



# TRAINING MANUAL

## **OVERVIEW**

Ultimate Texas Hold'em features head-to-head play against the dealer and an optional bonus bet.

Players and the 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 risk 3x or 4x their Ante. If they bet on the flop, they may bet 2x their ante. And if they wait until the river—when all community cards are out—they may only bet 1x their Ante.

This game also features an optional bet, the Trips Bonus. Players win the Trips Bonus if their final five-card hand is three of a kind or higher. Odds printed on layout.

**Recommends using a Deck Mate® or an iDeal® shuffler.**

## **Deck Mate® Shuffler**

### **RECOMMENDED DEALING PROCEDURES**

1. When using the Deck Mate®, the entire deck is delivered by the Shuffler, and the following dealing procedures will be completed with a hand held Deck.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make a Trips bet.
3. Working from left to right, the dealer gives each player and himself two starting cards, face-down.
4. Players now have a choice:
  - a. Check (do nothing); or
  - b. Make a Play bet of 3x or 4x their Ante.
    - i. Once players bet, they cannot bet again and they cannot change their bet.
5. The dealer then places the first three community cards (the flop) face-up on the layout.
6. Players that have not yet made a Play bet have a choice:
  - a. Check; or
  - b. Make a Play bet of 2x their Ante.
7. The dealer then places the final two community cards (the turn and river) face-up on the layout.
8. Players that have not yet made a Play bet have a choice:
  - a. Fold; or
  - b. Make a Play bet of 1x their Ante.

9. The dealer then reveals his two hole cards and announces his five-card hand.
10. The dealer needs a pair to qualify.
  - a. Caution: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer doesn't qualify, it's not an automatic win for the player.

When the dealer qualifies:

11. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.
  - a. If the player's hand beats the dealer's, the Play and Ante bets win even money.
  - b. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
  - c. When the hands tie, the Play, Ante and Blind bets push.
  - d. The Blind bet wins when the player wins with a straight or higher. See layout for odds.
  - e. If the player wins with less than a straight the Blind pushes.
  - f. The Trips bet wins if the player has three of a kind or better. See layout for odds.

When the dealer doesn't qualify:

12. The dealer, working from right to left, refunds each player's Ante bet. He does this before looking at any of the player's hands.
13. Then, again working right to left, resolves the action normally (see above).

Note: If the player has three of a kind or better, he always wins the trips bet—even if he folds.

## **iDeal® Shuffler (5-2)**

### **RECOMMENDED DEALING PROCEDURES**

1. Set the iDeal® shuffler to the “UTH” mode. Contact your [REDACTED] service technician for assistance.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make a Trips bet.
3. The iDeal will first dispense the five community cards. Spread these out—face down—in the middle of the table.
4. Working from left to right, the dealer gives each player and himself a set of two starting cards.
5. After the dealer gives himself two cards, he presses the green button on the shuffler to dispense the remaining cards.
6. Players now have a choice:
  - a. Check (do nothing); or
  - b. Make a Play bet of 3x or 4x their Ante.
    - i. Once players bet, they cannot bet again and they cannot change their bet.
7. The dealer then reveals the first three community cards.
8. Players that have not yet made a Play bet have a choice:
  - c. Check; or
  - d. Make a Play bet of 2x their Ante.
9. The dealer then reveals the final two community cards (the turn and river).
10. Players that have not yet made a Play bet have a choice:
  - e. Fold; or
  - f. Make a Play bet of 1x their Ante.
11. The dealer then reveals his two hole cards and announces his five-card hand.
12. The dealer needs a pair to qualify.
  - g. Caution: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer doesn't qualify, it's not an automatic win for the player.

#### When the dealer qualifies:

13. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.

- h. If the player's hand beats the dealers, the Play and Ante bets win even money.
- i. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
- j. When the hands tie, the Play, Ante and Blind bets push.
- k. The Blind bet wins when the player wins with a straight or higher. See layout for odds.
- l. If the player wins with less than a straight the Blind pushes.
- m. The Trips bet wins if the player has three of a kind or better. See layout for odds.

When the dealer doesn't qualify:

- 14. The dealer, working from right to left, refunds each player's Ante bet. He does this before looking at any of the player's hands.
- 15. Then, again working right to left, resolves the action normally (see above).

Note: If the player has three of a kind or better, he always wins the trips bet—even if he folds.

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