

ULTIMATE TEXAS HOLD 'EM

1. Definitions

The following words and terms, when used in the Rules of the Game of Ultimate Texas Hold 'Em, shall have the following meanings unless the context clearly indicates otherwise:

Ante-- or "ante wager" means an initial wager, separate from but equal in amount to the player's blind wager, required to be made prior to any cards being dealt in order to participate in the round of play.

Blind-- or "blind wager" means an initial wager, separate from but equal in amount to the player's ante, required to be made prior to any cards being dealt in order to participate in the round of play.

Burn-- means to remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

Check-- means that the player waives the right to place a play wager but remains in the round of play.

Community card-- means any of the five cards dealt face up in the center of the table, all of which may be used by each player and the dealer together with his or her own two cards to form the best possible five-card poker hand.

Flop-- means the first three community cards dealt face up in the area designated for the placement of the community cards.

Fold-- means the withdrawal of a player from a round of play by discarding his or her two cards and not making a play wager.

Hand-- or "poker hand" means the highest ranking five-card hand that can be formed from the five community cards and the two cards dealt to the dealer or a player.

Play wager-- means a wager made after two cards have been dealt to each player and the dealer, which wager can be made before the flop is dealt, after the flop is dealt but before the final two community cards are dealt, or after the final two community cards are dealt but before the dealer reveals his or her two cards.

Push-- means a tie, as defined in Section 10(h)(3).

Rank-- or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

Round of play-- or "round" means one complete cycle of play during which all players playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected in accordance with the Rules of the Game of Ultimate Texas Hold 'Em.

Stub-- means the remaining portion of the deck after all cards in the round of play have been dealt.

Suit-- means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

Trips wager-- means an optional wager that a player may make prior to any cards being dealt that the player's best five-card hand will be a three-of-a-kind or better, with a winning trips wager being paid in accordance with a posted pay table regardless of the outcome of the player's hand against the dealer's hand.

2. Cards; number of decks

- (a) Except as provided in (b) below, the game of ultimate texas hold 'em shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and two additional solid yellow or green cover cards.
- (b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:
 - (1) Each deck of cards complies with the requirements of 205 CMR 146.48;
 - (2) The backs of the cards in the two decks are of different color;
 - (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - (4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
 - (5) The cards from only one deck shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

- (a) After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) through (d) below or the requirements of 205 CMR 146.50.
- (b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.
- (c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.
- (d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of

cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut of the cards

- (a) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.
- (b) After the cards have been shuffled and stacked, the dealer shall:
 - (1) If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7-9, or
 - (2) If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (c) below.
- (c) If a cut of the cards is required, the dealer shall:
 - (1) Cut the deck, using one hand, by:
 - (i) Placing the cover card on the table in front of the deck of cards;
 - (ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of a cover card;
 - (iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)(1)(ii) above; and
 - (iv) Removing the cover card and placing it in the discard rack; and
 - (2) Deal the cards in accordance with the procedures set forth in Sections 7-9.
- (d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
- (e) Whenever there is no gaming activity at an ultimate texas hold 'em table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures set forth in Section 3(c) and, if applicable, (d) shall be completed.

5. Ultimate texas hold 'em hand rankings

- (a) The rank of the cards used in ultimate texas hold 'em, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a "straight flush" or a "straight" formed with a 2, 3, 4 and 5.

- (b) The permissible poker hands at the game of ultimate texas hold'em, in order of highest to lowest rank, shall be:
- (1) "Royal flush" is a hand consisting of an ace, king, queen, jack and ten of the same suit;
 - (2) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with ace, king, queen, jack and ten being the highest ranking five-card straight flush and ace, two, three, four and five being the lowest ranking five-card straight flush;
 - (3) "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - (4) "Full house" is a hand consisting of a "three-of-a-kind" and a "pair" with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
 - (5) "Flush" is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and nine being the highest ranking flush and two, three, four, five and seven being the lowest ranking flush;
 - (6) "Straight" is a hand consisting of five unsuited cards of consecutive rank, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two and three);
 - (7) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - (8) "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
 - (9) "One pair" is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.
- (c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a push.

