



STATE OF WASHINGTON  
**GAMBLING COMMISSION**

*"Protect the Public by Ensuring that Gambling is Legal and Honest"*

February 26, 2010

Shuffle Master, Inc.  
Bo Zarach  
1106 Palms Airport Road  
Las Vegas, NV 89119

**RE: DOUBLE BARREL BLACKJACK**

Dear Ms. Zarach:

Thank you for requesting approval to market the card game "Double Barrel Blackjack" to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from Shuffle Master, Inc., the Washington State Gambling Commission will approve the game under the conditions listed below:

**Commercial Card Rooms**

- The game shall be played and operated under the terms and conditions set forth under the "Double Barrel Blackjack – Rules of Play" you provided.
- Commercial card room operators seeking to operate this game must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be licensed by the state prior to the sale of the equipment.

**Tribal Casinos**

- The game shall be played and operated under the terms and conditions set forth under the "Double Barrel Blackjack – Rules of Play" you provided.
- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.



- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Please be advised that the Financial Investigations Unit is currently reviewing your game application for any new substantial interest holders, as defined by WAC 230-03-045, related to this game and may be contacting you.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Keith Wittmers at (253) 671-6289. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Tina Griffin  
Assistant Director  
Licensing Operations Division

cc: Mark Harris, Assistant Director Field Operations  
Julie Lies, Assistant Director Tribal Gaming Division  
Keith Wittmers, Special Agent Field Operations  
Kelly Main, Special Agent Tribal Gaming  
File



## **RULES OF PLAY**

### **OVERVIEW**

Double Barrel Blackjack is two games in one: A mandatory blackjack game vs. the dealer and an optional three-card bonus game vs. a payable.

Double Barrel Blackjack can be played with 4-8 decks.

### **RECOMMENDED DEALING PROCEDURES**

1. Players must make equal bets on the two blackjack hands. They may also make a Bonus bet for any amount within table limits.
2. Working from left to right, the dealer gives each player two cards face up—one in front of each blackjack bet.
3. The dealer then gives himself one card, face down.
4. The dealer working from left to right, gives each player a “flex” card. He deals this face up in the rectangular area in front of each player.
5. The dealer then gives himself a second face-down card. He turns the first card face-up and places it atop the second card.

6. The dealer then resolves the Bonus bets.
  - a. These bets win if the player's three cards are a flush or higher. See layout for odds.
7. Players now decide what to do with the flex card.
  - a. When it's their turn to act, players must decide where to put the flex card. They indicate this by pointing to the starting card they want it to join.
    - i. The dealer places the flex card where the player wants and then place the next card on the player's other starting card.
  - b. Note: There is only one circumstance where the player can use the flex card on both hands—if it makes two blackjacks.
    - i. Example: If the first two cards are 10-value and the flex card is an ace, the player can play two blackjacks.
    - ii. Example: If the first two cards are aces and the flex card is a 10-value, the player can play two blackjacks.
    - iii. Double Barrel blackjacks are paid 3 to 2.
8. If the dealer has a 10-value card up, he checks for blackjack.
9. If the dealer has an Ace up, he offers insurance and checks for blackjack.
10. Traditional blackjack rules apply, except:
  - a. Player blackjacks pay even money and they always win.
11. If the dealer busts with 22, all non-busted player hands push.
  - a. Player blackjack hands still win.

Double Barrel Blackjack is a standard house-banked blackjack game. All rules pertaining to blackjack as posted on the WSGC's website remain the same except as listed above pertaining to Double Barrel Blackjack.

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.



### 3 Card Bonus Payouts

	DBBJ-01	DBBJ-02	DBBJ-03
First 3 Cards ...	4 decks	6 decks	8 decks
Mini Royal	50 to 1	50 to 1	50 to 1
Straight Flush	40 to 1	40 to 1	40 to 1
Three of a Kind	30 to 1	25 to 1	30 to 1
Straight	9 to 1	9 to 1	8 to 1
Flush	6 to 1	6 to 1	6 to 1
House Advantage	4.56%	5.78%	5.55%



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Modified 2008

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**RULES**

1. The game is played with 6 decks of 52 cards each.  
2. The dealer deals two cards to each player and two cards to himself.  
3. The player's cards are dealt face up and the dealer's cards are dealt face down.  
4. The player may choose to hit, stand, double down, or surrender.  
5. The dealer must hit until reaching a total of 17 or more.  
6. The player wins if their total is higher than the dealer's total without busting (going over 21).  
7. The player loses if their total is lower than the dealer's total or if they bust.  
8. A tie (push) occurs if both the player and dealer have the same total without busting.

**BONUS PAYOUTS**

Hand Total: 21 or less  
Payout: 1 to 1

Hand Total: 21  
Payout: 3 to 2

Hand Total: 20  
Payout: 2 to 1

Hand Total: 19  
Payout: 1 to 1

Hand Total: 18  
Payout: 1 to 1

Hand Total: 17  
Payout: 1 to 1

**Dealer must hit soft 17**  
Pays 2 TO 1 **INSURANCE** Pays 2 TO 1

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