



SUPER FUN
◆ ◆ 21 ◆ ◆
SINGLE DECK

It is essential to have complete understanding of the chapters "Introduction", "In The Pit And On The Game" and "Blackjack" together with this one. They contain important policies and procedures that apply to all games

SUPER FUN 21

"THE MOST EXCITING WAY TO PLAY SINGLE DECK"

- ♣ Players may double down on two or more cards (for the full amount) even after splitting and hitting (including Aces!)
- ♣ Players may split equal valued cards, including Aces, up to 3 times.
- ♣ Players may surrender ½ their bet on two or more cards totaling less than 21, even after hitting, splitting or doubling down. Players may not surrender if the Dealer has Blackjack.
- ♣ Any hand totaling 20 or less with 6 cards pays even money instantly (no instant winners or bonuses on double down hands).
- ♣ Any hand totaling 21 with 5 or more cards pays 2 to 1 instantly (no instant winners or bonuses on double down hands).
- ♣ Any Player Blackjack is a guaranteed winner. Blackjack in Diamonds pays 2 to 1. Any other Blackjack pays even money. Players may double down on Blackjack (except for Diamonds).

These are the usual questions and comments. New Players will think this is new because they will read the sign explaining that this an exciting and fun way to play single deck and they will see the Players' cards being dealt face up. With the following explanations, new Players will sit down and have fun, realizing that SUPER FUN 21 is simply single deck blackjack with the most exciting options ever offered.

QUESTION - IS THIS A NEW GAME?

ANSWER - NO, IT IS A MORE FUN WAY TO PLAY SINGLE DECK BLACKJACK WHERE YOU CAN DOUBLE AND SURRENDER ON ANY UNBUSTED HAND. BLACKJACK IS A GUARANTEED WINNER WITH A DIAMOND BLACKJACK PAYING 2-TO-1 AND ALL OTHER BLACKJACKS PAYING EVEN MONEY.

QUESTION - HOW DO THE ODDS COMPARE TO A REGULAR 21 GAME AND HOW DO I PLAY?

ANSWER - THE ODDS ARE THE SAME AS MOST BLACKJACK GAMES. YOU PLAY THE SAME WAY YOU ALWAYS DO EXCEPT TAKE ADVANTAGE OF THE MULTI-CARD DOUBLES AND SURRENDERS.

COMMENT - THIS SOUNDS LIKE SPANISH 21.

ANSWER - THERE ARE MANY SIMILAR OPTIONS BUT THIS GAME USES ONLY ONE DECK WITH ALL THE TENS IN IT.

Your explanations will allow your Players to feel at ease and really enjoy SUPER FUN 21. Remember, most people visit your casino to have a fun and entertaining experience. YOU ARE THEIR HOST!

PROCEDURES

- ♠ The game is played with one normal deck containing 52 cards. All the Players' cards are dealt face up and the Dealer's cards are dealt in the normal manner. The Players' cards are dealt face up to enhance the fun of the game and allow the Dealer to point out the many exciting options and bonuses.
- ♠ The Player may double down (only for the full amount of original wager) on two or more cards, totaling 21 or less, even after splitting and hitting (including aces). The Player may also double down on any ten valued card and an ace (including Blackjack); in which event the ace is counted as a total of one. The Player receives only one card on any double down (no hitting after doubling).
- ♠ The Player may split (for the full amount of original wager) all equal valued cards, including aces, three times (making up to four our hands). The Player may hit, double down and surrender on split aces the same as any equal valued cards.
- ♠ The Player may surrender one half of the bet on two or more unbusted cards, even after hitting, doubling or splitting. Each bet on a split is considered one bet. The Player surrenders one of the two double down bets. (Surrender is allowed only after the Dealer checks for Blackjack.)
- ♠ The Player will instantly win even money on any hand containing 6 cards totaling 20 or less (even after splitting). After paying the Player, take the cards and place them into the discard holder. (No instant winners or bonuses on double down hands). If a Player has a soft total of 20 or less in 5 cards, tell that Player if he/she hits he/she will have a guaranteed 6 card winner and could even make a 2-to-1 winner if he/she makes exactly 21.
- ♠ The Player will instantly win 2-to-1 with 5 or 6 cards totaling 21 (even after splitting) After paying the Player, take the cards and place them into the discard holder. If the Player has a 4 card total of 11, suggest that he/she hits instead of doubling because the Player will win 2-to-1 if he/she catches a ten value card. (No instant winners or bonuses on double down hands).
- ♠ All Players' Blackjacks are guaranteed winners (no pushes) paid 1-to-1 (even money) with the exception of any all diamond Blackjacks (AT, AJ, AQ or AK of diamonds) that are paid 2-to-1. All Players' Blackjacks may be paid instantly (unless he/she places an insurance bet - check insurance rules below) before any other play, even if the Dealer may also have a blackjack.

PROCEDURES (cont.)

- ♠ The Player may place an insurance bet, even if he/she has a Blackjack. The Player always wins on the blackjack, whether or not an insurance bet has been placed. The insurance bet is always a separate side bet, paying 2-to-1.

- ♠ The Dealer hits soft seventeen. This is written on the layout.

There is No Mid-Deck Entry on Super Fun 21.

A Player may not enter the game until the deck is shuffled. Politely explain that you will be shuffling shortly and then they will be able to play.

Players may not increase the number of spots they play until the cards have been shuffled, but may decrease the number of spots played anytime. They must wait until you shuffle before coming back into the game on any spot they stopped playing on.

Rounds per Shuffled Deck

The Six Rule:

Subtract the number of spots played from the total number of spots (6) to get the number of rounds you may deal before shuffling. Example- Three spots played: 6-3= Three rounds to be dealt. **Exception- Deal two rounds to five or six spots played.**

NUMBER OF SPOTS PLAYED	DEAL THIS NUMBER OF ROUNDS
Four through Six	Two
Three	Three
Two	Four
One	Five

Shuffle

On A Live Game:

1. Once you have dealt the specified number of hands, turn the cards that remain in your hand 180° and place them on top of the cards in your discard rack.
2. Bring the deck from the discard rack to your work area.
3. Take 1/3 of the deck from the bottom and strip it (2 portions: one, two) onto the remaining cards.
4. Break the deck in ½ and riffle once.
5. Repeat once.
6. Take 1/3 of the deck from the bottom again and place it on top of the cards.
7. Break the deck in ½ and riffle once.
8. The cards are ready to for your Player's cut.
9. **Remember- Always keep the cards low to the table and be sure the faces are protected and cannot be seen.**

From A Dead Game:

1. Pick up and square the cards.
2. Shuffle as above, but after the first strip, give the deck a box turn (described in the BJ manual-Double Deck shuffle).
3. Complete the procedure as above.

Cut

- ♥ Always keeping the deck flat against your layout, offer the deck to be cut with the cut card held under your finger on top of the deck with most of the cut card hanging over the front so your Player may take it without touching the cards.
- ♥ A cut 1/3 from the top or bottom of the deck is considered a legal cut.
- ♥ Once the deck is cut, return it to the center and bring the cards that are below the cut card to the top remembering to keep the faces of the cards as low to the table as possible.
- ♥ Slide the top card from the deck onto the layout and over to the discard rack unseen.
- ♥ We do not show the burn card to anyone.

Spread

When you are relieved or when the game goes dead, give the cards in your hand a 180° turn, place them on top of the cards in the discard rack before spreading on your layout. The cards will not have to be turned on the next shuffle.

Spread the cards tightly and as close to the rack as possible, with the cut card on top.

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