

Heads up Hold'em

The rules for Heads up Hold'em at this casino, set out below, are our Commitment to the players in ensuring that the gambling we offer is 'Fair and Open'. In the event of a dispute resulting from any ambiguity in the rules, the decision shall always be in the player's favour until that ambiguity has been resolved.

- The player plays against the Dealer/House.
- Head Up Hold'em also contains optional bonus wagers that are not dependent on the base game's outcome.
- Heads up Hold'em is dealt with a standard deck of 52 cards.
- To begin each round, players must place equal Ante and Odds wagers and may place optional Trips Plus, Pocket Bonus or progressive Bonus Jackpot bets.
- Once all wagers are placed, each player and the dealer receive two cards face-down (pocket cards), and five community cards are dealt face down.
- All wagers must be within the specified minimums and maximums displayed at the table.
- Each player must now do one of the following:
 - Place a Raise wager equal up to 3x their Ante wager.
 - Check
- The dealer will then reveal three community cards (Flop)
- Each player who previously did not place a Raise wager must now do one of the following:
 - Place a Raise wager equal up to 2x their Ante wager.
 - Check
- The dealer then reveals the remaining two community cards (turn and river)
- Each player who previously did not place a Raise wager must now do one of the following:
 - Place a Raise wager equal up to 1x their Ante wager.
 - Fold and lose their Ante and Odds wager.
- Players with a Trips Plus and/or Pocket Bonus bets can continue in the game as these wagers are not determined on the outcome of the Dealer's hand
- The dealer reveals their two pocket cards and each player, and the dealer form their best five-card hand using their respective two pocket cards and the five community cards. The dealer qualifies with a pair or better.
- The dealer compares their hand to each player's hand in the following manner.
 - a) If the payer's hand beats the dealer's hand:
 - i) The raise wager is paid 1 to 1.
 - ii) If the dealer qualifies, the Ante wager is paid 1 to 1. If the dealer does not qualify the Ante wager is pushed.
 - iii) The odds wager is paid according to the corresponding win pay table in Appendix A.
 - b) If the player's hand loses to the dealer's hand:
 - i) The raise wager is lost.
 - ii) If the dealer qualifies, the Ante wager is lost. If the dealer does not qualify, the Ante wager is pushed.
 - iii) The Odds wager is paid according to the corresponding Bad Beat pay table in Appendix A
 - c) If the players hand ties with the dealer's hand:
 - i) The Raise, Ante and Odds wagers are pushed.

Appendix A		
Hand	Win pay table	Bad Beat (Player loss) Pay table
	All pays are "to 1."	
Royal Flush	500	n/a
Straight Flush	50	500
Four-of-a-kind	10	25
Full House	3	6
Flush	1.5	5

Straight	1	4
Other	Push	Loss

Trips plus

- Players win if their best five card hand (formed out of the player's two pocket cards and the five community cards) achieves a winning event as displayed on the corresponding pay table in Appendix B

Appendix B	
Trips Plus	
Hand	All pays are "to 1."
Royal Flush	100
Straight Flush	40
Four-of-a-kind	30
Full House	8
Flush	7
Straight	4
Three-of-a-kind	3

- Only the highest qualifying hand is paid.

Pocket Bonus

- Player's win based on the player's two pocket cards only, and is achieved when a winning event, as displayed on the corresponding pay table in Appendix C, occurs:

Appendix C	
Pocket Bonus	
Hand	All pays are "to 1."
Pair of Aces	25
Ace-Face (Suited)	20
Ace-Face	10
Pair	5

- Only the highest qualifying hand is paid



A PLAYER'S GUIDE TO THE HOUSE EDGE

House Edge is a measure of how much the House expects to win, expressed as a percentage of the player's wager. For example, in a wager with a House Edge of five percent the player will lose on average over time, £5 for every £100 wagered. House

Edges vary by region, casino, and game. In some games, player betting or skills decisions can affect the Edge, but it's important to keep in mind that the House always has some advantage against the typical player.

THE HOUSE EDGE FOR 'Heads up-Hold'em' Odds 1.24%

Trips 3.34%

Pocket Bonus 6.79%

'TAKE TIME TO THINK'

For more information and advice visit www.begambleaware.org