

~Revised 7/2024~



# **Games Department Ultimate Texas Hold'em Poker Manual**



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# INTRODUCTION

Ultimate Texas Hold'em Poker is a community card poker game played with one standard 52-card deck. Each player is dealt a two-card hand (hole cards) that can be used along with three or four of the community cards to create a five-card poker hand. If the best possible poker hand proves to be the five community cards, the players and/or dealer may elect not to use their two-card hand and “play the board” by using all five community cards instead. (The Player and/or Dealer may use 3, 4 or all 5 of the Community Cards to make each hand.)

The object of the game, for player and dealer alike, is to make the best five-card poker hand using any combination from their two-card hand and the five community cards (board cards). There is no player-to-player competition; players compare their hands to the dealer's.

Ultimate Texas Hold'em Poker is different from the traditional Texas Hold'em played in poker rooms. This game is played “heads-up”, meaning each player plays against the dealer and the best poker hand wins.

Players are required to make two equal wagers called the “Ante” and the “Blind Bonus” before any cards are dealt.

There is also an optional side bet “Trips” wager where players compare their best five-card hand, using the initial 2 cards plus the 5 community cards, to a posted pay table. The Trips wager must be made at the start of the game, before any cards are dealt, as well. Players need not win the base game to be paid on the Trips wager, provided the side bet wager was placed prior to any cards being dealt and the player's best five-card hand matches one of the payouts hands. The Trips wager will win on any hand of Three-of-a-Kind or better and will win even if the player folds.

There is a second optional side bet “Ultimate Pairs Bonus” wager where players compare the two-hole cards to a posted pay table. Players need not win the base game to be paid on the Ultimate Pairs Bonus wager, provided the side bet wager was placed prior to any cards being dealt and the player's two-hole cards Ultimate Pairs Bonus hand matches one of the payouts hands. Ultimate Pairs Bonus wagers still qualify to be paid on folded hands.

## Ultimate Texas Hold'em Poker (UT) Rankings

- A. **Card Rankings:** The rank of the cards used in UT, in order of highest to the lowest rank, shall be ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” with a two, three, four and five.
- B. **Hand Rankings:** The permissible poker hands in the game of Ultimate Texas Hold'em Poker, in order of highest to lowest rank, shall be:

**Royal Flush:** Is a hand consisting of an ace, king, queen, jack and ten of the same suit.

**Straight Flush:** Is a hand consisting of 5 cards of the same suit in consecutive ranking, with king, queen, jack, ten and nine being the highest straight flush and ace, two three, four, five being the lowest ranking straight flush.

**Four-of-a-kind:** Is a hand consisting of four cards of the same rank, regardless of suit, with 4 aces being the highest ranking four-of-a-kind and 4 twos being the lowest ranking four-of-a-kind.

**Full House:** Is a hand consisting of Three-of-a-Kind and a Pair, with the 3 aces and 2 kings being the highest ranking Full House and 3 twos and 2 threes being the lowest ranking Full House.

**Flush:** Is a hand consisting of five cards of the same suit, regardless of rank.

**Straight:** Is a hand consisting of five cards of consecutive rank, regardless of suit, with ace, king, queen, jack and ten being the highest ranking straight and five, four, three, two and ace being the lowest ranking straight.

**Three-of-a-Kind:** Is a hand consisting of three cards of the same rank, regardless of suit, with 3 aces being the highest ranking three-of-a-kind and 3 twos being the lowest ranking three-of-a-kind.

**Two Pairs:** Is a hand consisting of two sets of two cards of the same numerical value or the same face value. 2 aces and 2 kings are the highest ranking Two Pairs and 2 threes and 2 twos are the lowest ranking Two Pairs.

**Pair:** Is a hand consisting of 2 cards of the same rank, regardless of suit.

- C. When comparing two hands that are of identical hand rank pursuant to the provisions of (B) above, or that contain none of the hands authorized in (B) above, the hand that contains the highest ranking card as provided in (A) above that is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this section, it's a tie and the player's hand will push. A sixth card cannot be used to break a tie.

