



# NO BUST 21<sup>ST</sup> CENTURY BLACKJACK & 21.5 PURE BLACKJACK

## OBJECT

The object of No Bust 21st Century Blackjack is for the Player/Dealers and the Player/Dealer's/Dealer to add the numerical value of their cards to achieve the best possible point total of a "Natural" or twenty and a half. In 21st Century Blackjack; each deck consists of 52 cards and each shoe consists of two to five decks.

A specially marked No Bust ace with any 10 or face card is a Natural and beats all other hands. A Player/Dealer whose initial two card hand is a Natural will be paid six to five.

If neither a Player/Dealer nor the Player/Dealer's/Dealer has a Natural, they may draw additional cards if needed until they achieve a hand as close to a Natural as possible or bust.

## CARD VALUES

2-10 have face value. Aces have a value of 1 or 11. Face cards have a value of 10. Ace – has a value of (a) 10 ½ on the first two cards when the other card has a value of ten, (b) 1 or 11 with all cards with value of 2 – 9.

King, Queen, Jack or 10 - has a value of ten

## PLAYING THE GAME

After receiving two cards face up, the Player/Dealer has the following options:

MUST STAND ON	MUST HIT ON	HAVE OPTION ON
Natural	11 or less	12 – 20
Soft/Hard *20, 21		

\*Exception may double down or split

Player/Dealer's/Dealer Options:

MUST STAND ON	MUST HIT ON
Hard 17 or more	Soft 17 or less

If the Player/Dealer's total and the Player/Dealer's/Dealer's total are more than a Natural the following applies:

- If the Player/Dealer's/Dealer's hand ranks closer to a Natural, the Player/Dealer's/Dealer wins. Any 3 card bust of 23, 24, or 25 will push if the Player/Dealer's Dealer busts with a higher number.

Note: In 21.5 Pure Blackjack if the Player/Dealer's hand totals 22 or higher will push if the Player/Dealer's/Dealer hand consists of three 8s.

- If the Player/Dealer and the Player/Dealer's/Dealer hand is above Natural: Player/Dealer loses all hands above Natural. Exception: Three card hand of 23, 24, 25 has a chance to push.
- If the Player/Dealer and the Player/Dealer's/Dealer have the same total, the Player/Dealer's hand will lose. Any Player/Dealer hand consisting of 22 is an automatic losing hand.

## DOUBLE-DOWN

A Player/Dealer may double-down on any 2 cards under 21. Player/Dealers can double-down on the first two cards only, with the exception of being dealt a Natural or 21. The Player/Dealer must place a second wager, less than or equal to the original wager (double down wager will be placed behind the original wager). The Player/Dealer will receive only one additional card regardless of the total.

## SPLIT

Player/Dealer may split any pair or any two-card hand of the same value.

Player/Dealers may split any two cards with the same value. The Player/Dealer must place a second wager equal to the original wager. Player/Dealers may double-down after splitting. Player/Dealers may split any two aces originally dealt to them, but can only receive one extra card per ace and cannot qualify for a Natural hand after the split. Aces may split one (1) time (max 2 hands). All other cards may split 3 times (max 4 hands)

## INSURANCE

When the Player/Dealer/Dealer has an ace showing, Player/Dealers can take insurance by betting half (1/2) of their original wager. If the Player/Dealer/Dealer has a Natural (and the Player/Dealer does not), the insurance bet is paid 2 to 1 and the Player/Dealer's original wagers loses.

## SURRENDER

21.5 Pure Blackjack Player/Dealers can surrender after the first two cards are dealt to them and forfeit half of their wager. 21st Century Blackjack Player/Dealers may surrender in turn any time before the bank hand is exposed.

## BUSTER BONUS BET

This optional bet allows the Player/Dealer to bet that the Player/Dealer/Dealer will bust. The payoff odds vary based on the number of cards in the Player/Dealer-dealer's busted hand.