Red Dog Rules & Procedures

1. The game will be dealt using 8 decks of standard 52 card decks, dealt from a standard 8-deck shoe. The game begins by the player making a wager in the BET area in front of them. (The dealer shall not accept verbal wagers, only chips may be wagered.) Once the first card has been exposed from the shoe, no player may handle remove or alter their BET until a decision has been rendered and implemented with respect to that wager. The dealer will deal a card face up and place it in the left side box used for positioning the cards. The dealer will then deal a card face up to the right side box, used for positioning the cards. If the first two cards are a pair, the third card will be drawn for each individual bet and placed in front of the appropriate betting spot from left to right. If three of a kind is made the player will win 11 times the original BET and will be paid immediately after the delivery of the card. If the first two cards are not a pair or consecutive, the dealer will call out the SPREAD (the number of cards that fall between the end cards) and place a marker on the corresponding SPREAD on the layout. At this time the players may RAISE up to the amount of their original BET. A third card is drawn and placed in front of the player's wager. If the value of the card is between the outside cards the player will be paid odds based on the SPREAD immediately after the delivery of the card. (see #13 below)
2. Side Betting Is Prohibited.
3. To participate in a round of play, players must place a BET prior to the exposure of the first card.
4. Players tie and receive a push when the value of the **end** cards (First two cards) is consecutive. (<u>No third card will be dealt</u>)
5. Players win when the value of their third card is between the value of both **end** cards.
6. Players lose when the value of their third card is not between or equal to the value of the **end** cards.
7. The RAISE must be placed before the first player receives their third card to be a legal bet.
8. When the **end** cards form a pair, the player is not allowed to RAISE, the players will each be dealt a third card for a possible three of a kind at no player risk. If the third card is a match the player will receive 11 to 1 on the BET. If the third card is not a match, the player will receive a push.
9. When the **end** cards offer a SPREAD the RAISE is an optional bet.
10. When the third card value <u>is</u> between the **end** cards value the player will be paid odds on their BET and RAISE according to the SPREAD. When the third card value <u>is not</u> between and not equal to the **end** cards value, the

player will lose their BET and RAISE. If the third card value is equal to either of the **end** cards value the player will receive a push.

11. Aces are high
12. CARD VALUES
    a) 2 through 10=face value
    b) JACK=11
    c) QUEEN=12
    d) KING=13
    e) ACE=14
13. SPREAD to PAYOFF
    a) (1) Payoff is 5 to 1
    b) (2) Payoff is 4 to 1
    c) (3) Payoff is 2 to 1
    d) (4 or more) Payoff is 1 to 1
14. Minimum and maximum wagers shall be posted at each Red Dog Table.
15. Dealing
    a) When a new dealer enters the game to relieve the previous dealer, one card will be burned and placed in the discard rack by the incoming dealer.
    b) Shall be dealt from the shoe located to the left of the dealer.
    c) Dealer shall remove the cards with their hand, turn and place them face up with their right hand in the appropriate spot.
    d) Once a decision has been made the dealer will pay or take immediately dealing the cards from left to right.
    e) At the conclusion of the hand the dealer shall pick up the first two cards and continue from right to left picking up the players' third cards and place them into the discard rack on the table.
    f) When the dealer reaches the cut card the hand will be finished and the dealer shall proceed to shuttle.
15. The Player may wager up to the table limit for a dealer "tip" bet, for both the bet and the raise.
16. The Dealer will shuffle the cards according to the following:
    a) The dealer will remove the cards from the shoe and place them into the discard rack.
    b) The dealer will then place all cards from the discard rack into the center of the table and divide the stack in half;
    c) The dealer will the start with either stack and take approximately ½ of a deck in first the left hand and then the right hand continuing this process until the cards have all been placed into both hands. The dealer will follow this same procedure for the other stack of cards on the table.

d) The dealer will then take approximately ¾ of a deck from each stack, rotate the cards in their right hand and shuffle them together, stripping them once and shuffling one more time (shuffle-strip-shuffle).
e) The dealer will continue the above process, until all cards are shuffled and in one stack in the middle of the layout;
f) At this time the dealer will turn the stack on it's side with the backs of the cards facing the players. The dealer will line the cards up against the shoe and smooth the stack so all cards are lined up.
g) While holding the cards against the shoe they will offer a player, at random the "cut" card and allow them to cut the stack of cards. If the player refuses, the cut will be offered clockwise, from that player who was originally asked, if no one chooses to cut them the Supervisor will be called and will cut the cards.
h) At the location of the cut the dealer will grasp all cards ahead of the cut card and reverse them to the back of the stack. Replace the "cut' card into the decks approximately 1-1/2 decks from the back and place the cards into the shoe. The dealer will then burn (1) one card and proceed to deal.

