



RAISE THE ROOF SOP's

PURPOSE

The following standard operating procedure (SOP) establishes guidelines specific to Raise the Roof.

SCOPE

The following SOP applies to the Table Games Department.

PROCEDURES

Following rules and standards will be followed in conjunction with *General Rules and Standards, Chip Specifications and Table Game Standards and Maintenance SOPs, as applicable.*

SUMMARY OF GAME

1. Raise the Roof may only be played on tables displaying the Raise the Roof layout.
2. Raise the Roof is dealt on 2, 6 or 8 deck Blackjack games and is played following the standard rules of Blackjack except as follows:
 - a. The Bust Ante and/or Raise the Roof bets are optional proposition bets used in the game of Blackjack.
 - b. The proposition is whether or not the dealer will "bust" (exceed 21). **Each** qualifying hand is paid according to the Raise the Roof pay table.
 - c. The outcome of the dealer's hand in the primary Blackjack Game determines if the Bust Ante and/or Raise the Roof bet wins or loses. The Raise the Roof Bet will never tie or be a push.

- d. No changes are made to the traditional rules and play of blackjack, in Raise the Roof with the following exception:

In the event all players do not have an active Blackjack Wager (i.e., all players have either been dealt a blackjack, or busted) but have an active Raise the Roof Ante and/or Raise wager the dealer will play out their hand per the standard rules of blackjack, so that the Raise the Roof Wager will be resolved based on the outcome of the dealer's final hand.

For example, there are two players at the table, and both players placed a Raise the Roof Ante Wager. The cards are dealt where player one receives a blackjack, player two receives a nine and a seven for a total of 16 and the dealer's up card is a nine. Neither player opts to place a Raise Bet.

Player 1 will be paid a premium per house rules for the blackjack (i.e., 3:2 or 6:5).

Player 2 Hits and receives a 7 for a total of 23 and busts.

The dealer will then expose their hole card which in this case is a 6 for a total of 15.

The dealer will then draw cards until they have made a hand or bust.

In this example the dealer draws a 2 for a total of 18, i.e., did not bust and will collect the Raise The Roof Wager.

DEALING THE GAME

1. Prior to the start of each round of Blackjack play, guests are afforded the opportunity to place an optional "Bust Ante" bet on the designated spot on the table layout at the same time their primary bet is made and before any cards are dealt. These bets do not have to be of an equal amount.
2. Raise the Roof is dealt out following the same rules as standard Blackjack, with one exception: If the dealer has an Ace up and offers insurance, the

player cannot insure their Bust Ante wager. They can only insure their main Blackjack wager per standard rules of Blackjack.

3. If the dealer does not have Blackjack each player may opt to bet 1- 5 times their Bust Ante in the Raise the Roof betting area, at any time, until the dealer addresses the dealer's hand. For example, if the player bet \$5 on the Bust Ante, they now have the option to bet: \$5 (1x Ante) or; \$10 (2x Ante), or; \$15 (3x Ante); or \$20 (4x Ante), or; a maximum of \$25 (5x Ante) on the Raise the Roof Raise bet.
4. Next, play continues per standard Blackjack house rules.
5. The Bust Ante and/or the Raise the Roof bets will be resolved after the dealer has played their hand per the following rules:
 - a. If the dealer does not bust, both the Bust Ante and Raise the Roof bets will lose.
 - b. If the dealer busts and the player placed a Bust Ante, but did not place a Raise the Roof bet they will be paid 1:1 on their Bust Ante bet.
 - c. If the dealer busts and the player placed a Bust Ante and a Raise the Roof bet, both bets will be paid according to the selected pay table based on the dealers bust card value.
6. After all bets are resolved, the cards are collected and a new round may begin.

TABLE LIMITS

1. The Bust Ante and Raise the Roof wagers will have a minimum and a maximum determined by house rules.
2. The total combined amount of the initial Blackjack wager and optional side bets will be determined by house rules.

TABLE CHARACTERISTICS

1. The layout shall have specific areas marked in which to place wagers.
2. Designated betting area labeled "Bust Ante".
3. Designated betting area labeled, "Raise the Roof".
4. Designated area with a Raise the Roof pay table

PAYOUT TABLES AND OUTCOMES: Dealer Hits Soft 17 (6 and 8 decks)

HAND	PLAYER ANTES ONLY	Pay Table A	Pay Table B
		PLAYER PLACES (ANTE & RAISE) BOTH WAGERS PAY	PLAYER PLACES (ANTE & RAISE) BOTH WAGERS PAY
Dealer does not bust	LOSS	LOSS	LOSS
Dealer busts with a 10	Win 1:1	Win 1:1	Win 1:1
Dealer busts with a 9	Win 1:1	Win 1:1	Win 1:1
Dealer busts with an 8	Win 1:1	Win 2:1	Win 2:1
Dealer busts with a 7	Win 1:1	Win 5:1	Win 4:1
Dealer busts with a 6	Win 1:1	Win 10:1	Win 10:1
Dealer busts 4,5,6,7 unsuited	Win 1:1	Win 40:1	Win 50:1
Dealer busts 4,5,6,7 suited	Win 1:1	Win 200:1	Win 500:1

PAYOUT TABLES AND OUTCOMES: Dealer Stands on Soft 17 (6 and 8 decks)

