



# ULTIMATE TEXAS HOLD'EM

## OBJECT

This game allows Player/Dealer to play Texas Hold'em Poker heads-up against the Player/Dealer's/Dealer.

## PLAYING THE GAME

To play, Player/Dealer must make equal Ante and Blind bets. They can also make an optional Trips bet.

Player/Dealer and the Player/Dealer's/Dealer will receive two cards each facing down (hole cards) from a standard 52 card deck. Starting from the first clockwise wagered seat from the Player/Dealer's/Dealer position; deliver two cards to all wagered seats; the Player/Dealer should receive the last 2 cards..After looking at their cards, Player/Dealer can check (not bet) or make a Play bet of 3X – 4X their Ante.

1. Begin from the first active round; Player/Dealer's/Dealer have the option to:
  - a. Check (do nothing and continue to play).
  - b. Make a play wager. It must be three (3) or four (4) times the amount of the Ante wager.
2. After the turn (3 board cards are revealed); Player/Dealer(s) will have the option to:
  - a. Check (do nothing and continue to play).
  - b. Make a play wager; it must be two (2) times the amount of the Ante wager.
3. The dealer then reveals the final two community cards.  
If the Player/Dealer previously checked twice, then he or she must either make a Play bet equal to the Ante or fold, (losing both the Ante and Blind bets). If the Player/Dealer already made a raise, he or she may not bet further.

If the Player/Dealer's/Dealer's hand wins, then the Player/Dealer's Play, Ante and Blind wagers lose. In the event of a tie, those bets will push.

The Blind pays when the Player/Dealer's hand is at least a straight. If the Player/Dealer beats the Player/Dealer's/Dealer with less than a straight, then the Blind is a push.

The Player/Dealer's/Dealer needs a pair to qualify. When the Player/Dealer's/Dealer doesn't qualify, the Player/Dealer's Ante is returned. All other bets have action.

The Trips bet will pay according to the poker value of the Player/Dealer's hand regardless of the value of the Player/Dealer's/Dealer's hand.

