

# PONTOON 21

## Rules

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### **1. Definitions**

The following words and terms, when used in this section, shall have the following meanings unless the context clearly indicates otherwise:

*Blackjack* - shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except that this shall not include an ace and a 10 point value card dealt to a player who has split pairs.

*Hard total* - shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as one in value.

*Pat hand* - shall mean a hand that has a value of 17 or better and does not require a hit.

*Push* - shall mean a tie between the hand of the player and that of the dealer, except for hands containing a point count of 21 or a blackjack.

*Rescue* - is defined in Section 9.

*Soft total* - shall mean the total point count of a hand which contains an ace that is counted as 11 in value.

*Suit* - shall mean one of the four categories of cards: club, diamond, heart or spade.

### **2. Cards; number of decks; rank of cards**

- (a) Pontoon 21 shall be played with six or eight decks of cards, with backs of the same color and design and one additional cutting card. The decks shall meet the requirements of 205 CMR 146.48 and shall consist of 48 cards, with the 10 of each suit having been removed from each deck during the inspection required by 205 CMR 146.49 and Section 3. The cutting card shall be opaque and a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.
- (b) The point value of the cards contained in each deck shall be as follows:
  - (1) Any card from 2 to 9 shall have its face value;
  - (2) Any Jack, Queen or King shall have a value of 10;
  - (3) An ace shall have a value of 11, unless that value would give a player or the dealer a score in excess of 21, in which case it shall have a value of one.

### **3. Opening of the table for gaming**

- (a) After receiving the decks of cards at the table in accordance with 205 CMR 146.49, the

dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) through (c) below or the requirements of 205 CMR 146.50.

- (b) If the decks contain the 10 of any suit, the dealer shall remove these cards from the decks, and the floor person shall verify that all such cards have been removed from each deck. Following the inspection of the cards by the dealer and the verification by the floor person assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. Each deck of cards shall be spread out separately, according to suit and in sequence.
- (c) After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards, and stacked. If during the mixing or the stacking process a card is turned over and exposed to the players, the cards shall be remixed. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

#### **4. Shuffle and cut of the cards**

- (a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to 205 CMR 146.50, and after each shoe of cards has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.
- (b) After the cards have been shuffled and stacked, the dealer shall:
  - (1) If the cards were shuffled using an automated card shuffling device, place the stack of cards in the dealing shoe and deal the cards in accordance with the procedures set forth in Section 7; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe; or
  - (2) If the cards were shuffled manually or were pre-shuffled pursuant to 205 CMR 146.50, cut the cards in accordance with the procedures set forth in (c) below.
- (c) If a cut of the cards is required, after the cards have been shuffled, the dealer shall perform one of the following options. The dealer will offer the stack of cards, with backs facing away from them to the players to be cut, or at the casino's discretion, the dealer will cut the stack of cards for the table.
- (d) The cut of the cards shall be offered to players in the following order:
  - (1) The first player to the table, if the game is just beginning; or
  - (2) The player at the farthest position to the right of the dealer; provided, however, that if there are two or more consecutive rounds of play, the offer to cut the cards shall rotate in a counterclockwise manner after the player to the far right of the dealer has been offered the cut.
- (e) The player or dealer making the cut shall place the cutting card in the stack at least a deck from either end. Once the cutting card has been inserted, the dealer shall take the cutting card and all the cards on top of the cutting card and place them on the bottom of the stack.

The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

- (f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if they determine that the cut was performed improperly or in anyway that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by (c) and (d) above.
- (g) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in Section 7(j), provided, however, that the gaming licensee may determine after each round of play that the cards should be reshuffled.
- (h) A gaming licensee may submit to the Massachusetts Gaming Commission for approval the proposed shuffle, cut card placement, number of cut cards (to include shuffle techniques without the use of any cut cards), location of where the shuffle takes place, who is responsible for shuffling, shuffling equipment (dealing shoes or other dealing devices) and burn card procedures.
- (i) Whenever there is no gaming activity at a Pontoon 21 table that is open for gaming, the cards shall be spread out on the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Section 3(c) shall be completed.
- (j) When the licensee is using a manual shuffle the following steps will be incorporated into their shuffle procedure.
  - (1) The "plug" is a method for inserting unused cards from behind the cut card into the cards in the discard tray. This is usually the first step.
  - (2) The "riffle" is when the cards are divided into two piles and interlaced.
  - (3) The "turn" involves dividing the shoe into two stacks and rotating one stack 180 degrees before riffling the stacks together.
  - (4) The "strip" also known as running cuts. The strip should not occur before at least two riffles have taken place.
  - (5) The "cut" is the final step before the cards are put back into the shoe. This ensures that the top card cannot be identified if it was accidentally exposed during the other steps.