6. Wagers

- (a) All wagers at ultimate texas hold 'em shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.
- (b) All ante, blind and trips wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7-9. Except as provided in Section 10, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

- (c) Upon placing an ante wager and a blind wager, a player may also place a trips wager by placing a wager on the designated betting area of the layout. The outcome of the trips wager shall have no bearing on any other wager made by the player at the game of ultimate texas hold 'em.
- (d) Play wagers shall be made in accordance with the provisions of Section 10.
- (e) Only players who are seated at the ultimate texas hold 'em poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

7. Procedure for dealing the cards from a manual dealing shoe

- (a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.
- (b) The dealer shall announce "No more bets" prior to dealing any cards.
- (c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
- (d) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
 - (1) One card face down to each player who has placed wagers in accordance with Section 6;
 - (2) One card face down to the area designated for the dealer's hand under a cover card in a manner as to not disclose the value of the cards;
 - (3) A second card face down to each player who has placed wagers in accordance with Section 6; and
 - (4) A second card face down to an area designated for the dealer's hand under a cover card in a manner as to not disclose the value of the cards.
- (e) After two cards have been dealt to each player and to the area designated for the dealer's hand, and after all community cards have been dealt in accordance with the provisions of Section 10, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (f) below, place the stub in the discard rack without exposing the cards.
- (f) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
 - (1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the

stub in the discard rack without exposing the cards.

- (2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer's hand has more or less than two cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 15. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

8. Procedure for dealing the cards from the hand

- (a) Notwithstanding any other provisions of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, permit a dealer to deal the cards used to play ultimate texas hold 'em from his or her hand.
- (b) If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:
 - (1) The gaming licensee shall use an automated shuffling device to shuffle the cards.
 - (2) Once the procedures required by Section 4 have been completed, the dealer shall place the stacked deck of cards in either hand.
 - (i) Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 - (ii) The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - (3) The dealer shall announce "No more bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
- (c) The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal the cards as follows:
 - (1) One card face down to each player who has placed wagers in accordance with Section 6;
 - (2) One card face down to the area designated for the dealer's hand under a cover card in a manner as to not disclose the value of the card;
 - (3) A second card face down to each player who has placed wagers in accordance with Section 6; and
 - (4) A second card face down to the area designated for the dealer's hand under a cover card in a manner as to not disclose the value of the card.
- (d) After two cards have been dealt to each player and the area designated for the hand of the dealer and all community cards have been dealt in accordance with the provisions of Section 10, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.
- (e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall

count the stub in accordance with the provisions of Section 7(f).

9. Procedures for dealing the cards from an automated dealing shoe

- (a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play ultimate texas hold 'em dealt from an automated dealing shoe which dispenses cards in stacks of two cards, provided that the shoe, its location and the procedures for its use are approved by the Commission.
- (b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe, the following requirements shall be observed:
 - (1) Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe.
 - (2) The dealer shall then announce "No more bets" prior to the shoe dispensing any stacks of cards.
- (c) The dealer shall deliver the first stack of two cards dispensed by the automated dealing shoe face down to the player farthest to his or her left who has placed wagers in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the automated dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed wagers in accordance with Section 6. The dealer shall then place a cover card on top of the dealer's stack of two cards in the automated dealing shoe and deliver the stack face down with the cover card on top to the area designated for the dealer's hand.
- (d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe and, following the procedures set forth in Section 8(b)(2)-(3), deal from his or her hand the five community cards in a manner as to not disclose the value of the cards in accordance with the provisions of Section 10. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.
- (e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(f).

10. Procedures for completion of each round of play; collection and payment of wagers

- (a) After the dealing procedures required by Sections 7-9 have been completed, each player shall examine his or her cards without exposing them to any person and replace the cards face down on the layout. The dealer shall then, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player if the player wishes to place a play wager prior to the dealing of the first three community cards. The player may either check or place a play wager in an amount equal to three or four times the amount of the player's ante wager.
 - (1) If a player places a play wager, the wager shall be placed in the designated play betting

area.

