



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

August 11, 2014

Kerrie Kimball
Bally Technologies
6650 El Camino Road
Las Vegas, NV 89118

RE: Ultimate Texas Hold 'Em

Dear Ms. Kimball,

We have reviewed the changes made to Ultimate Texas Hold 'Em. Based on our review of the documentation we received from Bally Technologies, the Washington State Gambling Commission will approve the game under the conditions listed below:

- The game shall be played and operated under the terms and conditions set forth under the "Ultimate Texas Hold 'Em Rules of Play" you provided on August 7, 2014, and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate this game must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your game to operate, they will seek concurrence from our agency as well.
- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.



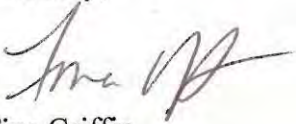
Ms. Kimball
August 11, 2014
Page 2 of 2

- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to this game may affect this approval. If you have any questions on commercial implementation, please contact Jess Lohse at (425) 277-7017. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,



Tina Griffin
Assistant Director
Licensing Operations Division

Enclosure

cc: Mark Harris, Assistant Director Field Operations
Julie Lies, Assistant Director Tribal Gaming Division
Jess Lohse, Special Agent Field Operations
Kelly Main, Special Agent Supervisor Tribal Gaming
File



TRAINING MANUAL

OVERVIEW

Ultimate Texas Hold'em features head-to-head play against the dealer and an optional bonus bet.

Players and the dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk—and win. If players bet pre-flop, they may risk 3x or 4x their Ante. If they bet on the flop, they may bet 2x their ante. And if they wait until the river—when all community cards are out—they may only bet 1x their Ante.

This game also features an optional bet, the Trips Bonus. Players win the Trips Bonus if their final five-card hand is three of a kind or higher. Odds printed on layout.

SHFL entertainment recommends using an automatic shuffler such as an ACE®, Deck Mate® or iDeal® shuffler.

Deck Mate® Shuffler

RECOMMENDED DEALING PROCEDURES

1. When using the Deck Mate®, the entire deck is delivered by the shuffler, and the following dealing procedures will be completed with a hand held deck.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make a Trips bet.
3. Working from left to right, the dealer gives each player and himself two starting cards, face-down.
4. Players now have a choice:
 - a. Check (do nothing); or
 - b. Make a Play bet of 3x or 4x their Ante.
 - i. Once players bet, they cannot bet again and they cannot change their bet.
5. The dealer then places the first three community cards (the flop) face-up on the layout.
6. Players that have not yet made a Play bet have a choice:
 - a. Check; or
 - b. Make a Play bet of 2x their Ante.
7. The dealer then places the final two community cards (the turn and river) face-up on the layout.

8. Players that have not yet made a Play bet have a choice:
 - a. Fold; or
 - b. Make a Play bet of 1x their Ante.
9. The dealer then reveals his two hole cards and announces his five-card hand.
10. 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:

11. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.
 - a. If the player's hand beats the dealer's, the Play and Ante bets win even money.
 - b. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
 - c. When the hands tie, the Play, Ante and Blind bets push.
 - d. The Blind bet wins when the player wins with a straight or higher. See layout for odds.
 - e. If the player wins with less than a straight the Blind pushes.
 - f. The Trips bet wins if the player has three of a kind or better. See layout for odds.

When the dealer doesn't qualify:

12. 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.
13. Then, again working right to left, resolves the action normally (see above).

Note: If the player has three of a kind or better, he always wins the trips bet—even if he folds.

ACE® and iDeal® Shufflers

RECOMMENDED DEALING PROCEDURES

1. Set the ACE® or iDeal® shuffler to the “UTH” mode. Contact your SHFL entertainment service technician for assistance.
2. To begin the game, players must make equal bets on the Ante and Blind. They may also make a Trips bet.
3. The iDeal will first dispense the five community cards. Spread these out—face down—in the middle of the table.
4. Working from left to right, the dealer gives each player and himself a set of two starting cards.
5. After the dealer gives himself two cards, he presses the green button on the shuffler to dispense the remaining cards.
6. Players now have a choice:
 - a. Check (do nothing); or
 - b. Make a Play bet of 3x or 4x their Ante.
 - i. Once players bet, they cannot bet again and they cannot change their bet.
7. The dealer then reveals the first three community cards.
8. Players that have not yet made a Play bet have a choice:
 - a. Check; or
 - b. Make a Play bet of 2x their Ante.
9. The dealer then reveals the final two community cards (the turn and river).
10. Players that have not yet made a Play bet have a choice:
 - a. Fold; or
 - b. Make a Play bet of 1x their Ante.
11. The dealer then reveals his two hole cards and announces his five-card hand.
12. 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:

13. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.
- a. If the player's hand beats the dealers, the Play and Ante bets win even money.
 - b. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.
 - c. When the hands tie, the Play, Ante and Blind bets push.
 - d. The Blind bet wins when the player wins with a straight or higher. See layout for odds.
 - e. If the player wins with less than a straight the Blind pushes.
 - f. The Trips bet wins if the player has three of a kind or better. See layout for odds.

When the dealer doesn't qualify:

14. 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.
15. Then, again working right to left, resolves the action normally (see above).

Note: If the player has three of a kind or better, he always wins the trips bet—even if he folds.

IRREGULARITIES:

In the event of a shuffler malfunction, all hands are void.

ADDITIONAL RULES:

Players may not wager on the house's hand or on other player's hands.

Side bets between players are prohibited.

Table aggregates are allowed, but must be in compliance with state regulations.

At the casino's discretion, the dealers can resolve the bets in the order the casino wishes.

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

Players are limited to wagering on a maximum of four games. Card Room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.



Paytables

Hand	UTH-01		UTH-02		UTH-03		UTH-04	
	Trips Bonus	Blind	Trips Bonus	Blind	Trips Bonus	Blind	Trips Bonus	Blind
Royal flush	50 to 1	500 to 1	50 to 1	500 to 1	50 to 1	500 to 1	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1	40 to 1	50 to 1	40 to 1	50 to 1	40 to 1	50 to 1
Four of a kind	30 to 1	10 to 1	30 to 1	10 to 1	30 to 1	10 to 1	20 to 1	10 to 1
Full house	9 to 1	3 to 1	8 to 1	3 to 1	8 to 1	3 to 1	7 to 1	3 to 1
Flush	7 to 1	3 to 2	6 to 1	3 to 2	7 to 1	3 to 2	6 to 1	3 to 2
Straight	4 to 1	1 to 1	5 to 1	1 to 1	4 to 1	1 to 1	5 to 1	1 to 1
Three of a kind	3 to 1		3 to 1		3 to 1		3 to 1	
	0.90%	0.84%*	1.90%	0.84%*	3.50%	0.84%*	6.18%	0.84%*

* Entire game vs. dealer. Assumes perfect play.



RULES OF PLAY:

1. Ultimate Texas Hold 'Em Progressive is an optional progressive wager.
2. The bet considers the best hand possible among all the player's cards.
3. The top two percentage pays from the payable require that at least one card from the player's two hole cards make up the royal flush. The Community Royal Flush is comprised only of the 5 community up-cards. All other winning hands can be comprised of any 5 cards, either all community or including the player's cards.
4. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
5. To begin each round, players must make their regular game's wager. They may optionally place any bonus 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.
6. 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.
7. The dealer then follows house procedures for dealing the regular game.
8. The dealer reconciles the standard wager, bonus wagers, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

9. Progressive winners:
- a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands can be paid from the tray or from the meter, at the casino's requirements
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players. As Regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. 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.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor shall insert the key and rotate it to "JPH" and then press "J-pot" button. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
 - g. Returning the supervisor key to the "Run" position will restore normal operation of the table, and adjust the meter appropriately for the prize won.
 - h. When the dealer reconciles all action, he presses "Game Over." This resets the system to begin the next hand.
 - i. Once the "J-pot" button is pressed, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

This game will use the approved Shuffle Master owned progressive system containing the following components and their compatible software versions: Game Manager v6.6 Build 520 or higher, Aquarius Controller v6.5.6SP, Coin Spot v6.0 and the progressive displays can be either CHAM2+ v1.66P\$ or ViPS v1.2.0 or higher.

