



STATE OF WASHINGTON  
GAMBLING COMMISSION

*"Protect the Public by Ensuring that Gambling is Legal and Honest"*

June 3, 2013

## **Safari 21 Game Rules Addendum**

Safari 21 has three separate games: the Safari 21 wager, the Max Bet wager and the Monte Carlo Bonus. The Monte Carlo Bonus game allows players to spread their wagers between 13 different outcomes. Each of these outcomes is considered a different game.

Card room operators must not allow players to wager on more than four separate games with a single hand of cards and not more than three of these games may offer a wager that exceeds five dollars each. (WACs 230-15-040 and 230-15-140) Card room operators are required to post this four wagering spot restriction on the layout of the game.

A handwritten signature in cursive script, appearing to read "Tina Griffin", written over a horizontal line.

Tina Griffin  
Assistant Director  
Licensing Operations Division





## Safari 21

(with Max Bet option)

Safari 21 is a version of Black Jack where the player has the “**Max Bet**” option to increase their bet with every additional card they take as they try to get a five card hand, “Big 5”, equaling 21. Big 5’s tend to incite High 5’s during the operation of the game. Player interaction with dealers and the rest others watching makes this casino game fun and exciting.

## Monte Carlo Bonus

Added to Safari 21 is a bonus game called “Monte Carlo” that is truly revolutionary. The Monte Carlo Bonus is a roulette style bet placed on the first card dealt to their hand.

- Players may spread their bet between thirteen different out comes.
- The odds for correct chip placements range from even money for a RED/BLACK choice to 40 times their original bet for specifying a single suited card (Example: King of Hearts).
- The cumulative total of the chip values bet on the bonus game is limited to the posted table maximum which cannot exceed wagering limits imposed by the state (Example: Washington State WAC 230-15-140(1) set the wager limits for house-banked card rooms at \$300 during 2012).

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(with Max Bet option)

## Official Rules

### 1. Definitions

**“Big 5”** – a hand containing five cards that have a value of 21. Also known in Africa as, the five animals most sought after on a Safari (Lion, Leopard, Elephant, Cape Buffalo, and Rhino).

Legend has it that the giraffe was not included because it vainly stuck its neck out too often and became too easy to find and the Zebra was excluded by the game management authorities due to regulatory concerns about its stripes;

**“Max Bet”** is a unique option for the player in a game of 21 where the player is allowed to add to their bet prior to receiving an additional card after placing their initial wager and receiving at least one card from the dealer.

**“Safari 21”** is the game of Black Jack with some twists and an African theme centered on the animals of the continent.

### 2. Application

**The rules contained in this division, together with the general rules contained in other sections, shall apply to the game of Safari 21.**

### 3. Playing Cards

- (a) Normally, four to eight 52 card decks.
- (b) an ace shall have a value of 11 except:
  - (i) where that would give a player or the dealer a point total of more than 21, in which case it shall have the value of 1, or
  - (ii) when doubling down, in which case any ace contained in the player's initial deal shall have the value of 1.
- (c) No player or spectator shall handle, alter or withdraw any card used in the game, except as expressly permitted by these rules, and no dealer or other person shall permit a player or spectator to do so. The dealer shall at all times deal the cards.

### 4. Wagers

Before the first card is dealt in a round, each player shall make a wager against the dealer which shall:

- (a) win if the player's point total is less than 21 and the dealer's exceeds 21;
- (b) win if the player's point total exceeds the dealer's without either exceeding 21 and the dealer's hand ends with less than five cards;
- (c) win if the player achieves a “natural 21” with their first two cards;
- (d) win if the player has five cards (Big 5 hand) equaling 21 and the dealer's hand has less than five cards;
- (e) except as provided in subparagraphs (c) and (d), constitute a push if the player's point total is the same as the dealer's;
- (f) lose if the player's point total exceeds 21;
- (g) lose if the dealer's point total exceeds the player's without either exceeding 21.
- (h) lose if the dealer obtains five cards (Big 5 hand) without exceeding 21 and the player's hand contains less than five cards.

