



- Ultimate Texas Hold'em is a variation of the 7-card Poker variant known as Texas Hold'em game that offers optional Trips Bonus, Bad Beat Bonus, Ultimate Pairs Bonus, Multi-Game Link with Envy Bonus, and jackpot wagers. All rules pertaining to standard poker as posted on the WSGC's website remain the same except as noted in these rules of play. Side wagers among players are prohibited.
- 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 games are to be hand dealt with 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 manufacture.

Ultimate Texas Hold'em Rules of Play

Ultimate Texas Hold'em features head-to-head play against the dealer and an optional bonus bet. Players and the 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. And if they wait until the river-when all community cards are out-they may only bet 1x 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 printed on layout.

Light and Wonder recommends using an automatic shuffler such as an ACE®, Deck Mate 2® or i-Deal/i-Deal

Plus® Shuffler.

Deck Mate 2® Shuffler

RECOMMENDED DEALING PROCEDURES

1. When using the Deck Mate 2®, the entire deck is delivered by the shuffler, and the following dealing procedures will be completed with a handheld deck.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make a Trips bet.
3. Working from left to right, the dealer gives each player and himself two starting cards, face-down.
4. Players now have a choice:

- a. Check (do nothing); or
- b. Make a Play bet of 3x or 4x their Ante.
 - i. Once players bet, they cannot bet again, and they cannot change their bet.
5. The dealer then places the first three community cards (the flop) face-up on the layout.
6. Players that have not yet made a Play bet have a choice:
 - a. Check; or
 - b. Make a Play bet of 2x their Ante.
7. The dealer then places the final two community cards (the turn and river) face-up on the layout.
8. Players that have not yet made a Play bet have a choice:
 - a. Fold; or
 - b. Make a Play bet of 1x their Ante.
9. The dealer then reveals his two hole cards and announces his five-card hand.
10. The dealer needs a pair to qualify.
 - a. Caution: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer doesn't qualify, it's not an automatic win for the player.

When the dealer qualifies:

11. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.
 - a. If the player's hand beats the dealers, the Play and Ante bets win even money.
 - b. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
 - c. When the hands tie, the Play, Ante and Blind bets push.
 - d. The Blind bet wins when the player wins with a straight or higher. See layout for odds.
 - e. If the player wins with less than a straight the Blind pushes.
 - f. The Trips bet wins if the player has three of a kind or better. See layout for odds.

When the dealer doesn't qualify:

12. The dealer, working from right to left, refunds each player's Ante bet. He does this before looking at any of the player's hands.
13. Then, again working right to left, resolves the action normally (see above).

Note: If the player has three of a kind or better, he always wins the trips bet- even if he folds.

ACE® and i-Deal/i-Deal Plus® Shufflers

RECOMMENDED DEALING PROCEDURES

1. Set the ACE® or i-Deal/i-Deal Plus ® shuffler to the "UTH" mode. Contact your Light and Wonder service technician for assistance.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make a Trips bet.
3. The i-Deal/i-Deal Plus will first dispense the five community cards. Spread these out- face down-in the middle of the table.
4. Working from left to right, the dealer gives each player and himself a set of two starting cards.
5. After the dealer gives himself two cards, he presses the green button on the shuffler to dispense the remaining cards.
6. Players now have a choice:

- a. Check (do nothing); or
- b. Make a Play bet of 3x or 4x their Ante.
 - i. Once players bet, they cannot bet again, and they cannot change their bet.
7. The dealer then reveals the first three community cards.
8. Players that have not yet made a Play bet have a choice:
 - a. Check; or
 - b. Make a Play bet of 2x their Ante.
9. The dealer then reveals the final two community cards (the turn and river).
10. Players that have not yet made a Play bet have a choice:
 - a. Fold; or
 - b. Make a Play bet of 1x their Ante.
11. The dealer then reveals his two hole cards and announces his five-card hand.
12. The dealer needs a pair to qualify.
 - a. Caution: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer doesn't qualify, it's not an automatic win for the player.

When the dealer qualifies:

13. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.
 - a. If the player's hand beats the dealers, the Play and Ante bets win even money.
 - b. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
 - c. When the hands tie, the Play, Ante and Blind bets push.
 - d. The Blind bet wins when the player wins with a straight or higher. See layout for odds.
 - e. If the player wins with less than a straight the Blind pushes.
 - f. The Trips bet wins if the player has three of a kind or better. See layout for odds.
14. The dealer, working from right to left, refunds each player's Ante bet. He does this before looking at any of the player's hands.
15. Then, again working right to left, resolves the action normally (see above).

Note: If the player has three of a kind or better, he always wins the trips bet- even if he folds.

IRREGULARITIES:

In the event of a shuffler malfunction, all hands are void.

ADDITIONAL RULES:

Players may not wager on the house's hand or on other player's hands. Side bets between players are prohibited. Table aggregates are allowed but must be in compliance with state regulations. At the casino's discretion, the dealers can resolve the bets in the order the casino wishes.

Optional Bonus Bets

Ultimate Texas Hold'em with Bad Beat Bonus Option

1. This is an optional bad-beat bet for Ultimate Texas Hold'em. Players win if they and the dealer are involved in a bad beat. There are two ways to win:
 - The player has three of a kind or better and loses to the dealer.
 - The player beats the dealer's hand of three of a kind or better.
2. To participate in the bad beat, players must make bets on the Ante, Blind and Trips. Players place their bad-beat wagers in the marked circle.
3. If the player's hand qualifies for payouts, the dealer pays him according to the posted payable.
4. If the player's hand does not qualify, the dealer takes his wager and moves on to the next player.
5. If the dealer and the player have a five-card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.

Ultimate Texas Hold'em with Ultimate Pairs Bonus Option

1. Ultimate Pairs Bonus is an optional bonus wager.
2. Players win if their two-hole cards match one of the hands listed on the posted payable.

*Note: Only the top payout on payable two includes both the player's and dealer's cards. The rest of the payouts are based on the player's two cards ONLY.

To participate in the Ultimate Pairs Bonus wager, players must make their wagers prior to receiving their two-card hand. Players place their Ultimate Pairs Bonus wagers in the marked area.

3. If the player's hand qualifies for payouts, the dealer pays him according to the posted payable. If the player's hand does not qualify, the dealer takes his wager and moves on to the next player.
4. If the player folds their hand, the Ultimate Pairs Bonus wager (if played) remains in action. The dealer will remove the losing wagers and tuck the two-hole cards under the Ultimate Pairs Bonus wager.



Paytables

	UTH-01		UTH-02		UTH-03		UTH-04	
	s Bonus	Blind	Trips Bonus	Blind	Trips Bonus	Blind	Trips Bonus	Blind
Royal flush	50 to 1	500 to 1	50 to 1	500 to 1	50 to 1	500 to 1	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1	40 to 1	50 to 1	40 to 1	50 to 1	40 to 1	50 to 1
Four of a kind	30 to 1	10 to 1	30 to 1	10 to 1	30 to 1	10 to 1	20 to 1	10 to 1
Full house	9 to 1	3 to 1	8 to 1	3 to 1	8 to 1	3 to 1	7 to 1	3 to 1
Flush	7 to 1	3 to 2	6 to 1	3 to 2	7 to 1	3 to 2	6 to 1	3 to 2
Straight	4 to 1	1 to 1	5 to 1	1 to 1	4 to 1	1 to 1	5 to 1	1 to 1
Three of a kind	3 to 1		3 to 1		3 to 1		3 to 1	
	0.90%	0.84%*	1.90%	0.84%*	3.50%	0.84%*	6.18%	0.84%*

* Entire game vs. dealer. Assumes perfect play.