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

Players are limited to wagering on a maximum of four games. Card Room operators are required to post on the layout or on a placard at the table that the players are limited to wagering on a maximum of four games.



RULES OF PLAY:

1. Ultimate Texas Hold 'Em Progressive is an optional progressive bet.
2. The bet considers the best hand possible among all the player's cards.
3. The top two percentage pays from the payable require that at least one card from the player's two hole cards make up the royal flush. The Community Royal Flush is comprised only of the 5 community up-cards. All other winning hands can be comprised of any 5 cards, either all community or including the player's cards.
4. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
5. To begin each round, players must make their regular game's wager. They may optionally place any bonus 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.
6. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
7. The dealer then follows house procedures for dealing the regular game.
8. The dealer reconciles the standard wager, bonus wager, and progressive wagers at the same time. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.

9. Progressive winners:
- a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands can be paid from the tray or from the meter, at the casino's requirements.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on his right and then move counter-clockwise to pay other players. As Regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. When a player has a progressive winner, the dealer will select the player spot corresponding to the player with the winning progressive hand. The dealer will then press the appropriate hand button on the display. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor will press the confirm button. To complete the action, a Supervisor or Executive card (depending on jackpot level) swipe is required. This records the win onto the Game Manager computer and adjusts the meter appropriately for the prize won. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
 - g. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
 - h. Once the Supervisor or Executive card (depending on jackpot level) is swiped the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.

This game will use the approved SHFL entertainment owned progressive system containing the following components and their compatible software versions: Nexus Command Game Manager v1.3.0 or higher, Nexus Command Table Controller Software v2.0.0 and ViPS display.

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

Players are limited to wagering on a maximum of four games. Card Room operators are required to post on the layout or on a placard at the table that the players are limited to wagering on a maximum of four games.



	Paytable 01*
Hand	Pays*
Royal Flush- First 5 Cards	100%
Royal Flush- First 7 Cards	5%
Community Royal	3,000 for 1
Straight Flush	250 for 1
4 of a Kind	100 for 1
Full House	10 for 1

* Original Wager is NOT returned.



PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- Progressive meter contribution
 - When using a pay table in which all payouts are deducted from the meter, we recommend utilizing the system to configure meter contribution rates anywhere between 0-100%.
 - Most pay tables with this style of math are designed to grow over time when a contribution rate of 70% or more is used. If less is contributed, the risk of the meter “running dry” increases.
 - When using a pay table in which only the progressive (percentage) pays are deducted from the meter, we recommend only reducing the pre-configured meter contribution rate if any changes are made. Adjusting the contribution rate above the pre-configured value would reduce the mathematical house advantage of the wager.

- Reserve contribution
 - We recommend contributing a small portion of each progressive wager to the reserve. This amount will be added on to any configured seed amount after a 100% award is given, and will help reduce the drop in play expected after a jackpot hits.
 - We do not recommend eliminating a seed amount entirely and using the reserve as the only seed mechanism. All games present a certain likelihood of back-to-back awards, and this method runs the risk of restarting the meter at a very low amount in that case.

- Seed amount
 - We recommend using the pre-configured seed amount in the system. This amount is specific to the pay table selected for use, and is designed to offer a reasonable starting point that works with the pay table’s math.
 - If any changes are made, we recommend the seed amount to be at least as large as the largest “fixed” award on the pay table.
 - We do not recommend configuring a \$0 seed amount.



Ante pushes if dealer has less than a pair



ANTE	
1.00	1.00
1.50	1.50
2.00	2.00
2.50	2.50
3.00	3.00
3.50	3.50
4.00	4.00
4.50	4.50
5.00	5.00
5.50	5.50
6.00	6.00
6.50	6.50
7.00	7.00
7.50	7.50
8.00	8.00
8.50	8.50
9.00	9.00
9.50	9.50
10.00	10.00
10.50	10.50
11.00	11.00
11.50	11.50
12.00	12.00
12.50	12.50
13.00	13.00
13.50	13.50
14.00	14.00
14.50	14.50
15.00	15.00
15.50	15.50
16.00	16.00
16.50	16.50
17.00	17.00
17.50	17.50
18.00	18.00
18.50	18.50
19.00	19.00
19.50	19.50
20.00	20.00

A collection of 15 circular and rectangular cards for a poker game, arranged in a semi-circle. Each card features a red background with white text and a small table of values.

