



Washington State Gambling Commission

Protect the Public by Ensuring that Gambling is Legal and Honest

August 8, 2024

Sent via email to rsantoriello@lnw.com

Renee Santoriello
Light and Wonder
6601 S. Bermuda Road
Las Vegas, NV 89119

RE: Double Down Madness Blackjack - Submission #3172

Dear Ms. Santoriello:

Thank you for requesting approval to market the card game Double Down Madness Blackjack to Washington State commercial card rooms and Tribal casinos. Based on our review of the documentation we received from Light and Wonder, the Washington State Gambling Commission will approve the game under the conditions listed below:

The game shall be played and operated under the terms and conditions set forth under the Double Down Madness rules of play you provided and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate this game must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.

4565 7th Avenue SE
Lacey, WA 98503
wsgc.wa.gov

PO Box 42400
Olympia, WA 98504
360-486-3440

901 N Monroe St Suite 240
Spokane, WA 99201
509-325-7900

Ms. Santoriello
August 7, 2024
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- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Furthermore, any modifications to this game may affect this approval. Contact the Commission should you contemplate modifications. If you have any questions on commercial implementation, please contact Brian Lane at (509) 387-7095. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,

Signed by:



571B4EB735DA4F7...

Jim Nicks

Assistant Director
Enforcement Operations Division

Enclosure

cc: Tony Hughes, Special Agent in Charge (Interim), Regulation Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
Jess Lohse, Special Agent Supervisor, Regulation Unit
Brian Lane, Special Agent, Regulation Unit
File

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- *Double Down Madness Blackjack is a standard house-banked blackjack game but with an optional bonus wager called Push 22. All rules pertaining to standard blackjack as posted on the WSGC's website remain the same and are not altered in this game.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*
- *If the below game is to be hand dealt with or without a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures. The dealer must comply with WAC 230-15-465. If any automatic shuffle machine is used in conjunction with this game, it must be a WSGC approved model, manufactured by a WSGC licensed manufacturer.*

Double Down Madness™ Blackjack offers a distinctive twist on the traditional game, featuring 6 or 8 decks. In this version, each Player receives a single card initially, with the ability to continually double down or hit as desired. This grants Players the flexibility to enhance their blackjack payouts significantly.

Rules of Play

In Double Down Madness, the player(s) will place their mandatory main wager, with the optional Push 22 bonus wager. To start the round, the dealer deals, according to the house blackjack procedure, each player one face-up card, and themselves a face-up and a face-down card. No splitting or surrender is allowed. The Dealer will hit soft 17.

Insurance is offered anytime the Dealer's up card is an Ace. If the Dealer has a blackjack, all wagers will result in a loss. No second card would be dealt to the player.

If the player's hand does not exceed 21, they have the options to stand, hit, or double down before receiving another card. Players can hit and double down multiple times during the round until they either choose to stand or bust out their hand. The amount for each double down can be up to the total amount already in play, (not to exceed maximum State wagering limits for a single wager).

Anytime a player's initial card is an Ace, the player will have the option to hit or double but will only receive one card. If the player doubles down and gets a blackjack, the player will receive the posted blackjack odds for both the main wager and double down amount.

If the dealer has a point total of 22, any main wagers and doubles will push. The Push 22 bonus wager wins if the dealer has a point total of 22; otherwise, it loses.

RECOMMENDED DEALING PROCEDURES

- 6 or 8 decks of cards or a continuous shuffling machine only (recommended).
- Players place their mandatory blackjack wager within the posted casino limits. Additionally, placing the optional Push 22 bonus wager.

DEALING

- 1) The dealer starts by dealing themselves one face-down card.
- 2) Then, they deal each player one face-up card.
- 3) Finally, the dealer deals themselves the last card face-down, followed by flipping over the initial face-down card to reveal it face-up on top (dealing procedure is subject to house discretion).

Note - The dealer receives two cards, while each player is dealt one card to begin the game.

DEALER'S UP-CARD | INSURANCE

- The dealer checks for blackjack using the peeker when their face-up card is an Ace or a 10-value card (10, Jack, Queen, or King).
- Insurance is offered when the dealer's face-up card is an Ace.
- If the dealer has blackjack, all main wagers will lose, and insurance bets are paid out at 2 to 1. No second card or even money is allowed.
- If the dealer doesn't have blackjack, any insurance bets lose, and the game proceeds according to house procedures.

