Xchange Blackjack

RULES

- 6 or 8 decks
- Dealer hits Soft 17
- Dealer peeks for blackjack on any ten (10) value or Ace up-card. If the dealer has a 'blackjack', then the player loses all hands, except a player 'blackjack' will push
- If the dealer has an Ace up-card then players may take 'Insurance' and will receive 2/1 on their 'Insurance' wagers if the dealer has a 'Blackjack'. Players must place their 'Insurance' wager before the dealer checks for 'blackjack'
- Players may double on any 2 cards
- Player cannot double on 3 or more cards
- Players may split any pairs and are allowed to re-split up to 4 hands. If a player receives a pair on the 4th hand then their options are to hit, stand or double on that hand
- Face cards are only considered pairs if they are matching in exact rank. For example, a Jack, Queen dealt to the player is not considered as a pair
- Players may double after a split
- Blackjacks pay 3/2*
- If the players' first 2 cards are the same color, the player may replace their 2nd card with the next card from the shoe by placing an additional wager equal to the amount of their initial bet
- The player can only use this exchange feature on the first 2 cards of a new hand.
- All doubles and splits allowed on exchanged hands, including doubling after splitting
- Exchanged hands will have double the amount of the original wager and all splits and doubles will employ this increased wager as the new wager amount
- An exchanged Ace/10-value or 10-value/Ace will count as a total of '21' and not 'Blackjack'**
- Split Aces receive one card only and cannot be hit
- Players may 'hit' or 'double' an exchanged hand that contains an Ace, if they wish
- No surrender allowed
- Dealer will push all remaining players' hands with a hard total of 22
- The dealer will bust on a hard total of 23 or higher

* Player 'Blackjacks' may also pay 6/5

** An exchanged '21' may also be paid immediately at 1/1 before the dealer's hand is completed