A method for playing a no-bust blackjack-type card game where each player play against each other and not against the house, wherein the house has a dealer. The method includes the steps of receiving 3 initial cards by each player from the dealer, and taking additional cards by a player until the player has a point count close to 31 whether under or over.
METHOD FOR PLAYING A NO-BUST BLACKJACK-TYPE CARD GAME WHERE PLAYERS PLAY AGAINST EACH OTHER AND NOT AGAINST THE HOUSE

BACKGROUND OF THE INVENTION

[0001] A. Field of the Invention

[0002] The embodiments of the present invention relate to a blackjack-type card game, and more particularly, the embodiments of the present invention relate to a method for playing a no-bust blackjack-type card game where players play against each other and not against the house.

[0003] B. Description of the Prior Art

[0004] Card games have always been popular as wagering games. The history of card games reaches back into biblical eras. One of the most popular card games, especially for gambling or gaming uses is the card game known as Blackjack or “21” where a blackjack player plays against a dealer and the object is to beat the dealer’s hand by reaching a total point value closest to 21, without exceeding a point count of twenty-one and/or by having the dealer’s point count exceed twenty-one. The player may exercise strategies including adjusting his point count either by maintaining his original cards and card count—e.g., referred to as “standing,” not drawing a card that might cause the Blackjack player to “bust,” that is go over 21—and hope that the dealer will bust or by accepting additional cards—referred to as “hitting” or “taking a hit”—attempting to receive a cumulative point card total higher—not exceeding a total point count of 21—than the total point count that the Dealer will ultimately attain. If both the Blackjack player and the dealer each achieve a point count total that does not exceed 21, then the highest total—as between individual players and the dealer—wins the bet.

[0005] Blackjack is relatively simple to understand and is usually a faster and easier card game to play than, for example, the game of Poker, therefore Blackjack, which can be played with the dealer and only one Blackjack player, tends to be more popular than the conventional game of Poker which needs to be played with several players because each of the Poker players are competing against each other for one pot whereas each Blackjack player can win against the one dealer.

[0006] Even with variants of poker being played in casinos—e.g., Let It Ride® poker, Three Card Poker®, Crazy 4 Poker™, Caribbean Stud® poker, etc.—Blackjack remains the most popular card game in casinos, with many more tables usually dedicated to blackjack than to all other card games combined.

[0007] Blackjack must include a dealer—in mechanical, electromechanical, electronic, or video versions of the game, a virtual dealer’s hand is provided—and there must be at least one Blackjack player. One or more Blackjack players playing against the Dealer are, in effect, individually competing to try to either obtain a better total card point count than the point count of the dealer, without exceeding a total point count in the player’s hand of 21—for the total number of multiple playing cards that the dealer receives is dealt. The player may stand after receiving a minimum of 2 cards and hope that the Dealer will bust. There are many variants on strategies that are used in the play of cards that are dependent upon a consideration of the player’s cards in comparison with the dealer’s cards. There are preferred and optimal strategies that may be used, with some strategies possibly influenced by card counting by the player.

[0008] For example, Blackjack players seeing a dealer’s exposed card as a 2, 3, 4, 5, or 6, will themselves elect to take no hits when the player’s point count is 12, 13, 14, 15, or 16 in the hopes that the dealer’s hitting—which is required when the dealer’s point count is 16 or less—will result in a bust. The objective of the player is that with the exposed card being generally incapable of having a starting point count where the dealer may stand—the exception being a disclosed card of a 6 and a hole card of an Ace—the dealer will take hits to a point total that exceeds 21 and therefore break—or “bust”—allowing the player to win the hand. The player will win the bet if the dealer has to hit—the Dealer is required to draw if their point total is 16 or less—and the Dealer busts—goes over 21.

[0009] Blackjack players also have the option of splitting any pairs, i.e., a pair of cards of identical point value, such as two face cards, a 10 and a face card, a pair of 10s, a pair of 9s, a pair of 3’s, etc. Blackjack players have several options, such as to double down, i.e., double their bet and receive only one more card, double their bet when they split a pair of options, and can receive a 1.5 times their bet return if they receive an Ace and a 10 or picture card for their other card.

[0010] A Blackjack player receiving a card score of more than 21 points has a bust hand and automatically loses to the dealer. If the dealer accumulates cards with a point count in excess of 21, the dealer busts, and every player remaining in the game, i.e., those players who have not busted themselves, wins the hand.