## **5. Wagers; payout odds**

- (a) Prior to the first card being dealt for each round of play, each player at the game of Pontoon 21 shall make a wager against the dealer which shall win if:
  - (1) The score of the player is 21 or less and the score of the dealer is in excess of 21;
  - (2) The score of the player exceeds that of the dealer without either exceeding 21;
  - (3) The player has achieved a score of 21 in two cards and the dealer has achieved a score of 21 in two or more cards; or
  - (4) The player has achieved a score of 21 in more than two cards and the dealer has

achieved a score of 21 in more than two cards.

- (b) Except as otherwise provided in (a)(3) and (4) above, a wager made in accordance with this section shall be void if the score of the player is the same as the dealer. However, a wager shall lose if the player has 21 in more than two cards and the dealer has a blackjack.
- (c) All wagers at Pontoon 21 shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted, provided it is confirmed by the dealer and casino supervisor, and that such cash is expeditiously converted into gaming chips or plaques in accordance with 205 CMR 146.09.
- (d) Except as otherwise provided in this section, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.
- (e) After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers. Except as provided in (f) and (g) below, winning wagers made in accordance with (a)(3) above shall be paid at odds of 3 to 2, and all winning wagers made in accordance with (a)(1), (2) or (4) above shall be paid at odds of 1 to 1.
- (f) Notwithstanding the provisions of (e) above, a gaming licensee shall pay the following payout odds for winning wagers made in accordance with (a) above unless the player has doubled down, in which case all of the following wagers shall only be paid at odds of 1 to 1:
  - (1) Three cards consisting of the 6, 7 and 8 of mixed suits shall be paid at odds of 3 to 2;
  - (2) Three cards consisting of the 6, 7 and 8 of the same suit shall be paid at odds of 2 to 1, except that three cards consisting of the 6, 7 and 8 of spades shall be paid at odds of 3 to 1;
  - (3) Three cards consisting of three 7's of mixed suits shall be paid at odds of 3 to 2;
  - (4) Three cards consisting of three 7's of the same suit shall be paid at odds of 2 to 1, except that the three cards consisting of three 7's of spades shall be paid at odds of 3 to 1;
  - (5) Five cards totaling 21 shall be paid at odds of 3 to 2;
  - (6) Six cards totaling 21 shall be paid at odds of 2 to 1; and
  - (7) Seven or more cards totaling 21 shall be paid at odds of 3 to 1.
- (g) In addition to the payouts required by (f)(4) above, a winning hand that consists of three 7's of the same suit when the dealer's exposed card is also a seven of any suit shall be paid an additional fixed payout of \$1,000 if the player's original wager was \$5.00 or more but less than \$25.00, or \$5,000 if the player's original wager was \$25.00 or more. All other players at the table who placed a wager during that round of play shall also be paid an additional fixed payout of \$50.00. Notwithstanding the foregoing, the additional fixed payouts required by this subsection shall not be applicable if the winning hand had been doubled down pursuant to Section 9 or had been split pursuant to Section 10.
- (h) Except as expressly permitted by this section, once the first card of any hand has been removed from the shoe by the dealer, no player shall handle, remove or alter any wagers

that have been made until a decision has been rendered and implemented with respect to that wager.

- (i) Once an insurance wager, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager, except as expressly permitted by this section.
- (j) After the cards have been shuffled pursuant to Section 4, a gaming licensee may, in its discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the gaming licensee chooses to permit the player to begin wagering or until a reshuffle of the cards has occurred.