- (2) If a player checks, the player shall remain in the game and defer his or her decision to place a play wager to the next betting opportunity.
- (b) Once all players have either placed a play wager or checked, the dealer shall burn the next card. The dealer shall then deal the next three cards in the deck (the flop) face up to the designated area for the community cards.
 - (c) After the flop has been dealt, the dealer shall, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player who has not placed a play wager if he or she wishes to place a play wager prior to the dealing of the final two community cards. The player may either check or place a play wager in an amount equal to two times the amount of the player's ante wager.
 - (1) If a player places a play wager, the wager shall be placed in the designated play betting area.
 - (2) If a player checks, the player shall remain in the game and defer his or her decision to place a play wager to the next betting opportunity.
 - (d) Once all players have either placed a play wager or checked, the dealer shall burn the next card. The dealer shall then deal the next two cards in the deck face up to the designated area for the community cards.
 - (e) After the final two community cards have been dealt, the dealer shall, starting with the player farthest to his or her left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a play wager whether he or she wishes to fold his or her hand or place a play wager equal in amount to his or her ante wager.
 - (1) If a player places a play wager, the wager shall be placed in the designated play betting area.
 - (2) If a player folds, the ante and blind wagers of the player shall be collected by the dealer and placed in the table inventory container.
 - (i) If the player has also placed a trips wager, the dealer shall place the cards of the player face down underneath the player's trips wager pending its resolution at the conclusion of the round of play.
 - (ii) If the player has not placed a trips wager, the dealer shall immediately spread the cards of the folded hand face down and place them in the discard rack.
 - (f) After each player has either folded or placed a play wager, the dealer shall remove the cover card from the top of the dealer's cards and place it on the table layout. The dealer shall then turn his or her two cards face up, position his or her cards near the three community cards that can be used to form the best possible five-card hand and announce the dealer's hand to the players.
 - (g) If the dealer's best possible five-card hand is lower than a pair, the dealer shall, starting with the player farthest to the dealer's right who has placed a play wager and proceeding in a counterclockwise manner around the table, return each player's ante wager and resolve all other wagers in accordance with (h) below.

- (h) If the dealer's best possible five-card hand is a pair or above, the dealer shall, starting with the player farthest to the dealer's right who has placed a play wager and proceeding in a counterclockwise manner around the table, turn the two cards of each player who has placed a play wager face up and announce the best possible five-card poker hand that can be formed using the player's two cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. After all wagers placed by a player are settled, the player's cards shall then be immediately collected by the dealer and placed in the discard rack.
- (1) If the player's five-card hand is ranked lower than the dealer's five-card hand, the player shall lose and the dealer shall immediately collect any ante, blind and play wagers made by the player and place the wagers in the table inventory container.
 - (2) If the player's five-card hand is ranked higher than the dealer's five-card hand, the player shall win and the dealer shall pay any ante, blind and play wagers made by the player in accordance with the payout odds set forth in Section 11; provided, however, that the blind wager shall not be paid unless the player's winning hand has a rank of straight or higher.
 - (3) If the player's five-card hand and the dealer's five-card hand are of equal rank, the player's hand shall be a push. In such case, the dealer shall not collect or pay the player's ante, blind or play wagers.
 - (4) After settling a player's ante, blind and play wagers, the dealer shall settle any trips wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with Section 11(d). A winning trips wager shall be paid without regard to the outcome of any other wager made by the player.
- (i) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

11. Payout odds

- (a) The payout odds for winning wagers at ultimate texas hold 'em printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."
- (b) A gaming licensee shall pay each winning ante and play wager at odds of 1 to 1.
- (c) If a player's five-card hand ranks higher than the dealer's five card hand, a gaming licensee shall pay the player's blind wager in accordance with the following odds:

Player's Five-Card Hand	Payout 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
Less than a straight	Push

- (d) A gaming licensee shall pay each winning trips wager at the game of ultimate texas hold 'em at no less than the odds set forth in the alternative pay table set forth below that was pre-selected by the gaming licensee:

Hand	PayTable A	PayTable B	PayTable C	PayTable D
Royal flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Four-of-a-kind	30 to 1	30 to 1	30 to 1	20 to 1
Full house	9 to 1	8 to 1	8 to 1	7 to 1
Flush	7 to 1	6 to 1	7 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Three-of-a-kind	3 to 1	3 to 1	3 to 1	3 to 1

- (e) Notwithstanding the payout odds set forth in (b) through (d) above, the aggregate payout limit on all winning ante, play, blind and trips wagers for any hand shall be \$50,000 or the maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

12. Prohibition against a player wagering on more than one player position

A player shall not be permitted to wager on more than one player position at an ultimate texas hold 'em table.

