

HEADS UP HOLD 'EM

Heads Up Hold 'em is a Texas Hold 'em variation that has many of the familiar features of the traditional Texas Hold 'em including the familiar betting patterns and offers some exciting extras. Players make an Ante and Odds wager and play against the Dealer. There are optional wagers for the Trips Plus Bonus and the Pocket Bonus that play against a posted pay table. Heads Up Hold 'em also offers a poker favorite, the Bad Beat Bonus, which does not require any additional wager.

HOW TO PLAY

Players make an Ante and Odds wager of equal amounts and the optional Trips Plus and Pocket Bonus wagers prior to receiving any cards. Each player and the Dealer will receive two cards and five community cards will be spread face down. Once players have inspected their cards they can check (not bet the Raise) or Raise three times their Ante wager in the Raise spot. Once each player has made their decision the Dealer will turn over 3 community cards (the Flop). Players who have not made a Raise bet can now check or Raise two times their Ante wager. When all decisions are made the Dealer will turn over the next two community cards (Turn and River). Players may now bet one time their Ante wager in the Raise spot or fold. A player who folds will forfeit their Ante and Odds wagers, if they made either of the bonus wagers they will remain in play. Once all players have either made a Raise wager or folded the Dealer will turn over their cards and announce the best 5 card poker hand. The Dealer must qualify with a pair or better or the Ante wager is a push. The Dealer will then begin to compare each player's hand against the Dealer's hand and take and pay accordingly.

WAGERS

Ante

The player uses their two pocket cards and the five community cards to make the best five card poker hand and play against the Dealer. The Ante is a push if the Dealer does not qualify with a pair or better. Winning Ante wagers are paid 1 to 1.

Odds

If the player's five card poker hand is one of the hands listed on the Odds pay table and the hand beats the Dealer's hand the bet wins. If the hand loses to the Dealer it is a Bad Beat and will win the payout listed on the pay table. Other hands not listed are a push when the player's hand beats the Dealer's hand.

HAND	#WIN*	BAD BEAT
Royal Flush	500 to 1	
Straight Flush	50 to 1	500 to 1
Quads	10 to 1	25 to 1
Full House	3 to 1	6 to 1
Flush	1.5 to 1	5 to 1
Straight	1 to 1	4 to 1
Other Hands	Push	

*Must beat the Dealer

Trips Plus

The Trips Plus wager wins when the player's hand has Trips or better and is paid regardless of the outcome of the player's hand against the Dealer's hand. Trips Plus wagers are paid according to the following pay table:

Royal Flush	100 to 1
Straight Flush	40 to 1
Quads	30 to 1
Full House	8 to 1
Flush	7 to 1
Straight	4 to 1
Trips	3 to 1

Pocket Bonus

The Pocket Bonus wager wins when the player's two pocket cards qualify against the posted pay table. Winning combinations are a pair of Aces; an Ace with a King, Queen or Jack of the same suit; an Ace with a King, Queen or Jack of another suit or a pair of 2's through Kings. The Pocket Bonus wins regardless of the outcome of the player's hand against the Dealer's hand and is paid according to the following pay table:

Pocket Rockets (Aces)	30 to 1
Ace-Face Suited	20 to 1
Ace-Face	10 to 1
Pair (2's through Kings)	4 to 1

Raise

Playing against the Dealer, the player may check or bet after the Pocket Cards or the Flop. After the River, the player must bet or fold. The Raise amount depends on when the player makes the bet. Winning Raise wagers are paid 1 to 1.

TABLE GAME GUIDE

HEADS UP HOLD 'EM



RIVERS
CASINO & RESORT

SCHENECTADY

Must be 21+. Bet with your head, not over it. Call 877-8-HOPENY or Text HOPENY (467369)