



POLICIES AND PROCEDURES

LET-IT RIDE

EFFECTIVE DATE: 9/04

GENERAL POLICIES

1. Gambling on breaks is prohibited.
2. Returning late from breaks will not be tolerated.
3. Uniforms
 - A. Apron, vest, and name tag are provided by [REDACTED]
name tag must be worn chest level on left side of vest.
 - B. Dealers in any public area of the hotel will be fully uniformed: collar and vest buttoned, bow tie in its proper place around the neck, apron, and name tag.
4. Required Appearance

MEN'S PANTS and WOMEN'S SLACKS:

Must be black in color and made of dress material.

Tailored skirts no shorter than 3 inches above the knee.

NO ruffles, leather, denim, stretch knit, or corduroy. NO stirrup pants.

MEN'S SHIRTS and WOMEN'S BLOUSES:

Must be long sleeved, solid white. NO French cuffs, baggy sleeves, ruffles or lace.

SHOES:

Must be solid in style (no open heel or toe) and solid black in color.

Shoes must be well maintained.

SOCKS and HOSIERY:

Only dark socks. Hosiery must be black, tan, or beige and CANNOT have any design or be a fishnet style.

Management reserves the right to determine what is business-like appearance.

5. Fraternization of an employee with a customer outside of the Company is not permitted without Shift Manager approval.
6. In order to prevent customer complaints and suspicions, dealers must spend their relief periods in the dealer's lounge or [REDACTED] and not loiter in any public areas of the hotel.

GENERAL POLICIES (cont'd)

7. When a hand is raised to the mouth to cover or stifle a cough or yawn, only the back of the hand is to be placed over the mouth.
8. Leaving the hotel premises while on shift is prohibited without authorization of a Pit Manager.
9. Conduct self always in a manner that reflects credit on the [REDACTED] and encourages others to do the same.
10. When a drink is spilled at a table, cleanup will be the responsibility of the dealer. This cleanup should be accomplished in as efficient a manner as possible while at the same time maintaining surveillance of the entire game and of the players insofar as this is possible.
11. For any additional policies not covered here, refer to your [REDACTED] Employee Handbook.

1. Soliciting tokens is strictly prohibited.
2. Both the bet and payoff on all winning token bets must be taken down. Token bets may not be "parlayed".
3. Color changes for tokens should be made by the dealer with verification by the supervisor.
4. Always pay the token bet last. As a courtesy and in accordance with procedure, pay the customer first.
5. Winning token bets must be tapped quietly once or twice on the layout before being dropped. Always thank the player politely for the bet regardless of **win or loss**.
6. When a player throws in a token, it must be dropped. If a player gives you the option of playing or dropping a token, you must drop it into the drop box. Politely explain to the player that once we are given the option to play or drop the token, we must drop it.
7. Never transfer tokens from hand to hand. If you pick up a token with your right hand, lay the token in front of the tray, clear the left hand and drop the token with the left hand.
8. Never drop black checks (\$100's) without the consent of the floor supervisor.
9. Maximum payoff on a dealer's bet is \$1,000.
10. Bets for the dealers may be placed above the \$ betting area only.
11. Dealers may not accept bets on the 1 or 2 betting areas.

OVERVIEW OF LET-IT-RIDE BONUS

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 dealer's two community cards to form a five card hand. A player who fails to attain a pair of 10's or better forfeits what ever bets were not withdrawn. A player who receives a hand consisting of a pair of 10's or better will receive a basic game payout.

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

DEALING PROCEDURES

- This is a promotional game. It is important that the dealers be outgoing and interact with the customers. Be prepared to answer questions and instruct players.
- Only seated players can handle the cards. The cards **MUST** stay within the railing and in view of the dealer at all times.
- Keep the game moving at a good pace, but do not rush the players.
- Watch the players hands and listen to conversation. Be alert to irregular play. If you are suspicious, call a Floor Supervisor.
- Players cannot communicate or expose their cards to each other. Caution any players who violate this rule in a **COURTEOUS MANNER**. If continued violations occur, call a Floor Supervisor.
- Continually check the cards during the course of play to insure that they remain unmarked and clean.
- Keep your eyes on the layout.
- Players may only bet on **ONE** spot.
- Payoffs of 3,000 or greater, surveillance **MUST** be called.
- On maximum payouts the Shift Manager will compute all payoffs.

DEALING PROCEDURES (Cont's)

SHUFFLING CARDS

1. Decks will be changed every two (2) hours or at the discretion of the Pit Manager.
2. All decks will be opened by the Floor Supervisor at the table.
3. The dealer will:
 - A. Spread the cards face up on the layout for verification.
Inspect the fronts and backs of the cards, wash the cards thoroughly, shuffle once, and load into the shuffler.
 - B. Put the first deck into the automatic shuffler. Hit the shuffle button.
 - C. If there are no players at the table, on deck will be spread face down in a semi-circle.

DURING THE COURSE OF PLAY

As each hand is completed the dealer will shuffle, strip, shuffle the deck one time before loading the deck in the shuffler.

FOUR OF A KIND PAYOUTS

Each time a four of a kind payout is made, the dealer will WASH the cards, shuffle, strip, shuffle the deck one time and then load the deck into the shuffler.

STRAIGHT AND ROYAL FLUSHES

Each time a Straight or Royal Flush payout is made, the dealer will receive new cards.

