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Notice: California-Style Blackjack & Draft Regulations & Comments

Here is an excerpt from the draft regulations on what rules are required to be a California blackjack game.

2074. Permissible Blackjack Variations; Required Rules.

Additions shown in underline; deletions shown in strikethrough

Title 11, Division 3, Chapter 1, Article 7

Games

January 5, 2021

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A game that includes rules described in section 2073 may be approved only if it is consistent with the Gambling Control Act, these regulations, and any other provision of law governing the play of controlled games, and:

(a) The game rules do not have a “bust” feature by which a player immediately loses if the point count of the player’s hand exceeds the target point count, or will always lose against a player-dealer whose hand does not exceed the target point count. Whether a player wins or loses shall be determined solely by whether the total points of a player’s hand is closer to the target point count when compared with the total points of the player-dealer’s hand.

I agree with this I invented cal blackjack and blackjack X, so there are California type games that are approved to play that plays to hard 31.

This is accomplished by playing to hard 31 the top ranked hand throughout the game, so there is no bust; however, a hand with a point value between hard 22 thru hard 30 is frozen from taking another draw card and the hand is the lowest ranked hand. The second best hand is 21.

(b) The game rules shall prescribe a target point count that is not 21, and that remains a

number other than 21 on the initial deal and throughout the entire play of the game.

The points assigned to each card must remain constant throughout the play of the game.

A game may play to thirty-one first throughout the game, then next to 21. A game can be played without a modified point value card. Present games provide a modified ace with 11.5 or 21 and with a modified 10-point card with a value of 10.5.

So an Ace + 9 = 20.5 that beats a 10 + Jack = 20. This will not work and is avoidable by playing to hard thirty-one. This is done by first hitting to hard twenty-one then taking another hit card and receiving a 10-point card for a total of Hard 31.

(c) The game rules do not provide that a hand will automatically win if the player or the player-dealer receives an ace and a 10, jack, queen, or king on the initial deal.

This is achievable with the following rules:

The player dealer has the option on both hard and soft 21 to stand or hit to get 31. If the player dealer is dealt an ace card and 10-point card on their first two cards the player dealer may stand and all hands are compared as to whether they win, lose or push. If the player dealer elects to continue then the player dealer hand has a point value of hard 11, and the game continues by allowing the players to stand, hit, double down or split. Player and player dealer push on Hard 17 thru hard 21 and hard 31.

If the player is dealt an Ace and a ten-point card, the hand will push on the player dealers two card 21 and push on the dealers 21 after the draw.

However if the players ace and ten-point card wins verse the player dealers hand, it is paid 6:5 (optional payout) otherwise a three or more card 21 pays 1:1.

A game that complies with this Section, and that is approved by the Bureau, shall be referred to as a "California-style blackjack" game.

# BLACKJACK

V. 31.21

### **Rules of Play:**

- Played with (1) to (8) standard decks of 52 cards, no joker. All cards have face value, face cards have a value of 10-points. Aces have a value of 1, or 11.
- The game plays to thirty-one, and is the top rank hand. A hand loses when landing between a point total of hard 22 thru hard 30. The second best hand contains a value of 21 on down to 2 in that order.
- The player dealers hand is frozen from taking additional cards when their hand has a value of hard 17 and above, except the player dealer has the option to stand or hit 21 on their initial two cards or after the draw to try to achieve 31.
- When the player dealer is dealt an ace and a ten point card they can elect to stand with a 21, or play, if play then their hand is a Hard 11 (ace as 1 and ten-point card) and the game plays on and the players have the option to act on their hand.
- If the player dealer is dealt an Ace and a ten point card on their initial two cards, the draw stops, and the initial two card hands are compared to see if they win; lose or push, otherwise the option to hit, split, double, surrender, or stand are offered. Player and player dealer push on Hard 17 thru hard 21 and hard 31.
- Played on a half circle table with up to (8) players.
- A betting area for each seated player contains a designated area to wager on the player wager.
- Tables will have a fixed amount for the minimum and maximum betting limits.
- Players must wager at lease the table minimum bet to participate, back line betting is allowed.
- Wagers are settled from seat to seat starting from the left of the player/dealer position and continuing clockwise.
- The player must stand on a hand between 22 thru 30 which loses and the option to act on a hand total between 2 thru 21.
- The player will lose with a point value between 22 thru 30 no matter the value of the player dealers hand.
- Player dealer must hit on soft 17 and below.
- The player and player/dealer push on a tying hand between 17 thru 21 and hard 31.