## **OPENING THE TABLE FOR PLAY**

- A. An Ultimate Texas Hold'em Poker deck consists of 52 playing cards. All jokers are removed and are not to be used.
- B. When a new deck is put into play, the seal will be broken and the deck opened by the supervisor at the table where it is to be put into action. The supervisor and the dealer will check both the front and back of all the cards for any flaws or marks. The cards will be washed and shuffled before putting into the shuffler.

- C. Once a deck has been put into play, it is the dealer's responsibility to ensure that it is kept in good condition.
- D. Decks will be changed no more than approximately every 4 hours throughout the gaming day and at the discretion of the game's supervisor.
- E. Dealers may ask for a new deck at any time they believe it is necessary, because of the cards sticking together or any abnormality occurring during the course of play.

**NOTE:** Whenever a new deck is introduced into play, and after it has been properly inspected it will be washed (to wash the cards, the dealer will put all the cards face down on the layout and mix them together thoroughly). The dealer will then go through the standard shuffle procedure twice before dealing.

## **SHUFFLING PROCEDURES**

### **A. AUTOMATIC SHUFFLER**

1. Two (2) different colored single decks will be used.
2. While one (1) deck is in play, the automatic shuffler will be shuffling the other deck.
3. When opening a table for play:
  - A. The dealer and supervisor or above will inspect both decks, fronts and backs. The dealer will count the cards in both decks.
  - B. One deck will be put into the discard holder while the dealer washes and shuffles the other deck and loads it into the automatic shuffler.
  - C. The deck in the discard holder will now be washed, shuffled then spread face down on the layout until ready for play. Any new cards will be washed and shuffled before being put into the automatic shuffler.
  - D. When there is a malfunction with the automatic shuffler, a backup automatic shuffler will be put on the game, if available, or the dealer will shuffle by hand, (as denoted below "Standard Shuffle").
  - E. After each hand is complete, the dealer will box, spin, riffle and cut the deck in half before placing them in the automatic shuffler.

### **B. STANDARD SHUFFLE**

1. A standard shuffle is performed to ensure a consistent, random mix of cards.
2. Since the dealer will shuffle the deck of cards every hand, it will not be necessary to call "shuffle" before shuffling the cards.

3. The shuffle will consist of the dealer demonstrating a box, spin, square and then separating the deck into two equal stacks then riffing.
  - a. The deck will be shuffled twice as described above (without spin).
  - b. The deck will then be "stripped".
  - c. Repeat steps A & B.
  - d. End with one more riffle then cut.
  - e. Cut: Once the deck has been shuffled, the dealer (and not the players) will cut the deck. The deck will be cut by placing the cut card in front of the deck and then cut the top half of the deck with one hand onto the cut card. The bottom half of the deck will then be placed on the top of the deck. The dealer will attempt to cut the deck as close to the middle as possible.
4. While shuffling the dealer observes to see if all players have placed their ante, and if the players elected to wager on the "Bonus".
5. When a new deck is introduced into play, and after it has been inspected, it will be washed. To wash the cards, the dealer will put all the cards face down on the layout and mix them all together. Then the dealer will go through the standard shuffle procedure twice before dealing.
6. Standard shuffle will be used unless instructed to change by the supervisor or above.

## **DEALING PROCEDURES**

Once the deck has been shuffled, the Dealer and not the players will cut the deck. The deck will be cut by placing the cut card in front of the deck and then cut the top half of the deck with one hand onto the cut card. The bottom half of the deck will then be placed on the top half of the deck. The Dealer will always attempt to cut the deck as close to the middle as possible.

- A. One deck of cards will be in play while the second deck of cards is placed in the automatic shuffler. The two decks will be alternated in and out of play. The cards from only one deck of cards will be placed in the discard rack at a given time.
- B. The cards will be shuffled after each hand of Ultimate Texas Hold'em is completed.

