

Catfish Bend Casino L.L.C.

Rules of the Game



Light & Wonder

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Introduction

Double Down Madness Blackjack is a card game using 6 decks, a gaming table with seven (7) betting spots for the primary wager and an optional “Push 22” side bet. Double Down Madness offers a distinctive twist to the traditional game of Blackjack. Players are dealt one face-up card initially, with the ability to continually double down or hit as desired. The Dealer receives the first card dealt face-up and the second card dealt face-down card. The object is to accumulate cards with point totals as close to 21 without going over 21. Face cards (Kings, Queens, and Jacks) have a point total of 10, Aces are worth 1 or 11, all other cards have a point value represented by the number on the face of the card.

Placement of Wagers

1. Player's Bets: player(s) will place their primary Blackjack wager, with the optional “Push 22” side bet in the area provided on the layout.
2. Double Down Bets: Double Down bets will be placed next to the primary wager in the betting area.
3. Insurance Bets: Insurance wagers will be placed on the insurance line in front of the players betting area.

Dealer Toke bet:

Players may place a toke bet for the dealer by placing a bet adjacent to their own bet or in the center of the betting area. The total of the combined toke bet, and the players original bet may not exceed 10% of the table maximum. The toke bet must be from \$.50 to \$1,000.

Minimum and Maximum Wagers

The regular minimum bet will be \$5.00, and the maximum bet will be \$10,000.

Minimum and maximum allowed bets will be posted at the table.

****The minimum bet will not exceed \$25.00****

Dealing Procedures

1. Prior to the first card dealt for each round of play, each player shall make a wager.
2. Wagers may **not** be handled, removed, or altered after the first card is dealt.
3. The dealer will begin each round of play by dealing themselves the first card face-up then dealing each player from left to right one card face-up, the dealer will then deal themselves a second card face-down.
4. The dealer receives two cards, while each player is dealt one card to begin the game.

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5. The dealer will offer insurance when showing an Ace up. No player will receive a second card when the dealer has blackjack, which could be an Ace up or any 10-value card (King, Queen, Jack, or 10).
6. The dealer will state that all insurance bets are closed and use the peeker to check for blackjack. If the dealer has a blackjack, the dealer will then take all losing wagers and payout all insurance bets 2 to 1. If the dealer does not have a blackjack, the dealer will lock up all losing insurance bets and continue the game.
7. The dealer begins from the player seated at the leftmost position and proceeds to the right, offering each player a choice to “hit”, “double down” or “stay”.
8. Splitting and surrender are **not** permitted in Double Down Madness.
9. Players can double down with each card they receive, placing an additional wager on the left side of their original. When doubling down, players can bet up to the amount already wagered on their hand for the current round of play.
10. Players can continue to hit or double down until they decide to stand or go over 21 and bust.
11. Double down cards will be delivered to the player’s hand horizontally and regular hit cards will be delivered to the player’s hand vertically.
12. If a player busts, they lose their original wager along with any additional wagers made from doubling down.
13. The Push 22 side wager for busted hands remains active and the dealer will tuck the busted hand under the side wager. This bet remains active until the dealer has acted on their hand.
14. If the player’s initial card is an Ace, they can **ONLY** receive one additional card regardless of the decision to hit or double down.
15. If the player receives a Blackjack when they hit or double down on their second card, both their main wager and the double down wager are paid accordingly:

HAND	PAYTABLE
Suited Blackjack	2 to 1
Unsuited Blackjack	3 to 2
House Advantage	
6 decks	0.89%

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16. All players that are dealt a Blackjack will be paid immediately and their cards collected and placed either in the discard rack or tucked under their Push 22 side wager, if applicable.

Dealer's Hand

1. After all players have made their decisions to hit, double down, or stay, the dealer will act on their hand following house rules.
2. The dealer must hit soft 17 and stand on any hand total higher without going over 21.
3. The dealer begins with the player on their right and proceeds to the left, comparing their hand total with each player's hand.
4. Players with a higher hand total than the dealer receive a 1 to 1 payout for their main wager and any additional wagers from doubling down.
5. Players with a lower hand total will lose their main wager and any additional wagers made from doubling down.
6. If the dealer's hand and the player's hand have the same total, it results in a push.
7. If the dealer draws to a hand total of 22 any main wagers and double down wagers will result in a push.
8. The push 22 side wager wins if the dealer draws to a total of 22.
9. Push 22 bets will be paid according to the listed pay table.
 1. Any 22 7-1
 2. Same color 22 20-1
 3. Same suit 50-1

SHUFFLE PROCEDURES

Double Down Madness will utilize 6 deck preverified cards.