#### **6. Match Super Bonus wager**

- (a) A player at a Pontoon 21 table may make an additional “match-super-bonus” wager that either of the player’s initial two cards will match the dealer’s up card in the manner required by (e) below. If both of the player’s initial two cards match the dealer’s up card, the player shall be paid in accordance with (e) below for each matching card.
- (b) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by Section 5 may make an additional “match-super-bonus” wager, which shall be an amount not less than \$5.00 and shall not exceed the lesser of:
  - (1) The amount of the wager made by the player pursuant to Section 5(a); or
  - (2) A maximum amount established by the gaming licensee, which limit shall be posted in accordance with 205 CMR 147.03.
- (c) A “match-super-bonus” wager shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the Pontoon 21 layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with 205 CMR 146.09.
- (d) Immediately after the second card is dealt to each player and the dealer, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, all losing “match-super-bonus” wagers shall be collected by the dealer, and then all winning “match-super-bonus” wagers shall be paid by the dealer, in accordance with (e) below.
- (e) All winning “match-super-bonus” wagers shall be paid at no less than the following odds:
  - (1) If six or eight decks of cards are being used:

Each matching card of a different suit

3 to 1

- (f) A “match-super-bonus” wager shall have no bearing on any other wager made by a player at the game of Pontoon 21.

### **7. Procedure for dealing the cards**

- (a) All cards used in Pontoon 21 shall be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the dealer.
- (b) The dealer shall remove cards from the shoe with their left hand, turn them face upwards, and then place them on the appropriate area of the layout with their right hand, except that the dealer has the option to deal hit cards to the first two betting positions with their left hand. Cards will be dealt so as not to expose the hole card or any other face down cards in a manner that cannot be readily observed by someone attempting to ascertain their value.
- (c) After each full set of cards is placed in the shoe, the dealer shall remove the first card therefrom face downwards and place it in the discard rack, which shall be located on the table immediately to the right of the dealer. Each new dealer who comes to the table shall also burn one card as described in this section before the new dealer deals any cards to the players. The burn card shall be disclosed if requested by a player.
- (d) At the commencement of each round of play, the dealer shall, starting on their left and continuing around the table, deal the cards in the following order:
  - (1) One card face upwards to each box on the layout in which a wager is contained;
  - (2) One card face upwards to the dealer; and
  - (3) A second card face upwards to each box in which a wager is contained.
- (e) After two cards have been dealt to each player, the dealer shall, beginning from their left, announce the point total of each player. As each player's point total is announced, such player shall indicate whether they wish to surrender, double down, split pairs, stand or draw, as provided for by this section.
- (f) As each player indicates their decisions, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decisions consistent with this section and shall announce the new point total of such player after each additional card is dealt.
- (g) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upward to themselves; provided, however, that such card shall not be removed from the dealing shoe until the dealer has first announced "Dealer's Card," which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by Section 12 shall be dealt face upwards at this time, after which the dealer shall announce their total point count. In lieu of the requirements of this subsection, one of the procedures set forth in (i) below may be implemented.

- (h) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to their far right and moving counterclockwise around the table. After all the players' cards have been collected the dealer shall pick up their cards against the bottom of the players' cards and place them in the discard rack.
- (i) In lieu of the procedure set forth in (g) above, a gaming licensee may permit the dealer to deal their hole card face downward after a second card in a manner as to not disclose the value of the card and before additional cards are dealt to the players; provided, however, that the dealer shall not look at the face of the hole card until after all other cards requested by the players pursuant to those regulations are dealt to them. Notwithstanding the foregoing, if a gaming licensee elects to utilize a card reader device and the dealer's first card is an ace, king, queen or jack of any suit, the dealer shall determine whether the hole card will give the dealer a blackjack prior to dealing any additional cards to the players at the table, in accordance with procedures approved by the Commission. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table. If the dealer has a blackjack, no additional cards shall be dealt and each player's wager shall be settled in accordance with Section 5. Any gaming licensee using this alternate dealing procedure shall provide notice thereof in accordance with the requirements set forth in 205 CMR 147.03.
- (j) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed, after which the dealer shall:
- (1) Collect the cards as provided in (h) above;
  - (2) Remove the cards remaining in the shoe and place them in the discard rack to ensure that no cards are missing; and then
  - (3) Shuffle the cards.
- (k) No player or spectator shall handle, remove or alter any cards used to game at Pontoon 21 except as explicitly permitted by this section and no dealer or other casino employee shall permit a player or spectator to engage in such activity.
- (l) Each player at the table shall be responsible for correctly computing the point count of their hand, and no player shall rely on the point counts required to be announced by the dealer under this section without checking the accuracy of such announcement themselves.