BETTING OPTIONS

BETTING ON THE BONUS

1. The dealer waits for the players to place three equal bets and asks if there are any bonus bets. Each player has the option of wagering on the bonus. In front of each betting area on the table is a red disc that lights up when a dollar coin is placed on it. This allows the player of that position to wager on the bonus for the upcoming hand. The bonus wager is always treated as an additional bet; the player does not have to bet on the bonus to play the hand.
2. Only one chip (one dollar) may be wagered on the bonus disc per hand. The lockout will not allow a player to wager until the beginning of the next hand, when the lockout is reset.
3. All wagers must be placed before the dealer delivers the cards for that hand. Before the cards are delivered, the dealer will quickly scan the bonus discs to make sure that no bet is over one dollar. The dealer will then press the "Lockout" button on the keypad.

In the event that players place bets after the dealer presses lockout. Allow the Players to make the wager, press lockout again on the keypad and collect the bonus bets.

4. Bonus payouts are made to certain winning hands according to the payout schedule below:

WINNING HANDS	BONUS PAYOUTS
ROYAL FLUSH	\$20,000
STRAIGHT FLUSH	\$1,000
FOUR OF A KIND	\$100
FULL HOUSE	\$75
FLUSH	\$50
STRAIGHT	\$25
THREE OF A KIND	\$4
TWO PAIR	\$3
10's or better	\$1

PAYING THE BONUS

A player who receives a hand consisting of a pair of tens or better is eligible for the basic game payout. A player who has placed the dollar bonus bet on the

bonus bet sensor and has received a certain hand is also eligible for an immediate bonus payout.

5. Each hand is paid in turn. If it is determined a bonus payout is due, the dealer will do the following UNLESS the hand is a Royal or Straight Flush:
 - a. Press the key which identifies the players hand, i.e full house, flush, etc..
 - b. Press the key, which indicates the player's position, i.e on keypad for the 1 position.
 - c. Verify all the information is correct and press enter.
 - d. The keypad window prompts you with the player position and to play the player.
 - e. If use of Key #2 or Key #3 is required the keypad will prompt you.
Key#2 requires the floor supervisor to be present.
Key #3 is for a Royal or Straight Flush only.
 - f. Pay the winning player, both the bonus and the basic payouts.
 - g. Press clear
 - h. Repeat the above steps for any remaining winning hands.
 - i. Once the bonus and basic payout hands have been paid, collect the cards and place them face down in the discard rack.
 - j. Collect the two community cards in front of the chip tray and place them in the discard rack.
 - k. Press GAME OVER.

ROYAL OR STRAIGHT FLUSH HAND(S)

1. The player(s) receiving a Royal or Straight Flush hand will be the last on the table to be paid.
2. The dealer will call the Floor Supervisor to the game and then continue to pay all other hands by the usual method.
3. The dealer will be left with only the royal or Straight on the table. AT THE DIRECTION OF THE SHIFT OR PIT MANAGER the dealer will verify the deck on the side of the game.
4. The dealer will NOT key in the win until directed to do so by the Shift Manager.
5. When directed the #2 \$ #3 keys will be inserted and the hand registered and paid.

"LET-IT-RIDE" BASIC PAYOUT SCHEDULE

WINNING HAND	BASIC PAYOUT
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ROYAL FLUSH	1,000 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
PAIR OF TEN'S OR BETTER	1 TO 1

DEALING PROCEDURES (Cont'd)

Scan the layout

Check to insure all bets are placed and all bets are the same amount.

Deal the cards

Remove the dealt hand from the automatic shuffler platform and deliver the hand. Deliver the cards face down, from left to right, slightly spreading the cards behind the bets to verify the count. Following this procedure until each player receives a three card hand. Pick up the next hand (community hand from the platform, slide the top card on the left triangle and the next card to the right, then burn the bottom card. IF THERE ARE LESS THEN SEVEN (7) PLAYERS, PRESS THE GREEN START BUTTON ON THE SHUFFLER. The shuffler will deal the remaining cards to the platform, and the Keypad window will prompt –"REMOVE DISCARDS"

Obtain decisions on bet #1.

Moving from left to right, ask the players if they want to "Let-it-Ride"

If a player chooses to "Let-It-Ride", they will give a stay or stand signal (as in blackjack).

If a player chooses to take back bet #1, they will give a hit motion with their cards (as in blackjack). The dealer will then push the bet away from the betting area (past the "payout schedule"). Do not "flip" or "toss" the bet.

DEALING PROCEDURES (Cont'd)

Obtain decisions on bet #2.

Moving from left to right, ask the players if they want to "Let-It-Ride". If a player

chooses to "Let-It-Ride" they will give a stay or stand signal (as in blackjack). If a player chooses to take back bet #2, they will give a hit motion with their cards (as in blackjack). The dealer will then push the bet away from the betting area (past the "payout schedule"). Do not "flip" or "toss" the bet.

After each player makes their second decision, make sure the players tuck their cards under the remaining bet(s) before moving on to the next position.

PLACE THE REMAINING CARDS IN THE DISCARD RACK.

TAKE AND PAY

Moving from right to left, (starting at third base) spread the cards behind the player's bet. Pay winning bets and take losing bets in order. Pick up each hand and return to the discard rack after hand has been taken or paid (exception is royal or straight flush).

Put the cards into the shuffle machine.

Remove the cards from the discard rack and shuffle, strip, shuffle one time. Place the cards into the shuffle machine hit the shuffle button.

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