

BLACKJACK

Blackjack, sometimes called Twenty-One, is a popular and fun casino favorite. Everyone plays against the dealer. The dealer gives each player two cards. The dealer also gets two cards; one face down, and the other face up. The object is to draw cards that total 21, or as close to 21 as possible without going over ("busting").

Ten, Jack, Queen and King count as ten, Aces count as either one or eleven as you choose. Other cards play at their face value. If you receive an Ace and a Ten as your original two cards, you have "Blackjack" and win one and one-half times your bet unless the dealer also has Blackjack. If the dealer has Blackjack as well, it is a tie or "push." If you "hit" and your total is more than 21, you have busted and you lose. If you do not go over 21 and the dealer does, you win.

These simple key rules will help you play:

1. If your total is closer to 21 than the dealer's, you win.
2. If you "hit" and your total is more than 21, you lose.
3. If the dealer "hits" and their total is more than 21, you win.
4. If you and the dealer have the same total, it is a tie or "push."

Don't hesitate to ask your friendly dealer if you have questions.

Blackjack – Terms

Doubling Down:

If on the first two cards, you feel you can win with only one more card, you may double your bet. Remember, you get only one more card.

Splitting Pairs:

An option you have with two original cards of the same value (4's, 8's, ten-valued cards, etc.). You can split the two cards and play each hand individually. You must bet the same amount as your original wager on the split hand. You may also "double down" on the first two cards of each hand after the split. When splitting Aces you will receive only one card per Ace. You can split Aces three times for a total of four hands.

Insurance:

If the dealer's "up card" is an Ace, you can take insurance. You're betting that the dealer has a ten-value card in the "hole," making Blackjack. You can bet up to one-half of your original wager, but a winning insurance bet pays 2 to 1.

Push:

A standoff between you and the dealer. Neither hand wins.

Hand Signals:

Non-verbal communication between you and the dealer to indicate "hit" or "stand." Ask your dealer for the proper signals.



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