

DOUBLE ATTACK BLACKJACK

1. Definitions

The following words and terms, when used in the Rules of the Game of Double Attack Blackjack, 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.

Double attack wager-- shall mean an optional wager, in an amount not to exceed the amount of the initial wager, afforded to each player after the dealer is dealt a card face upwards.

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.

Initial wager-- shall mean the wager required to be made prior to any cards being dealt in order to participate in the round of play.

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, spade.

2. Cards; number of decks; rank of cards

- (a) Double attack blackjack 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(a) 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 cut 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 point total in excess of 21, in which case an ace 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 floorperson shall verify that all such cards have been removed from each deck, and shall destroy them in a manner approved by the Commission. Following the inspection of the cards by the dealer and the verification by the floorperson 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, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player determined pursuant to (d) below. If no player accepts the cut, the dealer shall cut the cards.
- (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 on whose box the cut card appeared during the last round of play; or
 - (3) The player at the farthest position to the right of the dealer if the cut card appeared on the dealer's hand during the last round of play; or
 - (4) The player at the farthest position to the right of the dealer if the reshuffle was initiated at the discretion of the gaming licensee.
- (e) The player or dealer making the cut shall place the cut card in the stack at least a deck from either end. Once the cut card has been inserted, the dealer shall take the cut card and all the cards on top of the cut 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 cut 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 he or she determines that the cut was performed improperly or in any way 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 cut 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 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 double attack blackjack table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at 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 insures that the top card cannot be identified if it was accidentally exposed during the other steps.**

5. Wagers; payout odds

- (a) An initial wager and a double attack wager shall win if:
 - (1) The point total of the player is 21 or less and that of the dealer is in excess of 21;
 - (2) The point total of the player exceeds that of the dealer without either exceeding 21; or
 - (3) The player has a blackjack and the dealer has a point total of 21 in three or more cards.
- (b) Except as otherwise provided in (a)(3) above, a wager made in accordance with this section shall be void if the point value of the player's hand equals the point value of the dealer's hand or if both player and dealer have blackjack. However, an initial wager shall lose and a

double attack wager shall be void if the dealer has a blackjack and the player does not have blackjack.

- (c) All wagers at double attack blackjack 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 the Rules of the Game of Double Attack Blackjack, 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 initial and double attack wagers and pay off all winning initial and double attack wagers at odds of 1 to 1.
- (f) Except as expressly permitted by the Rules of the Game of Double Attack Blackjack, 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.
- (g) 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 the Rules of the Game of Double Attack Blackjack.
- (h) 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. Optional bonus wager

- (a) A player at a double attack blackjack table may make an optional bonus wager that the dealer will exceed a point total of 21 with exactly three cards.
- (b) Prior to the first card being dealt for each round of play, a player who has placed the initial wager may make an additional bonus wager, which shall be in an amount not less than \$1.00 and shall not exceed the lesser of:
 - (1) The amount of the player's initial wager; or
 - (2) A maximum amount established by the gaming licensee, which limit shall be posted in accordance with 205 CMR 147.03.
- (c) An optional bonus wager shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the double attack blackjack

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) If the dealer’s first two cards yield a point count of 17 or higher or immediately after the dealer has drawn a third card to a point count of less than 17, and before any other wagers are paid or collected, the dealer shall settle all optional bonus wagers as follows:
- (1) If the dealer’s point total does not exceed 21 with exactly three cards all optional bonus wagers lose and shall be immediately collected by the dealer.
 - (2) If the dealer’s point total exceeds 21 with exactly three cards the dealer shall immediately pay all optional bonus wagers starting with the player immediately to the dealer’s right and proceeding counterclockwise around the table. Except as provided in (d)(3) below, the dealer shall pay each player who has placed an optional bonus wager based on the value of the third card drawn by the dealer in accordance with the following pay table:

Dealer’s Third Card Value	Payout Odds
Ten	3 to 1
Nine	6 to 1
Eight	8 to 1
Seven	10 to 1
Six	15 to 1

- (3) If the value of the dealer’s third card is an eight of the same color or suit of the dealer’s first two cards which are also each an eight, a gaming licensee shall pay each player who has placed an optional bonus wager as follows:

Eight's Value	Payout Odds
Three eights of the same color	50 to 1
Three eights of the same suit	200 to 1

- (e) The optional bonus wager shall have no bearing on any other wager made by a player at the game of double attack blackjack.

