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Blackjack Quick Sheet

- The object of the game is to draw cards with a total count of 21 or a count that is closer 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 is called a "push" (neither side wins).
- Make sure you understand the "house rules" before you commence playing.

The Deal

- Two cards face down to each player. The dealer gets one card face up and one card face down.

Card Counts

- Jack, Queen and King each count as 10. You may count an Ace as 1 or 11. All other cards count as their face values.

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 2 times you bet. However, the bet is off if the Dealer also draws a Blackjack. It is then a push for you and all other players without Blackjack would lose to the Dealer, even though they might have a 21-count.

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".

Dealer Must Stand

- The Dealer must stand whenever he has a card count of 17 or greater.