



TABLE GAMES

ABOVE THE ORDINARY

LEARN TO PLAY

Interested in learning a new table game? We're here to help! Take a look at our overviews below or ask our knowledgeable dealers at your next visit.



HOW TO PLAY *BLACKJACK*

THE GAME

First, two cards are dealt to each player and the dealer. The player's cards are dealt face up; one of the dealer's cards is also dealt face up and the other, face down.

The object of the game is to draw cards to a total of 21 or closer to 21 than the dealer. The Ten, Jack, Queen and King count as ten points each; other cards count at face value — Aces can count as one or eleven points.

An Ace with any Ten, Jack, Queen or King, is a "Blackjack." It is paid at one and one-half times the amount wagered, unless the dealer also has a Blackjack, in which case it is a "stand-off" or "push" — neither the dealer nor the player win.

If you do not have a Blackjack, you may indicate to the dealer to "hit" you, by scratching or tapping the table. This means to give you another card.

You may draw as many cards as you like (one at a time) to improve your hand, but if you go over 21, you have "busted" and, consequently, lose your wager. If you do not want a "hit" (you have drawn as many cards as you desire), then you may indicate to the dealer you would like to "stand" by waving your hand.

You may "double down" (double your original wager) to receive one card on any two original cards dealt. You may "split" any two cards with the same face value by making a wager equal to the original wager. You may "double down" after "splitting."

You may split cards up to four times except for Aces, which can only receive one card each. You can double down after splitting aces.



HOW TO PLAY *BLACKJACK*

THE RULES

- ◇ Must be 19 years or older to play Blackjack.
- ◇ Blackjack pays 3 to 2.
- ◇ Tie hands are considered a “push” – nobody wins.
- ◇ The dealer must hit Soft 17.
- ◇ Hand signals may be used to indicate if a player wants to draw an additional card or stand.
- ◇ Players may “double down” on any two cards.
- ◇ “Splitting” can be done 3 times to create 4 hands – excluding Aces, which can be split once receiving one card each. You can double down after splitting Aces.
- ◇ The House accepts no responsibility for chips or cash left on the gaming tables.
- ◇ Players are expected to conduct themselves in an orderly manner.

Table limits are posted on all games.

- ◇ No cellular phones to be used at the table games.
- ◇ Even money is available if the player has a Blackjack and the dealer has an Ace up.
- ◇ No surrender.
- ◇ No Piggybacking.

Odawa Casino Resort reserves the right to refuse service to anyone. Decisions by management are final on all games.



HOW TO PLAY *CRAPS*

PASS LINE

On the Come Out Roll, which is the roll before a point is established, 7 or 11 wins on the Pass Line and 2, 3 or 12 loses. Any other number becomes the point (4, 5, 6, 8, 9, 10) and is marked by the puck. In order to win the Pass Line bet, after a point is established you must roll the point again before a 7. All bets on the Pass Line lose if a 7 is rolled before the established point. The dice are then passed to the next player.

DON'T PASS

Bets on the Don't Pass are betting the opposite of the Pass Line. Rolling a 2 or 3 wins on the come out roll, 12 is a push. If 7 or 11 rolls, all bets on the Don't Pass lose. Any other number becomes the point. After the point has been established, the Don't Pass wins on 7 and loses if the point is rolled again.

COME BETS

A Come bet can be made only after a point is established. All bets on the Come are betting on the next roll of the dice. It wins on 7 or 11, loses on 2, 3 or 12. If any other number is rolled, the money is moved to the numbered box in a position corresponding to the position of the player at the table. This bet wins if the number rolls again before a 7.

DON'T COME

A Don't Come bet can be made only after a point is established. This bet is the opposite of the Come. It wins if 2 or 3 is rolled and pushes on 12, it loses if 7 or 11 is rolled. If any other number is rolled, the money is placed behind the numbered boxes in a position corresponding to the player at the table. This bet wins if the 7 rolls before the number is rolled again.



HOW TO PLAY *CRAPS*

ODDS

The Odawa Casino allows a player to make an additional bet called the “Odds Bet”, which may be made under four different conditions:

- ◇ Player must have a Pass Line bet.
- ◇ Player must have a Don't Pass bet.
- ◇ Player must have a Come bet on a number.
- ◇ Player must have a Don't Come bet behind a number.

