

## Basic Blackjack Rules:

- The goal of blackjack is to beat the dealer's hand without going over 21.
  - Face cards are worth 10. Aces are worth 1 or 11, whichever makes a better hand.
  - Each player starts with two cards, one of the dealer's cards is hidden until the end.
  - To 'Hit' is to ask for another card. To 'Stand' is to hold your total and end your turn.
  - If you go over 21 you bust, and the dealer wins regardless of the dealer's hand.
  - If you are dealt 21 from the start (Ace & 10), you got a blackjack.
  - Blackjack usually means you win 1.5 the amount of your bet. Depends on the casino.
  - Dealer will hit until his/her cards total 17 or higher.
  - Doubling is like a hit, only the bet is doubled, and you only get one more card.
  - Split can be done when you have two of the same card - the pair is split into two hands.
  - Splitting also doubles the bet because each new hand is worth the original bet.
  - You can only double/split on the first move, or first move of a hand created by a split.
  - You cannot play on two aces after they are split.
  - You can double on a hand resulting from a split, tripling, or quadrupling you bet.
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## Basic Texas Hold'em Rules:

In hold'em, players receive two down cards as their personal hand (hole cards), after which there is a round of betting. Three board cards are turned simultaneously (called the flop) and another round of betting occurs. The next two board cards are turned one at a time, with a round of betting after each card. The board cards are community cards, and a player can use any five-card combination from among the board and personal cards. A player can even use all the board cards and no personal cards to form a hand ("play the board"). A dealer button is used. The usual structure is to use two blinds, but it is possible to play the game with one blind, multiple blinds, an ante, or combination of blinds plus an ante.

### Rounds of Betting

- **Opening deal** - Each player is dealt two cards face down, which are known as hole cards or pocket cards.

Pocket Cards



- **First round of betting** - Starting with the player to the left of the big blind, each player can call the big blind, raise, or fold. The big blind has the option to raise an otherwise unraised pot.
- **The flop** - The dealer burns a card, and then deals three community cards face up. The first three cards are referred to as the flop, while all of the community cards are collectively called the board.

Flop



- **Second round of betting** - Starting with the player to the left of the dealer button, each player can check or bet. Once a bet has been made, each player can raise, call, or fold.
- **The turn** - The dealer burns another card, and then adds a fourth card face-up to the community cards. This fourth card is known as the turn card, or fourth street.

Flop



The Turn



- **Third round of betting** - It follows the same format as the second round, but the size of the bets have usually doubled in limit games.
- **The river** - The dealer burns another card, and then adds a fifth and final card to the community cards. This fifth card is known as the river card, or fifth street.

Flop



The Turn



The River



- **Final round of betting** - It follows the same format as the second and third rounds.
  - **The showdown** - Using the best five-card combination of their hole cards and the community cards, the remaining players show their hands, with the bettor or last raiser showing first. The highest five-card hand wins the pot. (In case of a tie, the pot is evenly split among the winning hands.)
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## Basic Rules of Roulette:

Roulette is a game played with a large wheel that contains either 37 or 38 pockets. These stops are numbered from 0 to 36, while the American roulette wheel also contains a 00 pocket. All the pockets are all colored; the zeroes are green, while the other spots are evenly divided between 18 red and 18 black pockets.

The dealer spins a ball on the outer rim of the wheel, after which it will eventually fall into one of the numbered spaces. The object for the player is to guess what number the ball will land in.

Before each spin, players can place bets around the roulette table. Players can bet on individual numbers or virtually any combination of numbers.

Once the ball falls into a pocket and rests there, the dealer will call out the winning number as well as the color of the pocket it landed in. Markers are typically used to protect winning bets, after which all losing bets are swept off the table. The dealer will pay all winning bets and, once all the payouts are completed, players may place bets for the next spin.

### Playing Roulette

The way you choose to play roulette will depend on several factors, not least your bankroll and your betting strategy. Put simply, if you don't have much to play with, it isn't wise to wager a large proportion of your bankroll at a time: if you think it's impossible for a roulette wheel to land on red five times in a row, you've never played roulette. In other words, don't count on certain bets coming in 'sooner rather than later'. This might sound obvious but remember that the outcome of any particular spin of the wheel is not affected by anything that's gone before.

