



# 6 CARD BONUS TRAINING MANUAL

## **OVERVIEW**

Let it Ride Bonus is a five-card poker game. Players compete against a payable, not against the dealers or other players. The game has three parts:

- Basic game:            Players win with a pair of 10s or better.
- \$1 Bonus game:        Winning hands vary (see layout).
- 3 Card Bonus:         Players win with a pair or better (Players three cards only).
- 6 Card Bonus:         The bet is based on the best five card poker hand from the six cards dealt (six cards for the top four payouts) . Players combine their three cards with the three additional cards dealt and placed in the 6 Card Bonus card box. See payout sign for odds.

## **RECOMMENDED DEALING PROCEDURES**

- 
2. To begin the game, players must make three equal bets in the circles marked (\$), (2) and (1).
    - a. Players may also make the \$1 Bonus bet in the red circle. The dealer will leave the \$1 bet up. At the completion on the hand if it loses the dealer will pick it up and if it wins the dealer will pay the bet then pick up the dollar.
    - b. Players may also make a 3 Card Bonus bet.
    - c. Players may also make a 6 Card Bonus bet. The 3 Card and \$1 Bonus bets must be placed to be eligible to make the 6 Card Bonus bet.
  3. The dealer will place the first three cards dealt from the shuffler in the marked 6 Card Bonus card box.
  4. The shuffler will then dispense the two community cards that are placed in the marked area in front of the dealer.
  5. Working from left to right, the dealer gives each player three cards face down.
  6. The dealer then presses the green button on the i-Deal; this dispenses the remaining cards.
  7. Players now have a choice:
    - a. Remove the (1) bet or keep it in action.

- i. To remove the (1) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
8. The dealer then reveals the community card on his left.
9. Players now have a choice:
  - a. Remove the (2) bet or keep it in action.
    - i. To remove the (2) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
10. Players then place their cards next to the 6CB bet.
11. The dealer then reveals the second community card.
12. Working from right to left, the dealer reveals each player's cards and combines them with the community cards to make a five-card poker hand. Traditional rankings apply.
13. The dealer resolves each player in order, first the basic bets then the 3 Card Bonus and then the \$1 Bonus bets. If the player has placed the 6 Card Bonus side bet, the dealer will resolve the basic bets, 3 Card Bonus and \$1 Bonus and leave the player's three cards face up on the table. Before moving to the next hand the dealer will stack and push the payouts to the player leaving only the 6CB bet and the cards.
13. If the player has a pair of 10s or better, all basic bets left in action win according to the posted odds chart.
  - a. If the player has less than a pair of 10s, all basic bets left in action lose.
14. If the player has a qualifying \$1 Bonus hand, the dealer pays according to the posted odds chart and pick up the original \$1 bet.
15. Once all base game and Bonus bets have been resolved (by either locking up losing bets and/or paying, stacking and passing off to the player all winning bets), the dealer will discard the two community cards.
16. The dealer will then reveal the three cards in the 6 Card Bonus card box and working from right to left the dealer will combine them with the player's three starting cards making the best 5 card poker hand. The only exception is the top 4 hands which are based on all 6 cards. See paytable for odds.



## BASIC PAYTABLE

|                      |           |
|----------------------|-----------|
| Royal Flush.....     | 1000 to 1 |
| Straight Flush.....  | 200 to 1  |
| Four-of-a-Kind.....  | 50 to 1   |
| Full House.....      | 11 to 1   |
| Flush.....           | 8 to 1    |
| Straight.....        | 5 to 1    |
| Three-of-a-Kind..... | 3 to 1    |
| Two Pair.....        | 2 to 1    |
| 10's or Better.....  | 1 to 1    |

## BONUS PAYTABLE

|                      |          |
|----------------------|----------|
| Royal Flush.....     | \$20,000 |
| Straight Flush.....  | \$2,000  |
| Four-of-a-Kind.....  | \$300    |
| Full House.....      | \$150    |
| Flush.....           | \$50     |
| Straight.....        | \$25     |
| Three-of-a-Kind..... | \$8      |

## 3 Card Bonus

|                      |         |
|----------------------|---------|
| Straight Flush.....  | 40 to 1 |
| Three-of-a-Kind..... | 30 to 1 |
| Straight.....        | 6 to 1  |
| Flush.....           | 3 to 1  |
| Pair.....            | 1 to 1  |

## 6 Card Bonus

|                                 |           |
|---------------------------------|-----------|
| 6 - Card Royal - All Suits..... | \$100,000 |
| 5 - Card Royal Flush.....       | 1000 to 1 |
| 5 - Card Straight Flush.....    | 200 to 1  |
| Four - of - a - Kind.....       | 50 to 1   |
| Full House.....                 | 20 to 1   |
| 5 - Card Flush.....             | 15 to 1   |
| 5 - Card Straight.....          | 10 to 1   |
| Three - of - a - Kind.....      | 5 to 1    |

The material included in this PDF document constitutes a 'fair use' of any copyrighted material as provided for in Section 107 of the U.S. Copyright law which allows for education, teaching (including multiple copies for classroom use), scholarship, or research and is not deemed an infringement of copyright in the eyes of the law.

**§ 107 . Limitations on exclusive rights: Fair use<sup>40</sup>**

Notwithstanding the provisions of sections 106 and 106A, the fair use of a copyrighted work, including such use by reproduction in copies or phonorecords or by any other means specified by that section, for purposes such as criticism, comment, news reporting, teaching (including multiple copies for classroom use), scholarship, or research, is not an infringement of copyright. In determining whether the use made of a work in any particular case is a fair use the factors to be considered shall include—

- (1) the purpose and character of the use, including whether such use is of a commercial nature or is for nonprofit educational purposes;
- (2) the nature of the copyrighted work;
- (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole; and
- (4) the effect of the use upon the potential market for or value of the copyrighted work.

The fact that a work is unpublished shall not itself bar a finding of fair use if such finding is made upon consideration of all the above factors.