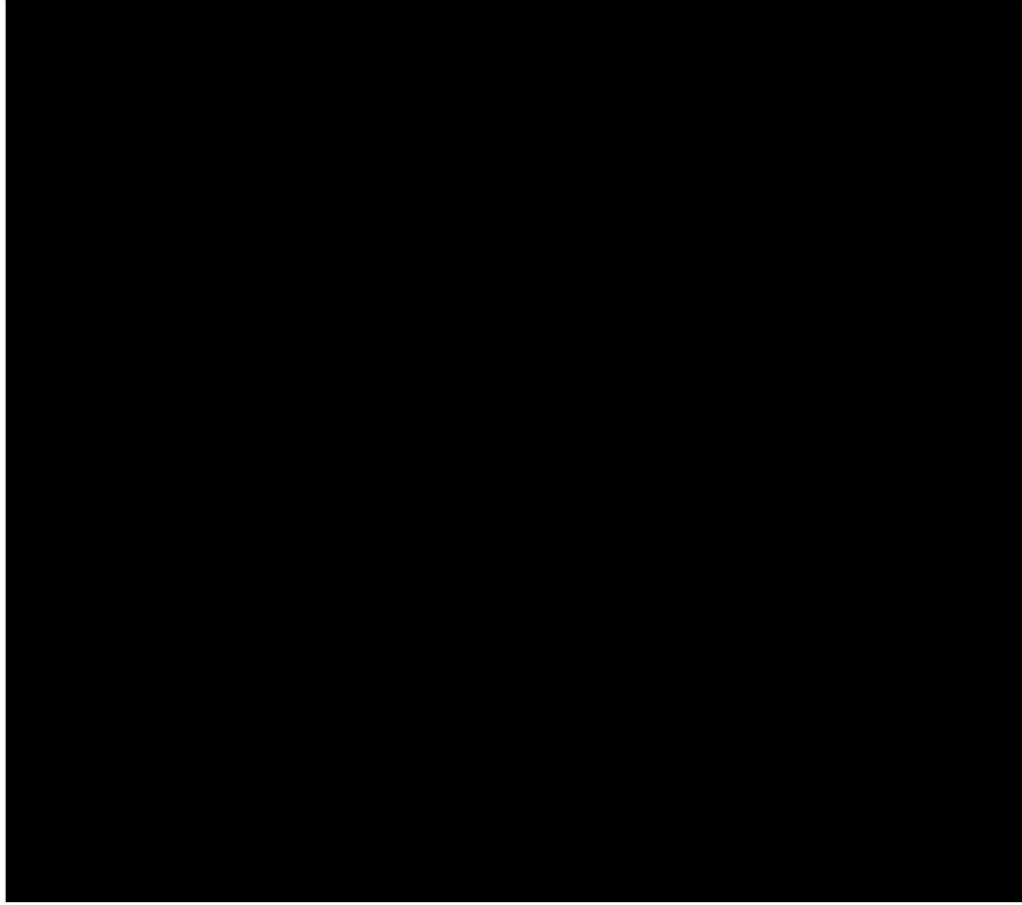




Let It Ride

It is essential to have complete understanding of the chapters "Introduction", "In The Pit And On The Game" and "Blackjack" together with this one. They contain important policies and procedures that apply to all games at the [REDACTED]

Let It Ride 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.

OPENING THE GAME

Bankroll

Same as Blackjack Procedures

Shuffler

Power is turned on by Floor Supervisor
Floor Supervisor places key [REDACTED] into the control panel.

Cards

The decks are opened at the table by the Floor Supervisor.

Dealer: Inspect both sides of deck #1, wash and load into shuffler.

Press the green button to begin the shuffling cycle.

While deck #1 is shuffling, inspect and wash deck #2 then place in the discard rack. If there are no Players, spread deck #2 on the layout.

Decks will be changed every two hours and at the discretion of the Pit Manager.

DEALING PROCEDURES

Scan the Layout

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

Each Player is encouraged to place a bonus bet. Ensure the red lamp is on for each Player who has made a bonus bet.

Press the LOCKOUT key. Once the first hand has been dealt from the shuffler, no more bets can be placed. If a Player would like to enter his or her bet prior to the cards being dealt, it is allowed. Allow them to place their bet and simply press LOCKOUT again.

Collect the bonus bets and place them in the chip rack.

Take the deck from the discard rack and place it in the shuffler.

DEALING PROCEDURES(CONT.)

Deal the Cards

Hit the green button. The shuffler will deal out the first hand of three cards. Working from left to right, deliver a three-card hand to each Player. Spread the cards as you place them behind each bet and in front of the correct Player. After each Player receives three cards, place the last three-card hand in front of the Dealer. The top two cards will be played. The third (bottom) card goes to the discard rack.

