Ultimate Texas Hold'em - Cover All Bonus

Rules and Procedures

- 1. The Cover All Bonus is an optional side wager for Ultimate Texas Hold'em.
- 2. To begin, players make the standard base game wagers, any available side wagers and optionally, the Cover All wager, before the start of the round.
- 3. Casinos must set the i-Deal Plus shuffler to the "Ultimate Texas Hold'em Cover All" mode.
- 4. Each player and the dealer receive two cards according to the standard procedures for the base game. Additionally, five community cards are on the layout.
- 5. After the dealer removes their hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.
- 6. Payouts are dynamic: They change depending on the number of players in the round.
- 7. The Cover All wager wins if the highest five card poker hand, from the initial two cards dealt and the five community cards, whether it belongs to a player or the dealer, is full house or better. If the dealer has full house and a player has a straight flush, the bonus for the straight flush is paid to all players participating in the Cover All wager.
- 8. The dealer resolves the game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's a full house or better, (even if it's the dealer's), they will leave the cards exposed on the table.
- 9. If the dealer finds a higher ranking hand, they will leave those cards exposed and remove any previous cards left on the table.
- 10. Once the dealer has finished reconciling all player base wagers, they will go back and reconcile the Cover All wagers.
- 11. Below is the matrix for 2-7 hands. This includes up to 6 players and the dealer.

Highest Hand	Player(s) and Dealer					
	7	6	5	4	3	2
Royal Flush	70 to 1	80 to 1	100 to 1	125 to 1	150 to 1	200 to 1
Straight Flush	30 to 1	40 to 1	40 to 1	70 to 1	80 to 1	100 to 1
Quads	20 to 1	30 to 1	35 to 1	40 to 1	50 to 1	70 to 1
Full House	4 to 1	4 to 1	5 to 1	6 to 1	8 to 1	12 to 1