

Guaranteed Play Blackjack

Rules of Play

1. The player starts by paying an up-front retail price for the session, and in return is given a starting balance of non-negotiable, non-transferable "Guaranteed Play Chips" (GP Chips) for wagering and a set of non-negotiable, non-transferable "Play Tokens".
2. On each wager, the player places one Play Token next to each bet, which is taken by the dealer. Alternatively, the player may place two Play Tokens for each bet, in which case the tokens are taken at the end of the hand only if the hand loses, but not if the hand wins or ties.
3. The player wagers an amount of GP Chips up to a maximum bet defined for the session.
4. The hand is played identically to standard blackjack. GP Chips are also used for double-downs or splits, and any wins are paid in GP Chips.
5. Any splits or double-downs require the player to place additional Play Tokens equal to the number of tokens with the initial bet. The player may not double down or split if he does not have enough additional tokens to cover it.
6. The session ends when the player runs out of Play Tokens, or chooses to voluntarily end his session early.
7. At the end of the session, the player returns the starting balance of GP Chips. Any remaining GP Chips, above the starting balance, are converted to standard cashable chips of the same denomination, which the player can keep. For example, in a session in which the player starts with \$50 in GP chips, a final balance of \$70 would result in \$50 in GP chips being returned to the dealer and the remaining \$20 in GP chips converted into cashable chips.
8. If the player's ending balance of GP chips is less than the starting balance, he simply returns all of his remaining chips.
9. The player may choose to end his session early before running out of Play Tokens. In this case, his GP Chips are settled up (as in rule 7 above), his remaining Play Tokens are forfeited, and the session ends.
10. On each wager, in addition to the GP Chip wager, the player may place an additional wager of cash or standard cashable chips on the hand, up to the table maximum. As an example, the player might wager \$10 in GP Chips, and an additional casino \$5 chip on a hand. On a win, the player would receive both GP Chips and casino cashable chips, paid in proportion to the amount of each type of chip wagered. In the case of splits and double downs, the player would be required to match both his GP Chip and casino cashable chip wagers, according to standard blackjack rules.
11. Casino cashable chip wagers and any associated payouts of such chips are exempt from the settlement procedure (rule 7 above).
12. Insurance bets require the player to bet up to half his wager in GP Chips, cash or casino cashable chips in proportion to the amount of each type of chip wagered, but do not require a Play Token.