

Easy Jack

Game Rules

Easy Jack is a variation of the standard game of Blackjack played using six or eight decks of cards. The object of the game is to get as close to a total of 11, without going over, using standard Blackjack rules. A one-card hand with an ace counts as a natural Blackjack, and beats any other total of 11.

Card Values:

Aces count as 11 or 1

Face cards count as 10

All other cards count as face value

1. Play begins with each player making the mandatory Easy Jack wager and the optional Dealer Bust side bet.

2. Each player then receives one card, face-up, and the dealer receives one card, face-down. The dealer does not check their card for a natural.

a. Note: As an alternate procedure, the dealer can check their hole card for an ace, and reveal a natural before players hit on their hands.

3. Each player then decides whether to stand or draw additional cards, until either:

a. they are satisfied with their new total, or

b. they exceed a total of 11 and bust, automatically losing their Easy Jack wager.

c. splitting and doubling down are not permitted.

4. The dealer then reveals their card, and if they have a total of six or less, draw cards until they have achieved a total of seven or higher.

5. The dealer then compares their hand with each remaining player's hand. The main wager is resolved as follows:

a. If the player and/or the dealer have Blackjack:

- If the player has a Blackjack and the dealer does not, the player is paid 3:2.

- If the player does not have a Blackjack and the dealer does, the player automatically loses.

- If both the player and the dealer have a Blackjack, the hand is a push.

- As an alternative rule, if the player has a Blackjack, the player will be paid 6:5, even if the dealer also has a Blackjack. All other rules remain the same when the 6:5 rule is in effect.

b. If neither the player nor the dealer have Blackjack:

- If the dealer busts, the player wins even money.

- If the player's total is greater than the dealer's total, the player wins even money.

- If the dealer's total is greater than the player's total, the player loses.

- If both the player and the dealer have the same total, the hand ties and the main wager is a push.

6. The Dealer Bust side wager wins if the dealer's hand total exceeds a final point total of 11. Players are paid based on the number of cards in the dealer's busted hand. See sample payable below for payouts.

Number of Cards in Busted Hand	Pays
6 cards	500 to 1
5 cards	50 to 1
4 cards	10 to 1
3 cards	4 to 1
2 cards	3 to 1