7. Procedure for dealing the cards

- (a) All cards used at double attack blackjack 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 his or her left hand, turn them face upwards, and then place them on the appropriate area of the layout with his or her right hand, except that the dealer has the option to deal hit cards to the first two betting positions with his or her 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 the 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 subsection 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 and after all players are given the opportunity to make an initial wager in the area marked "BET", the dealer shall deal a card to himself or herself face up and offer all players the opportunity to place an additional wager in the area marked "Double Attack" in an amount equal to the player's initial wager. The remaining cards are to be dealt in the following order.
 - (1) One card face upwards to each box on the layout in which a wager is contained.
 - (2) 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 his or her left, announce the point total of each player. As each player's point total is announced, such player shall indicate whether he or she wishes to surrender, double down, split pairs, stand or draw, as provided for by the Rules of the Game of Double Attack Blackjack.
- (f) As each player indicates his or her decisions, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decisions consistent with the Rules of the Game of Double Attack Blackjack 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 himself or herself; 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 his or her 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 his or her far right and moving counterclockwise around the table. After all the players' cards have been collected, the dealer shall pick up his or her 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 his or her hole card face downward after a second 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(s) shall be settled in accordance with Sections 5-6, as applicable. 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 cut 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
 - (3) Shuffle the cards.
- (k) No player or spectator shall handle, remove or alter any cards used to game at double attack blackjack except as explicitly permitted by the Rules of the Game of Double Attack Blackjack, 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 his or her 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 himself or herself.

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 his or her hand for that round by surrendering one-half the amount of his or her wager(s). A player may also elect to surrender after additional cards are drawn, after a hand is split and after doubling down. A player may not elect to surrender after he or she decides to stand.
 - (1) If the first card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8 or 9, the dealer shall immediately collect one-half the amount of the player's wager(s) and return one-half to the player.
 - (2) If the first card dealt to the dealer is an ace, king, queen or jack, the dealer shall place the player's wager(s) 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 the amount of the player's wager(s) and returning one-half to the player if the dealer does not have blackjack.
 - (3) If a card reader device is employed on the game, the gaming licensee shall have the option to, when a player elects to surrender, collect one-half the amount of the player's wager(s) and return one-half to the player immediately regardless of the dealer's up card, provided that the dealer has already determined that he or she does not have a 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

- (a) Except for when a player is dealt a blackjack, a player may elect to double down, that is, make an additional wager not in excess of the amount of his or her wager(s), on the two or more cards dealt to that player, including any hands resulting from a split pair, on the condition that 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) Winning wager(s) on a doubled hand shall be paid in accordance with Section 5(e).
- (c) If a dealer has a blackjack after a player doubles down, the dealer shall collect only the amount of the original wager(s) of such player, and shall not collect the additional amount(s) wagered in doubling down.

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 his or her initial wager. If a player has also placed a double attack wager, the player shall make a wager on the second hand so formed in an amount equal to his or her initial wager and double attack 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 his or her 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 two times (total of three hands) at a table with seven player positions or a maximum of three times (total of four hands) at a table with six player positions.
- (d) If the dealer obtains blackjack after a player splits pairs, the dealer shall collect only the amount of the original wager(s) of such player, and shall not collect the additional amount(s) wagered in splitting pairs.
- (e) If a player elects to split a pair of aces, each ace shall receive only one card. Aces may be split only once and cannot be resplit.

11. Insurance

- (a) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance wager, 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 wager 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 wager 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 wagered. All insurance wagers 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 his or her hole card into the card reader device.
- (c) All winning insurance wagers shall be paid at odds of 5 to 2.
- (d) All losing insurance wagers shall be collected by the dealer immediately after the dealer draws his or her second face up card or discloses his or her hole card and before the dealer draws any additional cards.

12. Drawing of additional cards by players and the dealer

- (a) A player may elect to draw additional cards whenever his or her 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 only one additional card.
- (b) Except as provided in (c) below, a dealer shall draw additional cards to his or her 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 his or her 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 including the resolution of any optional bonus wagers.

13. More than one player wagering on a box

- (a) Unless otherwise directed by the Commission, a gaming licensee may permit from one to three people to wager on any one box of the double attack blackjack layout, provided that the first person wagering on that box consents to additional players wagering on such box, and provided further that the gaming licensee adheres to such procedures and limitations imposed by the Commission as dictated by the particular circumstances.
- (b) Whenever more than one player wagers on a box, the player seated at that box shall have the exclusive right to call the decisions with regard to the cards dealt to such box. In the case of no seated player, the person with the highest wager in the box shall have such right.
- (c) The player calling the decisions with respect to any box shall place his or her wager in that

portion of the box closest to the dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the aforementioned wager.

- (d) Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is subject to the double down decision.
- (e) Whenever more than one player is wagering on a box and the player calling the decisions decides to place an additional bet in the double attack box, the other players may also place an additional bet in the double attack box, but shall not be required to do so.
- (f) Whenever more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional wager to cover each split pair or designate the split pair to which their initial wager shall apply.
- (g) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance wager, regardless of whether the other players on that box make such a wager.
- (h) The Commission and its agents shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the gaming licensee to establish the ability of its dealers to implement this section.

14. Player wagering on more than one box

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

15. Irregularities

- (a) A card found turned face up 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 and destroyed by a floorperson 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) If the dealer fails to deal the first card to himself or herself before dealing the first two cards to each player, the round of play shall be void.
- (e) 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 or her during such round. If the card is refused by the player and the dealer cannot use the card, the card shall be burned.
- (f) If the dealer has a point count of 17 or higher and accidentally draws a card for himself or herself, such card shall be burned.
- (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 down 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 his or her 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 his or her hole card into a card reader device when the value of his or her 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 double attack blackjack at that table using the dealing procedures applicable when a card reader device is not in use.

