



**Blazing 7s**

**Blackjack**

**Progressive**



## Rules Manual

## Establishing Limits on Bets and Aggregate Payouts

Casino management may choose to adhere to the following:

- ✚ Define and post separate minimum and maximum wagering limits for both the base game and side bet (if applicable).
- ✚ Define and post (for side bet wagers only) an aggregate limit for payouts (maximum allowed total payout to winning players wagering on the side bet, during a single round of play). Posting an aggregate limit protects your establishment from excessive liability in any one round of play, while allowing the player a wider range of betting options, subject to posted aggregate limits.

## How to Play

Blazing 7s Progressive is an exciting new optional blackjack progressive bet that wins based on how many 7s the player receives in their hand. The more 7s in your hand, the more you win!

### Getting Started

To begin each round, make a standard blackjack bet and the Blazing 7s progressive bet. The dealer then follows the house procedures for blackjack.

### How to Win

You win if at least one of your first two cards are a 7. You win more if both of your first two cards are 7s. The payouts increase further if you hit your hand and the third card is also a 7.

See pay table for odds.

**Note:** The progressive is based on the player's first three cards **ONLY**, and it does not include any **"BUSTED"** hands.



## Rules and Dealing Procedures

1. Blazing 7s Progressive is an optional progressive side bet for blackjack.
2. Players must make a standard blackjack bet in order to make a Blazing 7s progressive bet.
3. The Blazing 7s Progressive considers the player's hand ONLY, and is based on the pay table listed below. If the player does not have at least a 7 in their hand, the progressive bet will lose.
4. Pay table:

Player's Hand	Payouts
3 Suited 7s	100%
3 Same Color 7s	10%
Three 7s	200 for 1
First Two Cards - 7s	25 for 1
First Two Cards - One 7	2 for 1

\*The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.

5. To begin each round, players must make their standard blackjack wager. They may also place an optional progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
6. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will remove all progressive bets on the table and place them in the chip tray.
7. The dealer will then follow standard dealing procedures for blackjack.
8. The player's Blazing 7s wager will win if the hand contains any 7s in the first two cards (see pay table)

9. If the player has two 7s in the first two cards and hits for a third 7, the player will qualify for one of the Three 7s payouts
  - a. Note – the “Two 7s” payout is based only upon the player’s **first two cards**
10. If a player receives two 7s and chooses to split, the Progressive will be based on the two 7s and the third card dealt to that player. So a split hand will not eliminate a patron’s chance to win.
11. If a player busts, the bust card does **NOT** count toward his/her Blazing 7s bet. For example, a patron has an 8, 7 and the 3<sup>rd</sup> card is a 7 the player breaks and that hand is not eligible with two 7s.
  - a. The dealer will pick up the player’s losing primary wager first, then pay the progressive wager, pick up the cards, and continue dealing.
12. After the dealer has completed his/her hand the dealer will pay and take players hands as follows:
  - a. Working from right to left pay or take the primary wager first
  - b. Pay the progressive wager if applicable
13. Once all bets have been reconciled the dealer will hit “END GAME. “
14. Paying a Progressive Winner:
  - a. The percentage pays (%) are paid from the progressive jackpot shown on the progressive meter.
  - b. When a player has a winning percentage pays (%), the dealer shall press the appropriate hand button on the keypad.
  - c. The dealer will contact a supervisor
  - d. Once the casino verifies the progressive win, the Manager will press the confirm button. To complete the action, a Manager or Executive card swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize.
  - e. When the dealer reconciles all action, he presses “END GAME.” This resets the system to begin the next hand.
15. An example of how a player’s position would look **like is on page 7** with the red circle being the progressive wager and the green circle the BJ betting area.

# Irregularities

- 1) **If there are two or more 100% Jackpot winning hands on the same table and the same hand, then the top prize, on the meter, will be equally divided between all those 100% Jackpot winning hands.**
- 2) **In cases of Multiple 10% Progressive Jackpots on the same table and the same hand;**
  - a. **Jackpots will be paid individually at 10% from lowest table seat number to highest table seat number.**
  - b. **Example, both Seat 1 and Seat 5 hit for 10% with a Jackpot of \$10,000. Seat 1 receives \$1,000 (10% of 10,000), Seat 5 receives \$900 (10% of 9000).**
- 3) **In cases of a Combination of 100% and 10% Jackpots on the same table and the same hand;**
  - a. **Jackpots will be paid out based on seating position like the Multiple 10% scenario.**
  - b. **Example, Seat 2 hits 100% and Seat 4 hits 10% with a Jackpot of \$10,000. Seat 2 receives \$10,000; Seat 4 receives \$1,000 (after Jackpot reseeds).**
  - c. **Example, Seat 2 hits 10% and Seat 4 hits 100% with a Jackpot of \$10,000. Seat 2 receives \$1,000; Seat 4 receives \$9,000.**
- 4) **If a second progressive Jackpot hits on another table, (100% or 10%), while another progressive Jackpot is pending on another table, the order of payouts will be determined by the system time stamp (Pending state) of those Jackpots.**
- 5) **In the unlikely event that a patron wagers more than the maximum on the Progressive side bet the overage will be returned to the patron.**
- 6) **In the unlikely event that the patron wagers less than the minimum on the Progressive side bet they will be asked to put up the expected minimum.**
- 7) **The Progressive minimum bet will be posted on all Progressive Tables.**
- 8) **In the unlikely event that power to the meter is compromised, the Jackpot total will be what the system has tracked.**