## **HAND DELIVERY**

- A. The Dealer will deal each card by holding the deck of cards in one hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
- B. The Dealer will place the five community cards face down on the layout, one at a time, from left to right filling in the flop then turn and river boxes. The Dealer must be sure not to mix up the community cards.
- C. The Dealer will, starting on the left and continuing around the table, in a clockwise manner, deal one card successively, face down, from left to right until each player, including the Dealer has two cards.

#### MACHINE DELIVERY –

- A. The machine will first eject 5 cards for the community cards. The Dealer will pick up the 5-card stack from the tray and place them in the community cards area. Cards will be spreading from left to right showing each card individually across the board.
- B. The machine will then eject 2 cards at a time for the players and Dealer. The Dealer will pick up the 2-card stack from the tray and deliver them to the first player by spreading them to the left of the betting area. Each hand will be delivered and spread in this manner until all players and the Dealer have 2 cards.
- C. Once all cards have been delivered, the Dealer will push the button on the machine to count and eject the remainder of the stub.

#### COMMUNITY CARD SEQUENCE

- A. Once the players have made their decisions to “bet” or “check” the Play bet, the Dealer will turn over the Flop (first three community cards).
- B. Players are now given an opportunity to “bet” (if they haven’t done so already) or “check” prior to the Dealer turning over the Turn and River cards (fourth and fifth community card).
- C. The Turn and River cards are exposed, showing the entire “board” or “community pool”. The players are then given the last opportunity to “bet” or they must fold (and forfeit their Ante and Blind).

## WAGERS & PAY TABLES

#### WAGERS

- A. WCCS will allow the following wagers in the game of Ultimate Texas Hold’em Poker.
  - 1. **Ante** – A required wager that must be placed on the appropriate part of the gaming layout prior to any cards being delivered. All winning Ante wagers are

paid even money. If the Dealer does not qualify, the Ante is a push. (This is the only bet on the table that considers whether or not the Dealer qualifies.)

2. **Blind Bonus** - A required wager that must be placed on the appropriate part of the gaming layout prior to any cards being delivered. All winning Blind wagers of a Straight or better are paid according to the pay table. All winning Blind wagers of less than a Straight will push. If the Dealer's hand outranks the Player's hand, this wager will lose. This wager will always be compared to the Dealer's hand, regardless whether or not the Dealer's hand qualifies.
  3. **Trips** – An optional wager made in addition to the Ante and Blind bets which plays separate from the base game and against a posted pay table (not against the Dealer). The Trips wager will win on any hand of Three-of-a-Kind or better and will win even if the player folds. If the player fold (and has a Trips wager), pick up losing Ante and Blind then tuck the folded cards under the Trips wager.
  4. **Ultimate Pairs Bonus** – Ultimate Pairs Bonus is an optional side bet at designated Ultimate Texas Hold'em tables a player may make before his cards are dealt. The bet will win if the player's two-hole cards match one of the hands listed on the posted pay table. Players can fold or lose on the base game and still qualify to be paid on an Ultimate Pairs Bonus side bet.
  5. **Play** – An additional wager either 3x/4x, 2x or equal to the Ante; placed prior to the Flop, prior to the Turn/River and after the Turn/River (respectively) being exposed indicating that they are in for the finish. A player that does not make a "Play" wager must fold and forfeit their Ante, Blind and Progressive bets. All winning Play wagers are paid even money. The Play wager will always be compared to the Dealer's hand to determine if it is paid, taken or pushed; even if the Dealer does not qualify.
- B. All wagers in Ultimate Texas Hold'em will be made by placing gaming chips on the appropriate betting areas of the table layout. A verbal wager accompanied by cash will not be accepted. Coins will be used on this game to ensure proper payouts on 3-2 odds.
- C. All Ante, Blind Bonus, Trips and Ultimate Pairs Bonus wagers will be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures described in the internal controls. No Ante, Blind, Trips or Ultimate Pairs Bonus wagers will be made, increased or withdrawn after the dealer has announced "No more bets."
- D. WCCS shall permit a player to play only one (1) hand during a round of play. A player may not bet on or against another player or on another player's hand.

