

Overview

Ultimate 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 poker hand. The game also features an optional Trips Bet. Players win the Trips bonus if their final five-card hand is three of a kind or better.

Dealing Procedures:

*An Ideal automatic shuffler is currently used for this game. We also maintain an identical back-up shuffler in the event of mechanical problems.

1. To begin the game, players must make equal bets on the Ante, and Blind betting spots. They may also make a Trips bet. (Optional)
2. The shuffle machine first dispenses the five "community cards", which the dealer spreads face down on the layout in the spots provided. The machine then will dispense two cards at a time, which the dealer, working from left to right, will give to each player, and then to himself, face down. Once all the cards are dispensed, and the dealer has cycled the shuffle machine, the players are then allowed to pick up their cards, with one hand.
3. Players now have a choice:
 - a. Check (do nothing) this is signaled by the player tapping the table either with their hand, or with the edge of their cards.
 - b. Make a Play bet of 3x or 4x their Ante bet.
*Once a play bet is made, the betting action for that hand has ended, and bets cannot be changed.
4. The dealer then turns the first 3 community cards face up. (The Flop)
5. Players that have not yet made a Play bet now have another choice:
 - a. Check; or
 - b. Make a Play bet of 2X their Ante
6. The dealer then places the final two community cards face up on the layout. (The Turn and the River)
7. Players that have not yet made a Play bet have a choice:
 - a. Fold; or
 - b. Make a Play bet of 1X their Ante.

Note: At any point that a player chooses to make a play bet, their cards are to be tucked under the blind bet, signifying to the dealer that the betting action on his hand has ended.

8. The dealer then reveals his two hole cards and announces his five-card hand. (The dealer needs a pair or better to qualify. Ultimate 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 dealer qualifies

1. Working right to left, the dealer combines each player's hole card with the community cards to make the best five-card hand.
2. If the player's hand beats the dealer, the Play and Ante bets win even money.
3. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
4. When the hands tie, the Play, Ante and Blind bets push.
5. The Blind bet wins when the player wins with a straight or better. {See layout for odds.}
6. If the player wins with less than a straight the Blind pushes.
7. The Trips bet wins if the player has three of a kind or better. {See layout for odds.}

When the dealer doesn't qualify:

1. 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.
2. Then, again working right to left, resolves the action normally. {See above.}

* When our dealers have become more proficient at this game, this procedure will be changed to "pushing" each ante bet as the dealer comes to it in the pay/take sequence. This will serve to increase the speed of the game to some extent.

Note: If the player has three of a kind or better and has made his trips bet, he always wins this bet...even if he folds. In this event, his cards are tucked under the trips bet, signifying to the dealer that although the hand is folded, the player still has trips. {When the dealer reaches his hand to settle, he will take the bets from the other spots, lock these bets in the rack, and then reveal the player's cards and settle the trips bet.}

Policies and House Rules

1. Maximum bet is set at \$25.
2. Minimum bet will be either \$3 or \$5, depending on the factors such as time of day, day of the week, number of games available, etc. Floor persons will notify surveillance when changing minimums.
3. When changing from a \$3 to \$5 minimum, player actively participating at \$3 may be grandfathered into the \$5 game. In this event, when such a player leaves the game with his chips, {if any}, they will be required to play the set minimum if or when they return to the game again. (An exception can be made if a player informs the floor person that they intend to return to the game after acquiring more funds to continue. The floor person will need to use their own best judgment to determine how long they can hold a seat for a customer.)
4. Management will reserve the right to post a maximum pay-out amount. If and/or when a maximum payout amount is established, the amount will be posted on a table card on the game.
5. All bets will be paid with the appropriate hand, depending what side of the layout is being paid, as described in the Blackjack policies.

- 6 Each wager will be paid separately, with multi-denomination payouts proven on the layout prior to payment.
7. Any payout over \$300 will require an approval from the Floor Supervisor prior to being paid.
- 8 The Dealer will assure that the cards are in plain view at all times.
- 9 Patrons may not stand while playing Ultimate Texas Hold-Em

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