



THE KEEGAN THEATRE

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Keegan Casino House Rules

- Each participant will begin with 10,000 in free playmoney.
- Additional playmoney can be purchased throughout the evening for \$25 per 10,000 in playmoney.
- At the close, staff will tally up each player's winnings on a casino voucher. The Pit Boss arranges the vouchers in numeric order, highest to lowest, and will present these vouchers to the host approx. 20 minutes after the close of the casino. The host will then make an announcement of the top three players with the most playmoney who will then be awarded a prize.
- Individual game instructions and bet limitations can be found below.

BLACKJACK

Blackjack is played with four decks of cards (four deck shoe). Cards of rank 2 through 10 are scored according to their face value. All face cards are 10 points. Aces are semi-wild and can be worth either 1 or 11 points. The highest hand in blackjack is an ace and any 10-point card and is called a blackjack. A winning blackjack pays 3:2. If both player and dealer have a blackjack the bet is a push. Aside from a blackjack a winning hand pays even money. The player wins if his hand has more points than the dealer, without going over 21. Thus a 21-point hand is the highest and is why the game is sometimes called 21. If either the player or dealer go over 21 it is called a break or bust and automatically loses. If both the player and dealer bust the player loses. If the player and dealer tie the bet is a push.

A round of blackjack begins with each player placing a bet in the square directly in front of him/her. Then the dealer will give each player and himself two cards. Player cards are dealt face up. One dealer card is dealt face up (the up card) and the other face down (the hole card). If the dealer has a ten or an ace as the up card it is possible he has a blackjack in which case all player hands will lose except with another blackjack.

In the event the dealer has an ace as the up card he will allow the players to insure their hands against a blackjack. This is much like any insurance policy in which you are betting something bad will happen. The insurance bet in blackjack pays 2:1 if the dealer has a blackjack. If the dealer has an ace showing and a player has a blackjack the dealer may ask "even money?" This is because if the player has a blackjack the net result of both the blackjack and the insurance bet will be an even money win regardless of whether the dealer has a blackjack. After all players have had a chance to accept or decline insurance the dealer will check the hole card.

After it has been established that the dealer does not have a blackjack the player in turn may play their hands. The following options are available.



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Stand: If the player is satisfied with his hand as-is he may stand pat. To signify you wish to stand wave your hand as if to wave the dealer away.

Hit: If the player wishes to take another card he may continue to do so until he either stands or busts. To signify you wish to hit tap the table with your finger.

Double: If the player feels he needs one and only one more card then he may double his bet and be dealt one more card, good or bad. This option is only offered on the first two cards, and on the first two cards after splitting. To signify you wish to double place another wager next to your original wager of equal value.

Split: If the player's first two cards are of equal point value he may split them into two hands. In this event each card is the first card of a new hand. The player must also make another wager of equal value to the first for the second hand. The player may usually resplit up to 2 or 3 times if another splitting opportunity arises. Doubling after splitting is always allowed. To signify you wish to split put the additional wager next to the original wager.

After all players have played their hands, from the dealer's left to right, the dealer will play his hand. The dealer has no free will but must always play by certain house rules. The rule is that the dealer must hit until he reaches a score of 17 or more. If the dealer busts all players that did not bust automatically win.

ROULETTE

A U.S. roulette wheel consists of 38 numbered slots: numbers 1 to 36, a zero, and a double zero. The betting layout consists of every individual number as well as a host of "outside" or combinations of numbers. After the players make their bets the dealer spins the wheel and a ball and after several seconds the ball will land in one of the numbered slots.

The following table displays the available bets and the payoff.

Bet	Pay
Red Numbers	1:1
Black Numbers	1:1
Odd Numbers	1:1
Even Numbers	1:1
Numbers 1 to 18	1:1



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Numbers 19 to 36	1:1
Numbers 1 to 12	1:1
Numbers 13 to 24	2:1
Numbers 25 to 36	2:1
Any One Number	35:1
Two Number Combination	17:1
Three Number Combination	11:1
Four Number Combination	8:1
Six Number Combination	5:1

CRAPS

At first glance the game of craps looks a little intimidating because of all the various bets you can make but actually the game itself is very simple, so first let me explain the game with only a brief reference to the betting.

