



*Ultimate Texas Hold'em is owned, patented and/or copyrighted by [REDACTED]. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of [REDACTED] but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Type of Game

The game of Ultimate Texas Hold'em utilizes a player-dealer position and is a [REDACTED] game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for each player to form a five-card hand that ranks higher than the player-dealer's hand.

Players and the player-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 bet three times or four times their Ante. If they bet on the flop, they may bet two times their Ante. If they wait until the river, when all community cards are out, they may only bet the same amount as their Ante.

This game also features an optional bonus wagers, the Trips Bonus and Bad Beat Bonus. Players win the Trips Bonus wager if their final five-card hand is three of a kind or higher and the Bad Beat Bonus wager if either the player or player-dealer is beaten by three of a kind or better.

Description of the Deck and Number of Decks Used

1. **Physical Characteristics:** Cards shall be in standard decks of fifty-two cards.
2. **Number of Decks:** Cards shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.



Card Values and Hand Rankings

The rank of the cards used in Ultimate Texas Hold'em, for the purpose of determining a winning hand shall be, in order from the lowest to highest rank; 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king and ace. All suits shall be considered equal in rank.

The ranking of Hands for Ultimate Texas Hold'em in order from the highest to the lowest rank, shall be:

Hand Dealt	Hand Requirements
Royal Flush	A hand that consists of an ace, king, queen, jack and 10 of the same suit.
Straight Flush	A hand that consists of five cards of the same suit in consecutive ranking. A king, queen, jack, 10 and 9 is the highest ranked straight flush and a 5, 4, 3, 2 and ace is the lowest ranked straight flush.
Four of a Kind	A hand that consists of four cards of the same rank. Four aces is the highest ranked four of a kind and four 2's is the lowest ranked four of a kind.
Full House	A hand that consists of a three of a kind and a pair. Three aces and two kings is the highest ranked full house and three 2's and two 3's is the lowest ranked full house.
Flush	A hand that consists of five cards of the same suit, but that are not in consecutive ranking. An ace, king, queen, jack and 9 is the highest ranked flush and a 7, 5, 4, 3 and 2 is the lowest ranked flush.
Straight	A hand that consists of five cards that are in consecutive ranking, but that are not the same suit. An ace, king, queen, jack and 10 is the highest ranked straight and a 5, 4, 3, 2 and ace is the lowest ranked straight.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Two Pairs	A hand that consists of two pairs. Two aces and two kings is the highest ranked two pairs and two 3's and two 2's is the lowest ranked two pairs.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of five cards that do not make any of the hands listed above. An ace, king, queen, jack and 9 is the highest ranked high card hand and 7, 5, 4, 3 and 2 the lowest ranked high card hand.

Description of Table Used and Total Number of Seated Positions

Ultimate Texas Hold'em shall be played on a table having six places on one side for the players and the player-dealer and a place for the house dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

The cloth layout covering the table shall bear an inscription to the effect that the "Player-Dealer Only Plays With a Pair or Higher."



The wagering areas shall be designated as follows:

1. For Ante wagers on the word "Ante";
2. For Blind wagers on the word "Blind";
3. For Bad Beat bonus wagers on the words "Bad Beat"
4. For Trips bonus wagers on the word "Trips"; and
5. For Play wagers on the word "Play."



Dealing Procedures and Round of Play

1. All wagers at Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. Backline wagering may be permitted on the base game wagers, Ante, Blind, and Play wagers and/or the Trips bonus wager. **(SEE OPTIONS SHEET)**
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips" bonus wager; or
 - c. An equal wager in the "Ante" and "Blind" circles and a "Trips" bonus wager and a "Bad Beat" bonus wager.
4. Immediately before the start of each round of play and after all Ante wagers, Blind wagers, Trips and any Bad Beat bonus wagers have been made, the casino dealer shall:
 - a. Call "No more bets," no bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets;" and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
5. All cards shall be dealt face down.
6. When a card shoe is used the cards shall be dealt as follows:
 - a. One card to each wagering area containing an Ante wager and Blind wager and then one card to the player-dealer; followed by
 - b. A further card to each such wagering area and the player-dealer, so that each player and the player-dealer have two cards each; followed by
 - c. Five community cards in the center of the table.
7. When an automatic shuffler is used the cards shall be dealt as follows:
 - a. Two cards at a time to each wagering area containing an Ante wager and Blind wager; followed by
 - b. Two cards to the player-dealer; followed by



