

CATFISH BEND CASINOS, L.L.C./Rules of the Game



(Light & Wonder)

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Approved by IRGC Representative: Erica S. Worrall Date: 3/11/25

Summary

Ultimate Texas Hold'em is a poker game that features heads-up play against the dealer. When you get your two-hole cards, you can either check or bet 3x-4x your ante. The dealer then reveals the three-card flop. If you haven't already made a **play** bet, you have a choice: check or bet 2x your **ante**. The dealer then reveals the final two community cards. If you haven't already made a **play** bet, you have a choice: fold or bet 1x your **ante**.

SHUFFLE OF THE CARDS

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall riffle the deck. The cards shall then be placed in the automated card-shuffling device so that the cards are randomly intermixed.
2. Two 52 card decks will be used. Each 52-card deck will have backs of the same color and design. The backs of the cards in one deck must be of a different color than the cards included in the other deck.

DEALING and PLAYING THE GAME

1. The minimum bet is \$5 and the maximum bet is \$50.
2. The Trips bet minimum is \$1 and the maximum is \$50.
3. Ante and Blind minimum bet is \$5, and the maximum bet is \$50.
4. To begin the game, players must make equal bets on the Ante and Blind. They may also elect to make a Trips bet.
5. The shuffler will first dispense five cards, which will be the community cards; they will be spread from right to left in front of the dealer.
6. The shuffler will then begin dealing out two cards at a time, and they will be placed face down in front of each player who has placed a wager, starting with the player furthest to the dealer's left and continuing clockwise around the table.
7. After all players have received their first two cards, the dealer will then deal himself two cards face down.
8. At this time the players may look at their cards.
9. The dealer will then press the green "End of Deal" button, which will cause the shuffler to eject the remaining cards. The dealer will place the stub in the discard rack without exposing the cards.
10. Players now have a choice:
 - a. Check (do nothing); or
 - b. Make a Play bet of 3x or 4x their Ante.

Once players bet, they cannot bet again and they cannot change their bet.
11. The dealer will then turn over the first three community cards (Flop) face up in front of his two cards.
12. Players that **have not** yet made a Play bet have a choice:
 - a. Check; or
 - b. Make a Play bet of 2x their Ante.
13. The dealer will then turn over the next 2 cards (Turn, River) face up on the layout.

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14. Players who **have not** yet made a Play bet have a choice:
 - a. Fold; or
 - b. Make a Play bet of 1x their Ante.
15. The dealer then exposes his two-hole cards to determine his best five-card hand, which will then be indicated by pushing forward the community cards that complete his hand.
16. 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:

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

1. If the player's hand beats the dealer's, the Play and Ante bets win even money.
2. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
3. When the hands tie, the Play, Ante and Blind bets push.
4. The Blind bet wins when the player wins with a straight or higher. **See layout for odds.**
5. If the player wins with less than a straight, the Blind pushes.
6. The Trips bet wins if the player has three of a kind or better. **See layout for odds.**
7. Ante & Blind wagers need to be of equal value. The Ultimate Texas Hold'em table limit is set at Min-\$5 to Max-\$50.

WHEN THE DEALER DOESN'T QUALIFY:

1. 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.
2. Working from right to left, the dealer will expose the players' hands to determine the outcome of each player's hand.
3. After determining the outcome of each player's hand, the cards will be immediately placed in the discard rack.
4. Once all hands are completed the dealer will remove the cards from the discard rack, place the cut card in the working area and proceed to riffle the deck and place it in the automated card-shuffling device.

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HAND DEALING THE GAME

This game shall be dealt from an automated card-shuffling device. In the event the automated card-shuffling device is malfunctioning or becomes inoperable, the game may be dealt by hand. If it becomes necessary to deal the game by hand, only one (1) deck of cards shall be on the table for play. If the game is dealt by hand, the dealer shall riffle, strip, riffle, strip and riffle. The dealer shall cut the deck, placing the top half on the cut card so the bottom of the deck will be covered at all times.

1. The dealer will then deal the five community cards one at a time from left to right.
2. The dealer shall then deal 2 cards commencing from the dealers left to right, and the dealer shall receive the house hand (2 cards) last.
3. After every hand, the dealer will re-shuffle the deck as described herein above.
4. Each time a new dealer taps in, the deck shall be counted to ensure the proper number of cards is present in the deck prior to the new dealer commencing play.

BLIND BET

- The Blind bet wins when the player wins with a straight or higher.
- If the player wins with less than a straight the Blind pushes.
- If the player's hand loses to the dealer the Blind bet loses.
- When the players' hand ties the Blind bet pushes.

Hand	Blind
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

TRIPS BONUS

This is an optional side bet that the Player may wager on. The Player will be paid according to his final hand, regardless of the dealers' hand, and regardless of when he raises or if he Folds. If the Player wishes to fold, he can still be eligible for the Trips Bonus by tucking the cards under the Trips wager, thus signifying forfeiture of the Ante and Blind wagers.

Hand	Trips Bonus
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

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PAYOUTS

- Supervisor is notified when a payout is \$100.00 or more.
- The maximum aggregate payout limit for any round of play shall be \$25,000 with regards to any payout of 500 to 1.
- All other winning hands will be paid regardless of the \$25,000 limit.
- The progressive and envy bonus payout are not subject to the aggregate limit.
- The aggregate payout is distributed as a pro rata share and be calculated as follows:

Aggregate Payout Formula

1. Take the sum of all the winning hands payouts per the table and divide it into \$25,000 to create a percentage number.
2. Take each winning hand payout per the table and multiply it by the percentage to calculate the player's payable winnings.
3. After calculation, all the player's payable winnings should total \$25,000.

