

Heads Up Hold'em

Equipment:

Heads Up Hold'em is played on a clearly designated non-poker table with appropriate layout.

One standard 52 Playing Card Deck is used for this game.

When this table uses an Automatic Shuffler there will be 2 standard 52-card decks rotated each hand

A discard rack is used for this game to remove cards previously used.

A Non-value Opaque object or card will be used to designate and protect the 6 card bonus cards prior to use.

Game and Bonus wagers:

Ante, and Odds Wager must be 2-\$10 and must be equal.

Trips Plus Bonus \$2-\$10

Pocket Bonus \$2-10

6 Card Bonus Jackpot \$2 or \$5

Max Payout Aggregate \$3,000

ODDS (Win)		Trips Plus		\$5 Bonus Jackpot	
Royal Flush	*500 To 1	Royal Flush	100 To 1	Royal Flush	100%
Straight Flush	*50 To 1	Straight Flush	40 To 1	Straight Flush	\$1,000
4 of a Kind	*10 To 1	4 of a Kind	30 To 1	4 of a Kind	\$250
Full House	*3 To 1	Full House	8 To 1	Full House	\$100
Flush	*2 To 1	Flush	7 To 1	Flush	\$75
Straight	*1 To 1	Straight	4 To 1	Straight	\$50
Other Hands	*Push	3 of a Kind	3 To 1	3 of a Kind	\$25
*Must Beat Dealer					

ODDS (Bad Beat)		Pocket Bonus		\$2 Bonus Jackpot	
Straight Flush	**500 To 1	Pocket Rockets	30 To 1	Royal Flush	100%
4 of a Kind	**25 To 1	Ace-Face Suited	20 To 1	Straight Flush	\$400
Full House	**6 To 1	Ace-Face	10 To 1	4 of a Kind	\$100
Flush	**5 To 1	Pair	4 To 1	Full House	\$40
Straight	**4 To 1			Flush	\$30
**Must Lose to Dealer				Straight	\$20
				3 of a Kind	\$10

Dealing procedures:

- To begin the game, players must make an Ante bet and an Odds bet.
- The Ante and Odds wagers must be equal.
- When the hand starts, the dealer gives each player two cards one at a time working left to right, face-down.
- The dealer will then deal 2 cards for the house hand.
- The dealer will then deal 5 cards designated for community card use and have those cards spread out in order from left to right.
- After the community cards are dealt the dealer will then deal 4 cards to be designated for the 6-card bonus jackpot.
- The dealer will take the 6-card bonus wager cards and place them on appropriate spot on layout covered by an opaque object or card.
- The dealer will muck remaining stub in to discard rack with cut card on top facing out to side.

Round of Play

PRE-FLOP - After looking at their two cards, players have a choice: to check or play. Players will check by tapping the table or scraping their cards to indicate they do not wish to make a wager at this time.

Players who wish to play pre-flop, will place 3 additional wagers equal to their Ante wager.

Players may NOT fold at this time.

Once all players have made a PLAY wager or a check declaration, the dealer will expose the “Flop”. (3 Cards)

FLOP – After the “Flop” cards have been exposed, players have a choice: to check or play.

Players who wish to play on the FLOP, will place 2 additional wagers equal to their Ante wager.

Players may NOT fold at this time.

Once all players have made a PLAY wager or a check declaration, the dealer will expose BOTH the “Turn” and “River” Cards. (2 Cards)

TURN/RIVER – After the “Turn” and “River” card have been exposed, players have a choice: to FOLD or PLAY.

Players will Fold by tossing their cards forward. Dealer will collect forfeited Ante, Odds wagers. If a player who folded has a Trips Bonus and/or 6-card bonus wager, cards will be tucked underneath those bets by the dealer. Otherwise cards will be mucked.

Players who wish to play on the Turn/River, must wager an additional equal wager to their Ante.

Once all players have either folded or have made a “Play” wager, dealers will expose their 2 cards. Dealer will make the best 5 card hand using any combination of the 5 community cards and the dealers 2-hole cards.

To show what the dealers 5 card hand is, the dealer will turn 2 cards to the side that do not factor in their hand.

Game Scenarios

WINNER	DEALER QUALIFY	ODDS	ANTE	PLAY
Player	Yes	Win	Win	Win
Player	No	Win	Push	Win
Dealer	Yes	Lose	Lose	Lose
Dealer	No	Lose	Push	Lose
Tie	Yes or No	Push	Push	Push

Dealer qualifies with a pair or better.

Winning Ante and Play bets are always paid even money.

Winning Odds Bets are paid according to the “Odds” Pay table. (Straight or Better)

Bad Beat Odds Feature

If the player loses with a straight or better, their odds bet will be paid according to the Odds bad beat payable.

Trips Plus Bonus Wager

Player may choose to play the Trips Plus Bonus wager. Players must play Ante and Odds wagers to play Trips Plus Bonus wager. Trips Plus Bonus wager is the player wagering on the contents of their hand. If a player has 3 of a kind or better, they will receive the payout according to the Trips Plus Bonus pay-table.

6 Card Bonus Jackpot Wager

Before the hand is dealt all players that wish to participate in 6 Card Bonus Jackpot wager must place this bet on the appropriate Galaxy gaming Jackpot Sensor.

This bet is then taken by the dealer and the sensor will light up indicating all players who have participated.

Consists of players 2 card hand and 4 designated communal cards. All 6 Card wager must be a \$2 or \$5 wager. Players must play an Ante wager in order to play the 6 Card Jackpot Bonus Wager.

\$2 Bonus Jackpot Wagers will be indicated by the Blue Betting Sensor

\$5 Bonus Jackpot Wagers will be indicated by the Red Betting Sensor

Bonus Jackpot payouts will be linked with Cajun Stud Bonus jackpot payouts.

Players still are eligible for 6 Bonus Jackpot wager if he or she chooses to fold during the hand. Dealers will collect all other forfeited wagers and then bring player's cards forward near the 6 Card Bonus Jackpot betting circle.

Dealer will expose the designated communal cards after all Ante and felt bonuses have been settled and the 5 Card communal cardboard has been mucked.

Dealer will settle 6 Card Jackpot Bonus wagers starting with the player on the right.

After 6 Card Jackpot Bonus wagers are settled the dealer will then muck all remaining cards from right to left. The dealer will then click off the Jackpot sensors to be opened for the next hand.

Irregularities

If there is an Incorrect number of cards in player's/dealer's hand, error to the communal board/Jackpot Bonus cards, all wagers will be returned, and the hand will be voided.

In the event of a shuffler malfunction, all wagers will be returned, and the hand will be voided.

If more than one card needs to be "Backed up" the hand will result in a misdeal.