Everyone at the craps table gets a turn to roll the dice, but you don't have to roll if you don't want to. The dice are passed around the table clockwise and if it's your turn to roll you simply take two dice and roll them to the opposite end of the table. This is your first roll of the dice, which is also called the "come-out" roll. If you roll a 7 or 11 that's called a "natural" and you win (if you have a bet on the Pass Line), plus you get to roll again. If you roll a 2, 3 or 12, those are all called "craps" and you lose (if you have a bet on the Pass Line), but you still get to roll again. If you bet on the "Don't Pass Line", and a 7 or 11 is rolled on the come out (first roll), then you lose your bet. If you bet on the "Don't Pass Line", and a 2 or 3 is rolled on the come out (first roll), then you win your bet. If you bet on the "Don't Pass Line", and a 12 is rolled on the come out (first roll), then you don't win or lose, this is considered a "push".

The only other possible numbers you can roll are 4, 5, 6, 8, 9 or 10 and if one of those numbers shows up, then that number becomes your "point" and the object of the game is to roll that number again before you roll a 7, assuming that you have a bet on the Pass Line. If you have a bet on the Don't Pass Line, then you want a 7 to come up before the "point" is rolled again.

If a 7 shows up before your "point" number does then you lose (if you have a bet on the Pass Line) and the dice move on to the next shooter. If your "point" number shows up before a 7 does, then you have made a



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“pass.” You then win your bet (if you have a bet on the Pass Line) and you get to roll again. That’s all there is to the game of craps.

TEXAS HOLD’EM POKER

To start playing, each player puts up an ante wager, and have the option of putting up a bonus jackpot wager as well. Each player and the dealer are dealt two cards, face-down. These are the hole cards. If you want to play your hand, you put down a bet that's exactly twice the amount of your ante. If you decide not to play and fold, you lose your ante bet. The dealer deals three cards face-up in the center of the table. This is also known as the flop. These three cards are community cards, meaning all players can (and will) use them to make their final five-card hand. Players now have the option to bet again, and can only bet the same amount as the ante. Or players can check, which means they don't bet. You don't have to bet -- you get to keep playing whether you bet or check. A fourth community card is dealt face-up. This is also known as the turn. Again, players can bet or check. The bet is again the same amount as the ante bet. This is the last opportunity for players to bet. Again, you don't have to place a bet here to keep playing. A fifth and final community card is dealt face-up on the table. This is known as the river.

The dealer turns up his/her cards and shows what the best five-card poker hand the house can make, combining the dealer's hole cards and the community cards. Player by player, the dealer will turn over each player's hole cards and determine the best five-card poker hand. To make the best five-card hand each player can use one, two, or none of his hole cards in combination with the five face-up community cards.

The dealers are trained to pick out each player's best hand, but you should also be able to tell what your best hand is. The dealer determines if the player's hand or the dealer's hand is higher. If the player has the higher hand, he/she wins. The house pays 1-1 on all bets. If the player loses, the house takes all the bets & the ante, too.

Poker Hand Rankings	
1 - Royal flush	This is the best possible hand in standard five-card Poker. Ace, King, Queen, Jack and 10, all of the same suit.
2- Straight flush	Any five-card sequence in the same suit (e.g.: 8, 9, 10, Jack and Queen of clubs; or 2, 3, 4, 5 and 6 of diamonds).
3 - Four of a kind	All four cards of the same value (e.g.: 8, 8, 8, 8; or Queen, Queen, Queen, Queen).
4 - Full House	Three of a kind combined with a pair (e.g.: 10, 10, 10 with 6, 6; or King, King, King with 5, 5).
5 - Flush	Any five cards of the same suit, but not in sequence (e.g.: 4, 5, 7, 10 and King of



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	spades).
6 - Straight	Five cards in sequence, but not in the same suit (e.g.: 7 of clubs, 8 of clubs, 9 of diamonds, 10 of spades and Jack of diamonds).
7 - Three of a kind	Three cards of the same value (e.g.: 3, 3, 3; or Jack, Jack, Jack).
8 - Two pair	Two separate pairs (e.g.: 2, 2, Queen, Queen).
9 - Pair	Two cards of the same value (e.g.: 7, 7).
10 - High Card	If a Poker hand contains none of the above combinations, it's valued by the highest card in it.