[0011] The dealer, after receiving the first 2 cards, begins drawing one or more cards if the first 2 cards are 16 or less, but only after each of the Blackjack players at the dealer’s table have played their hands to completion. Therefore, the house or casino has the advantage because the Blackjack player or players must play and complete their hand first or before the dealer plays or completes his hand. The Blackjack players at the table individually play against the dealer. The dealer must receive a minimum of 2 cards and attain a point count of at least 17 before the dealer may stop taking cards. Each of the Blackjack players individually playing against the dealer, who is a representative of the house or casino, has the option of standing after the receipt of their 2 initial cards. This means that the player will have the options of receiving any other cards or to draw one or more other cards from the dealer and to continue drawing cards until the player is either satisfied with their card count score and stops drawing cards, i.e., stands or the player has busted, i.e., gone over the 21 point total.

[0012] As is known in the Blackjack card game, picture cards, i.e., Jacks, Queens, and Kings, each have a point card value of 10 points while Aces have a point card value of either 1 point or 11 points. The other cards namely 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, and 10s have a point card value equivalent to their face card value, i.e., respectively, 2, 3, 4, 5, 6, 7, 8, 9, and 10. In most gaming or casino establishments, dealers have to draw when they receive a point card value of 16 or less, and in some Casinos or gaming establishments, when they receive a point card value of 17 or less, the 17 point card value is based upon using an Ace as an 11 point card value with one or more other cards, which is known as a soft 17.

[0013] While Blackjack or 21 is a relatively fast-playing popular card game, it is always desirable to offer the players opportunities for variations in the game to maintain their long-term interest. Other betting options are desirable for the Blackjack player other than just varying the size of their wagers.
Numerous innovations for card games have been provided in the prior art that will be described below in chronological order to show advancement in the art, and which is incorporated herein by reference thereto. Even though these innovations may be suitable for the specific individual purposes to which they address, however, they differ from the present invention in that they do not teach A method for playing a no-bust blackjack-type card game where players play against each other and not against the house.

A number of bettiing options are provided for the Blackjack player. In addition to the standard betting option against the Dealer, a Dealer Bust option, a Jackpot option where the Blackjack player can obtain over 1,000 to 1 return payout, and several other betting options are provided to bet on various possible cards, such as receiving a 3 or a 6, a 4 or 5, a 10, Jack, Queen, King, or Ace, for one or both of the initial two cards.

Once the player has completed the play of his hands, the dealer plays out his hand as he would in the conventional manner of play of Twenty-One. Each of the player’s hands are compared to the dealer’s hand, and winning wagers are paid, and losing wagers are collected.

The wagering of the aspect of the game involves each player placing two mandatory bets, one wager on the possibility of the three card deal to the player showing a pair of “Threes or Better” and one wager on whether the “Player” or the “House” will be dealt the ranked, superior 3 card stud poker hand. In addition, optional wagers may be placed by each player, all before any cards are dealt, on the possibility of a tie game, i.e., the dealt three card poker hand of the player exactly matching in rank the dealt three card poker hand of the dealer (a “Tie-Bet”) (for which the player would receive a payoff if that occurs) and a separate Jackpot bet (paying the player a predetermined, relatively large payout; preferably 1000:1) if the dealt three card hand of the player is exactly a predetermined ranking or a specified set of three cards, preferably, the two black Aces (Spades and Clubs), and the Ace of Hearts (a “Dingo® Jackpot”).
equally distributing all of the cards to the players. Distribution of the cards is followed by bidding, naming a trump suit, taking tricks, accumulating points, and declaring the first team to exceed a predetermined number of points the winner.

[0028] It is apparent that numerous innovations for card games have been provided in the prior art that are adapted to be used. Furthermore, even though these innovations may be suitable for the specific individual purposes to which they address, however, they would not be suitable for the purposes of the embodiments of the present invention as hereinafter described, namely, a method for playing a no-bust blackjack-type card game where players play against each other and not against the house.

SUMMARY OF THE INVENTION

[0029] Thus, an object of the embodiments of the present invention is to provide a method for playing a no-bust blackjack-type card game where players play against each other and not against the house, which avoids the disadvantages of the prior art.

[0030] Briefly stated, another object of the embodiments of the present invention is to provide a method for playing a no-bust blackjack-type card game where each player play against each other and not against the house, wherein the house has a dealer. The method includes the steps of receiving 3 initial cards by each player from the dealer, and taking additional cards by a player until the player has a point count close to 31 whether under or over.

