

TABLE GAMES

LET IT RIDE

Overview of the Rules

The game of Let It Ride is based upon five-card stud poker. Players place three equal bets and are dealt three cards, which are combined with the Dealers two community cards to form a five-card hand. A player who fails to attain a pair of 10s or better forfeits whatever bets that were not withdrawn. A player who receives a hand consisting of a pair of 10s or better will receive a basic game payout.

Players may also wager an additional \$1 per hand to participate in Let It Ride Bonus and receive immediate bonus payouts according to the bonus paytable.

Dealing The Game

The Dealer waits for Guests to place three equal bets and ask if there are any bonus bets. After each Guest has had the opportunity to place a bonus bet, the Dealer ensures that the red bonus sensor lamp is illuminated for each Guest who has placed a bonus bet.

Press "Lock Out" on the keypad.

Collect bonus bets and place them in the chip tray. A Guest may still place a bet if cards have not yet been dealt. In this case, press "Lock Out" again. The lock out key will be disabled only after the shuffler begins to deal.

Place the deck from the discard rack into the shuffler. The shuffler will automatically send out three cards from the deck of cards that are already in the shuffler.

The Dealer will remove the dealt cards from the shuffler platform and deliver the hand. Hands will be delivered face down from left to right. Follow this procedure until each Guest receives a three-card hand.

Once the first hand has been dealt onto the shuffler platform, no more bets can be made.

Pick up the next hand (community hand) from the platform, slide the top card to the left rectangle in front of the Dealer and the next card to the right rectangle and burn the bottom card. Be careful not to expose the bottom card.

If there are fewer than seven players, press the green START button on the shuffler. The shuffler delivers the remaining cards onto the platform. Place the remaining cards in the discard rack.

TABLE GAMES

LET IT RIDE

Dealing the Game (cont)

Once the cards are dealt, and the remaining cards are in the discard rack, if the bonus lights begin to flash you may have a misdeal. Call your Floor Supervisor immediately.

Begin the round with the Guest on the Dealer's left. The Guests may only look at their own three cards and the community cards as they are being exposed. Allow each Guest to decide whether to "Let It Ride". The Guest will either scratch the layout with the cards, indicating they want the bet returned or the Guest will "Let It Ride" by waving off the Dealer by placing their cards under their last bet to indicate the Guest's decision to "Let It Ride". If the Guest decides to withdraw the bet, the Dealer pushes it back to the player. If the decision is to "Let it ride", the bet may not be withdrawn later.

After each Guest has made their first decision, expose the community card on the left rectangle by turning it face up.

Again, starting with the Guest to the Dealer's left, the Guest indicates whether they want the second bet back or to "Let It Ride". After all Guests make their second decision, instruct them to tuck their cards under their final bet.

Expose the second community card by turning it face up on the second rectangle.

Starting with the player on the Dealers right, expose each Guest's hand to determine if it is a winning hand. The basic game payouts are made to winning hands for each bet that was not withdrawn during play.

If there are bonus hands, use the keypad to enter the hand and pay according to the established payable.

Basic Game and Bonus Payouts

Bonus payouts are made to certain winning hands according to the payout table listed on the bonus payable. A Guest who receives a hand consisting of a pair of 10s or better is eligible for the basic game payout.

TABLE GAMES

LET IT RIDE

Irregularities

If the bonus bet sensor does not illuminate when the \$1 bonus bet is placed on it, notify your Supervisor who will indicate that position is no longer available for bonus play.

If a Guest placed their bonus \$1 bet, it was collected by the Dealer but the bonus sensor did not illuminate, the hand was played, and the player received a bonus hand, the Guest is entitled to the bonus payout once verification is satisfied.

If any Guest or the Dealer has the incorrect number of cards in their hand, call your Supervisor, announce a misdeal and collect all cards.

It is a misdeal if the Dealer delivers hands to all the Guests and then presses the green button to unload the remaining cards in the shuffled deck, prior to delivering the dealer hand/community cards. The shuffle machine will not detect this misdeal, therefore:

1. Call your Supervisor
2. Announce a misdeal.
3. Collect all of the cards.

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