

## Ultimate Texas Hold 'em

After placing an Ante bet, matching Blind bet, and optional Trips bet (with payoffs in parentheses below for 3-of-a-Kind or better, regardless of other hands), each person gets two cards. You may then make one Play bet, with the amount depending on how early you bet: 3x (don't!) or 4x the Ante before the flop (first three communal cards) is exposed, 2x on the flop, and 1x the Ante after the river (last two communal cards exposed). If you decline to make a Play bet, you must fold, immediately forfeiting your Ante and Blind (and your Trips bet at some casinos).

If you didn't fold, compare your best five-card hand to the dealer's. If the dealer's hand doesn't qualify with at least a Pair (a Pair on the board qualifies), your Ante bet pushes, even if your hand is weaker than the dealer's; otherwise, the Ante wins or loses an equal payoff. If the dealer beats you, your Blind and Play bets lose. If you beat the dealer, your Play bet wins an equal payoff, while your Blind pushes, except for a Straight or better, which receives these payoff odds on the Blind:

Royal Flush	500:1 (50)	Full House	3:1 (8)
Straight Flush	50:1 (40)	Flush	3:2 (7)
4-of-a-Kind	10:1 (30)	Straight	1:1 (4)
	(Trips pay ↑)	3-of-a-Kind	- (3)

The strategy on the reverse side of this card will not give you an advantage. Betting \$10 on the Ante at -2.29%, and another \$10 on Trips at -3.50%, expect to lose more than \$17 per hour (30 rounds).

Before the flop, raise the full 4x your Ante with:

- Any **Ace** (really!)
  - Offsuit: **K5** or higher
  - Offsuit: **Q8** or higher
  - Offsuit: **JT**
  - Pocket **33** or higher
  - Suited: Any **King**
  - Suited: **Q6** or higher
  - Suited: **J8** or higher
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On the flop, bet 2x your Ante with:

- Two Pair or more (but need **K+** kicker if Trips showing)
  - With a Pair on board, bet if you hold a **Jack** or higher AND: a 4-Flush or open-ended 4-Straight
  - Bet any Pair using a hole card, except pocket **22**:
  - Otherwise, bet only if you have a 4-Flush AND: pocket **22** or a suited **Ten** or higher in hand
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After the river, call 1x your Ante with:

- Straight or higher (except Quads on board: need **T+** kicker on board or **7+** in hand if it plays)
- Two Pair or more using hole card not as kicker
- *If board paired and you can outkick it, call unless 21 or more cards beat you. E.g., on rainbow board **AQ393**, call with **T** (11 match the board + 4 **Kings** + 4 **Jacks** = only 19). Board **333A2**, you need **T** (7 + 4**K** + 4**Q** + 4**J** = 19).*
- *If board paired and you can't beat it, fold if 18+ cards beat the board, e.g., call **AAKK9** (16).*
- *If board is NOT paired, don't play the board!*
  - Fold bottom-pair or under-pair if 4-Flush showing on board
  - Fold kicker if 4-Flush or any 4-Straight showing
  - Fold if 21+ cards beat you; otherwise, call 1x.