Example: For Ultimate Texas Hold'em

Player 1 has a Royal flush with \$50 up on the blind- Payout \$25,000
Player 2 has a Royal Flush with \$30 up on the blind- Payout \$15,000
Sum=\$40,000
 $\$25,000/\$40,000=62.5\%$
Player 1 will be paid \$15,625 ($\$25,000 \times 62.5\%$)
Player 2 will be paid \$9,375 ($\$15,000 \times 62.5\%$)
Total Payout \$25,000

DEALER TOKENS

Players may place a token bet for the dealer by placing a bet adjacent to their own bet or in the center of the betting area. The total of the combined token bet, and the player's original bet may not exceed 10% of the table maximum. The token bet must be from \$.50 to \$50. Dealer tokens on progressive are not allowed.

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HAND RANKINGS

The hands are ranked as follows for Ultimate Texas Hold'em from highest to lowest:

Royal Flush - Ace, King, Queen, Jack and 10 of the same suits.

Straight Flush - Five cards in consecutive rank of the same suit. The highest-ranking Straight Flush is the Royal Flush. The rest follow in consecutive order from the King down.

Four of a Kind - Four cards of the same rank. Four aces are the highest ranking Four of a Kind.

Full House - Five cards consisting of a Three of a Kind and a Pair. Three Aces and two Kings is the highest-ranking full house.

Flush - Five cards of the same suit, regardless of rank. The highest-ranking card will determine the highest flush.

Straight - Five cards in consecutive rank, regardless of suit. The highest-ranking card will determine the highest straight. Ace, King, Queen, Jack, 10 is the highest ranking straight. The lowest ranked straight will be 5, 4, 3, 2, Ace.

Three of a Kind – Three cards of the same rank. Three Aces is the highest Three of a Kind.

IRREGULARITIES

1. If one or more cards are found face up in the shoe or the deck during the dealing of the cards, all hands shall be void, all wagers shall be returned to the players, and the cards shall be reshuffled.
2. A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe or the deck.
3. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void, all wagers shall be returned to the players, and the cards shall be reshuffled.
4. If any of the dealer's cards are inadvertently exposed prior to each player having either folded or placed a Play Wager, all hands shall be void, all wagers shall be returned to the players, and the cards shall be reshuffled.
5. 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.
6. 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, all wagers shall be returned to the players, and the cards shall be removed from the device and reshuffled with any cards already dealt.
7. Providing hand information to another player may result in the hand being voided and forfeit of all wagers. This includes intentionally showing, verbal communication, looking at another player's hand or any other way to gain knowledge of another player's hand.

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Progressive Wager; Multi Link Progressive

Multi game link progressive is an optional progressive bonus wager for Ultimate Texas hold'em. The player wins with a three-of-a-kind or better, and the better the hand, the bigger the payout. The Nexus Progressive has the ability to link to multiple games, Ultimate Texas Hold'em is linked to Crazy 4 Poker progressive.

1. To begin each round, players must make their regular game's wager. They may optionally place any side bet wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
2. Once all players place their bets, the dealer will press "COIN IN" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
3. The dealer reconciles the standard wager, side bet wager, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

Progressive winners:

1. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
2. Other hands are paid from the tray; they do not come off the meter.
3. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
4. The dealer shall then contact a supervisor. The Shift Manager will then make sure all proper paperwork is filled out by progressive winner or winners and check for offsets. The Jackpot will then be paid out by the Shift Manager and a security guard through the vault. The Jackpot may be paid out in chips, check, or both.
5. The supervisor will swipe the Nexus Progressive Game card in order to record the payout. The dealer will then press End Game on the touch screen to start the next hand.
6. All payments for the payable on the progressive wager must be achieved utilizing the player's two-hole cards, and the first three exposed cards of the community cards; known as the "flop". Additionally, folded hands will not qualify for any payments.

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If multiple Players qualify for the major or minor Progressive

Jackpot payout, the order of payment to the Players is determined as follows:

1. If two or more Players qualify for a major or minor Progressive Jackpot payout in the same Round of play and at the same table, the Progressive Jackpot payout shall be made in a clockwise direction, starting with the Player who was first dealt his Hand and ending with the Player who was last dealt his Hand in the round. The Progressive Jackpot payout will then be split between the players evenly.
2. Where there are simultaneous major or minor Progressive Jackpots won by Players across more than one table, the order of payout to the Players shall depend on the time in which the Player's Hands are dealt (i.e. the first Player who was dealt his full Hand shall be the first Player to be paid). The Progressive Jackpot payout will then be split between the players evenly.
3. When the dealer reconciles all action, he presses "Game Over." This resets the system to begin the next hand.

*If the Multi-Link Progressive system isn't operational for any reason, the game may operate in its original setting. *

Envy Bonus:

1. A player making the progressive side wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive side bet win the envy pay. The player hitting the hand receives the normal prize pay only but does NOT receive the envy pay. Rule of thumb: You can't win an envy bonus pay from yourself, or the dealer.
2. If a player's hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
3. The dealer will pay out the Envy Bonus at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.

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Progressive Paytable

*Based on all 5 cards

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Hand	Pays*	Envy**
Royal Flush	100% Major	\$5,000
Straight Flush	100% Minor	\$1,500
4 of a Kind	300 to 1	
Full House	50 to 1	
Flush	40 to 1	
Straight	30 to 1	
3 of a Kind	9 to 1	
Meter Seed-Major		\$20,000
Meter Seed-Minor		\$1,500

Listed seed amounts are for \$5.00 wager.

The house will set progressive meter amounts at 24%, to increase as follows:

Major 16% - (14% Meter (\$.70), 2% Major Reseed)

Minor 8% - (8% Meter (\$.40), 0% Minor Reseed)

*Progressive Meter will be guaranteed to reset to the initial starting amounts when a Jackpot is awarded. \$20,000 Major, \$1,500 Minor.

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