

Pure 21.5 Blackjack Options Sheet

Cardrooms that would like to offer Pure 21.5 Blackjack, must fill out and submit this sheet along with all other requirements as stated in the BGC Standard Game Rules Instruction Sheet.

The following options are available for individual casinos to cater to the needs of their customers:

Backline Betting Options: If a cardroom wishes to offer backline betting please check the appropriate box below. **Please check only one box.**

YES - If yes, please include a table layout applicable to backline betting. In addition, please check the appropriate boxes for which backline betting is allowed. **More than one box may be checked.**

□ Base Game Wager □ Red Flex Bonus Bet □ Buster Blackjack Bonus Bet

<u>Pure 21.5 Blackjack Payoff Options</u>: A Pure 21.5 Blackjack consists of an Ace and a King, Queen, Jack, or Ten Bonus card on the initial two cards dealt to a player. Please check the box next to the option the cardroom will play by. **Only one box may be checked.**

□ 6 to 5 □ 3 to 2 □ 7 to 5

Please check the appropriate box(es) below. You may check one, both, or none.

Insurance- If the player-dealer's face-up card is an ace, all players will have the option to place a separate "insurance" wager. They are wagering that the player-dealer's face-down card is a King, Queen, Jack, or Ten Bonus card, giving the player-dealer a Pure 21.5 Blackjack. Winning insurance wagers will pay 2 to 1. Insurance wagers may be equal to no more than ½ of a player's original wager.

Even Money- In conjunction with offering insurance, when the player-dealer's face-up card is an ace, players that have a Pure 21.5 Blackjack (an Ace and a King, Queen, Jack, or Ten Bonus Card) may opt to take even money on their wagers before the player-dealer's face-down card is checked for a King, Queen, Jack, or Ten Bonus Card. The player is actually making an insurance wager equal to ½ of the original wager. If the player-dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to ½ of the original wager that pays 2 to 1) and pushes on the original wager. If the player-dealer does not have a King, Queen, Jack, or Ten Bonus Card as the undercard, the player will lose the insurance bet and is paid, in accordance with the Pure 21.5 Blackjack payoff, on the original wager. The result in each case is the same as the player wins an amount equal to the original wager (even money).

Over 21.5 Options: Please check only one option.

- Player-dealer 888 Option If the player-dealer's hand is 888 (three eights), all players who have a total exceeding 21.5 push.
- Player-dealer 888 Option If the player-dealer's hand is 888 (three eights), all players who have a total exceeding 21.5 win.

Escape Option 1 – If the player-dealer's hand is over 21.5 and the first three cards (top card, hole card, and first hit card) are all the same suit, then all players who have a total exceeding 21.5 will **push**. Players that have surrendered still lose $\frac{1}{2}$ their wager.

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Escape Option 2 – If the player-dealer's hand is over 21.5 and the first three cards (top card, hole card, and first hit card) are all the same suit, then all players who have a total exceeding 21.5 will win. Players that have surrendered still lose $\frac{1}{2}$ their wager.

Action Button Options - Please check only one box.

No Action Button Utilized – Both the deal and settling of wagers will start with the player to the left of the player-dealer and continue in a clockwise manner.

Action Button Utilized - The game utilizes an action button to determine which player receives first action on their wager. The player-dealer's second card, which is dealt face-down, determines the position of the action button. The player-dealer position is not counted when determining where the action button shall be placed. The other seats, in clockwise rotation, starting with the player to the left of the house dealer and continuing left

to right, respectively represent the numbers of the player-dealer's face-down card. When determining where the action button will be placed, cards will hold the following values: ace is one, 2 through 9 have their face value, jack is eleven, queen is twelve, and king is thirteen.