### Placing Roulette Bets

If you're playing roulette in a casino, there are all kinds of betting areas where you can place your chips. The only thing limiting you is your number of chips and the available space; if there are a lot of players involved, it may be a struggle to physically find the space to place your chips. You're spared all that when you're playing at an online casino of course, be it virtual roulette or a live dealer game.

### Calculating Your Odds

There are basically two types of bets you can place in roulette: inside and outside. Outside bets have a greater chance of success because your odds are close to 50/50, whereas inside bets have greater odds but greater risk too. If you ever hear stories of individuals selling all their possessions, travelling to Vegas and betting everything on a spin of the roulette wheel, you can bet they're putting it all on black or red. They could alternatively bet on Evens/Odds

or 1 to 18/19 to 36 (also known as High or Low), which would give the same odds as red or black but is perceived as being less romantic. 'All on black' just sounds more emphatic.

Other bets you could place are 1st Dozen, 2nd Dozen or 3rd Dozen, which offer odds of 2 to 1, the same as you'll be offered for 1st Column, 2nd Column, 3rd Column. Six Line is any six numbers from two rows, Corner is any four numbers in a block and Street is any three numbers horizontal. Basket is 0, 1, 2 or 0, 2, 3 and Split is any two numbers vertical or horizontal, odds for which will come in at 17 to 1. That just leaves Straight Up, where you wager on a single number but are rewarded with the most handsome odds of all – 35 to 1.

### **The House Edge**

The casino must take its cut, because nothing in life comes for free, and that cut comes when the ball lands on zero. When that happens, the casino makes its cut. When you're playing American roulette, there are two zeroes to contend with (that's why it's also sometimes called double zero roulette) and thus the house edge is increased. The zero and double zero sit opposite one another on the American roulette wheel and are usually marked in green.

### **Choosing Your Strategy**

If you're averse to risk, or to high degrees of risk at least, it stands to reason you'll want to avoid inside bets as these have the lowest chance of success. Although you don't need to memorize the odds and bet names to be successful at roulette, it's good to have a rough idea of what your approximate return will be.

Don't simply place scattershot bets and hope for the best: master your strategy and then make every spin count. Get your strategy right and those rewards can be substantial.

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## Basic Craps Rules:

One player, known as the “shooter,” throws the dice. All wagers must be placed before the shooter throws the dice. The types of wagers that can be made are:

### Pass Line

An even money bet, made on the first roll of the dice (known as the “come out roll”). You win if a 7 or 11 roll, or lose if 2, 3, or 12 rolls (known as “craps”). Any other number that rolls becomes the “point” and the point must roll again before a 7 to win.

### Don't Pass Line

An even money bet, which is the opposite of the pass line. You lose on the “come out” roll if the shooter rolls a 7 or 11. You win on a 2 or 3 (12 is a tie). Once a point is established, you lose if the point is thrown and win if a 7 rolls.

### Come Bets

Made any time after the first roll when a shooter has a point to make. You win on a 7 or 11 and lose on a 2, 3 or 12. Any other number becomes your “come point” and must be repeated for you to win before a 7 rolls.

### Don't Come Bets

Made any time after the first roll when a shooter has a point to make. It is the opposite of the come bet. You win if 2 or 3 rolls (12 is a tie) and lose if 7 or 11 roll. Any other number rolled becomes your “come point” and if repeated you lose. If a 7 rolls you win.



### Odds

Once a point is made on the first roll or a come point on a succeeding roll, you may take the odds and win if the point or come points are made before a 7. Payoffs are: 2 to 1 on 4 and 10, 3 to 2 for 5 and 9, 6 to 5 on 6 and 8. “Don’t pass” or “don’t come” bets are in reverse: you must lay the odds in order to win.

**Place Bets**

Once a shooter makes a point, you may make a “place bet” on numbers 4, 5, 6, 8, 9, and 10. If the shooter rolls any of these numbers before a 7, you win the following payoffs: 9 to 5 on 4 and 10, 7 to 5 on 5 and 9, and 7 to 6 on 6 and 8.

A “place bet” may be taken off any time before the next roll.

**Field Bets**

A one roll bet. You win even money on 3, 4, 9, 10 and 11. You win 2 to 1 on 2. You win 3 to 1 on 12. You lose on 5, 6, 7 or 8.

