

PLAYERS GUIDE
PROGRESSIVE ULTIMATE TEXAS HOLD' EM
RULES AND TERMS OF PARTICIPATION

Ultimate Texas Hold'em is a game based on the poker variant known as Texas Hold'em. Before the cards are dealt, players must place two equal in value bets ("Ante" and "Blind") and optional bets ("Trips" and "Ultimate Progressive").

The dealer deals two cards face down, one card at a time, to each player and to him/herself, from left to right. Then, the dealer deals five community cards face down, one by one. If a shuffler is used, the deck is not cut and is inserted by the dealer in the shuffler. The shuffler deals first the five community cards and then two cards for each player and two for the dealer.

Now, the players can choose to increase the bet (Play) three or four times the amount of the Ante or not place a bet and check. The dealer will then, turn over the first three community cards (flop) in the middle of the table.

Now, players can bet twice their Ante on the "Play" area or check.

The dealer will then turn over the last two community cards (turn-river) in the middle of the table.

All other players must make a bet equal to their Ante or Fold losing both the Ante and the Blind bet.

Then, the dealer opens his/her cards and announces the best possible 5-card hand using his/her cards and the community cards. Then s/he reveals the face down cards of active players, from right to left and announces the best 5-card combination of each player.

The player or the dealer may use 3, 4 or all 5 of the community cards of the table to form their hand.

If the dealer's hand is of higher value than the player's, the player loses all bets.

(Ante), (Blind), (Play)

If the dealer's hand does not include at least a Pair then the Ante is a tie and is pushed.

If the dealer's hand qualifies, at least a pair, then the Ante participates in the card comparison.

If the dealer's hand ties the player all bets are a tie and are pushed – they do not lose (except from the trips wager, which the dealer checks for any winning combination).

If the player's hand is of higher value than the dealer's, the player is paid as follows:

Ante

- If the dealer has at last a Pair, the player is paid even money.
- If the dealer's hand does not have a pair the bet is a tie and is pushed

Play

- The player is paid even money.

Blind

If player win with Three of a Kind or a lower value hand, the bet is a tie and is pushed.

If player win with a Straight or a better hand (Straight), they are paid based on the following payout table.

“Blind” payout table

Blind Pay table	
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 Trips Bonus bet is an optional side bet players may place. Players are paid based on their hand combination, irrespective of the dealer's hand and whether and when they increase the bet (Play) or if they fold, and are paid based on the following payout table.

Trips payout table

Trips Pay table	
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

Additionally players may choose to place the optional «Ultimate Jackpot» bet. This extra payment is a progressive amount increasing in a predetermined manner monitored electronically, and the amount is always displayed in a prominent place for the players' information.

Before each hand, players wishing to participate in the "Ultimate Progressive" place an extra, and predetermined bet in the designated "Ultimate Progressive" area on the layout. This bet is retained irrespective of the outcome.

If a player wins the "Ultimate Progressive", then the casino pays a predetermined bet ("Envy") to all players participating in the "Ultimate Progressive" at the table concerned.

The following table shows the "Ultimate Progressive" bet payout, which are paid irrespective of whether the player beat the dealer or folded.

"Progressive" payout table

Bonus Pay table		
Hand	Progressive	Envy
Royal Flush	100%	100 €
Community Royal Flush	1000 to 1	
Straight Flush & Community	300 to 1	
Four of a Kind & Community	100 to 1	
Full House & Community	10 to 1	

The optional bet Trips cannot be less than the minimum table stake and greater than the mandatory bet ("Ante" - "Blind").

Standing players may not participate in the game. Seated players may not place bets on more than one of the predetermined betting areas on the table.

During the hand players may not communicate or cooperate with each other or third parties, in any manner, in order to affect the outcome of the hand, or in general behave against the rules, damaging the integrity of the conduct of the game. Players may not exchange cards, show their cards to each other or disclose information regarding their cards. When this rule is violated, the player's hand is considered null and void, his/her bets are removed and it is at the casino's discretion whether to remove the players from the game or even from the casino. Players must keep their cards on the table throughout the game.

“Misdeal”

The hand is rendered null and void in the following cases.

Manual dealing

- If the cards were not shuffled or cut prior to being dealt.
- If one or more boxed cards appear.
- If a player has received the wrong number of cards and this mistake cannot be corrected.
- If the dealer has not dealt a card to a player who is supposed to get one, or has dealt an extra card to all players and the hands cannot be reconstructed.

Incorrect number of cards dealt by the dealer to him/herself.

- If the dealer exposes his/her cards prior to any player action.

Cards dealt with a Shuffling Machine

- If an incorrect number of cards is dealt to at least one player or the dealer, all player hands are cancelled.
- In case of a shuffler malfunction, all player hands are cancelled.
- If two or more boxed cards appear.
- If one or both of the dealer's cards are exposed during the dealing then the "hand" is void. If the first 3 community cards are opened (flop) and by mistake the dealer exposes one or both of his cards then the x2 bet is canceled (after flop) and the dealer continues with the opening of the last two community cards (turn-river) giving the player the option of an equal bet x1 of their original bet or fold. If there are bets (pre-flop bet) before the opening of the first 3 community cards (flop) and the dealer by mistake exposes one or both of his cards, after the opening of the first 3 community cards, the bets remain as they are and the dealer continues with the above procedure to complete the "hand".

Terminology

- **Ante:** The bet which must be wagered, by all players wishing to be dealt cards, before they are dealt i.e. before the game starts.
- **Blind:** The (blind) bet which players must place before the cards are dealt for the game to start.

- **Check:** When players decide not to place a bet, they say check and give their turn to the next player for the game to continue. Thus they remain active players in the game.
- **Play:** When players choose to place a bet in the designated area of the layout and continue playing.
- **Fold:** When players choose to give up on a hand they Fold.
- **Community cards:** In Board games, they are the cards placed face up in the center of the table and can be used by all players to form the best possible combination for the hand.
- **Trips bonus or Trips:** The (optional) bet, which players can place before the hand starts, which can also be claimed even if players have folded.

Hand-rankings – All suits have the same ranking

- **Royal Flush:** The best-ranking hand. It consists of the cards 10-J-Q-K and A in the same suit.
- **Straight Flush:** Five consecutive cards of the same suit.
- **Four-of-a-kind:** Four cards of the same rank plus any other card. The highest the rank value the better the hand e.g. four Sixes wins four Threes.
- **Full House:** Combination of three cards of the same rank together with two cards of the same rank. It is called a Queens full if the three cards are Queens, a Nines full if they are Nines etc. The one with the highest ranking three-cards wins between two Full Houses.
- **Flush:** Any five cards of the same suit. The one with the highest ranking card wins between two flushes (Ace is the highest one). If the highest cards are the same, then second highest cards are compared etc.
- **Straight:** Five consecutive cards which are not all of the same suit. Between two Straights the highest ranking one wins (the highest being 10-J-Q-K-A and the lowest A-2-3-4-5).
- **Three of a kind:** three same ranking cards and two non-paired cards.
- **Pair:** Two cards of the same rank and three non-paired cards. Between hands with the same pair, the hand with the highest ranking card in the remaining three wins.

- **High Card:** Five cards with no relation to each other – the winner is the one with the highest ranking card (the highest being A, K, Q and the lowest 4, 3, 2). If the highest card is the same, the winner is determined by the second highest card etc.