

## Ultimate Texas Hold'em

### Rules

1. The game is played with a single ordinary 52-card deck.
2. The player must make an equal bet on both the Ante and Blind, and can also make an optional Trips bet.
3. Two cards are dealt face down to the player and dealer. The player may look at his own cards.
4. The player can check or make a Play bet equal to three or four times the Ante.
5. The dealer turns over three community cards.
6. If the player previously checked, then he may make a Play bet equal to two times his Ante. If the player already made a Play bet, then he may not bet further.
7. Two final community cards are turned over.
8. If the player previously checked twice, then he must either make a Play bet equal to exactly his Ante, or fold, losing both his Ante and Blind bets. If the player already raised he may not bet further.
9. The player and dealer will both make the best possible hand using any combination of their own two cards and the five community cards.
10. The dealer will need at least a pair to open.
11. The following table shows how the Blind, Ante, and Play bets are scored, according to who wins, and whether the dealer opens.

Scoring Rules				
Winner	Dealer Opens	Blind	Ante	Play
Player	Yes	Win	Win	Win
Player	No	Win	Push	Win
Dealer	Yes	Lose	Lose	Lose
Dealer	No	Lose	Push	Lose
Tie	Yes or No	Push	Push	Push

Play Bet	
Before the Flop	3x or 4x
After the Flop	2x
On River	1x

Blind (must beat dealer)	
Royal Flush	500 to 1
Straight Flush	50 to 1
Quads	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1
Other hands	Push

Bad Beat Bonus Pays	
Straight Flush	10,000 to 1
Quads	500 to 1
Full House	40 to 1
Flush	25 to 1
Straight	20 to 1
Trips	9 to 1

Trips Bet Pays	
Royal Flush	50 to 1
Straight Flush	40 to 1
Quads	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Trips	3 to 1

The material included in this PDF document constitutes a 'fair use' of any copyrighted material as provided for in Section 107 of the U.S. Copyright law which allows for education, teaching (including multiple copies for classroom use), scholarship, or research and is not deemed an infringement of copyright in the eyes of the law.

**§ 107 . Limitations on exclusive rights: Fair use<sup>40</sup>**

Notwithstanding the provisions of sections 106 and 106A, the fair use of a copyrighted work, including such use by reproduction in copies or phonorecords or by any other means specified by that section, for purposes such as criticism, comment, news reporting, teaching (including multiple copies for classroom use), scholarship, or research, is not an infringement of copyright. In determining whether the use made of a work in any particular case is a fair use the factors to be considered shall include—

- (1) the purpose and character of the use, including whether such use is of a commercial nature or is for nonprofit educational purposes;
- (2) the nature of the copyrighted work;
- (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole; and
- (4) the effect of the use upon the potential market for or value of the copyrighted work.

The fact that a work is unpublished shall not itself bar a finding of fair use if such finding is made upon consideration of all the above factors.