## PAY TABLES

### Trips (optional bet) and Blind Bonus (required bet) Pay Table



- A. The separate wagers will win based on the following Pay Table:

<b>FIVE-CARD HAND</b>	<b>TRIPS</b>	<b>BLIND</b>
<b>ROYAL FLUSH</b>	<b>50 to 1</b>	<b>500 to 1</b>
<b>STRIGHT FLUSH</b>	<b>40 to 1</b>	<b>50 to 1</b>
<b>FOUR OF A KIND</b>	<b>20 to 1</b>	<b>10 to 1</b>
<b>FULL HOUSE</b>	<b>7 to 1</b>	<b>3 to 1</b>
<b>FLUSH</b>	<b>6 to 1</b>	<b>3 to 2</b>
<b>STRAIGHT</b>	<b>5 to 1</b>	<b>1 to 1</b>
<b>THREE OF A KIND</b>	<b>3 to 1</b>	<b>n/a</b>

- B. The “Trips” and “Blind” wagers will be placed in an area separate from the other bets.
- C. Ultimate Texas Hold’em Poker offers an optional side bet called “Trips” based on the 5-card Poker rankings using the Player’s 7 cards (the initial 2 cards plus the 5 Community Cards). The Player will be paid according to his final hand no matter what the Dealer’s hand is. If a player has a Three of a Kind or better, the player will always win the Trips bet if they fold.
- D. Blind Bonus wager – If the Player wins with a Three of a Kind or less, this wager pushes. If the Player wins with a Straight or better, he will be paid according to pay table below.

#### **Ultimate Pairs Bonus Pay Table (optional bet)**

- A. The optional “Ultimate Pairs Bonus” wager will win based on the following Pay Table:

<b>FIVE CARD PROGRESSIVE (NEXUS) HAND</b>	<b>PAYOUT ODD</b>
<b>A-A(Player) VS A-A(Dealer)</b>	<b>1000 to 1</b>
<b>A-A</b>	<b>30-1</b>
<b>A-K (Suited)</b>	<b>25-1</b>
<b>A-Q or A-J (Suited)</b>	<b>20-1</b>
<b>A-K (Unsuited)</b>	<b>15-1</b>
<b>K-K or Q-Q or J-J</b>	<b>10-1</b>
<b>A-Q or A-J (Unsuited)</b>	<b>5-1</b>
<b>2-2 Thru 10-10</b>	<b>3-1</b>

\*Note: Only the top payout on the Ultimate Pairs Bonus payable includes both the player’s and Table Games Dealer’s cards. The rest of the payouts are based on the player’s two cards ONLY.

## **PLAYING OF HANDS**

- A. To begin each round, players must make two equal wagers called the Ante and the Blind Bonus (before any cards are dealt). The Player must also decide whether to play the optional side bet called Trips and the optional Ultimate Pairs Bonus bet.
- B. After the players have made their wagers, the Dealer will announce “no more bets”.
- C. After everyone at the table, including the Dealer, has received two cards face down, and the community cards are placed, the Dealer will announce “Check or Bet 3x or 4x your Ante”. Guests will review their cards and decide to do one of the following, without communication with any other player:
1. Check: by tapping the table in front of them.
  2. Bet: by placing a wager three or four times the amount of their Ante on the Play wagering area. Players who have placed a Play wager are in for the finish. The dealer will place a button on top of the Play wager.
  3. Fold: In the event a guest would like to fold at this point, the cards will be pushed forward in a face down manner and the Dealer will immediately collect the losing Ante and Blind Bonus bets and tuck the cards under the Pairs Bonus wager, if applicable. If the Player does not have a Trips wager and/or Pairs Bonus wager, place the folded cards in the discard rack. Players can fold at any time but should be instructed that they can wait until all the community cards have been exposed at no extra cost.
- D. After everyone at the table, has decided to “Check or Bet 3x or 4x their Ante”, the Dealer will expose the Flop. The Dealer will then announce “Check or Bet 2x your Ante (if you haven’t done so already)”. Guests will review their cards and decide to do one of the following, without communication with any other player:
1. Check: by tapping the table in front of them.
  2. Bet: by placing a wager two times the amount of their Ante on the Play wagering area. Players who have placed a Play wager are in for the finish. The dealer will place a button on top of the Play wager.
  3. Fold: In the event a guest would like to fold at this point, the cards will be pushed forward in a face down manner and the Dealer will immediately collect the losing Ante and Blind Bonus bets and tuck the cards under the Pairs Bonus wager, if applicable. If the Player does not have a Trips wager and/or Pairs Bonus wager, place the folded cards in the discard rack.
- E. After everyone at the table, has decided to “Check or Bet 2x their Ante”, the Dealer will expose the Turn/River. The Dealer will then announce “Bet 1x your Ante (if you haven’t done so already) or Fold”. Guests will review their cards and decide to do one of the