## **8. Surrender**

- (a) After the first two cards are dealt to a player and the player's point total is announced, the player may elect to discontinue play on their hand for that round by surrendering one-half of their wager. All decisions to surrender shall be made prior to such player indicating as to whether they wish to double down, split pairs, stand or draw as provided in this section.
- (1) If the first card dealt to the dealer was a 2, 3, 4, 5, 6, 7, 8 or 9, the dealer shall immediately collect one-half of the wager and return one-half to the player.

- (2) If the first card dealt to the dealer was an ace, king, queen or jack, the dealer shall place the player's wager on top of the player's cards. When the dealer's second card is revealed, the hand shall be settled by immediately collecting the entire wager if the dealer has blackjack, or by collecting one-half of the wager and returning one-half of the wager to the player if the dealer does not have blackjack.
- (b) If the player has made an insurance wager and then elects to surrender, each wager shall be settled separately, and one wager shall have no bearing on the other.

## **9. Doubling down; rescue**

- (a) Except for blackjack, a player may elect to double down, that is, make an additional wager not in excess of the amount of their original wager, on the two or more cards dealt to that player, including any hands resulting from a split pair, on the condition that one and only one additional card shall be dealt to each hand on which the player has elected to double down. In such circumstances, the one additional card shall be dealt face upwards and placed sideways on the layout.
- (b) A winning wager on a doubled hand shall be paid in accordance with Section 5(e) only, and the payouts in Section 5(f) and (g) shall not be applicable to such wagers.
- (c) If a dealer obtains blackjack after a player double down, the dealer shall collect only the amount of the original wager of such player and shall not collect the additional amount wagered in doubling down.
- (d) After the additional card required by (a) above has been dealt to a doubled hand, a player may "rescue" (take back) the double down wager and forfeit their original wager, as long as the additional card does not result in the hand having a point count in excess of 21.

## **10. Splitting pairs**

- (a) Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands, provided that the player makes a wager on the second hand so formed in an amount equal to their original wager.
- (b) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to any other hand.
- (c) After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate their decision to stand, draw or double down with respect thereto. A player may also split pairs again if the second card dealt to an incomplete hand is identical in value to the split pair; provided, however, that a player may split pairs a maximum of three times, or a total of four hands.
- (d) If the dealer obtains blackjack after a player splits pairs, the dealer shall collect only the amount of the original wager of such player and shall not collect the additional

amount wagered in splitting pairs.

- (e) The additional payouts provided in Section 5(g) are not applicable to a winning wager on a split hand.

## **11. Insurance**

- (a) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance bet, which shall win if the dealer's second card is a King, Queen or Jack and shall lose if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8 or 9.
- (b) An insurance bet shall be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager, except that a player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, half the initial wager cannot be bet. All insurance bets shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table. If a card reader device is in use, all insurance wagers shall be placed prior to the dealer inserting their hole card into the card reader device.
- (c) All winning insurance bets shall be paid at odds of 2 to 1.
- (d) All losing insurance bets shall be collected by the dealer immediately after the dealer draws their second face up card or discloses their hole card and before the dealer draws any additional cards.
- (e) Insurance bets shall not apply to the "match-super-bonus" wager permitted pursuant to Section 6.

## **12. Drawing of additional cards by players and dealers**

- (a) A player may elect to draw additional cards whenever their point count total is less than 21, except that:
  - (1) A player having blackjack or a hard total of 21 may not draw additional cards; and
  - (2) A player electing to double down shall draw one and only one additional card;
- (b) Except as provided in (c) below, a dealer shall draw additional cards to their hand until the dealer has a hard or soft total of 17, 18, 19, 20 or 21, at which point no additional cards shall be drawn.
- (c) A dealer shall draw no additional cards to their hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

## **13. More than one player wagering on a box**

MGMS will not permit more than one player to wager on a box.

#### **14. Player wagering on more than one box**

A player may only wager on one box at a Pontoon 21 table unless the gaming licensee, in its discretion, permits the player to wager on additional boxes.