- Trips** (red diamond): A card with a red diamond shape containing the word "Trips".
- Ante = Blind** (white circle): A card with a white circle containing the text "Ante = Blind".
- Blind** (white circle): A card with a white circle containing the word "Blind".
- Play** (white circle): A card with a white circle containing the word "Play".
- Ante = Blind** (white circle): A card with a white circle containing the text "Ante = Blind".
- Blind** (white circle): A card with a white circle containing the word "Blind".
- Play** (white circle): A card with a white circle containing the word "Play".
- Trips** (red diamond): A card with a red diamond shape containing the word "Trips".
- Ante = Blind** (white circle): A card with a white circle containing the text "Ante = Blind".
- Blind** (white circle): A card with a white circle containing the word "Blind".
- Play** (white circle): A card with a white circle containing the word "Play".
- Trips** (red diamond): A card with a red diamond shape containing the word "Trips".
- Ante = Blind** (white circle): A card with a white circle containing the text "Ante = Blind".
- Blind** (white circle): A card with a white circle containing the word "Blind".
- Play** (white circle): A card with a white circle containing the word "Play".
- Trips** (red diamond): A card with a red diamond shape containing the word "Trips".
- Ante = Blind** (white circle): A card with a white circle containing the text "Ante = Blind".
- Blind** (white circle): A card with a white circle containing the word "Blind".
- Play** (white circle): A card with a white circle containing the word "Play".

Each card includes a small table of values:

ANTE	
1.00	1.00
1.50	1.50
2.00	2.00
2.50	2.50
3.00	3.00
3.50	3.50
4.00	4.00
4.50	4.50
5.00	5.00
5.50	5.50
6.00	6.00
6.50	6.50
7.00	7.00
7.50	7.50
8.00	8.00
8.50	8.50
9.00	9.00
9.50	9.50
10.00	10.00
10.50	10.50
11.00	11.00
11.50	11.50
12.00	12.00
12.50	12.50
13.00	13.00
13.50	13.50
14.00	14.00
14.50	14.50
15.00	15.00
15.50	15.50
16.00	16.00
16.50	16.50
17.00	17.00
17.50	17.50
18.00	18.00
18.50	18.50
19.00	19.00
19.50	19.50
20.00	20.00



RULES OF PLAY:

1. This is an optional bad-beat bet for Ultimate Texas Hold'em. Players win if they and the dealer are involved in a bad beat. There are two ways to win:
 - The player has three of a kind or better and loses to the dealer.
 - The player beats the dealer's hand of three of a kind or better.
2. To participate in the bad beat, players must make bets on the Ante, Blind and Trips. Players place their bad-beat wagers in the marked circle.
3. If the player's hand qualifies for payouts, the dealer pays him according to the posted payable. If the player's hand does not qualify, the dealer takes his wager and moves on to the next player.
4. If the dealer and the player have a five card tie; then the Bad Beat Bonus bet loses because neither the dealer nor the player suffered a Bad Beat.

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

Players are limited to wagering on a maximum of four games. Card Room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.



	UTH - BBB 01	UTH - BBB 02	UTH - BBB 03
Straight Flush	10,000 to 1	7,500 to 1	2,500 to 1
Quads	500 to 1	500 to 1	500 to 1
Full House	40 to 1	50 to 1	50 to 1
Flush	25 to 1	30 to 1	30 to 1
Straight	20 to 1	20 to 1	20 to 1
Trips	9 to 1	9 to 1	9 to 1
House edge	20.2%	14.6%	16.5%
Hit frequency	3.9%	3.9%	3.9%



RULES OF PLAY:

1. Ultimate Pairs Bonus is an optional bonus wager.
2. Players win if their two hole cards match one of the hands listed on the posted payable.

*Note: Only the top payout on payable two includes both the player's and dealer's cards. The rest of the payouts are based on the player's two cards ONLY.

To participate in the Ultimate Pairs Bonus wager, players must make their wagers prior to receiving their two card hand. Players place their Ultimate Pairs Bonus wagers in the marked area.