following, without communication with any other player:

1. Bet: by placing a wager equal to the amount of their Ante on the Play wagering area. Players who have placed a Play wager are in for the finish. The dealer will place a button on top of the Play wager.
  2. Fold: by pushing cards forward in a face down manner. The Dealer will immediately collect the losing Ante and Blind Bonus bets and tuck the cards under the Pairs Bonus wager, if applicable. If the Player does not have a Trips wager and/or Pairs Bonus wager, place the folded cards in the discard rack.
- F. The community cards become remain in the center of the table for all to view and use to complete their hands. The Dealer must keep all community cards in order.

## **TAKING AND PAYING**

- A. The Dealer will turn over his two-card hand and announce his best five-card poker hand, either by using any combination of the Dealer's 2 cards and the 5 Community Cards, or by using all 5 Community Cards, if needed.
- B. Starting on the Dealer's right, the Dealer will turn over the first Player's two-card hand and announce his best five-card poker hand, either by using any combination of the Player's 2 cards and the 5 Community Cards, or by using all 5 Community Cards, if needed.
- C. Requirements to win specific wagers:
  1. Ante wager – If the Dealer has at least a Pair, the Player will be paid even money on this wager provided that his hand outranks the Dealer's hand. If the Dealer does not have a pair, this bet pushes.
  2. Play wager – If the Player's hand outranks the Dealer's hand, they will be paid even money. Once the Player decides to bet on Play, he cannot bet it again or alter it in any way. The Play wager will always be compared to the Dealer's hand to determine if it is paid, taken or pushed; even if the Dealer does not qualify.
  3. Blind Bonus wager – If the Player wins with a Three of a Kind or less, this wager pushes. If the Player wins with a Straight or better, he will be paid according to the pay table. If the Dealer's hand outranks the Player's hand, this wager will lose. This wager will always be compared to the Dealer's hand, regardless of whether or not the Dealer's hand qualifies.

4. Trips Bonus Wager – If the Player does not have Trips or better, this wager loses. If the Player does have Trips or better, then he will be paid according to the pay table, regardless of the Dealer's hand. This wager will win even if the Player folds.
5. Ultimate Pairs Bonus – If the Player has any pairs or Ace with J, Q or K, he will be paid according to the pay table, regardless of the Dealer's hand. This wager will win even if the Player folds.

