

St. Edmund Memories Charity Auction Casino Rules

The object of Blackjack is to get closer to 21 than the dealer without going over. Play progresses as follows:

1. Each player places a bet before receiving any cards.
2. A card is dealt face up to each player around the table, and then one is dealt face down to the dealer (called the "hole" card).
3. A second card is then dealt face up to each player around the table, as well as to the dealer.
4. Starting from the player to the left of the dealer, each player decides whether to draw further cards.
5. After all players have completed their hands, the Dealer proceeds to draw cards to complete the Dealer's hand. **See 'Restrictions on the Dealer'**

You **lose** your bet if:

- You go over 21 ("bust"), at which point your cards are removed from play
- The Dealer is closer to 21 than you are

You **win** your bet if:

- Your total is closer to 21 than the Dealer's, without going over
- The Dealer goes over 21 ("busts")

The dealer is your only opponent in the game, so even if another player at the table is closer to 21 than you, you still win, as long as you are closer than the dealer.

If your total is the same as the Dealer's total, it's called a "PUSH" and you don't win or lose, you keep your bet.

The Values of the Cards

- Picture Cards (Jack, Queen and King) each count as **10 points**.
- An Ace counts as **1 point** or **11 points**, whichever is better for owner of the hand.
- All other cards have their numerical face value.

Jokers are not used when playing Blackjack.

What is a Blackjack?

Blackjack is a combination of an Ace and any 10 or picture card with your first two cards. It pays two times your bet unless the dealer also draws Blackjack, in which case you have a "PUSH".

Restrictions on the Dealer

The dealer plays according to a strict set of rules. Dealers must take another card if their hand totals 16 or less. Dealers must stand (not take any more cards) if their hand totals 17 or more.

Splitting

If your first two cards are of equal value you may split these to form up to three separate hands. Aces may be split to form only two hands. You will receive an additional card for each hand however a **wager equal to your original bet** must be placed each time you split.

Doubling Down

You may place an additional bet (not exceeding your original bet) if your first two cards total 9, 10 or 11 (without aces) – if you choose to double down, you receive only one additional card.

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The diagram shows a standard roulette betting layout on a teal background. At the top are the green pockets for 0 and 00. Below are three columns of numbers: 1-12, 13-24, and 25-36. The layout is divided into three 12-number sections labeled 1ST 12, 2ND 12, and 3RD 12. On the left, there are vertical sections for '1 TO 18', 'EVEN', 'ODD', and '19 TO 36'. At the bottom, there are '2:1' bets for columns 1-12 and 13-24. Various bet areas are marked with letters A through K in yellow circles. A red diamond is next to the 1ST 12 section, and a black diamond is next to the 2ND 12 section. A yellow double-headed arrow at the bottom left points to the '2:1' bets and is labeled 'Outside Bets'.

		0	00
1 TO 18	1ST 12	1 (A)	2
		4	5 (6)
EVEN	1ST 12	7	8 (9) (E)
		10 (11)	12 (H)
ODD	2ND 12	13 (C)	14 (15)
		16 (17)	18 (D)
19 TO 36	2ND 12	19	20 (21) (K)
		22 (23)	24
19 TO 36	3RD 12	25 (26)	27 (F)
		28 (29)	30
19 TO 36	3RD 12	31 (32)	33
		34 (35)	36
Outside Bets		2:1	(G) (J) 2:1

Roulette

Inside bets: (also called layout bets)

A - 1 number, Straight up 35:1

B - 2 numbers, Split 17:1

C - 3 numbers, 3 Line 11:1

D - 4 numbers, Corner 8:1

E - N/A

F - 6 numbers, 6 Line 5:1

Outside bets:

G - 12 numbers, Column 2:1

H - 12 numbers, Dozen 2:1

J - 24 numbers, Split Columns 1:2

K - 24 numbers, Split Dozens 1:2

Even/Odd - Pays even money 1:1

Red/Black - Pays even money 1:1

1-18/19-36 (also called Low/High) - Pays even money 1:1