## **MAX BET OPTION:** (Wagers in addition to the original wager)

1. A player may elect to exercise their MAX BET OPTION by wagering an additional amount not to exceed their original wager, prior to accepting additional cards. This must be done on the first two cards dealt to him/her, or on the first two cards of any split pair (**except when splitting aces**), or any hand with a point total of less than 21 formed with a third or fourth subsequent card provided that:
  - a) the player has exercised this option with all previous opportunities during the hand with an amount equal to or greater than the amount being wagered.  
EXAMPLE: A player with an original wager of \$100 places a \$50 additional wager for their next card, will be limited to \$50 or less on future wagers during the hand.
  - b) when a player makes an additional MAX BET wager, any ace contained in the player's initial deal shall have the value of 1.
  - c) at house option, players may be afforded the opportunity to begin exercising their Max Bet Option before receiving their second card.
2. At the house option, players may exercise the MAXBET OPTION when they have not made an additional wager equal to their original wager with every previous opportunity during the hand. However, subsequent bets must be equal to at least the amount of any minimum but not to exceed the maximum wager increment displayed at the table.
3. Only one additional card shall be dealt at a time to a hand on which the player has elected to increase their bet. That card shall be dealt face up and placed sideways on the layout next to the MAX BET wager.
4. Where a player elects the MAX BET OPTION, the original wager and any additional wager made on the player's hand shall win, lose or constitute a stand off in accordance with subparagraphs (a) to (h) of rule 5.1. Only original wagers will be paid at bonus rates. All MAX BET OPTION wagers shall be paid at odds of 1 to 1 if the hand wins and are not be eligible for BONUS payout ratio rates unless house option allows for bonus payments.

## **Splitting Pairs**

1. A player may elect to split pairs, i.e. to divide his/her hand into two separate hands, when the initial two cards dealt to him/her are both aces or both cards of the same value.
2. A player wishing to split pairs shall make an additional wager on the second hand so formed in an amount equal to that of his/her original wager.
3. When a player splits pairs, the dealer shall deal a second card to the first of the hands so formed and shall complete the player's decisions with respect to that hand before proceeding to deal any cards to the second hand.
4. After a second card is dealt to a split pair, the dealer shall announce the point total of the hand and the player shall indicate whether he/she wishes to stand, draw, split or exercise their MAX BET option with respect to the hand, subject to the following:
  - (a) a player may split pairs a second time if, having split the original hand, a card from the original hand and the next card dealt to it are both cards of the same value, and the provisions of rules above shall apply accordingly, except that no more than three hands per box may be formed in any round;
  - (b) aces may be split only once. A player splitting aces shall have only one card dealt to each ace and may not receive any additional cards. The card dealt to a split ace shall be placed sideways on the layout and the ace shall be assigned the value of 11;

- (c) a player splitting aces or pairs of cards with a point value of 10 shall not be capable of achieving a “Natural” from those cards.
5. Where a pair has, or pairs have, been split in conformity with these rules the hands so formed shall be completed under the terms of these rules.

### **Drawing of Additional Cards**

1. A player may elect to draw additional cards whenever the point total of his/her hand is less than 21, except that:
  - (a) a player achieving a “Natural”, hard, or soft total of 21 on a hand may not draw additional cards for that hand;
  - (b) a player with a “Big 5” hand can not draw any additional cards for that hand;
  - (c) a player electing to split aces shall only have one card dealt to each ace, and may not elect to receive additional cards;
  - (d) subject to subparagraph (b), a player with a point total of 11 or less in his/her hand shall be required to draw a further card until the hand has a point total of 12 or more.
2. If a player's point total exceeds 21, that hand shall lose and the dealer shall immediately collect all wagers on that box, and collect the cards and place them in the discard rack.
3. Except as provided in below, additional cards shall be drawn to the dealer's hand until a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21 has been reached, at which point no additional cards shall be drawn.
4. No additional cards shall be drawn to a dealer's hand, regardless of the point total, if decisions have been made on all players' hands and the additional cards would have no effect on the outcome of the round.

# **Safari 21**

(with Max Bet option)

## **Irregularities**

### **Irregularities**

1. A card found turned face up in the shoe shall be removed from play and placed in the discard rack.
2. A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.
3. An exposed card dealt in error to the dealer's completed hand, or left exposed subsequent to the completion of a reconstruction of a hand, or hands, shall be removed from play and placed face down in the discard rack.
4. If, after the initial deal, a card is drawn in error and exposed to any person, that card shall be dealt to a player or the dealer as though it were the next card from the shoe. Any player refusing to accept the card shall not have any additional cards dealt to his/her hand during that round. If the card is refused by the players it shall become the dealer's second card.
5. Should any error occur during any round due to the incorrect dealing or placement of a card or cards, every effort shall be made to reconstruct the round in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred and, in the event that a reconstruction takes place, the casino operator and the players shall abide the consequences. Should it not be possible to reconstruct the round the casino operator shall declare either the whole round, or the hand or hands affected by the error, void. Where a hand is voided under this rule the card dealt to it shall be removed to the discard rack and any wagers on it shall be void and be returned to the player or players concerned. All hands dealt subsequent to any such error shall stand as dealt.
6. If a player who has made an initial wager in accordance and is not present to act on that hand, the casino operator may not deal further cards to the player's hand regardless if the hand has a point total of 12 or more.
7. If there are not enough cards remaining in the card shoe to complete a round, all of the cards in the discard rack shall be shuffled, cut and placed in the shoe in accordance with section 7 and the round shall be completed using the shuffled cards, which shall be used (subject to these rules) in the subsequent rounds.
8. If any card is found to be damaged in the course of a game it shall be replaced at the end of the round.
9. If the cards are not reshuffled following the exposure of the cutting card as provided by the rules, a shuffle shall take place immediately after the end of the round.
10. If the cutting card is found not to have been inserted into the cards after the shuffle, the cards shall be removed from the shoe and reshuffled at the end of the round.
11. If the dealer has failed to offer a player the opportunity to make an insurance wager in accordance with section 10 and the dealer's omission is noticed before the dealer has dealt the second card to the dealer's hand the player shall still be entitled to make an insurance wager.
12. If the dealer has failed to offer a player the option to surrender in accordance with section 9 and the dealer's omission is noticed before further cards have been dealt to the player or before the dealer has dealt the second card to the dealer's hand, the player shall still be entitled to surrender.