- c. Five community cards in the center of the table.
8. After the cards have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.
9. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a Play wager three or four times the value of their Ante wager. Once players bet, they cannot bet again and they cannot change their bet.
10. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.
11. Players who have not already made a Play wager may decide to either check again or to make a Play wager two times the value of their Ante wager.
12. The casino dealer shall proceed to turn over the remaining two community cards (the turn and the river).
13. When all five community cards are revealed, players who have not yet made a Play wager can either fold or make a Play wager equal to the value of their Ante wager.
14. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:
 - a. Collect the Ante wager, Blind wager, any Trips bonus wager (if the hand is not a three of a kind or better) on behalf of the player-dealer;
 - b. Take the player's cards and individually spread out the cards, face down, and count them; and
 - c. Place the cards in the discard rack.
15. For all remaining players, the casino dealer will turn over the player-dealer's two cards. Each player and the player-dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.
16. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. All wagers shall be settled from seat to seat in the following order: Ante Bet wager, Play Bet wager, Blind Bet wagers and then the Trip Bonus Bet wager. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.
17. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.



How Winners are Determined and Paid

Once the hands have been completed, according to the guidelines above, the player's wagers are settled. The following shall apply when determining whether the player wins, loses or pushes.

The player-dealer does not qualify when the player-dealer does not have a pair or higher the casino dealer reconciles the hands of those players who remain in the game in the following way (NOTE: Ultimate Texas Hold'em handles qualifying differently than other games when the dealer does not qualify, it is not an automatic win for the player):

1. Starting with the player on the player-dealer's left, the casino dealer shall:
 - a. Expose each player's cards, signal a push for the Ante and return the Ante wager to each player that did not fold;
 - b. Resolve the Play, Blind, and Trips bonus bets normally (see below "When player-dealer qualifies");
 - c. Collect the Bad Beat bonus bet; and
 - d. Collect, count and place the player's cards in the discard holder.

The player-dealer qualifies when the player-dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game in the following way:

1. Starting with the player to the left of the player-dealer, the casino dealer will:
 - a. Bring the player's cards into the "work area" between the player-dealer's hand and the Trips bonus wager area and reveal the player's cards;
 - b. Determine the player's best five-card poker hand utilizing any of the seven cards available (player's two hole cards and five community cards);
 - c. Compare the player's hand with that of the player-dealer; and announce the value of the player's hand and whether it wins or loses.
2. A player's hand shall:
 - a. Win if it has a higher poker value than that of the player-dealer's hand;
 - b. Lose if it has a lower poker value than that of the player-dealer's hand;
 - c. Constitute a push if it has a poker value equal to that of the player-dealer's hand.
 - d. If a player wins with less than a straight, the Blind bet pushes.
3. If a player's hand loses, the house dealer shall:
 - a. Collect on behalf of the player-dealer, in order, the Play, Ante and Blind wagers;
 - b. Determine whether the Trips bonus wager qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer;
 - c. Determine whether the Bad Beat bonus wager qualifies and pay accordingly on behalf of the player-dealer or collect the wager on behalf of the player-dealer; and
 - d. Collect, count and place the player's cards in the discard holder.