D. The Dealer will reconcile the hand as follows:

1. First let's consider the Ante wager. Whether a Dealer qualifies or not has no effect on any wager except the Ante wager.
  - a. If the Dealer's hand does not contain at least a Pair, he does not qualify and the Ante wager is a push. All other bets have action, are compared to the Dealer's hand (where applicable) or compared to the coordinating pay table. .
  - b. If the Dealer's hand does contain at least a Pair, he qualifies and the Ante wager will be paid, taken or pushed by comparing it to the Player's hand. All bets have action, are compared to the Dealer's hand (where applicable) or compared to the coordinating pay table.
2. If the Dealer's hand does not contain at least a Pair, he does not qualify and the Ante wager is a push. All other bets have action.
  - a. Hand off all Ante bets around the table, from right to left. This is done before any individual cards are exposed or hands are addressed.
    - i. Dealer's hand beats the player's hand.
      - a. Take the Play and Blind.
      - b. Take Trips, if less than Three of a Kind; otherwise pay.
      - c. Pay Ultimate Pairs Bonus, if player has Ace with Face card or any pairs.
    - ii. Player's hand beats the Dealer's hand.
      - a. Pay the Play.
      - b. Pay the Blind, if Straight or better; otherwise push.
      - c. Pay the Trips, if Three of a Kind or better; otherwise take.

- d. Pay Ultimate Pairs Bonus, if player Ace with Face card or any pairs.
  - iii. Player's hand is identical to the Dealer's hand.
    - a. Push the Play and Blind.
    - b. Pay the Trips, if Three of a Kind or better; otherwise take.
    - c. Pay Ultimate Pairs Bonus, if player Ace with Face card or any pairs.
- 3. If the Dealer's hand does contain at least a Pair, he qualifies and the Ante wager is compared to the Player's hand to determine if it is a win, lose or push. All bets have action.
  - i. Dealer's hand beats the player's hand.
    - a. Take the Play, Ante, Blind.
    - b. Take Trips, if less than Three of a Kind; otherwise pay.
    - c. Pay Ultimate Pairs Bonus, if player Ace with Face card or any pairs.
  - ii. Player's hand beats the Dealer's hand.
    - a. Pay the Play and Ante.
    - b. Pay the Blind, if Straight or better; otherwise push.
    - c. Pay the Trips, if Three of a Kind or better; otherwise take.
    - d. Pay Ultimate Pairs Bonus, if player Ace with Face card or any pairs.
  - iii. Player's hand is identical to the Dealer's hand.
    - a. Push the Play, Ante and Blind.
    - b. Pay the Trips, if Three of a Kind or better; otherwise take.
    - c. Pay Ultimate Pairs Bonus, if player Ace with Face card or any pairs.
- 4. Order = Play, Ante, Blind, Trips, Ultimate Pairs Bonus.

## DEFINITIONS

**Ante Wager** – One of the first wagers that a player is required to make prior to any cards being dealt in order to compete against the Dealer's hand in a round of play.

**Blind Bonus Wager** – One of the first wagers that a player is required to make prior to any cards being dealt. Winning Blind wagers are paid according to a pay table.

**Board (board cards)** - The community cards face up in the center of the table used to complete both players' and dealers' hands alike; the same cards can be used by both the players and the dealers at the same time.

**Burn** - to remove and discard the top card from the deck face down. This is typically done before the flop, turn and river on traditional poker games. There is no burning in this version of Ultimate Texas Hold'em.

**Check** – the option during the betting sequence to not make a wager

**Community Cards** - consists of the three card flop, the turn card, and the river card. Community cards are used by both the player and dealer when determining the hand value.

**Facing** - is publicly exposing, or turning over the cards for all to see.

**Flop** – the first three community cards turned face up that are used by both the player and dealer when determining the hand value.

**Fold** - means that the player intends to drop out of the round of play and forfeit any wagers placed up to the point (except the Trips bet).

**Heads Up** - one against one.

**Hole Cards** - Players' or dealer's two-card hand which remains face down during play then turned face up and settled by the Dealer at the end of each round of play.

**Kicker** - unpaired card used to determine the better of two near equivalent hands. Tie breaking card. A sixth card cannot be used as a kicker or tie breaker.

**Muck** - collection of cards no longer in play.

**Ultimate Pairs Bonus Wager** – Ultimate Pairs Bonus is an optional side bet at designated Ultimate Texas Hold'em tables a player may make before his cards are dealt. The bet will win if the players two-hole cards match one of the hands listed on the posted pay table. Players can fold or lose on the base game and still qualify to be paid on an Ultimate Pairs Bonus side bet.