**Proposition Bets**

These bets are found in the center of the table and are one-roll bets. You are betting that on the very next roll of the dice any of these numbers will come up:

Any Craps (2, 3 or 12)	pays 8 for 1
Aces (2) or Twelve (12)	pays 31 for 1
Ace-Deuce (3) or Eleven (11)	pays 16 for 1
Seven (7)	pays 5 for 1

**Hardaways**

A Hardway bet is not a one-roll bet. You are betting that the shooter rolls a pair. Hardways win if the dice roll as a pair and lose if a 7 rolls or if the number is thrown “the easy way.” Example: If you bet a hard 8 and the dice roll 4,4 you win. If the dice roll “easy” 5,3 or 6,2 you lose.

Hard Four or Ten	pays 8 for 1
Hard Six or Eight	pays 10 for 1

**Hop Bets**

Hop Bets are a one roll bet on a specific combination of the dice. You are literally betting on what you think the very next roll of the dice will be.

If you think the next roll is going to be a (6, 3), you will tell the dealer that you want the 6 and 3 hopping. Hop bets pay 31 for 1 or 16 for 1 depending on the combination that you choose.

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## Basic Baccarat Rules:

The objective of Baccarat is to bet on the hand you guess will be as close to or equal to 9.

### Rank of Cards

In Baccarat, Aces are low, 10s and face cards are worth 0, and all other cards are worth their pip value. **How to Play**

To begin the game, players simply must walk up to a Baccarat table and place a bet on either of the three outcomes: your hand winning, the banker's hand winning, or a tie.

### Player

If you bet on your hand winning and win, you will receive a payout of 1:1. The house has a 1.24% edge over the player.

### Banker

If you bet on the Banker's hand winning and win, you will receive a payout of 1:1. You will, however, have to pay the house a 5% commission on your winnings from the Banker's hands. The house has a 1.06% edge over the player.

### Tie

If you bet on a tie and win, you will receive a payout of 8:1 (sometimes 9:1) The house, however, has a 14.36% edge over the player.

When bets are made, the dealer will draw 2 or 3 cards for the player's and Banker's hand. The closest hand to 9 wins.

If a hand exceeds 10, 10 is then subtracted from the hand. For example, a hand of 8 and 5 is 3 (13-10). Neither the Dealer nor the player decide if a third card is drawn. Instead, the rules of Baccarat determine this, as illustrated by the chart below.

<b>RULES</b>		
<b>Player</b>		
HAVING		
1-2-3-4-5-10	DRAWS A CARD	
6-7	STANDS	
8-9	NATURAL (Banker cannot draw)	
<b>Banker</b>		
WHEN BANKER'S FIRST TWO CARDS TOTAL:	BANKER DRAWS WHEN PLAYER'S THIRD CARD IS:	BANKER STANDS WHEN PLAYER'S THIRD CARD IS:
3	1-2-3-4-5-6-7-9-10	8
4	2-3-4-5-6-7	1-8-9-10
5	4-5-6-7	1-2-3-8-9-10
6	6-7	1-2-3-4-5-8-9-10
7	STANDS	
8-9	NATURAL (Player cannot draw)	

## Basic Tri Card Poker Rules:

The object of the game is to make the best poker hand possible with only three cards.

To start, the player places an ante wager and/or a pair plus wager, betting that they will have a hand of at least a pair or better.

Three cards are then dealt face down to each player and to the dealer. You are only playing the dealer and not other players at the table.

The player will then look at his hand and determine to place a play wager (equal to the amount they put as the ante wager) to pit his hand against the dealer's hand or not. Optimum strategy says the player should "play" all hands greater than Queen, Six and Four and fold all hands worse.

If a player folds, the hand is over, and the dealer will collect the player's ante wager and pair plus wager. If the player places a play wager, the cards will be turned over to determine if the player has a better hand than the dealer.

If the dealer has a hand of Jack-high or worse, the play wager is returned to the player. If the dealer has a hand of Queen-high or better, both the play wager and the ante are paid out at 1 to 1 if the player has a better hand than the dealer.

If the dealer's hand is superior, both the ante and play bets are collected. The pair plus bet is determined completely independent to what the dealer has.

### Tri Card Poker Payouts:

Pair plus payouts:

Straight Flush	40 to 1
Three of a Kind	30 to 1
Straight	6 to 1
Flush	3 to 1
Pair	1 to 1

### Ante Bonus Payouts:

Straight Flush	5 to 1
Three of a Kind	4 to 1
Straight	1 to 1