#### **15. Irregularities**

- (a) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe during the dealing of the cards, the round of play shall be void and the cards shall be reshuffled.
- (b) If a 10 card of any suit is found in the shoe, it shall not be used in the game and shall be removed from the shoe by a floor person in a manner approved by the Commission. If more than one 10 card is found in the shoe during the dealing of the cards, the round of play shall be void and the cards shall be reshuffled.
- (c) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
- (d) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him during such round. If the card is refused by the players and the dealer cannot use the card, the card shall be burned.
- (e) If the dealer has a point count of 17 or higher and accidentally draws a card for themselves, such card shall be burned.
- (f) If the dealer misses dealing their first or second card to themselves, the dealer shall continue dealing the first two cards to each player, and then deal the appropriate number of cards to themselves.
- (g) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut according to the procedures in Section 4, the first card shall be drawn face downwards and burned, and the dealer shall complete the round of play.
- (h) If no cards are dealt to the player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.
- (i) If after receiving the first two cards, the dealer fails to deal an additional card or cards to a player who has requested such cards, then, at the player's option, the dealer shall either deal the additional cards after all other players have received their additional cards but prior to the dealer revealing their hole card or shall call the player's hand dead and return the player's original wager.
- (j) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in

accordance with procedures approved by the Commission.

- (k) Any automated card shuffling device shall be removed from a gaming table before any other method of shuffling may be utilized at that table.
- (l) If the dealer inserts their hole card into a card reader device when the value of their first card is not an ace, king, queen or jack, the dealer, after notification to a casino supervisor, shall:
  - (1) If the particular card reader device in use provides any player with the opportunity to determine the value of the hole card, call all hands dead, collect the cards and return each player's wager; or
  - (2) If the particular card reader device in use does not provide any player with the opportunity to determine the value of the hole card, continue play.
- (m) If a card reader device malfunctions the dealer may only continue dealing the game of Pontoon 21 at that table using the dealing procedures applicable when a card reader device is not in use.

**16. Bonus Spin Xtreme -16**

- (a) Scope. *Bonus Spin Xtreme - Xtreme-16*, ("BSX-16") is an optional fixed-amount progressive wager that can be configured for standard Blackjack or Pontoon 21 games. The Pontoon decks are standard 52-card decks with the "10's" removed making them 48 card decks. The amount of the wager is \$5. The Player may place the *BSX-16* side wager at the beginning of the game, at the same time as their main Blackjack wager. The wager may not be made alone, it must be made with a standard Blackjack wager that meets the table minimum. The primary game is then played as normal, per house rules. The *BSX-16* side wager is resolved when a qualifying "Trigger-Event" occurs.
- (b) If a qualifying "*Triggering Event*" occurs with the Dealer's initial two-cards, the *BSX-16* side wager wins, and awards the prize in Table 1, otherwise, the wager loses.

**Table 1. Triggering Events**

<b>Event</b>	<b>\$5 Wager</b>
Dealer's Initial Hand is a Six and a 10-valued Card	Wheel

- (c) To begin, Player's place their main Blackjack wagers and the optional *BSX-16* side wager.
- (d) After all wagers have been placed, the Dealer will press "Start Round" on the Dealer Terminal and begin locking up all *BSX-16* side wagers.
  - (1) Important Note: Dealer should verify that all *BSX-16* side wagers have been placed and are accurately reflected on the Dealer Terminal before "Start Round" is selected. If the Dealer presses "Cancel Round" this will allow the

sensors to be reset and all side wagers can be played accurately.