**Play Wager** – An additional wager either 3x/4x, 2x or equal to the Ante; placed prior to the Flop, prior to the Turn/River and after the Turn/River (respectively) indicating that they are in for the finish. A player that does not make a "Play" wager must fold and forfeit their Ante, Blind and Progressive bets. All winning Play wagers are paid even money, regardless of whether or not the Dealer qualifies.

**River or River Card** - Fifth and final community card displayed for all to use.

**Stub** - means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.

**Suit** - means one of the four categories of cards; diamonds, hearts, clubs or spades.

**Trips Wager** - The optional wager a player can make where the bet can be based on an outcome

other than the base game. The Trips pay table is a schedule of payouts for the Trips wager. Players can lose on the base game and still qualify to be paid on a Trips wager.

**Turn Card** - Fourth community card displayed for all to use.

## TABLE MINIMUMS AND MAXIMUMS

### PLAYER BETS

The minimum and maximum wagers shall be posted on a sign at each table. The approval of the Table Games Shift Manager and either the Senior Vice President & General Manager or the Director of Table Games will be required for maximums over the posted maximum wager.

*Ante & Blind Bonus limits: \$                      Trips limits: \$                      Ultimate Pairs Bonus limit: \$*

All wagers must be made in full \$ increments.

### TAKING TIPS

- A. Soliciting of tokens is strictly prohibited.
- B. When dealing to the maximum table limit, a token bet may not exceed 10% of the table maximum. If the Player is wagering less than the table maximum, the two bets cannot exceed the table maximum. The maximum token bet on the Trips bet is \$10.
- C. The dealer may accept a wager on any bet. (There are no special rules to this. The player can bet Blind only, Trips only, Play only, Ante only, Ultimate Pairs Bonus only or any combination of the five bets for the dealer.) All token bets must still be placed at the same time as the original player's bet.
- D. Both the wager and payoff of all winning token wagers must be taken down. Token wagers may not be "parlayed."
- E. Tokens will not be colored up without notifying the supervisor or above. Color changes for tokens should be made by the dealer with verification by the supervisor. Color changes must be made immediately upon receipt of the tip.
- F. Always pay the token wager after the player's wager, not before.
- G. All tip bets won shall be shown to the surveillance camera and then immediately placed in the tip box or token tube by the dealer.
- H. If the player throws a token and does not specify that the dealer wager the token or gives the Dealer an option to wager or keep the token, the dealer must take the token.

- I. If a player's token wager is more than allowed, the dealer can accept the excess as a direct token and deal to the remainder. The dealer should explain this limitation to the player and make the transaction before dealing the cards so there is no confusion.

## **IRREGULARITIES**

- A. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
- B. If during distribution one or more of the player's cards is inadvertently exposed, the hand will still be valid.
- C. If no cards are dealt to a player's hand, the player's wager will be returned, and the player may be included in the next round of play.
- D. If the automated card-shuffling device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures described above.
- E. If the Ante and Blind Bonus bets are not equal and the dealer does not notice it, he will call the supervisor immediately. Here are the possible outcomes.
  - 1. If the player has not yet looked at their cards, the dealer will increase the smaller bet to match the larger bet.
  - 2. If the player has already looked at their cards, the dealer will reduce the larger bet to match the smaller bet.
- G. If any of the community and/or dealer cards are exposed during delivery, the hand may result in a dead hand and the cards reshuffled. The supervisor will make the final decision.
- H. If the dealer inadvertently delivers cards to an empty spot, those cards will be moved forward to the appropriate spot, provided no more than two hands have been delivered and no player has touched/seen the cards. If the error is not noticed until more than two hands have been delivered or if any player has touched/seen the cards, all hands shall be void and the cards shall be reshuffled.
- I. A supervisor should be called to handle all irregularities.