



Rules of Play



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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.
3. If the All 6 Bonus bet is on the layout, the dealer deals the first four cards and places them to the dealer's right. Otherwise, go to step 4.
4. 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.
5. Each player will then make a Raise wager three times their Ante wager or check. *(Casinos have the option to allow the player to make 1X or 2X their bet at this point.)*
6. 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).
7. Each player who has not yet made a Raise wager may now make a Raise wager equal to two times their Ante wager or check.
8. 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).
9. 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.

10. The dealer then reveals their two hole cards, and both player and dealer make their best five-card poker hand possible using any combination of their two hole cards and the five community cards.

11. 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 Win Paytable

Outcome	Paytable 1
Royal Flush	500
Straight Flush	50
Four of a Kind	10
Full House	3
Flush	1.5
Straight	1

- 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 (Odds Loss) Paytables

Outcome	Paytable 1	Paytable 2	Paytable 3	Paytable 4
Straight Flush	500	500	500	500
Four of a Kind	50	50	50	25
Full House	10	10	10	6
Flush	8	6	5	5
Straight	5	5	4	4

TRIPS PLUS

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

Trips Plus Paytables

Outcome	Paytable 1	Paytable 2	Paytable 3	Paytable 4
Royal Flush	100	100	100	100
Straight Flush	40	40	40	40
Four of a Kind	30	30	30	30
Full House	9	8	8	7
Flush	7	6	7	6
Straight	4	5	4	5
Three of a Kind	3	3	3	3

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 paytables. Otherwise, it will lose and be collected.

Pocket Bonus Paytables

Outcome	Paytable 1	Paytable 2	Paytable 3
Pair of Aces	30	25	30
Suited Ace and Face	20	20	20
Unsuited Ace and Face	10	10	10
Pair of Kings or lower	5	5	4

ALL 6 BONUS

The All 6 Bonus Bet hand is formed by combining the player's two-card hand with the dealer's right-most four face-down cards. The four face-down cards are dealt before the players' cards are dealt and are used only for the All 6 Bonus Bet hand.

All 6 Bonus Paytables

Outcome	Paytable 1	Paytable 2	Paytable 3	Paytable 4	Paytable 5
Six-Card Royal Diamonds	1,000	1,000	1,000	1,000	200,000
Six-Card Royal Other	1,000	1,000	1,000	1,000	20,000
Five-Card Royal	1,000	1,000	1,000	1,000	1,000
Five-Card Straight Flush	200	200	200	200	200
Four of a Kind	50	50	100	100	50
Full House	25	25	20	20	20
Flush	20	15	15	15	15
Straight	10	10	9	10	10
Three of a Kind	5	5	8	7	5

PROGRESSIVE

The Progressive Bonus Bet hand is formed by combining the player's two-card hand with the five community cards. "Flopped" refers to the hand created from the initial two cards dealt to the player and the first three community cards known as the flop. All pays are "for 1". Original wager is not returned. Only highest qualifying hand is paid. After 100% payouts are awarded, the meter is reset to its initial seed value.

Progressive Paytables

Outcome	Paytable 1	Paytable 2	Paytable 3	Paytable 4	Paytable 5
Flopped Royal Flush in Spades	100%	100%	100%	100%	100%
Flopped Royal Flush	10%	1,000	10%	100%	100%
Royal Flush	10%	1,000	10%	1,000	3,000
Community Royal Flush	10%	1,000	10%	1,000	3,000
Straight Flush	200	200	500	500	250
Quads	50	50	100	100	100
Full House	10	10	10	10	10
Flush	5	5	Loss	Loss	Loss
Outcome	Paytable 6	Paytable 7	Paytable 8		
Flopped Royal Flush in Spades	100%	100%	100%		
Flopped Royal Flush	100%	100%	100%		
Royal Flush	5%	100%	100%		
Community Royal Flush	3,000	1,000	1,000		
Straight Flush	250	250	300		
Quads	100	75	100		
Full House	10	11	10		
Flush	Loss	Loss	Loss		
Outcome	Paytable 9				
Flopped Straight Flush	100%				
Royal Flush	2,000				
Straight Flush	250				
Quads	50				
Full House	7				
Flush	5				

Layout