13. Cover All Bonus Wager

- (a) If players make the Cover All bonus, they must do so before the start of the round.
- (b) The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is three-of-a-kind or better.
- (c) Payouts are dynamic: they change depending on the number of players in the round.
- (d) Casinos must set the i-Deal Plus shuffler to the "Ultimate Texas Hold 'Em Cover All" mode.
- (e) After the dealer removes his hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.

(f) Below is the payable for seven players; includes the dealer:

Highest Hand	7
Royal Flush	70 to 1
Straight Flush	30 to 1
Quads	20 to 1
Full House	4 to 1

(g) Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, the bonus is paid for the straight flush.

(h) The dealer resolves the game according to house procedures, with a few changes:

a. When the dealer comes across a hand that's a straight or higher (even if it's his), he will leave the cards exposed on the table

(i) If the dealer finds a higher hand, he will leave those cards exposed and remove any previous cards left on the table.

(j) Once the dealer has finished reconciling all player bets, he will go back and reconcile the Cover All bets.

(k) Below is the matrix for 1-6 players, including the dealer's hand:

	Player's and Dealer					
Highest Hand	7	6	5	4	3	2
Royal Flush	70 to 1	80 to 1	100 to 1	125 to 1	150 to 1	200 to 1
Straight Flush	30 to 1	40 to 1	40 to 1	70 to 1	80 to 1	100 to 1
Quads	20 to 1	30 to 1	35 to 1	40 to 1	50 to 1	70 to 1
Full House	4 to 1	4 to 1	5 to 1	6 to 1	8 to 1	12 to 1

14. Progressive Wager; Multi Game Link Progressive

(a) When placing a Progressive bet it must be \$5. No more. No less.

(b) The Progressive bet may be placed when the player has placed an Ante, Blind and Trips bet. The patron may not play it alone.

(c) The Progressive bet shall be settled in sequence, along with the Ante, Blind and Trips wagers. Aggregate Payout:

(d) THE MAXIMUM AGGREGATE PAYOUT FOR ALL BETS COMBINED PER HAND PER ROUND EXCLUDING THE PROGRESSIVE PAYOUT IS \$75,000.

(e) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

Multi Game Link Paytables

PTMGL01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL02		
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$10,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGL04		
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML01		
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major		\$10,000
Meter Seed** - Minor		\$1,000
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML02		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

PTMGLML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega		\$10,000
Meter Seed** - Major		\$1,000
Meter Seed** - Minor		\$250
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

- (f) Patrons on the game of Ultimate Texas Hold Em Poker will use the two (2) cards original dealt to them for their hand in the Multi Game Link and the three (3) cards for the Flop in front of the dealer as their five (5) card hand.
- (g) When the different game titles are linked to a single progressive jackpot the payable, wager amount and number of decks must be the same between all linked Poker games.

15. Irregularities

- (a) If any card dealt to the dealer in ultimate texas hold 'em is exposed prior to each player having either folded or placed a play wager pursuant to Section 10, all hands shall be void. Notwithstanding the foregoing, if a player has placed a trips wager, the community cards shall be dealt and each trips wager shall be settled in accordance with the payout odds set forth in Section 11(d).
- (b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up after each player and the dealer has received their initial two cards, the community cards shall be dealt and any trips wager shall be settled in accordance with the payout odds set forth in Section 11(d).
- (c) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
- (d) If a player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt an incorrect number of cards, all players' hands shall be void unless the dealer can deal himself or herself the correct number of cards in sequence, provided that such cards have not already been turned face up and the deck contains the correct number of cards.
- (e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.
- (f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.
- (g) Any automated card shuffling device or automated dealing shoe shall be removed from a gaming table before any other method of shuffling or dealing may be utilized at that table.