PLACE BETS

A bet may be placed on 4, 5, 6, 8, 9 or 10 individually or all at once. Place bets can be made, taken down or turned off at any time. Place bets are not self-service. These bets are given to the dealer, and the dealer sets up the bet on the number(s) that is requested. Place bets win if the number is rolled before a 7. Place bets lose if 7 is rolled before the number.

BUY BETS

Buy bets pay odds, without requiring a flat bet, and may be made directly on a 4, 5, 6, 8, 9 or 10 at any time. The Buy bet is a bet that the number will roll before a 7. This wager is paid according to true odds as shown on the accompanying table. A 5% commission or “vig” is charged on all Buy bets on the amount bet, not on the amount won.

LAY BETS

A Lay bet is a Buy bet against a number, it also pays odds without requiring a flat bet, and may be made at any time. Lay bets are not self-service. These bets must be given to the dealer, and the dealer sets up the bet behind the number requested. This wager is paid according to the true odds as shown on the accompanying table. A 5% commission is also charged on all Lay bets on the amount won, not on the amount wagered.



HOW TO PLAY *CRAPS*

FIELD

The Field is a one-roll bet that can be placed at any time and wins or loses with every roll of the dice. Winning numbers are 2, 3, 4, 9, 10, 11 or 12. The Field pays even money with the exception of the 2, which pays double, and 12, which pays double.

HARDWAY BETS

Hardway bets can be made at any time in the center of the table. Hardway bets win if rolled as displayed on the layout and lose if a 7 is rolled or if they are rolled the easy way. These bets are off on the Come Out roll unless called on. This wager is paid according to accompanying table.

PROPOSITION BETS

All Proposition bets are in the center of the table in front of the stickperson. These bets are good for one roll only (7, 2, 3, 12, 11 and any craps). The bet is either going to win or lose on the next roll of the dice. The Proposition bet is always left up to win again unless asked for down.



HOW TO PLAY *ROULETTE*

THE WHEEL

Marked on the Roulette wheel are numbers 1 through 36 and the symbol “0” and “00”. Each number has a corresponding color, either red or black. The symbols “0” and “00”, however, are colored in green.

THE CHIPS

Unlike other casino chips, the value of Roulette chips is determined by the Player at the time of purchase. To avoid confusion on the table layout, each player receives different colored chips.

PLACING YOUR BETS

Wagering in Roulette is a snap. Bets can be placed on individual numbers, groups of numbers, a specific color on the wheel or whether the winning number turns out to be odd or even. As bets are being placed, the dealer spins the Roulette ball in the opposite direction of the spinning wheel. Wagers may be placed until the dealer announces, “No more bets.”

All there’s left to do is wait for the ball to land on a number. Once it does, the dealer places a marker on the winning number and pays the winning wagers. If you have any questions, the Roulette dealer or floor personnel will be happy to assist you.

THE RULES

- ◇ Must be 19 years of age or older to play Roulette.
- ◇ Decisions by the management are final on all games.



HOW TO PLAY *THREE CARD POKER*

3 WAYS TO PLAY, FOR WAYS TO WIN!

Three Card Poker is an exciting stud Poker game that offers three ways to play and four different ways to win. You may bet against the dealer, bet on the value of your own three-card hand, or bet both. Bonus payouts may be had for certain hands when wagering against the dealer.

PAIR PLUS

Pair Plus lets you bet against your own hand. If your hand contains a pair or better, you win!

ANTE

Ante or Pair Plus lets you play against the dealer's hand. It's just your cards against the dealer's. If you bet ANTE and like your hand, you must place an equal wager on the PLAY spot. It's your three-card poker hand against the dealer's three-card poker hand, and the best hand wins!

TO PLAY BOTH

It's you and your cards for a pair or better; it's you and the dealer for the best three-card poker hand. You must also make the PLAY wager or you will forfeit the ANTE wager.

ANTE BONUS

If you make the ANTE and PLAY wagers, you may win a bonus payout even if the dealer doesn't qualify, and even if the dealer's hand beats your hand.