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\*\*\*\*\***Game Rules for Blackjack Or 21**\*\*\*\*\*

The Object Of The Game Is To Draw Cards With A Total Count Of 21 Or A Count That Is Nearer To 21 Than The Dealer's Count. If Your Count Goes Over 21, You Lose. If Your Count Is The Same As The Dealer's, It Can Be Called A "Stand-Off" (Neither Side Wins) Or, In Some Games, You May Lose Since The Object Is To Beat The Dealer. Make Sure You Understand The "House Rules" Before You Begin Playing. Always Watch The Discards As The Game Progresses Particularly The High- Count Cards. If, After A Few Hands, You See That Most Of The High-Count Cards Have Been Played, Your Chances Of Drawing A Low-Count Card Have Greatly Increased And Vice Versa. This Is One Of The Most Important Rules For Winning At Blackjack. Play Your Hands Carefully. When The Cards Are Coming Your Way, Increase Your Bets Gradually. If You Should Start To Lose, Don't Double Your Bets.

Two Cards Face Up And One Card Face Down

Card Counts.....Jack, Queen, & King Each Count As 10. You May Count An Ace As 1 Or 11. All Other Cards Count Face Value

Stand Or Hit.....

If You "Stand", You Draw No More Cards. If You Want Another Card, Ask The Dealer To "Hit" You. He Will Give You One More Card. You May Continue To Ask To Be "Hit" Until You Are Satisfied With Your Card Count. At That Point, You Should "Stand".

Going Bust.....

.If Your Card Count Is Higher Than 21, You Lose Your Bet Or You Go "Bust". You Lose Your Bet Even When The Dealer Draws A "Bust" Hand Blackjack..... When You Have An Ace And A 10-Count Card For Your Hand (Two Cards Only) You Have Blackjack. This Pays 1-1/2 Times Your Bet. However, The Bet Is Off If The Dealer Bet Is Off If The Dealer Also Draws A Blackjack. It Would Then Be A Stand-Off For You And All Other Players Without A Blackjack Would Lose To The Dealer, Even Though They Might Have A 21 Count. Ask About Any "House Rules" On This.

Split Bets.....

When Your First Two Cards Are A Pair You Have The Choice Of Splitting Them Into Two Hands And Betting Your Original Stake On Each Hand. Dealer Must Draw. The Dealer Must Draw ("Hit" Himself) Until His Card Count Exceeds 16. Once His Card Count Equals Or Exceeds 17, The Dealer Must "Stand" Unless He Happens To Have A "Soft 17"(Dealer Has The Option Of Drawing Or Not Drawing To A Soft 17"). A "Soft 17" Is A Count Of 17 Using An Ace As 11. This Means That The Ace Could Be Switched To Count As Only 1 Giving A Considerably Lower Card Count If Necessary. Dealer Must Stand-The Dealer Must "Stand" Whenever He Has A Card Count Of A "Hard 17" Or Greater. A "Hard 17" Is A 17-Count Hand Which Does Not Use Any Ace Or Uses All Aces As 1.