- If the player is dealt an Ace and a ten-point card the hand will push on a dealers 21 before or after the draw. However if the players ace and ten-point card wins verse the player dealers hand, it is paid 6:5 otherwise a three or more card 21 pays 1:1.

### **Card Value Chart:**

Card	Values
Ace	1 or 11
King, Queen, & Jack	10
Two thru Ten	Face value

### **Object of the Game:**

- The object of the game is to play to 31 which is the Top Ranked Hand otherwise play to twenty-one. This is achieved by first hitting to hard 21 then receiving a 10-point card on their next draw card. The Players and the Player Dealer add the numerical value of their hands and compare to determine if the hand wins, loses, or pushes. In the event the initial two-cards of the Player Dealer hand are an Ace and a ten-point card, the game will stop and the hands compared, to see if they win, lose, or push; otherwise, the hands will play accordingly. (options: no hole card or no checking)
- After the draw the player will win on a value of hard 31 unless tied which is a push. The Player and player dealers hand are frozen from receiving an additional Draw card when their hand total lands between 22 and 30.
- Eight players will play on a table layout atop a half circle table.
- The Dealer checks the Hole card by hand or by using a mirror, card reader, chip, or prism built into the table before the Draw when the Player Dealers up card is either a 10-point card or an Ace Card to see if the hand contains an ace and a ten-point card on their initial two cards.
- The Players will have the option to Stand, Split, take Insurance, Double Down, Surrender or Hit provided the Player Dealer is not dealt an ace and a ten-point card.
- ✓ **Double Down:**
  - The Player may receive only one hit card after Doubling Down.
  - The Player may double on any two cards, except a 21.
  - Player may double for their initial wager or double for less.
  - The Player may double down after the split.

✓ **Split:**

- The Player may split any two cards of equal value.
- Player may split three times for a total of four hands.
- Split Aces receive one hit card.
- The Player may or may not re-split aces.
- Split Aces after the Draw that receives a 10-point card have a value of 21 and are paid even money.

✓ **Surrender:**

- The Player may surrender before the Dealer checks the Player Dealer's hole card.
- The Player forfeits half their initial wager when surrendering.
- The Player may surrender prior to taking a hit.
- The Player may surrender after the split.

✓ **Insurance:**

- Insurance will only be offered when the Player Dealer is showing an Ace card.
- The Player may put up a bet that totals between 1% thru 50% of the initial wager and place it in front of the original wager.
- The Players that placed an insurance bet will be considered to have pushed and will not lose if the Player Dealer is dealt an ace and a ten-point card.
- The Player will be paid 2:1 on their Insurance wager if the Player Dealer has an ace and a ten-point card and lose their initial wager unless the Player was also dealt an ace and a ten-point card.
- The Player will lose their Insurance wager if the Player Dealer does not have an ace and a ten-point card, and then play out their original wager accordingly.