17. When any irregularity occurs in the game the dealer will notify their supervisor and the supervisor will handle on an individual basis. The following are some basic irregularities that will be house policy:
    a) Any card that is exposed accidentally will be burned the supervisor will call the hand dead and burn all cards.
18. The game of Red Dog is played on a 7 betting spot layout.

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The game will be dealt using eight decks of standard 52 card decks. The game will begin by a player making a wager in the BET area in front of them. The dealer will deal two cards face up in front of him/her. The dealer will place these cards face up in the outside boxes of the three boxes used to position the cards. The middle will remain open to represent the card that is dealt to each individual player. If the first two cards are consecutive then a push is called and the players will neither win nor lose. If the first two cards are of equal value (a pair) a third card will be delivered to each individual player left to right. If the third card dealt matches the first two cards, the player wins 11 times their BET. If the first two cards are not a pair or consecutive, the dealer will call out the SPREAD (the number of cards that fall between the first two cards). At this time the players may RAISE up to the amount of their original BET. A third card will be delivered to each player in turn from left to right. If the value of the card is between the first two cards, the players will be paid odds on both the BET and RAISE based on the SPREAD. Each player's bet will be paid and taken after the delivery of their third card and before delivery of the next card to the next player.

CARD VALUES

2 through 10 = Face value
Jack=11
Queen=12
King=13
Ace=14

SPREAD TO PAYOFF

(1) Payoff is 5 to 1
(2) Payoff is 4 to 1
(3) Payoff is 2 to 1
(4 or more) Payoff is 1 to 1

DETERMINING THE SPREAD

For the purpose of the determining the spread between the first and second card, it is best to think of the face cards and the ACE by their numerical value. Subtract the numerical value of the smallest card from the value of the larger card and subtract one from the difference. Using the numerical value of face cards and ACES is only key. When announcing cards as they fall use their names, "Jack, ACE, etc". The ACE is always high.

When the first two cards are neither consecutive nor a pair, the spread between the two must be announced to the players along with the appropriate payout odds, e.g., "4-7 the spread is 2". Place the marker on # 2 and announce that it pays 4 to 1. AT this point, the players may raise their bets by any amount up to the original BET. (Same as doubling down on Blackjack). The dealer will announce to the players that they may RAISE while passing their hand along the layout in front of the players bets (as with insurance on Blackjack). After the their third card from left to right. If the third card is in between that announce, "The third card is (value of card) and pays (appropriate odds)". If the card is not between announce, "The 3rd card is not in between". Continue on from left to right paying and taking as you go. The dealer shall leave the card on the layout in front of the betting spot. After all decisions have been made the dealer will pick up the first cards and use those cards to pick up the remaining cards from right to left.

IMPORTANT: Cut at least one and one half decks off the back of the shuffled cards before placing cards into the shoe.