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## Dealing Procedures

1. After the cards have been shuffled the dealer will draw and discard face down the first card of the shoe before the start of the first round. Players may upon request view the card that was drawn and discarded.
2. Before the start of each round the dealer shall call "No more bets", and then, starting on the dealer's left and continuing clockwise around the table, deal the cards in the following order:
  - (a) one card face up to each box on the layout containing a wager. For wagers followed by bonus payouts for bets on the player's first card the dealer will pause at those hands and collect losing bonus bets and pay winning bonus bets in accordance with the pay table selected. After each player has received their first card, the dealer will continue dealing;
  - (b) one card face up to the dealer;
  - (c) a second card face up to each box containing a wager or wagers.
3. After the initial deal the dealer shall, starting with the player at the farthest point to the dealer's left and continuing clockwise around the table, announce the player's point total and allow each player in turn to indicate whether he/she wishes to split pairs, stand (i.e. have no further cards) or draw (i.e. take further cards) until they have received five cards. If a player desires another card, they may chose to bet additional chips up to an amount equal to their initial wager provided they have not waived this option earlier in the hand. No player is allowed to receive more than five cards.
4. As each player indicates his/her decision or decisions the dealer shall deal face up whatever additional cards are required to give effect to the decision and shall announce the point total of the player's hand after each additional card is dealt. However, if the player requests a fifth card, the house may choose to place the fifth card face down under the player's wager and not turn the card over until the dealer's hand has been completed and wagers are being settled.
5. **After the decisions of each player have been completed and any additional cards required have been dealt, the dealer shall deal a second card face up to his/her hand.** Any additional cards, not to exceed five in total, to the dealer's hand shall then be dealt face up to the soft and hard totals required under their house option. The dealer shall announce his/her point total with each card dealt to the dealer position.
6. At the end of a round the dealer shall collect all of the cards remaining on the layout in order and in such a way that the hands can readily be reconstructed in the event of a question or dispute, and place them face down in the discard rack.
7. Subject to rule 8.8, whenever the cutting card or the first of the cutting cards, as the case may be, is reached during a round, the dealer shall continue dealing the cards until that round is completed, after which the cards used in the game shall be reshuffled.
8. Whenever the cutting card or the first of the cutting cards, as the case may be, is drawn as the first card of a new round, the cards shall be reshuffled immediately.
9. Each player at the table shall be responsible for computing the point total of his/her hand correctly and no player shall be entitled to rely on the point total announced by the dealer.
10. No player or spectator may, at or near a Safari 21 table, use any writing implement or data collection device except with the consent of the casino operator.

# **Safari 21**

(with Max Bet option)

## **Interim Settlement, Surrender, and Insurance**

### **Interim Settlement**

1. If a player achieves a “Natural 21” on completion of the initial deal of two cards, the dealer shall pay the odds of 3 to 2 and remove the player's cards to the discard rack before any further cards are dealt, regardless of the value of the dealer's first card.

### **Surrender**

2. On completion of the initial deal, when the dealer's first card is an ace, king, queen or jack, the dealer shall offer players, who have not been paid out for winning wagers on their Safari 21 bet, the option to surrender before drawing a second card to the dealer's hand. Players accepting the surrender option shall forfeit half their wager prior to the completion of the dealer's hand.

### **Insurance**

3. If the dealer's first card is an ace, each player who has made an initial wager pursuant to rule 5.1 may make an insurance wager in accordance with these rules, which, subject to the rules, shall win if the dealer's second card is a king, queen, joker (if used) or jack and lose if the dealer's second card is an ace or a 2 to 9 inclusive. Players who have achieved a “Natural” shall not be eligible to place an insurance wager.
4. If the dealer's first card is an ace the dealer always completes the initial deal and then:
  - (a) announces the word "Insurance" in a clearly audible voice; and
  - (b) at the same time run a hand along the insurance line.
  - (c) players may then make an insurance wager by placing, before the dealer checks their hole card, the amount of the wager on that part of the insurance line corresponding to the box in which the player's initial wager was placed.
5. The amount of an insurance wager shall be:
  - (a) not more than half the amount staked in the player's initial wager; and
  - (b) such that, if the wager wins, the dealer will be able to effect payment in chips.
6. All winning insurance wagers shall be paid at odds of 2 to 1.
7. All losing insurance wagers shall be collected by the dealer immediately after the dealer's second card is determined not to result in a “Natural 21”.
8. Notwithstanding the other provisions of these rules, if the hand in relation to which an insurance wager was made is voided for any reason the insurance wager shall also be void.

