

PARTICIPATION GUIDE

COMMERCIAL NAME: ULTIMATE TEXAS HOLD'EM WITH PROGRESSIVE FEATURE

CONDUCT RULES AND TERMS OF PARTICIPATION

Ultimate Texas Hold'em is a popular game and it is a Texas Hold'em variation. A 52-card deck is used and the game is played at a table for up to six (6) players. The hand opens with the placement of two equal mandatory stakes on "Ante" and "Blind" wagers and the placement of stakes on the optional wagers ("Trips" and "Ultimate Progressive"), by all players. Unseated players are not allowed to participate in the game, while the seated players are not allowed to place stakes on more than one hand simultaneously.

The croupier deals two cards face to each player and two cards for himself from left to right. Then, the croupier deals five community cards face down and placed them in the predefined space on the layout. All cards are dealt one at a time and "face down" (hole). Should a shuffler be used, then no cut of the decks takes place and the croupier places the deck in the shuffler. The shuffler will deal first the five community cards and then the two cards per player and the croupier.

During the first betting round, each player may place an additional stake on wager "Play" equal to three or four times of the initial "Ante" bet or may "check". The players who place stake on "Play" wager cannot place any other stakes during the following betting rounds. **The players who place stake on "Play" wager should place their cards under the "Blind" bet.**

Then, the croupier flips the first three community cards (flop). During the second betting round, the players who had not placed any "Play" stakes during the previous round may select to "Check" or to place a "Play" stake equal to two times the initial "Ante" bet. The players who have placed stakes on "Play" wager during the first two betting rounds are precluded from betting in the final betting round.

Then, the croupier flips the other two community cards, which are called the turn and the river. During the third betting round, the players who had not placed any stakes on "Play" in the previous two rounds should either place a stake on "Play" wager equal to their initial "Ante" stake or they can fold losing their "Ante" and "Blind" stakes.

After that, the croupier shows down his cards and announces the best combination of five cards using his cards and the community cards. Then, he shows down the cards of the active players from right to left and announces the best five card combination of each player.

If the croupier does not qualify (no pair or better), the "Ante" wagers of the players who have not folded push before the revealing of their cards, while their other wagers ("Blind" and "Play") are treated as follows:

- (1) If the player has a higher value hand than the croupier, the "Play" is paid even money and the "Blind" as per the payable below.
- (2) **If the player has a lower value hand than the croupier, the player loses the "Blind" and "Play" wagers.**
- (3) If there is a tie, all bets ("Ante", "Blind" and "Play") are pushed.

If the croupier qualifies with “one pair” or better, then:

- (1) If the player has a higher value hand than the croupier, the “Ante” and “Play” are paid even money.
- (2) If the player has a lower value hand than the croupier, the player loses the “Ante”, “Blind” and “Play” wagers.
- (3) If there is a tie, all bets (“Ante”, “Blind” and “Play”) are pushed.
- (4) If the player has a higher value hand than the croupier, the “blind wager” pushes if the player hand is lower value than “Straight” and is paid as per the following pay table for any other combination.

The blind wagers are paid as follow:

“Hand” Combination	“Blind” Payouts Betting Odds
Royal Flush	500 to 1
Straight Flush)	50 to 1
Four of a Kind	10 to 1
Full House	3 to 1
Flush	3 to 2
Straight	1 to 1

Additionally, the players have the option to participate in an optional wager called “Trips” by placing a stake, whose value is predefined by the casino, in the predefined position on the layout during the placement of the initial stakes (“Ante”, “Blind”). The players may win this wager, even if the players have decided to fold after the last betting round as per the following payable.

“Hand” Combination	“Trip” Payout Betting odds
Royal Flush	50 to 1
Straight Flush	40 to 1
Four of a Kind	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Three of a Kind	3 to 1

Moreover, the players may select to participate in the optional wager “Ultimate Jackpot”. This jackpot is a gradually increasing amount, with a predefined increment rate, which is monitored electronically and its amount is constantly presented in a visible spot for the players’ information. The casino may withhold from 15% to 20% of this stake.

Before each hand, the players, wishing to participate in the “Ultimate Progressive”, place a separate stake in the predetermined space of “Ultimate Progressive” on the table layout. This stake is withheld by the casino regardless of the hand outcome.

Should a player win the “Ultimate Progressive”, then the casino pays predefined odds (“Envy” payment) to all other players who are eligible for the “Ultimate Progressive” wager **in the same table**.