[0031] The novel features considered characteristic of the embodiments of the present invention are set forth in the appended claims. The embodiments of the present invention themselves, however, both as to their construction and their method of operation together with additional objects and advantages thereof will be best understood from the following description of the specific embodiments when read and understood in connection with the accompanying drawing.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS


[0033] The no-bust blackjack-type card game of the embodiments of the present invention is played according to the standard format of Blackjack with an additional set of rules. The game should be played with a standard playing card deck, i.e., 52 cards, or multiples of standard playing cards. The significant change or addition in the rules relates to the play of the game with respect to the number of cards originally dealt to each player, the winning score, and the dealer does not play.

[0034] A combination or variety of combination of rules is highly desirable to balance the effect of the rule changes on the player's likelihood of winning. By balancing the rules, the game remains attractive to the player.

[0035] The basic play of the game follows the general rules of Twenty-One, except that each player is dealt 3 cards originally instead of 2, the winning score is 31 whether under or over, and a natural 31 wins, which is two picture cards and an ace.

[0036] The player does not automatically lose his bet if his total goes over 31. The variation can be played with all the conventional rules of Blackjack, excluding the break or bust rules that immediately take a hand out of play when the hand busts. The various rules may vary above a count of thirty-one for players, may vary for counts of 31 for the player, and may vary for counts below 31 for the player, although it is most preferred to keep rules with counts of players below a count of 31 or with player counts at 31, with variations with blackjacks consistent with standard Blackjack rules. Examples of the rules that may come into play during the no-bust blackjack-type card game include:

[0037] The dealer does not play, only deals the cards.

[0038] Each player is dealt 3 cards originally instead of 2.

[0039] The winning score is 31 whether under or over.

[0040] A natural 31 wins, which is two picture cards and an ace.


[0042] The game may be generally described as a method of playing a wagering game. The method comprises the steps of:

[0043] STEP 1: Receiving 3 initial cards by each player from the dealer.

[0044] STEP 2: Optionally exercising by each player a right to take additional cards while the player's hand has a point count of less than 31.

[0045] STEP 3: Optionally exercising by each player the right to take additional cards until a point count in a player's hand is close to 31 whether under or over.

[0046] The method preferably may be played with standard playing card decks of 52 cards, without jokers or wild cards. The dealer, according to preferred rules, does not take any hits, just deals. The rules that determine whether a player's hand wins, ties, or loses with a count of more than one player being above 31 may include that the player's hand wins when one player's hand count is closer to 31 than the other player's hand count.

[0047] An alternative method of play provides rules that determine whether a player's hand wins, ties, or loses with a count of more than one player's hand being equal, the hand that received the smaller value card to cause that hand to win or that the hand that received the larger value card to cause the hand to win.

[0048] There is little rational advantage for the player to take hits when the player's hand point count is 31, so the player should have the option of taking additional cards only when the player's total point count is less than 31.

[0049] C. An Example.

[0050] Eight players play with one dealer. Each player bets $2, with the dealer taking $2 of the $16 pot, and with the remaining $14 going to the player closest to 31 whether under or over.


[0052] These and other aspects of the invention may be varied within the parameter of play described herein, using obvious or alternative game structures as are within the skill of the ordinary artisan in the table gaming industry. For example, with bonus events, bet sensors or bet acceptors, may be used. With progressive jackpots, jackpot monitors may be provided. These changes and known variations in the play of blackjack-type wagering games are contemplated in the practice of the embodiments of the present invention.

[0053] It will be understood that each of the elements described above or two or more together may also find a useful application in other types of constructions differing from the types described above.
While the embodiments of the present invention have been illustrated and described as embodied in a method for playing a no-bust blackjack-type card game where players play against each other and not against the house, however, they are not limited to the details shown, since it will be understood that various omissions, modifications, substitutions, and changes in the forms and details of the embodiments of the present invention illustrated and their operation can be made by those skilled in the art without departing in any way from the spirit of the embodiments of the present invention.

Without further analysis the foregoing will so fully reveal the gist of the embodiments of the present invention that others can by applying current knowledge readily adapt them for various applications without omitting features that from the standpoint of prior art fairly constitute characteristics of the generic or specific aspects of the embodiments of the present invention.

1. A method for playing a no-bust blackjack-type card game where each player plays against each other and not against the house, wherein the house has a dealer, comprising the steps of:
   a) receiving 3 initial cards by each player from the dealer; and
   b) taking additional cards by a player until the player has a point count close to 31, whether under or over.

2. The method of claim 1, wherein said receiving step includes receiving 3 initial cards from a deck of 52 cards by each player from the dealer.

3. The method of claim 1, further comprising the step of determining whether a player wins, ties, or loses between players having equal counts by the player receiving the smaller value card to cause that hand to win or the hand that received the larger value card to cause the hand to win.

4. The method of claim 1, further comprising the step of winning by having two picture cards and an Ace.

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