Trips 2 Win ©

Introduction

Trips 2 win uses six standard 52 card decks consisting of Aces through sixes only, dealt from a shoe or a shuffle machine on standard blackjack table with Trips 2 Win layout consisting of seven betting spots each player position has three betting spaces, Pair, Point and Trips. The object of the game is for the player to bet that he has a pair, trips , 4-5-6, or a higher point than the dealer. Aces are low cards and sixes are the high cards. There are three ways to play. The game allows the player to wager only on the value of their own hand. Example (Pairs or Trips) or the player may wager against the dealer - The Point. The player has the option to wager against the dealer only after receiving their three cards.

Ranking of Hands

Dealer Match (Dealer has a 2 of spades and player has three 2's of spades.)
Trips Suited
Trips Unsuited
4-5-6
Pair
Beat the Dealer Point

Three ways to Play

1. Pairs only - Place a wager in the pair spot before the cards are dealt. If player receives a pair the player then tucks their cards under their wager.

   Pairs Pay 1 to 1

2. Point - After the player has placed a wager on pairs, trips or both the player receives three cards. The player then determines whether they would like to bet against the dealer by placing a wager equal to the pair wager on the point. The player is betting their point card is higher than the dealers point card. i.e. Player has a pair of threes and a six, Dealer has a pair of sixes and a four player win with six being the higher point. If both points are the same it becomes a push. If the player thinks he can beat the dealers point he may bet on the point. If player doesn't believe he can beat the dealers point he has the option not to place the wager. If the dealer has no point all players with the point bet win with their point. The player may fold after seeing their cards if he has no pair, trips or 4-5-6.

Playing against the dealer's point.

• When dealer has no point	Wins 1 to 1
• When dealer's point beats player's point	Lose
• When dealer's point and player's point match	Push
• When player's point beats dealer's point	Wins 1 to 1
• When player has 4-5-6 this is an automatic win	Wins 3 to 1

3. Trips - The player wishes they may place a wager in the trips spot before the hand is dealt. The Wager only wins if the player receives trips. Exp.. Three two's of spades. The minimum and Maximum wagers are determined by the house.

Pay - outs

• Dealer Match	1000 - 1
• Trips Suited	50 - 1
• Trips Unsuited	15 - 1
• Pairs Pay	1 - 1
• Beat The Dealer Point	1 - 1

Dealing Procedures ©

Dealing procedures vary by jurisdiction. Please refer to the appropriate gaming agency for regulations specific to your jurisdiction. It is recommended that Trips 2 Win be dealt with an automatic card shuffler.

1. Each player makes a wager as indicated below, according to posted table limits:

    - To play the hand value against the paytable by placing a PAIR or TRIPS wager in the corresponding spots on the table.

    - To play against the dealer and the paytable by placing a PAIR wager in the PAIR spot. Then after the Player receives their cards they may place a POINT wager in the POINT spot believing their point will beat the dealers point.

    - At the casino's discretion, a player may place wagers at two adjacent betting positions during a round of play.

2. The dealer shall announce "No more bets" prior to the dealer dispensing any stacks of cards. Verbally acknowledge those players who have not made the TRIPS or PAIR wager. (Example: No PAIR No TRIPS, position 4, 6, and 7.)
3. Each player and the dealer receive three cards face down. Cards are delivered face down to the player From the dealer's left to right in rotation. To enhance game security, do not expose the bottom card.
4. After examining his or her cards, the player has the option to either make a POINT wager in the amount EQUAL to the player's PAIR wager or fold his or her hand if they have no PAIR or TRIPS.
5. After each player has either placed a POINT wager on the POINT spot or folded, the dealer collects all forfeited wagers and cards.
6. The dealer will arrange his hand from highest card value to the lowest, and announce, " Dealer's POINT is" (example: Dealer has two threes and a five, 3, 3, 5. The five would be the point.) " Dealer's POINT is FIVE.
7. The dealer will then reconcile the hands of those players who have not folded. Starting with the player on the dealer's right, bring the player's hand into the "work area" between the dealer's hand and the PAIR wager and reveal the player's cards. The dealer will pay and/or take from the back forwards, reconciling the TRIPS wager first, the POINT second, the PAIR last. The dealer will lay and pay, or pick and pay, depending on casino procedures.