

Blackjack

PLAYERS 2 to 7, one of them deals

DECK 52 cards, no jokers

TYPE Comparing

LEVEL Easy

GAME As many hands as you like

THE GOAL

Beat the dealer by finishing closer to 21 without going over.

SETUP

One 52-card deck without jokers, one dealer and one to six players, each with the same number of chips.

THE DEAL

Everyone bets, then gets two cards face up; the dealer gets one card face up and one face down.

A TURN

- Card values: 2 to 10 face value, pictures 10, ace 1 or 11.
- Starting on the dealer's left, hit (take a card) or stand (stop).
- Double down on your first two cards: double the bet, take one card, stand.
- Split a pair of the same rank into two hands with a second equal bet.
- Over 21 is bust: you lose at once.

SPECIAL CARDS

- Ace plus a 10-card is blackjack: pays 3 to 2.
- The dealer hits on 16 or less and stands on 17 or more (soft 17: agree beforehand).
- Insurance is optional: up to half your bet, pays 2 to 1 if the dealer has blackjack.

SCORING

- Higher than the dealer, or the dealer busts: win 1 to 1.
- Same total: push, keep your bet.
- Lower, or bust: lose your bet.

WINNING

Play as many hands as you like; the player with the most chips at the end wins.

HOUSE RULES

- **Dealer hits soft 17.** The dealer also takes a card on a soft 17, such as ace and 6. It is slightly better for the dealer.
- **Surrender.** Some tables let you give up your hand after the deal and take back half your bet.
- **Pontoon.** The British cousin of Blackjack, with its own words and rules: you "twist" to take a card and "stick" to stop.