2-Card Bonus and 4-Card Bonus wagers.

**2 Card Bonus** - Bonus wager pays when your two starting cards match one of the 2-Card Bonus payouts

**4 Card Bonus** - Bonus wager pays when the dealer's initial two cards and your two starting cards are combined, and match one of the 4-Card Bonus payouts.

### **Recommended Dealing Procedures**

1. Use six standard decks of 52 cards, totaling 312 cards.

2. Placing a wager:

- Players place their wagers on the designated betting circle within the posted limits. Players may also place a wager on the optional TWO CARD BONUS and FOUR CARD BONUS wagers.
- Each player's decision on the bonus wagers is independent of the base game.

3. Dealing:

- Standard blackjack dealing procedures apply, except that all cards are dealt face up, including the dealers.

4. Player Decision:

- The TWO CARD BONUS and FOUR CARD BONUS will be settled first.
- Players can then choose to split, double down, hit, or stay, following house rules.

### **Double Down:**

- If the player's two starting cards (depending on house's rules) total 9, 10, or 11 players can double down by placing an additional wager next to their original wager up to an equal amount.
- If the player doubles down, they will receive one (1) additional card face up.

### **Split:**

- If the player's two starting cards are a pair, the player can only split once by placing an additional wager equal to the original next to the betting circle.
- An extra card is dealt for each split hand.
- Players can hit a split hand if the total is 20 or less.
- If total exceeds 21, player busts, and the dealer collects the wager.
- Players can double down after a split hand, but the same double down rules listed above apply.

**Hit:**

- The dealer gives the player another card. If the total is 20 or less, the player has the option to request another card (hit) or stay on their current total. This sequence repeats until the player opts to stay or exceeds a total of 21.

**Stay:**

- Player opts not to receive any additional cards.

**5. Dealer's hand:**

- Dealer adds the value of their two cards.
- If total is 16 or less, dealer hits until reaching a hard 17-21 or busting.
- If dealer busts, all remaining wagers are paid even money.

**6. Compare hands:**

- Dealer compares total value of each player's hand to their own.
- If player's hand is greater, dealer pays even money; if not, dealer collects the wager.
- If player's hand and dealer's hand results in a tie, then dealer collects the wager.

**7. End of round:**

- After the end of the round, the dealer picks up all cards from the table and places them in the discard rack.