



CASINOS & RESTAURANTS

How to Play Roulette & Blackjack

Strictly 18+

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BLACKJACK

The object of this game is to have a better hand than the Dealer at the end of play without going over 21, or to be still in play when the Dealer goes over 21 (busts).

To start, place your money on the table and the Dealer will give you cash chips. Now place your bet on the box in front of you. The Dealer will deal two cards to each box played and one card to the House. Cards are counted at face value with the Kings, Queens and Jacks counting as 10 and Aces counting as 1 or 11 depending on how the score affects your hand.

When it is your turn, you will be able to improve your hand by asking the Dealer for further cards. If your cards total more than 21 you are 'Bust' and your cards and bet are removed from your box.

If you are happy with your hand, tell the dealer 'No more cards'. After all the players have taken their turn, the Dealer draws to the House hand. If the House hand scores 16 or less, the Dealer must draw again until their score is 17 or over.

A total over 21 means the Dealer is bust and all remaining bets are paid. If the Dealer scores 17 or more without going bust, all lower players' hands lose and their bets are removed by the dealer.

If your hand scores the same as the Dealer's it is a tie and your bet stands. Any Blackjack (Ace and 10) is paid one and a half times your bet: all other winning hands are paid one to one (even money).

Splitting Pairs

If your first two cards are a pair you can 'split' your hand into two hands by placing the same stake on your box as your original bet. Split Aces receive only one card each.

A split Ace with a 10 only counts as 21 (not Blackjack), so is paid even money. Cards may be split more than once.

Doubling Down

You may double your original bet after receiving your first two cards, but you will only be allowed one more card. You may also 'double down' after 'splitting pairs'.

AMERICAN ROULETTE

To start, when the ball is not spinning, place your money or cash-chips on the table and ask the Dealer for a ‘colour’.

You will be given coloured chips unique to you to ensure that any other player, the dealer and you know which bets you have made. The minimum and maximum bet is shown at each table.

Now place your bets! You can bet one chip, several chips or all of your chips depending how you feel on the table layout - on a single number, any combination of numbers or you may prefer to bet on the even chances, dozens or columns (see the diagram). The dealer spins the ball and you may continue to place your chips until the Dealer announces ‘No more bets’. The ball drops into one of the 37 numbers (0-36) which is the winning number for that spin.

If you have any chips on any winning section of the layout - well done, you will be paid your winnings at the relevant odds. If your chips are not on any of the winning sections - then they will be taken away by the Dealer. When all payouts have been made - off we go again!

When you have finished playing, before moving away from the table, ask the Dealer to change any colour chips you have for cash chips which can be taken to any other gaming table or exchanged at the cash desk for cash.

EVEN CHANCES

Odd or Even Red or Black
1 - 18 or 19 - 36

Payout: 1 to 1

If zero is spun, players retain half of their bet.

COLUMNS & DOZENS

Payout: 2 to 1

If zero is spun, these bets lose.

LAYOUT ODDS

A. Split
(2 numbers)
pays: 17 - 1

B. Street
(3 numbers)
pays: 11 - 1

C. Corner
(4 numbers)
pays: 8 - 1

D. Six - line
(6 numbers)
pays: 5 - 1

E. Single
number pays:
35 - 1

		0			
1 - 18	1 st Dozen	1	2	3	
		4	5	A	6
		7	8	9	
Even		B	10	11	12
	2 nd Dozen	13	14	15	
		16	17	18	
		19	20	C	21
		22	23	24	
	3 rd Dozen	25	26	27	
		D	28	29	30
		31	32	33	
		34	E	36	
19 - 36					
Odd					
		2 to 1	2 to 1	2 to 1	