



Ultimate Texas Hold'em

Standards of play:

Ultimate Texas Hold'em features head-to-head play against the player/dealer and an optional bonus bet

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table. Players and the player/dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk **3x** or **4x** their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1 x their ante.

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilized for this game:

Ultimate Texas Hold'em shall be played on a table having six (6) places on one side for the players and the player/dealer for a total of seven seated positions, including a place for the Casino dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the "Player/Dealer



only plays with a pair or higher."

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";
2. For blind wagers on the word "Blind";
3. For trips bonus wagers on the word "Trips"; and
4. For play wagers on the word "Play."

Number of players in the game:

A maximum of six players plus the player/dealer position for a total of eight seated positions.

Type of card **deck used:**

1. Physical Characteristics: Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two (52) cards.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace..
3. Hands of cards shall rank, from lowest to highest, as follows:
 1. 1 Pair
 2. 2 Pairs
 3. 3 of a Kind
 4. Straight
 5. Flush

2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.

2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are



the same, then the low pairs are compared, and then the remaining card.

3 cards of the same value.

5 cards of any suit in sequence. An ace may be counted as high or low.

5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.

6. Full House

7. 4 of a Kind

8. Straight Flush

9. Royal Flush

3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.

4 cards of the same value.

5 cards of the same suit in sequence.

Ace, king, queen, jack and 10 of the same suit.

Betting scheme:

1. All wagers at Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits. '

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall



be made,

increased, or withdrawn after the dealer has announced, "No more bets."

3. Before the first card is dealt in a round, each player shall make either:

1. An equal wager in the "Ante" and "Blind" circles; or
2. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager."

An ante wager and a blind wager are required to play the round.

4. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the casino dealer shall:

1. Call "No more bets"; and then
2. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. When a card shoe is used the cards shall be dealt as follows:

1. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player/dealer; followed by

2. A further card to each such wagering area and the player/dealer, so that each player and the player/dealer have 2 cards each; followed by

c. 5 community cards in the center of the table.

5. After the cards have been dealt and delivered to each player and the player/dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.



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Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.
2. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.
3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
4. The casino dealer shall proceed to turn over the remaining two community cards (the turn and the river).
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:
 1. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player/dealer, and the player's cards;
 2. Individually spread out the cards, face down, and count them; and c. Place the cards in the discard rack.
7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five- card poker hand.
8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

When the player/dealer does not qualify:



9. Where the player/dealer's hand is not 1 pair or higher, the player/dealer does not qualify.

Starting with the player on the player/dealer's left, the casino dealer shall:

1. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;
2. Resolve the play, blind, and trips bonus bets normally (see below "When player/dealer qualifies"); and
3. Collect, count and place the player's cards in the discard holder.

NOTE: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer does not qualify, it is not an automatic win for the player.

When the player/dealer qualifies:

10. If the player/dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player/dealer, the casino dealer will:

1. Bring the player's cards into the "work area" between the player/dealer's hand and the trips bonus wager area and reveal the player's cards;
2. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2-hole cards and 5 community cards);
3. Compare the player's hand with that of the player/dealer; and
4. Announce the value of the player's hand and whether it wins or loses.

11. A player's hand shall:

1. Win if it has a higher poker value than that of the player/dealer's hand;
2. Lose if it has a lower poker value than that of the player/dealer's hand;
3. Constitute a push if it has a poker value equal to, that of the player/dealer's hand.
4. If a player wins with less than a straight, the blind bet pushes.

12. If a player's hand loses, the casino dealer shall:



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2. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and "
 3. Collect, count and place the player's cards in the discard holder.
 13. If a player's hand wins, the casino dealer shall on behalf of the player/dealer:
 1. Pay the ante wager and play wager on the hand;
 2. Pay the blind wager if the hand is a straight or better;
 3. Pay any trips bonus wager if the hand is a 3 of a kind or better;and d. Collect, count and place the player's cards in the discard holder.
 14. If a player's hand constitutes a push, the casino dealer shall:
 1. Pay any trips bonus wager if the hand is a 3 of a kind or better;
 2. Collect, count and place the player's cards in the discard holder.
 15. Winning ante wagers and play wagers shall be paid 1 to 1.
 16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved payable for the cardroom.
 17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
 18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.
- NOTE: If the player has a 3 of a Kind or better, the trips bet always wins - even if the player folds.**
19. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as the player/dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.
 20. 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.



Pay Table

| WINNING HAND | TRIPS | BLIND |
|---------------------|--------------|--------------|
| Royal Flush | 50 to 1 | 500 to 1 |
| Straight Flush | 40 to 1 | 50 to 1 |
| Four of a Kind | 30 to 1 | 10 to 1 |
| Full House | 8 to 1 | 3 to 1 |
| Flush | 7 to 1 | 3 to 2 |
| Straight | 4 to 1 | 1 to 1 |
| Three of a Kind | 3 to 1 | - |