4. If a player's hand wins, the house dealer shall on behalf of the player-dealer:
 - a. Pay the Ante wager and Play wager on the hand on behalf of the player-dealer;
 - b. Pay the Blind wager if the hand is a straight or better on behalf of the player-dealer;
 - c. Determine whether the Trips Bonus wager qualifies and pay accordingly on behalf of the player-dealer;
 - d. Determine whether the Bad Beat Bonus wager qualifies and pay accordingly on behalf of the player-dealer; and
 - e. Collect, count and place the player's cards in the discard holder.
5. If a player's hand constitutes a push, the casino dealer shall:
 - a. Pay any Trips bonus wager if the hand is a three-of-a-kind or better;
 - b. Collect, count and place the player's cards in the discard holder.
6. Winning Ante wagers and Play wagers shall be paid 1 to 1.
7. Winning Blind wager and Trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom (see table below).
8. Where a player has made a Trips bonus wager at the beginning of the round and has received a three of a kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
9. If the player receives a three of a kind or higher, the Trips bonus payouts are made regardless of whether the hand wins, loses, or pushes. (NOTE: If the player has a three of a kind or better, the Trips wager always wins – even if the player folds.)
10. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as the player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
11. The player-dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player-dealer for more than two consecutive hands. The player-dealer button rotates clockwise around the table.
12. Below is the Ultimate Texas Hold'em base game (Blind wager) and optional Trips bonus wager pay table:



****Cardrooms must select a Ultimate Texas Hold'em Paytable
(SEE OPTIONS SHEET)**

	UTH-01		UTH-02		UTH-03		UTH-04	
Hand	Trips 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	

Trips Bonus Wager

- The Trips bonus wager is an optional bet for the game of Ultimate Texas Hold'em.
- The object of the Trips bonus bet is to attain a hand with a three of a kind or better, using the player's two cards and the five community cards.
- The Trips bonus wager must be placed prior to the initial deal.
- See the collection rate schedule for restrictions on the amount that may be wagered and any collection fees taken on the Trips bonus wager.
- If the player's hand qualifies for a payout, the player is paid by the player-dealer, according to the table selected by the cardroom, as noted above.
- If the player's hand does not qualify for a Trips bonus payout, the player-dealer collects the Trips bonus wager.
- The Trips bonus wager may win or lose regardless of the outcome of the base game wager.
- Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.

Bad Beat Bonus

- This is an optional Bad Beat wager for the game of Ultimate Texas Hold'em.
- Players win if the player and the player-dealer are involved in a bad beat. There are two ways to win:
 - a. The player has three of a kind or better and loses to the player-dealer.
 - b. The player beats the player-dealer's hand of three of a kind or better, using the player's two cards and the five community cards.
- Payouts below:



**** Cardrooms must select a Bad Beat Paytable
(SEE OPTIONS SHEET)**

Option 1

Hand Beaten	Pays
Straight Flush	10,000 to 1
Four of a Kind	500 to 1
Full House	40 to 1
Flush	25 to 1
Straight	20 to 1
Three of a Kind	9 to 1

Option 2

Hand Beaten	Pays
Straight Flush	7,500 to 1
Four of a Kind	500 to 1
Full House	50 to 1
Flush	30 to 1
Straight	20 to 1
Three of a Kind	9 to 1

- To participate in the bad beat, players must make bets on the Ante and the Blind. Players place their Bad Beat wagers in the marked circle.
- If the player's hand qualifies for payouts, the player-dealer pays him according to the posted payable. If the player's hand does not qualify, the player-dealer takes his wager and moves on to the next player.
- If the player-dealer and the player have a five card tie; then the Bad Beat Bonus wager loses because neither the dealer nor the player suffered a bad beat.

Wagering Limits and Collection

Cardrooms must provide a Collection Table and explanation of all fees with their application. Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates, but no more than five collection rates may be established per table.

- The table limit is the minimum and maximum that may be wagered for the table.
- Specify the criteria in which the fee is determined, whether it is based solely on the wager, by the total table action, etc.;
- The amount of the collection for the player and/or the player-dealer and what the fee is based on, per wager, per total table action, etc.;
- A description of when the collection fees will be collected and dropped by the house dealer during a round of play.

Example Table

Table Limit	Player Wager	Player Fee	Player-Dealer Fee Per Betting Square	OR	Player-Dealer Fee On Total Table Action

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 use⁴⁰

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.