PLAYER DECISION

The dealer starts from the player seated at the leftmost position and proceeds to the right, offering each player three choices:

- 1) **Stand:** Maintain their current hand value.
- 2) **Hit:** Request an additional card. (The dealer will place all hit cards vertically on the table)
- 3) **Double Down:** Double the initial or previous wager(s). (The dealer will place all double down cards horizontally on the table)
 - a. **Note** – No splitting or surrender is allowed.

- Players can hit and double down with each card they receive, placing the additional wager on the left side (dealer's right) of their initial wager. When doubling down, players can match up to the amount already wagered in the game (chip placement is subject to house discretion.)
 - Ex. Player doubling down initial wager \$5 | \$5 | \$10 | \$20 | \$40 | etc.
- Players have the option to keep hitting or double down until they decide to stand or go over 21 and bust. If a player busts, they lose their main wager along with any additional wagers made from doubling down.
 - The Push 22 bonus wager for busted hands stays active, and the dealer will tuck the busted hand under the bonus wager (card placement is subject to house discretion). This bonus bet remains active until the dealer acts on their hand.

PLAYER ACE | BLACKJACK

- If the player's initial card is an Ace, they can **ONLY** receive one additional card regardless of their decision to hit or double down.
- If the player doubles down and receives a blackjack, they receive a complete payout for both their main wager and double down wager.
- Any player blackjack will be paid immediately, and the dealer will collect the cards and place them either in the discard rack or tucked underneath the Push 22 bonus wager (if applicable).
 - Players are not allowed to redouble down after receiving a blackjack.

DEALER'S ACTION

- After all players have made their decisions (stand, hit, double down), the dealer will act on their hand following house rules.
- The dealer must hit on soft 17 and stand on any hand total higher without going over 21.
- The dealer begins with the player on their right and proceeds to the left, comparing their hand value with each player's hand.
- Players with a higher hand total receive a 1 to 1 payout from the chip tray for their main wagers and any additional wagers from doubling down (if applicable).
- Players with a lower hand total will lose their main wagers and any additional wagers made from doubling down (if applicable). The dealer will collect the chips and place them in the chip tray.
- If the dealer and player have the same hand value, it results in a push.

DEALER'S HAND | PUSH 22

- If the dealer draws a point total of 22, any main wagers and doubles will result in a push.
- The Push 22 bonus wager wins if the dealer has a point total of 22. See payable for odds.
- Players with blackjacks are paid before the dealer hits out their hand, so they are exempt from the Push 22 rule.



Note *CSM - Continuous Shuffler Machine

HAND	Paytable 01	
Suited Blackjack	2 to 1	
Unsuited Blackjack	3 to 2	
House Advantage	Cut Card	*CSM
6 Decks	0.95%	0.92%
8 Decks	0.98%	0.95%

HAND	Paytable 02	
Suited Blackjack	3 to 2	
Unsuited Blackjack	3 to 2	
House Advantage	Cut Card	*CSM
6 Decks	2.07%	2.04%
8 Decks	2.10%	2.07%

HAND	Paytable 03	
Suited Blackjack	3 to 1	
Unsuited Blackjack	1 to 1	
House Advantage	Cut Card	*CSM
6 Decks	2.07%	2.04%
8 Decks	2.10%	2.07%



Hand		1	2
Dealer Same Suite 22		50 to 1	50 to 1
Dealer Same Color 22		20 to 1	20 to 1
Dealer Other 22		8 to 1	7 to 1
Dealer Bust Not 22		Lose	Lose
<i>House Edge</i>		<i>Hit soft 17</i>	
Paytables		1	2
<i>Decks</i>	6	5.85%	11.70%
	8	5.70%	11.55%

Hand		3
Dealer 22		11 to 1
<i>House Edge</i>		<i>Hit soft 17</i>
<i>Decks</i>	6	11.71%
	8	11.75%

**DOUBLE
DOWN
INSURANCE**
LIGHT &
WONDER

INSURED
PAYS 2 TO 1

BLACKJACK

UNINSURED
PAYS 3 TO 2

PAYS
2 TO 1

DEALER MUST HIT SOFT 17

INSURANCE

DOUBLE DOWN ON EVERY CARD



1000



1000



1000



1000



1000



1000

**DOUBLE
DOWN
MADNESS**
BLACKJACK

LIGHT &
WONDER.



**PUSH
22**