HAND	PLAYER ANTES ONLY	Pay Table A	Pay Table B
		PLAYER PLACES (ANTE & RAISE) BOTH WAGERS PAY	PLAYER PLACES (ANTE & RAISE) BOTH WAGERS PAY
Dealer does not bust	LOSS	LOSS	LOSS
Dealer busts with a 10	Win 1:1	Win 1:1	Win 1:1
Dealer busts with a 9	Win 1:1	Win 1:1	Win 1:1
Dealer busts with an 8	Win 1:1	Win 2:1	Win 2:1
Dealer busts with a 7	Win 1:1	Win 5:1	Win 5:1
Dealer busts with a 6	Win 1:1	Win 10:1	Win 10:1
Dealer busts 4,5,6,7 unsuited	Win 1:1	Win 50:1	Win 40:1
Dealer busts 4,5,6,7 suited	Win 1:1	Win 200:1	Win 500:1

PAYOUT TABLES AND OUTCOMES: Dealer Hits on Soft 17 (2 decks)

HAND	PLAYER ANTES ONLY	Pay Table A	Pay Table B
		PLAYER PLACES (ANTE & RAISE) BOTH WAGERS PAY	PLAYER PLACES (ANTE & RAISE) BOTH WAGERS PAY
Dealer does not bust	LOSS	LOSS	LOSS
Dealer busts with a 10	Win 1:1	Win 1:1	Win 1:1
Dealer busts with a 9	Win 1:1	Win 1:1	Win 1:1
Dealer busts with an 8	Win 1:1	Win 2:1	Win 2:1
Dealer busts with a 7	Win 1:1	Win 5:1	Win 5:1
Dealer busts with a 6	Win 1:1	Win 10:1	Win 10:1
Dealer busts 4,5,6,7 unsuited	Win 1:1	Win 30:1	Win 25:1
Dealer busts 4,5,6,7 suited	Win 1:1	Win 300:1	Win 500:1

Note: The Raise the Roof Wager will either win or lose, it will never tie.

SAMPLE HANDS AND OUTCOMES (ONE PLAYER AND DEALER: PAY TABLE A

(6 and 8 decks)

Hand 1: Ante Wager Only: Loss

1. The player places the standard black wager and places \$5 on the Raise The Roof Ante Wager before any cards are dealt.
2. The dealer has an exposed card of 10, the player has a 2-card total of 19 and stands.
3. The player **does not** place the Raise the Roof; Raise Wager, (i.e., only places the Ante)
4. The dealer exposes their hole card (a 10 valued card) and has a total of 20 i.e., the dealer did not bust.
5. The Raise the Roof Ante loses, and the \$5 wager is collected.

Hand 2: Ante Wager Only: Win

1. The player places the Ante Wager before any cards are dealt.
2. The dealer has an exposed card of 10, the player has a 2-card total of 19 and stands.
3. The player places the Raise the Roof Wager, (i.e., only places the Ante)
4. The dealer exposes as 6 as their hole card for a total of 16.
5. The dealer draws a 6 and busts with a total of 22.
6. The Raise the Roof Ante is a Win and Pays 1:1.

Hand 3: Ante Wager + Raise the Roof: Loss

1. The player places the standard black wager and places \$5 on the Raise The Roof Ante Wager before any cards are dealt.
2. The dealer has an exposed card of 10, the player has a 2-card total of 19 and stands.
3. The player places \$10 (2x the Ante) on Raise Wager.
4. The dealer exposes their hole card (a 10 valued card) and has a total of 20 i.e., the dealer did not bust.
5. Both the Raise the Roof Ante and Raise loses and are collected by the dealer (total loss \$15).

Hand 4: Ante Wager + Raise the Roof: Win

1. The player places the Ante Wager before any cards are dealt.
2. The dealer has an exposed card of 10, the player has a 2-card total of 19 and stands.
3. The player places \$10 (2x the Ante) on Raise Wager.
4. The dealer exposes as 6 as their hole card for a total of 16.
5. The dealer draws a 6 and busts with a 22.

6. The Raise the Roof Ante and Raise Win and are each paid 10:1; \$50 on the Ante and \$100 on the Raise bet for a total win of \$150.

Hand 5: Ante Wager + Raise the Roof: Loss

1. The player places the standard black wager and places \$5 on the Raise The Roof Ante Wager before any cards are dealt.
2. The dealer has an exposed card of 10,
3. The player places \$10 (2x the Ante) on Raise Wager.
4. The player has a 2-card total of 15; hits and receives a 7 for a total of 22 and busts.
5. The dealer exposes their hole card (a 6 and has a total of 16,
6. The dealer must complete their hand, hits and gets a 4 for a total of 20 i.e., the dealer did not bust.
7. Both the Raise the Roof Ante and Raise loses and are collected by the dealer (total loss \$15).

Hand 6: Ante Wager + Raise the Roof: Win

1. The player places the Ante Wager before any cards are dealt.
2. The dealer has an exposed card of 10, the player is dealt a blackjack.
3. The player places \$10 (2x the Ante) on Raise Wager.
4. The dealer exposes as 6 as their hole card for a total of 16.
5. The dealer must complete the [lay of their hand and draws a 6 and busts with a 22.
6. The Raise the Roof Ante and Raise Win and are each paid 10:1; \$50 on the Ante and \$100 on the Raise bet for a total win of \$150.