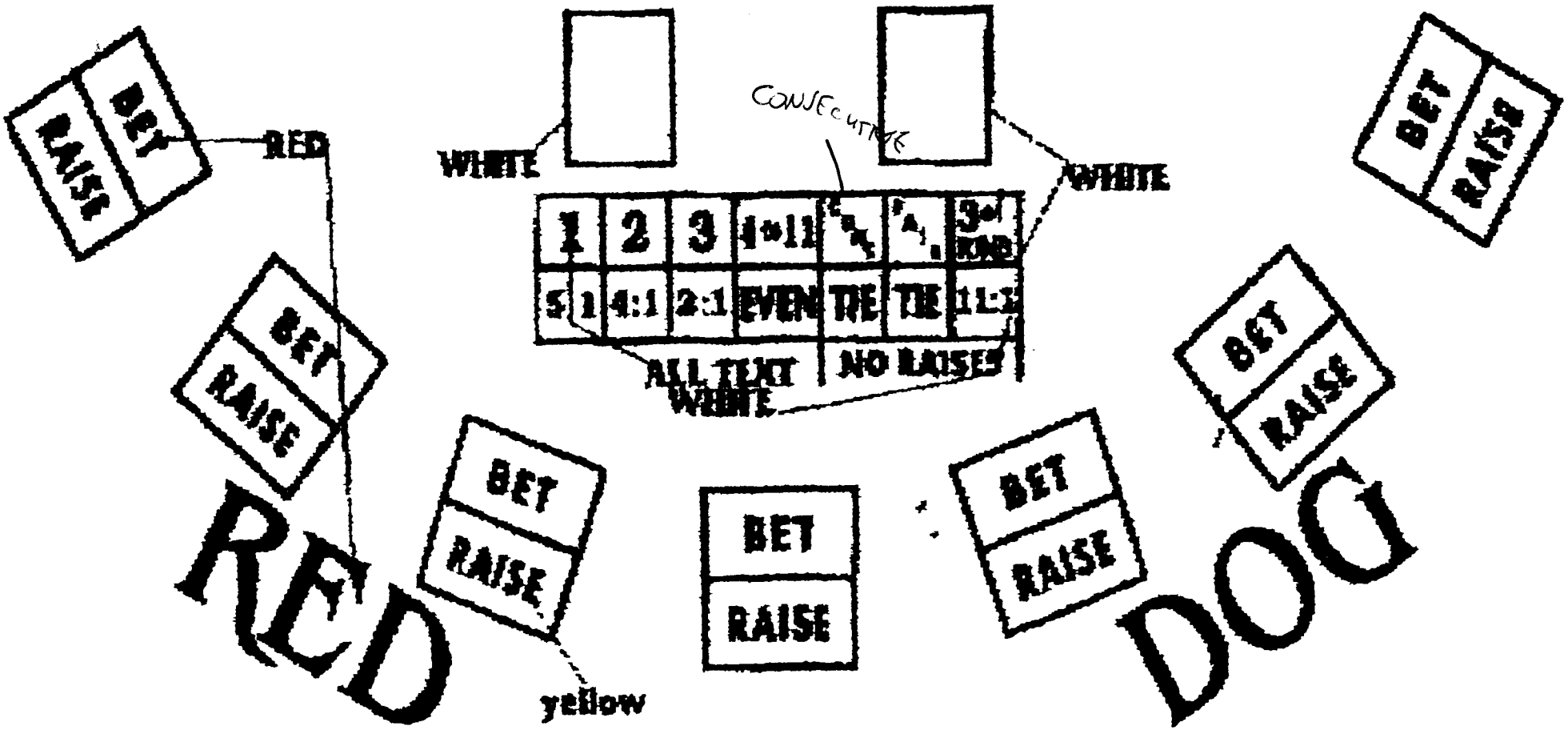
IMPORTANT: When the pair condition exists, player may not raise their bets.

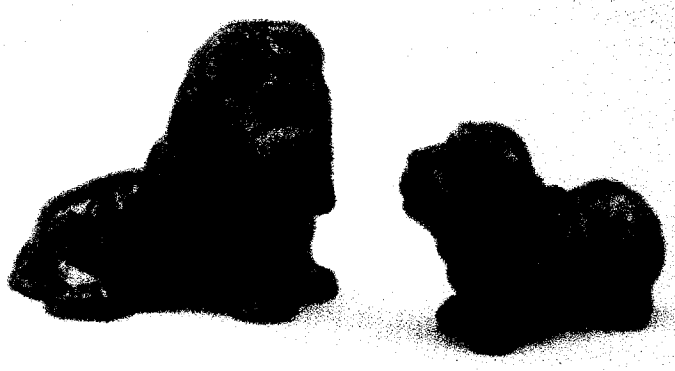
Shuffle procedure shall be the same as that of Blackjack. With the exception that at least 1 and ½ deck will be cut off from the back of the shoe with the cut card.

Game Protection

As with other games, dealer must keep a watchful eye on the layout at all times. Bets must be placed before the first card is delivered. After the first card is delivered players may not change their bet except to RAISE at the appropriate time. Be particularly alert to the layout when the pair condition exists, at this point the players money is not at risk and they have a chance to be paid 11 to 1. Inform the Supervisor immediately of any high action, particularly at the end of the shoe.

Red Dog
8-21-00





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