The deck(s) must be shuffled manually when:

- a. New deck(s) are to be put into play.
- b. The cards have been spread, and the game is to resume.
- c. The cut card appears during the course of play. (Shoe games only)

On all shoe games, the Dealer must call "Shuffle" in a clear voice when a shuffle is needed. The supervisor must be aware that a shuffle is to take place and acknowledge the same.

At no time will a Dealer shuffle at the request of a player without the authorization of the Shift Manager.

SIX DECK SHOE - STANDARD SHUFFLE

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1. One stack of six decks will be divided into two equal stacks. The Dealer will take an equal amount from each stack, riffle once and place in center of the table. This will be done five to seven times until the entire stacks are combined in the center.
2. The six-deck stack will be offered to a player to cut.
3. The player to cut the cards shall be:
 - a. The player who received the cut card as it appeared during play or,
 - b. The first player at the table as the game begins or resumes.
 - c. Should a player refuse to cut the cards, the cut will be offered to each player in a clockwise direction until a player accepts the cut.
 - d. Should all players refuse the cut, the Dealer will cut the cards, informing the Floor person by saying "Dealer Cuts".
 - e. The deck(s) may be cut one time only. A minimum of 3/4 of a deck must be cut from either end of the cards.
4. Once the cut card has been inserted, take all cards in front of the cut card and place on the back of the stack. Insert the cut card in a position approximately one deck in from the back of the shoe using the marking on the side of the shoe as a guide, unless otherwise instructed by a supervisor. Place the stack in the shoe.
5. The Dealer shall burn one card following the cut procedure. Should more than one card be burned by mistake, the Dealer will continue to deal normally. Should the Dealer fail to burn a card following the cut procedures the Dealer will continue to deal as normal.
6. The burn card will not be exposed, unless a customer asks to see it and a supervisor's approval is given.
7. A card will be burned **when a new Dealer taps** into a game.

Irregularities

1. When a card is exposed by error or misunderstanding, a supervisor shall be notified immediately. The **supervisor** will:
 - a. Offer the card to the player involved. If that player does not want the card, the card is to be offered to the next player and if that player refuses it, it should be burned.
 - b. If the second player took the card, the Dealer then continues to the last player and then returns to the original player if he/she wanted a card.
2. Should a Dealer hit a hand of hard 17 or more, a supervisor must be called. The card will be burned, and the Dealer will stand on the original hard 17 or more hand.
3. Should the Dealer's hole card be exposed while dealing, the Dealer must call a supervisor. The Dealer will continue dealing and the players have the advantage of knowing what the Dealer has.
4. If, after completing all hands, the Dealer discovers a Blackjack in his hand, the Dealer must call a supervisor and the hand becomes a 21, not a Blackjack. If a player has doubled down in the

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hand, the Dealer shall collect the amount of the original wager but not the additional amount wagered in doubling down. Or if a player had split pairs, the Dealer shall only collect the amount of the original wager and not the additional amount wagered in splitting pairs.

5. Should a player miss being hit, the Dealer will call a supervisor. With the supervisor present, the player will be given the option of calling the hand dead or to receive a card(s) after all of the players have completed their hands but before the Dealer has turned over the hole card and completed his/her hand.
6. Cards can be backed up one spot unless the Dealer has received their first card. The Supervisor **must** be called over before backing up the cards.
7. If a player has inadvertently been dealt two cards to, a supervisor **must** be called. The supervisor will offer the player the option of sitting out that hand (card will be burned), declaring the hand a misdeal, or keeping the card that would have been dealt. The supervisor's decision will be final.
8. If no cards are dealt to a player's hand, a supervisor should be called, and it is considered no hand. The player will be included in the next hand.
9. If a Dealer has an incorrect number of cards, the Dealer must call a supervisor. The **supervisor** will offer the player(s) the option of playing the hand, folding the hand and player's money being returned, or declaring the hand a misdeal.
10. If Dealer forgot to deal to himself/herself while acting on the player's hand, the Dealer must call a supervisor. The **supervisor** will:
 - A. Deal cards to Dealer's hand and offer players the option to play or not to play.
 - B. Make all decisions at his/her discretion
11. Should the Dealer not have enough cards in the shoe to complete a round of play, the Dealer must call a supervisor. The **supervisor** will call it a misdeal and all bets will be pulled back.
12. A card found turned face upward in the shoe shall be burned only if the player does not want it.