

DEALING PROCEDURES FOR WPT-HEADS UP HOLD 'EM

World Poker Tour (WPT) Heads Up Hold'em is a Texas Hold'em variation designed exclusively for the table games pit; not the poker room. WPT Heads Up Hold'em utilizes the familiar card delivery and betting pattern popularized in Texas Hold'em, while also incorporating additional side bet options and a Bad Beat bonus.

The game is dealt as follows;

1. WPT Heads Up Hold'em is played with one standard 52-card deck of playing cards.
2. Play begins with each player making two mandatory wagers, the Ante wager and the Odds wager. Both wagers must be of an equal amount and within posted table limits.

TRIPS PLUS	
Royal Flush	100
Straight flush	40
Quads	30
Full House	8
Flush	7
Straight	4
Trips	3

POCKET BONUS	
Pocket Aces	30
Ace-Face Suited	20
Ace-Face	10
Pair	5

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

*Must beat dealer

RAISE
 3X on Pocket Cards
 2X on Flop
 1X on River

All Layout Paytables Are *to 1*

3. Starting from the Dealer's left each player receives two hole cards face down (the player's two-card hand), as does the dealer. Additionally, the five community board cards may be dealt face down at this point to reveal the flop, turn, and river cards as they are needed for each stage of the round. Alternatively, if the game is hand dealt, the dealer may deal and expose the flop, turn, and river cards as they are needed for each stage of the round. Note that players should not be allowed to exchange information on their hands.
4. Each player will then have the option to either make a Raise wager equal to their Ante, two times their Ante, three times their Ante wager or check.
5. The dealer will then reveal three community cards (Flop), either by turning over the first three face-down cards (if machine dealt), or by dealing and displaying the three card flop (if manually dealt).
6. Each player who has not yet made a Raise wager may now make a Raise wager equal to their Ante, two times their Ante wager or check.

7. The dealer will then reveal the final two community cards (Turn and River), either by turning over the last two face-down community cards (if machine dealt), or by dealing and displaying the turn and river cards (if manually dealt).
8. Each player who has not yet made a Raise wager now *must* either make a Raise wager equal to their Ante wager, or fold their hand forfeiting both their Ante and Odds wagers. A player may fold and still win their Pocket Bonus wager if their two card hand contains a ranking hand posted on the corresponding payable.
9. The dealer then reveals their two hole cards, and both player and dealer then make the best five card poker hand possible using any combination of their two hole cards and the five community cards.
10. The player and dealer's hands are compared as follows:
 - a) If the Dealer's hand is not a Pair or better, then the dealer does not qualify and the Ante wager is pushed. To indicate this, the dealer may push the player's Ante wager back to the player's position, or the Dealer may tap the felt next to the player's Ante wager to show this push result. All other wagers will remain in action.
 - b) If the Dealer qualifies with a pair or better, the Ante wager is paid even money if the player's hand beats the dealer's hand.
 - c) If the dealer's hand beats the player's hand, the Ante wager loses and is collected.
 - d) If the dealer's hand and the player's hand are equal copies, the Ante wager is pushed.
 - e) If the player wins with a Straight or better, the Raise wager is paid even money, and the Odds wager is paid according to the following payable.

Odds Bet - Player Wins	Pay Out
Royal Flush	500:1
Straight Flush	50:1

Four-of-a Kind "Quads"	10:1
Full House	3:1
Flush	3:2
Straight	1:1
All Other	Push

- f) If the Player wins with a Three-of-a-Kind or less, the Raise wager wins and is paid even money, and the Odds bet pushes.
- g) If the Player ties or "copies" the Dealer, then both the Raise and Odds wagers push.
- h) If the player loses to the dealer and his final hand is Three-of-a-Kind or worse, then both the Raise and Odds wagers lose and are collected.
- i) If the player loses to the dealer and his final hand is at least a Straight, the Raise wager loses and is collected. The Odds bet remains and is paid according to the **Bad Beat Bonus** payable. The following is an example of a Bad Beat payable:

Bad Beat Paytable	Pay Out
Royal	n/a
Straight Flush	500:1
Four of a kind "Quads"	25:1
Full House	6:1
Flush	5:1
Straight	4:1
All other	<i>Loss</i>

TRIPS PLUS

The Trips Plus bet is an optional wager that pays if the player's 7 cards (two hole cards and 5 community cards) contain a Three-of-a-kind or better, regardless of the outcome of the primary game wagers. Winning wagers are paid according to one of the following payable examples:

Trips Plus Bet	Paytable 1	Paytable 2	Paytable 3	Paytable 4
Royal	100:1	100:1	100:1	100:1
Straight Flush	40:1	40:1	40:1	40:1
Four of a kind "Quads"	30:1	30:1	30:1	30:1
Full House	9:1	8:1	7:1	8:1
Flush	7:1	6:1	6:1	7:1
Straight	4:1	5:1	5:1	4:1
Trips (Three-of-a-Kind)	3:1	3:1	3:1	3:1
Two (2) pairs	Loss	Loss	Loss	loss
One (1) pair	Loss	Loss	Loss	loss
High Cards	Loss	Loss	Loss	Loss

The dealer may take or pay the Trips Plus bet before or after processing the player's main bets. This is a house procedure determined by management.

POCKET BONUS

The Pocket Bonus bet is an optional wager that pays on the value of a player's two hole cards only. If the player's hole cards contain a pair or an Ace with a Face card (King, Queen, Jack), it will pay according to the following example payable. Otherwise, it will lose and be collected.

Pay table #1:

Pocket Bonus Bet	Payout
Pair of Aces	30:1
Ace-Face Suited	20:1
Ace-Face (unsuited)	10:1
Pair 2's - K's	5:1

Pay Table #2:

Pocket Bonus Bet	Payout
Pair of Aces	25:1

Ace-Face Suited	20:1
Ace-Face (unsuited)	10:1
Pair 2's - K's	5:1

Pay Table #3:

Pocket Bonus Bet	Payout
Pair of Aces	30:1
Ace-Face Suited	20:1
Ace-Face (unsuited)	10:1
Pair 2's - K's	4:1

