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Please submit this bonus bet with the game it will be attached to.

Red Flex Bet

Each player wagering in the base game of Pure 21.5 Blackjack has the option of placing a wager within table limits on the designated Red Flex Bet spot located next to each player's position on the gaming felt layout. When the player/dealer's first two (top & hole) cards are "Red" the **RED FLEX BET™** is an automatic "**WINNER.**" The more consecutive "Red" cards by the player/dealer's hand the higher the **RED FLEX BET™** pay off.

The rules are as follows:

1. Players will be given the option to wager on the possibility/probability of the occurrence that the first two cards (top and hole cards) or more, of the player/dealer's hand, are consecutive cards of the same color.
2. Players making this optional bet will win if the player/dealer's first two cards (top and hole cards) are the same RED color. Payoffs will increase exponentially if subsequent cards taken to the player/dealer's hand are also of the same Red color. The order of the cards is listed below.
 - a) Player/Dealer's first card (top).
 - b) Player/Dealer's (hole) second card.
 - c) Player/Dealer's first hit card.
 - d) Player/Dealer's second card.
 - e) Player/Dealer's third card.
 - f) Player/Dealer's fourth hit card and so on.
3. The amount of the winning payoff will be determined once the player/dealer's hand is complete or a black card is drawn.
4. The player/dealer's hand is played out in accordance with the approved rules for Pure 21.5 for each individual card room.
5. Players may make one bonus bet wager for each base game wager placed.
6. The Red Flex Bet may be less than, equal to, or may exceed the base game wager. However, the bonus bet may not exceed the table limit.
7. There is no additional collection fee for placing a Red Flex Bet.



8. The player/dealer will pay all winning Red Flex Bet wagers and will collect all losing Red Flex Bet wagers. Wagers are collected or paid, to the extent that the player/dealer's wager covers. Once the player/dealer's wager has been exhausted, the wagers not covered by the player/dealer will be returned to the players.
9. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

RED FLEX BET PAYTABLE OPTIONS

*Each Cardroom licensee must specify which payable they would like approved.

Consecutive Red Cards in P/D's Hand	RFB-01	RFB-02	RFB-03	RFB-04
	Pays	Pays	Pays	Pays
Eight Red Cards	---	---	300 to 1	300 to 1
Seven Red Cards	200 to 1	200 to 1	200 to 1	200 to 1
Six Red Cards	100 to 1	100 to 1	100 to 1	100 to 1
Five Red Cards	50 to 1	50 to 1	50 to 1	50 to 1
Four Red Cards	9 to 1	10 to 1	9 to 1	10 to 1
Three Red Cards	5 to 1	5 to 1	5 to 1	5 to 1
Two Red Cards	1 to 1	1 to 1	1 to 1	1 to 1

Consecutive Red Cards in P/D's Hand	RFB-05	RFB-06	RFB-07	RFB-08
	Pays	Pays	Pays	Pays
Eight Red Cards	---	---	300 to 1	300 to 1
Seven Red Cards	200 to 1	200 to 1	200 to 1	200 to 1
Six Red Cards	100 to 1	100 to 1	100 to 1	100 to 1
Five Red Cards	50 to 1	50 to 1	50 to 1	50 to 1
Four Red Cards	8 to 1	9 to 1	8 to 1	9 to 1
Three Red Cards	5 to 1	5 to 1	5 to 1	5 to 1
Two Red Cards	6 to 5	6 to 5	6 to 5	6 to 5

Consecutive Red Cards in P/D's Hand	RFB-09	RFB-10	RFB-11	RFB-12
	Pays	Pays	Pays	Pays
Eight Red Cards	---	---		300 to 1
Seven Red Cards	200 to 1	200 to 1	250 to 1	200 to 1
Six Red Cards	100 to 1	100 to 1	100 to 1	100 to 1
Five Red Cards	50 to 1	50 to 1	50 to 1	50 to 1
Four Red Cards	7 to 1	8 to 1	8 to 1	8 to 1
Three Red Cards	3 to 1	3 to 1	3 to 1	3 to 1
Two Red Cards	1 to 1	2 to 1	2 to 1	2 to 1



Sample Hands

Note: The example hands listed below are descriptions of only the Player/Dealer hand, since the Player/Dealer hand solely determines a winner or loser.

Example #1 – Player/Dealer Hand – Ten of Hearts/Seven of Diamonds for a total of 17. No hit taken by rule. Payoff for first two cards (top and hole),
*Two Consecutive Red Cards is made.

Example #2 – Player/Dealer Hand – King of Diamonds/Six of Diamonds for a total of 16. The hit taken by rule is the Nine of Hearts.
*Payoff for Three Consecutive Red Cards is made.

Example #3 – Player/Dealer Hand – King of Diamonds/Two of Clubs. All Consecutive *Red Card wagers lose. Player/Dealer hand is played out according to house rules.

Example #4 – Player/Dealer Hand – Seven of Hearts/Eight of Diamonds for a total of 15. First hit by rule is the Ace of Clubs, second hit is the four of Diamonds. Payoff for first two cards (top and hole).
*Two Consecutive Red Cards is made.