

Casino-To-Go



Rules and Playing Guide

Baccarat

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Baccarat and Mini-Baccarat are amongst the easiest casino games to play but are often associated with the High Roller players—James Bond's favourite game.

The Basics

- We use six decks of in a card shoe to enable easy, controlled dealing.
- The suits of the cards are irrelevant.
- Face cards and 10's count as zero ('Baccarat' pronounced 'Bak-Ar-Ah').
- Aces always count as one.
- When two cards are dealt and the total of the cards equals more than nine, remove the first number of the total. For example, if the Player's hand is a 9 and a 6, the total is 15, which means your Baccarat hand is 5.
- To even out the odds, the casino charges up to five percent commission when a bet is placed on the Banker and the Banker's hand wins. No commission is charged on bets placed on the Players hand.
- In the event of a tie and no one bet on tie, the hand is considered a 'push'— all wagers are returned.

Game Play

- After shuffling the cards, the dealer asks a player to cut the cards using the cut-card. The Cards are then placed in the show. The dealer draws and shows the first card. Further cards are drawn and burned according to the value of the first card drawn (e.g. draw '3', burn three further cards).
- Place your bet on either the section labelled Player, the section labelled Banker (Dealer) or the section labelled Tie.
- The game is started by dealing two cards for the player hand and two cards for the bank hand. An initial hand with a value of 8 or 9 is called a "natural."
- If either hand is a natural, its holder must expose it and the game ends. Otherwise play continues, first with the player hand and then with the banker hand.
- The winning hand is the one with a total of 9 or as close to 9 as possible.
- *Rules for the player hand:* If the player's first two cards total 6 or more, then the player must stand without drawing a card. If the player's first two cards total 5 or less, the player must draw one additional card.
- *Rules for the banker hand:* If the banker's first two cards total 7 or more, then the banker must stand without drawing a card. If the banker's first two cards total 0,

1, or 2, then the banker must draw one card. If the banker's first two cards total 3, 4, 5, or 6, then

		Player's Draw Card									
Bank	N	0	1	2	3	4	5	6	7	8	9
9											
8											
7											
6								D	D		
5	D						D	D	D	D	
4	D			D	D	D	D	D	D	D	
3	D	D	D	D	D	D	D	D	D	D	D
2	D	D	D	D	D	D	D	D	D	D	D
1	D	D	D	D	D	D	D	D	D	D	D
0	D	D	D	D	D	D	D	D	D	D	D

whether the banker draws is determined by the whether the player drew, and if so the value of the player's draw card, as shown by the table below.

N = Player took no card

D = DRAW

Odds Summary

Player win	—	All player bets: 1:1 evens
Banker win	—	All bank bets 1:1 evens bank stores 5% of players win
Tie	—	All tie bets 8:1