3. If the player's hand qualifies for payouts, the dealer pays him according to the posted payable. If the player's hand does not qualify, the dealer takes his wager and moves on to the next player.
4. If the player folds their hand, the Ultimate Pairs Bonus wager (if played) remains in action. The dealer will remove the losing wagers and tuck the two hole cards under the Ultimate Pairs Bonus wager.

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

Players are limited to wagering on a maximum of four games. Card Room operators are required to post on the layout or on a placard at the table that players are limited to wagering on a maximum of four games.

ULTIMATE PAIRS BONUS

Paytables	1	2
A-A (Player) / A-A (Dealer)		1000 to 1
A-A	30 to 1	30 to 1
A-K (Suited)	25 to 1	25 to 1
A-Q or A-J (Suited)	20 to 1	20 to 1
A-K (Unsuited)	15 to 1	15 to 1
K-K or Q-Q or J-J (High Pairs)	10 to 1	10 to 1
A-Q or A-J (Unsuited)	5 to 1	5 to 1
10-10 Thru 2-2 (Low Pairs)	3 to 1	3 to 1
House Advantage	8.90%	8.54%

Paytable	3	4	5	6
Ace Hearts / Ace Diamonds		100 to 1	50 to 1	
Pair of Aces	30 to 1	30 to 1	25 to 1	25 to 1
Ace / Face Suited	20 to 1	20 to 1	20 to 1	20 to 1
Ace / Face	10 to 1	10 to 1	10 to 1	10 to 1
Pair	5 to 1	4 to 1	5 to 1	5 to 1
House Advantage	4.52%	4.68%	4.90%	6.79%



Hand	Rank	Player
AKQJ10	10	Player 1
AKQJ9	9	Player 2
AKQJ8	8	Player 3
AKQJ7	7	Player 4
AKQJ6	6	Player 5
AKQJ5	5	Player 6
AKQJ4	4	Player 7
AKQJ3	3	Player 8
AKQJ2	2	Player 9
AKQJ1	1	Player 10



Ante pushes if dealer has less than a pair

Trips

Ultimate Pairs Bonus

Big Beat Bonus

Ante = **Blind**

Play = **Post**

Rank	Player
AKQJ10	10
AKQJ9	9
AKQJ8	8
AKQJ7	7
AKQJ6	6
AKQJ5	5
AKQJ4	4
AKQJ3	3
AKQJ2	2
AKQJ1	1

Trips

Ultimate Pairs Bonus

Big Beat Bonus

Ante = **Blind**

Play = **Post**

Rank	Player
AKQJ10	10
AKQJ9	9
AKQJ8	8
AKQJ7	7
AKQJ6	6
AKQJ5	5
AKQJ4	4
AKQJ3	3
AKQJ2	2
AKQJ1	1

Trips

Ultimate Pairs Bonus

Big Beat Bonus

Ante = **Blind**

Play = **Post**

Rank	Player
AKQJ10	10
AKQJ9	9
AKQJ8	8
AKQJ7	7
AKQJ6	6
AKQJ5	5
AKQJ4	4
AKQJ3	3
AKQJ2	2
AKQJ1	1

Trips

Ultimate Pairs Bonus

Big Beat Bonus

Ante = **Blind**

Play = **Post**

Rank	Player
AKQJ10	10
AKQJ9	9
AKQJ8	8
AKQJ7	7
AKQJ6	6
AKQJ5	5
AKQJ4	4
AKQJ3	3
AKQJ2	2
AKQJ1	1

Trips

Ultimate Pairs Bonus

Big Beat Bonus

Ante = **Blind**

Play = **Post**

Rank	Player
AKQJ10	10
AKQJ9	9
AKQJ8	8
AKQJ7	7
AKQJ6	6
AKQJ5	5
AKQJ4	4
AKQJ3	3
AKQJ2	2
AKQJ1	1

Trips

Ultimate Pairs Bonus

Big Beat Bonus

Ante = **Blind**

Play = **Post**

Rank	Player
AKQJ10	10
AKQJ9	9
AKQJ8	8
AKQJ7	7
AKQJ6	6
AKQJ5	5
AKQJ4	4
AKQJ3	3
AKQJ2	2
AKQJ1	1