<b>Payout Chart</b>	
<b>Hard 31</b>	<b>2 to 1</b>
<b>Ace &amp; Ten point card (initial two cards)</b>	<b>6 to 5</b>
<b>All other winning hands</b>	<b>1 to 1</b>

### Hand Ranking Chart:

Hand Ranking Highest to Lowest	Hand Value Requirements
<b>31</b>	Hand value of Hard 31
<b>21</b>	Hand value of 21
<b>20</b>	Hand value of 20
<b>19</b>	Hand value of 19
<b>18</b>	Hand value of 18
<b>17</b>	Hand value of 17
<b>16</b>	Hand value of 16
<b>15</b>	Hand value of 15
<b>14</b>	Hand value of 14
<b>13</b>	Hand value of 13
<b>12</b>	Hand value of 12

Hand Ranking	Hand Value Requirements
<b>11</b>	Hand value of 11
<b>10</b>	Hand value of 10
<b>9</b>	Hand value of 9
<b>8</b>	Hand value of 8
<b>7</b>	Hand value of 7
<b>6</b>	Hand value of 6
<b>5</b>	Hand value of 5
<b>4</b>	Hand value of 4
<b>3</b>	Hand value of 31
<b>2</b>	Hand value of 2
<b>22 thru 30</b>	Hand value between 22 thru 30

### Round of Play:

- The game requires at least two Players to begin, one Player to occupy the Player / Dealer position and one Player to wager.
- The game is played with a dealer button, which designates the person who is banking the table at the time. The tile is double sided with a 1 on one side and a 2 on the other side.
- The Dealer button designates the Player occupying the House position. A Player is allowed to bank the game two times before relinquishing it to the next Player. If no one occupies this position then the game cannot start. The person in the Player Dealer position may add money in between the first deal and the second deal. The Player is not required to cover all wagers placed against it by the Players. Bets will be cover to the extent that money covers.
- Once the wagers are settled the dealer will drop the collection and start a new hand.

### Dealer Procedures:

- The Dealer will first start by asking the Player starting from seat one if they would like to occupy the Player Dealer position.

- Once a Player decides to occupy the Player / Dealer position, the house Dealer will place the Player / Dealer button in front of their seat allowing the other Players at the table to see who is occupying this position.
- The Dealer will ask for bets.
- The Dealer deals a total of two cards to the Player face up and two cards to the Dealer, one card face up and one card face down.
- At this point the Player will be offer the Options depending on the hand value.
- Once the Players have acted on their hand and the Player Dealer has completed their hand the numerical value of their hands will be compared against each other to determine if the Player wins, lose or pushed their wager.
- The Dealer will then compare the bets placed by the Players to see if the Player wins, loses, or ties and completes the payoffs.
- The Dealer will turn over the Player Dealer tile to the second side to show that the Players that the person has one more opportunity to occupy the Player Dealer position.

**Description of how and when are house fees collected:**

- A Collection fee is collected prior to the start of the game and dropped after all wagers are settled.

**How winners determined and paid**

- The Players hand will be compared against the Player Dealers hand to determine if the hand wins, loses, or ties.
- The Player and the Player Dealer ties on all hands with a total between Hard 17 thru 21, and hard 31.
- The Player whose hand is between 22 thru 30 after the Draw will lose no matter the value of the Player Dealers Hand total.
- After determining if the Players wagers wins, lose or ties, the payoff order between the Players wager against the Player Dealer starts from the left of the dealer and continues clockwise, in the event the Player Dealer does not cover all wagers placed against it by the Players.
- Money will cover to the extent that the Player Dealer covers.



## **Glossary:**

**Action:** The player that who's wager is compared first against the player dealer position.

**Player Dealer:** The person occupying the house position for other players to wager against to the extent that money covers.

**Player Dealer Button:** A button with the word deal 1 on one side and deal 2 on the other side to distinguish the number of times the player may occupy the position before it is offered to the next player. The button moves in a clockwise manner.

## **OPTIONS:**

The dealers will not receive their hole card until after the players have completed acting on their hand or hands, and the players may or may not lose their additional double down or split wagers in the event the dealer is dealt an ace and a ten point card on their initial two cards.

The dealers will not check their hole card until after the players have completed acting on their hand or hands, and the players may or may not lose their additional double down or split wagers in the event the dealer is dealt an ace and a ten point card on their initial two cards.