- (e) Once all *BSX-16* side wagers have been collected, the Player's and Dealer hand each receive their initial first two-cards according to the underlying Blackjack dealing procedures, per house rules.
- (f) If the *BSX-16* side wagers do not meet the criteria in "*Triggering Events*", the side wagers will lose, and the Dealer will press "*End Round*" on the Dealer Terminal immediately then proceed with standard dealing procedures.
- (g) If the *BSX-16* side wagers do meet the criteria in "*Triggering Events*", Player's will have an opportunity for additional winnings at the end of the round/game.
  - (1) The Dealer will mark the "*Triggering Event*" by placing Xtreme-16 button or lammer on the table indicating that the event has occurred, so they can continue dealing the game of Blackjack per house rules.
- (h) Once all main Blackjack and any other side wagers have been reconciled, all cards have been locked up in the discard racks, except the Dealer cards, the Dealer will mark "*Triggering Event*" on the Dealer Terminal and press "*Spin*".
- (i) After "*Spin*" is selected on the Dealer Terminal, a confirmation screen will appear confirming the wheel spin. The Dealer must press "*Confirm*" to begin the virtual wheel spin on the table signage. While the wheel is spinning only the *BSX-16* Player's position are displayed with participating Players highlighted.
  - (1) *Important Note:* If the spin outcome lands on a seat which has not participated, (no *BSX-16* side wager), then all participating Players with *BSX-16* side wagers win the community prize randomly picked and indicated by the inner community prize wheel on the table signage.
- (j) If the spin outcome lands on a seat for a participating *BSX-16* Players, then the Player at the winning position is the Hot-Spot Prize winner and will spin the Hot-Spot wheel. The Hot-Spot winning position is highlighted on the Dealer Terminal screen and table signage.
  - (1) *Important Note:* The Hot-Spot winner only gets paid the Hot Spot prize (Outer wheel) and does not get paid the community prize (Inner wheel).
- (k) The Dealer Terminal screen will prompt "*Enable Spin*" to activate the Players sensor in front of the Hot-Spot winner. When the Player is ready to initiate their spin, the Dealer will then press "*Enable Spin*" and at this point the Players sensor lights up and acts as a button to spin the *BSX-16* virtual wheel on the table signage.
- (l) Once the spin has been "*Enabled*", the Player will now place their hand over the sensor to initiate their spin.
  - (1) *Important Note:* Depending on the system settings or sensor malfunction, the Dealer may initiate the spin on behalf of the Player by pressing the highlighted Player position on the Dealer Terminal.
- (m) A "*Disable Spin*" will appear on the Dealer Terminal once the spin has been

*"Enabled"* and will allow the Dealer to again *"Disable"* the spin should the need arise, (Player is momentarily unable to initiate the spin).

(n) Once the spin has been initiated by the Player, a spinning wheel animation of the Hot-Spot Prize wheel will appear on the *BSX-16* table signage and will land on a prize spot after a few seconds of spinning (5-6 seconds). After the wheel has spun one or two times depending on the Hot-Spot position and participation, the Dealer will be prompted to either *"Cancel Jackpot"* or *"Pay Jackpot"*.

(1) *Important Note:* The *"Cancel Jackpot"* should only be used in the event of system malfunction; any additional spins or "Mystery/Must Hit" jackpots are assumed valid and should be paid accordingly.

(o) The Dealer will press *"Pay Jackpot"* to initiate the payouts for all participating Players. A payout confirmation will prompt on the Dealer Terminal showing the prize values along with Players position to be paid.

(p) After the Dealer completes all Players winning payouts for the table, the Dealer will press *"Paid"* on the Dealer Terminal concluding *BSX-16* round.

(1) *Important Note:* The payouts should not be confirmed in this way until after all winning Players have received their prizes or in the case of a larger prize or Jackpot, a Pit Supervisor is notified of the win. Prize amounts over a certain threshold will require a Pit Supervisor or above to confirm the winning hand and spin by entering an authorization code "333333" into the Dealer Terminal.

(q) Once the payouts have been completed and/or authorized by a Pit Supervisor or above, the Dealer will press *"Paid"* to confirm the payouts. The Dealer Terminal will prompt *"End Round"* for the Dealer to complete the *BSX-16* round. This will signal the end of the round and the beginning of a new round of *BSX-16*.

(r) *"Cancel Round"* and *"End Round"* commands have two different primary functions.

(1) Cancel Round(s) are *NOT* accounted and should be used to RESET operational error during gameplay, or if a player wanted to place a late bet on the *BSX-16* side wager, after the Dealer already pressed *"Start Round"* on the Dealer Terminal.

(2) End Round(s) are accounted for and should only be used to end a valid *BSX-16* round that contributes to the progressive meters and the beginning of a new *BSX-16* round.

i. Once cards have been dealt, a round should not be stopped except in the case of system malfunction or misdeal.

- (s) For the *"Mystery/Must-Hit"* jackpot, after *"End Round"* is pressed, the system checks if any Player participating in *BSX-16* side wager in the current round won the *"Must-Hit"* jackpot. The system provides the information on the Dealer Terminal which position has won the *"Mystery/Must-Hit"* jackpot and its amount. The jackpot will be processed the same way as other jackpots.

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