

RULES OF THE GAME

ULTIMATE TEXAS HOLD'EM POKER

OBJECT OF THE GAME

Each game, the player tries to obtain the best five-card poker hand using his two hole cards and the five community cards. The player's hand must be of a higher ranking than the dealer's hand.

THE CARDS

Ultimate Texas Hold'em poker is played with a 52-card deck. In decreasing order, the value of the cards is Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Aces may be used for a straight flush or an Ace-2-3-4-5 straight.

THE BETS

The maximum number of players at an Ultimate Texas Hold'em poker table is equal to the number of betting positions at the table.

Using chips purchased at the casino, each player has to place an initial bet and a blind bet of the same value.

Bets must be made in accordance with the minimum and maximum limits indicated at the table and be placed in the designated spots before the first card is dealt. Subject to the player's options, bets may not be placed, changed or withdrawn thereafter.

GAME AND PLAYER OPTIONS

After dealing five community cards face down, the dealer deals two cards face down to each player in turn and two cards face down to himself.

Players may not show their cards or consult with each other.

After receiving his cards, a player may check or raise by adding a bet that is either three or four times his initial bet.

Once all players have made their choice, the dealer reveals three community cards.

A player who previously checked may check again or raise by adding a bet equal to twice his initial bet. Players who previously raised may not bet again.

Once all players have made their choice, the dealer reveals the last two community cards.

A player who checked in the two preceding rounds may raise by adding a bet that is equal to his initial bet, or fold and thus lose both his initial and blind bets. Players who previously raised may not bet again.

Once all players have made their choice and placed their hole cards face down on the layout, the dealer reveals his two cards.

Each player that has not folded, as well as the dealer, now determine their best five-card combination poker hand, using their two hole cards and the five community cards.

To qualify, the dealer's five-card hand must contain a pair or a combination that is of higher rank.

The dealer then turns over each player's two cards and compares, if necessary, the rank of the hands of players who raised against his own hand.

A player may withdraw his bets before the dealer reveals that player's hand. In that event, the cards of that player are not revealed to the other players.

COMBINATIONS

Ultimate Texas Hold'em poker combinations are, in decreasing order of rank, as follows:

ROYAL FLUSH:	Ace, King, Queen, Jack and 10 of the same suit
STRAIGHT FLUSH:	Five consecutive cards of the same suit
FOUR OF A KIND:	Four cards of the same rank
FULL HOUSE:	Three of a kind and one pair
FLUSH:	Five cards of the same suit
STRAIGHT:	Five consecutive cards, regardless of suit
THREE OF A KIND:	Three cards of the same rank
TWO PAIRS:	Two sets of two cards of the same rank
PAIR:	Two cards of the same rank
HIGH CARD:	Highest ranked card

When the dealer's five-card hand and the player's hand are composed of identical combinations, the hand that contains the highest ranked card outside the combination is deemed the winner. However, if all of the cards outside the combination are equal in rank, the hands are deemed identical.

PAYOUTS

When the dealer's hand qualifies:

- a) If the player's hand outranks the dealer's hand, the player wins and the initial bet and raise are paid even money. If applicable, the blind bet wins and is paid according to the blind bet payout table below; otherwise, it is a push.
- b) If the dealer's hand outranks the player's hand, the player loses his initial bet, raise and blind bet.
- c) If the player's hand is equal in rank to the dealer's hand, the player's initial bet, raise and blind bet are a push.

When the dealer's hand does not qualify:

- a) The initial bet of a player who raised is a push.
- b) If the player's hand outranks the dealer's hand, the player wins and his raise is paid even money. If applicable, his blind bet wins and is paid in accordance with the blind bet payout table below; otherwise, it is a push.
- c) If the dealer's hand outranks the player's hand, the player loses his raise and blind bet.
- d) If the player's hand is equal in rank to the dealer's hand, the player's raise and blind bet are a push.

BLIND BET PAYOUT 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

THREE OF A KIND OR MORE SIDE BET

If indicated at the table, the player may place a Three of a Kind or More side bet in addition to his initial and blind bets. The Three of a Kind or More side bet must be made in accordance with the minimum and maximum limits indicated at the table and be placed in the designated spot before the first hand is dealt. The Three of a Kind or More side bet wins if the player's hand is made up of a three of a kind or a higher ranked combination, regardless of the dealer's hand and even if the player has folded. A winning Three of a Kind or More side bet is paid in accordance with the payout table below.

THREE OF A KIND OR MORE SIDE BET PAYOUT TABLE

ROYAL FLUSH	50 to 1
STRAIGHT FLUSH	40 to 1
FOUR OF A KIND	20 to 1
FULL HOUSE	7 to 1
FLUSH	6 to 1
STRAIGHT	5 to 1
THREE OF A KIND	3 to 1

These rules come into force on December 15th, 2011, and are governed by the *By-law respecting casino games* (CQLR c. S-13.1, r. 3.1). The Société des casinos du Québec inc. may amend the rules herein at any time.