The following table represents the bet payouts for the “Ultimate Progressive” which are paid regardless the player hand was better to the Dealer or the player has folded.

«Ultimate Progressive» Payout		
“Hand” Combination	Betting Odds	Envy Bonus
Royal Flush	100%	€100
Community Royal Flush	1,000 to 1	
Straight Flush	300 to 1	
Four of a Kind	100 to 1	
Full House	10 to 1	

Five-card hand

You can combine the five cards you need for your hand in the following ways: the two hidden pocket cards plus three of the five cards on the table, or one of the pocket cards, plus four of the community cards on the table, or even just the five cards on the table and none of your own. The remaining cards are of no concern; only the best five cards count toward your hand.

During a hand, players are not allowed to communicate or collaborate with each other in any manner with the intent of influencing the outcome of the game, or from acting in a manner that compromises the integrity of the game. The players cannot exchange cards, show their cards to each other or disclose any information about them. Such violations will result, at the discretion of the casino, in the voiding of a player's (or players') hand, in returning stakes already placed and in removal from the game or the casino. The players must keep their cards on the table throughout the game. The players can play with one “hand” at a time.

Wrong revelation of cards

1. If the croupier reveals his cards in a wrong time after the first action of a player, then the croupier collects his cards, shuffles them with the remaining cards and deals two cards face down for himself.
2. If the croupier reveals wrong community cards for the flop or turn and river, then the croupier collects the wrong revealed cards, shuffles them with the remaining deck and deals cards face down in the missing positions.

Misdeal

A. Manual cards dealing

1. If it is realized that the cards were not shuffled or cut before dealing.
2. If one or more cards are dealt face up.
3. If, at the end of the initial dealing, it is realized that a player has received wrong number of cards and this error cannot be fixed.
4. If during the initial dealing, the croupier deals one more cards to all players or he did not deal any cards to a player and the hands cannot be reconstructed.
5. If an incorrect number of cards is dealt to the Dealer, all hands are cancelled
6. If the croupier reveals his cards before any player action.
7. If a card fell off the table during the initial dealing.

B. Cards dealing with a Shuffler

1. If an incorrect number of cards is dealt to the Dealer or at least one player, all hands are cancelled.
2. If there is a shuffler malfunction during the game, all hands are cancelled.
3. If two or more cards are dealt face up.

Betting options and terminology

Ante

A predefined and proportionally small amount which, as per casino decision, should be placed as a wager by each player wishes to receive cards, before the cards are dealt.

Blind

The "blind" wager the players should place before the cards are dealt.

Check

When a player has not decided whether to place a bet, he can say "check", giving his turn to the next player so the game can continue. In this way, the player stays in the game.

Play

The player action to select to place a wager in the predefined space on the layout to continue the game.

Fold

When a player opts to give up the hand, he folds the cards.

Community cards

In board games, these are the cards placed face-up in the center of the table and can be used by all players to form their possible highest value combination.

Trips bonus or Trips

An optional wager which the players opt to place before the hand starts and which they can claim even if they have fold.

Poker hands

Royal Flush

The best hand. It consists of the 10-J-Q-K and A in the same suit.

Straight Flush

Five sequential cards of the same suit.

Four-of-a-kind

Four cards of the same rank, with any fifth. The higher the rank of the same cards, the stronger the hand, e.g. four 6s beat four 3s.

Full House

A combination of three of a kind and a pair. It is a queens full when there are three queens, a 9s full when there are three nines, and so on. Between two full houses, the one with the highest-ranking three cards wins.

Flush

Any five cards of the same suit. Between two flushes, the one with the highest-ranking card (the highest is the ace) wins. If the highest card is the same, the second-highest cards are compared, and so on.

Straight

Five cards of sequential rank which are not of the same suit. Between straights, the one with the highest rank wins (highest would be 10-J-Q-K-A and lowest would be A-2-3-4-5).

Three of a kind

Three cards of the same rank with any other two cards.

Pair

Two cards of equal ranking and three other cards which are different from each other. Where two hands have the same pair, the strongest is the one with the highest card in the remaining three.

High Card

Five unrelated cards - the winner is whoever has the highest-ranking card (with A, K, Q being the highest and 4, 3, 2 the lowest). If the highest cards are the same, the winner is determined by the second highest card and so on.

RESPONSIBLE GAMING PRINCIPLES

Responsible Gaming: Regulating Authority: HGC

Help Line  : 2109215776.
KEOEA THERAPY CENTER FOR DEPENDENT INDIVIDUALS

To be admitted you must be at least 21 years of age.