# Safari 21

(with Max Bet option)

## Payout Odds on Wagers

**Payout Odds on Wagers:**

1. Winning hand ORIGINAL Safari 21 wagers shall be paid a BONUS as follows:

Payout Ratio	Hand
2:1	Suited Big 5 (House Option)
2:1	Suited 777 (House Option, when using three or more decks)
3:2	Natural 21 (House Option, Ace and any card with value of 10)
3:2	Mixed Big 5 (House Option, 5 card hand)
3:2	Mixed 777 (House Option)
3:2	Suited 678 (House Option)
1:1	All other winning wagers

2. MAX BET wagers laid after the ORIGINAL wager shall be paid even money (1:1 ratio) for winning hands, unless the house rules allow MAX BET wagers to receive the odds payouts designed for the ORIGINAL wager as stated in 1 above.
3. At the house option, ORIGINAL and MAX BET wagers may be paid according to the same ratios of 1:1 and not as presented in 1 above.

# SAFARI 21

## FIRST CARD OUT - MONTE CARLO BONUS

The house may add a bonus bet game to the Safari 21 game. The table layout would be modified to include a betting zone for the bonus bet. The bonus bet will offer a number of outcomes based on the type and suit of the first card dealt to the player.

The player is allowed to place chips on any combination of possible outcomes as their bonus bet in the areas provided above the Safari 21 betting area, as shown in attachment A. The cumulative total value of Bonus bet placement(s) shall not exceed the table maximum wager for a single bet. Bonus payouts are awarded based on the chip value and payout table selected by the house when the player has chips on an outcome matching the description of their first card.

**DEALER Procedures:** The dealer burns the first card out of the shoe at the beginning of each new betting round. After burning a card, the dealer delivers one card face up to the first player seated to the dealer's left. The dealer collects any losing bonus outcome placement(s) after the first card is dealt to the first player. Then, the dealer pays any winning outcome placement(s) according to the odds on the table chosen from the tables in Appendix A. Play then continues with the dealer burning the next card and delivering the next player their first card. **PROVIDED**, at house option, the burning of cards may be eliminated to where each player simply receives the next card out of the shoe. This option is recommended for houses using a single-deck that is shuffled before each hand.

After each player has received their first card and all bonus bets have been paid and collected, play continues with the dealer delivering a card to the dealer position and then one card is dealt to each player left to right without burning any additional cards unless there is an irregularity that would call for it. Play then continues according to regular Safari 21 dealing procedures.

### BASIC ODDS TABLES BASED ON FOLLOWING OUTCOMES:

Card Type\Suit
Any Joker – one available
Any Specific Card – suit specific
Any Specific Card – Red
Any Specific Card – Black
Any Specific Card – All Suits
Card Groups – suit specific
Any Card – Red
Any Card – Black

# MONTE CARLO BONUS

## Appendix: A

TABLE A: (No Joker)

Card Type\Suit	Heart	Diamond	Spade	Club
King – suited	40:1	40:1	40:1	40:1
King – Red	20:1	20:1		
King – Black			20:1	20:1
Any King	10:1	10:1	10:1	10:1
A-Q (A,2,3...Q) – suited	3:1	3:1	3:1	3:1
A-Q (A,2,3...Q) – Any Red	1:1	1:1		
A-Q (A,2,3...Q)– Any Black			1:1	1:1

TABLE B: (Joker, count as a 10 for 21)

Card Type\Suit	Heart	Diamond	Spade	Club
Joker (45:1)				
King – suited	40:1	40:1	40:1	40:1
King – Red	20:1	20:1		
King – Black			20:1	20:1
Any King	10:1	10:1	10:1	10:1
A-Q (A,2,3...Q) – suited	3:1	3:1	3:1	3:1
A-Q (A,2,3...Q) – Any Red	1:1	1:1		
A-Q (A,2,3...Q)– Any Black			1:1	1:1



# SAFARI 21

Max Bet Option Increase Bet With Each Additional Card!

3:1 Sucker Pay 5  
3:1 Sucker 777  
3:2 Sucker 5  
3:2 Natural 21

PAYS 2 TO 1 • INSURANCE • PAYS 2 TO 1

DEALER MUST HIT SOFT 17