If there are less than seven Players, press the green button to unload the unused portion of the deck. The shuffler counts down the remaining deck, verifying that there are 52 cards in the deck. If you have a full table (seven Players) the shuffler will automatically count down the remaining deck. If the green button is lit, the count is accurate. If the red light on the shuffler is lit and the table lamps start flashing, you have a **misdeal**. Call the Floor Supervisor.

Bet #1

Moving from left to right, ask each Player if they want to "Let It Ride".

If a Player chooses to "Let It Ride", they will tuck their cards under bet #2.

If a Player chooses to take back bet #1, they will give a scratching 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.

Turn the "Fourth Card"

After all Players have made their first decision, the Dealer turns over the card in the left box.

Bet #2

Moving from left to right, ask the Players if they want to "Let It Ride".

The Players will then indicate their decisions on bet #2. Like bet #1, they can take it back or "Let It Ride".

After each Player makes their second (final) decision, make sure that their cards are tucked under the last bet before moving on to the next position.

Turn the "Fifth (last) Card"

Expose the card in the Dealer's right box.

Lay and Pay

Moving from right to left, (starting at third base) spread the cards in front of each Player's bet. Be sure to expose the entire face of every card. Pay, take and put away the cards in order.

PAYOUT SCHEDULE	
TENS OR BETTER	1 TO 1
TWO PAIR	2 TO 1
THREE OF A KIND	3 TO 1
STRAIGHT	5 TO 1
FLUSH	8 TO 1
FULL HOUSE	11 TO 1
FOUR OF A KIND	50 TO 1
STRAIGHT FLUSH	200 TO 1
ROYAL FLUSH	1000 TO 1

BONUS PAYMENT

Any and all BONUS payments are made after all other Player bets have been taken or paid. All cards remain on the table.

1. To make a bonus payment, the Dealer presses the key on the keypad that indicates the Player's position. The Player's light will begin to flash. The Dealer presses the key representing the Player's hand (Full House and above, payouts that do not require key #2 need not be entered). The Dealer presses the ENTER key. Then with the Floor Supervisor's approval, the Dealer will make the appropriate payout to the Player.
2. After paying out the bonus hand, press the CLEAR key. If there is another bonus hand, repeat step one.
3. Once all bonus payoffs have been paid out and approved by the appropriate casino authorities, the Dealer will sweep the layout and place the Players' cards face down in the discard rack.
4. The Dealer will then collect the two community (Dealer's) cards and place them in the discard rack.
5. The Dealer then presses the GAME OVER key on the control panel.

NOTE: THE MAXIMUM AGGREGATE PAYOUT PER ROUND IS \$25,000

BONUS PAYMENT SCHEDULE	
TENS OR BETTER	\$1.00
TWO PAIR	\$3.00
THREE OF A KIND	\$4.00
STRAIGHT	\$25.00
FLUSH	\$50.00
FULL HOUSE	\$75.00
FOUR OF A KIND	\$100.00
STRAIGHT FLUSH	\$1000.00
ROYAL FLUSH	\$20000.00

GAME PROTECTION

Players cannot communicate or expose their cards to each other. Caution any Players who violate this rule in a courteous manner. Use good judgment and flexibility in enforcing this rule. If continued violations occur, call a Floor Supervisor.

- ♣ Always keep your eyes on the layout.
- ♣ Closely observe the way the Customers handle the cards. Ensure that the game is not compromised by Players exposing the cards to other players.
- ♣ Players must be seated in order to handle the cards.
- ♣ The cards must stay within the railing and in full view of the Dealer at all times.
- ♣ Watch the Players' hands and listen to their conversations. Be alert to irregular play. If you are suspicious, call the Floor Supervisor.
- ♣ Be especially aware of betting amounts on "first base" and "third base."
- ♣ Place the cards in the shuffle machine with the right hand only.
- ♣ On payoffs of \$5000 or greater, Surveillance must be called and the videotape reviewed.

HAND SHUFFLE

IN THE EVENT THE SHUFFLE MASTER IS NOT IN USE:

1. The table will be open in accordance with standard [REDACTED] CASINO procedure for card games. Cards will be checked by both the Dealer and the Floor Supervisor, and then spread face up on the layout.
2. Wash each deck.
3. At the beginning of play, the cards are shuffled as follows:
 - SHUFFLE
 - STRIP
 - SHUFFLE
 - BOX TURN
 - SHUFFLE
 - STRIP
 - SHUFFLE
4. While shuffling, make sure your Players have their wagers set and their dollars on the spots.
5. After shuffling, the Dealer will cut the cards in a forward movement onto a cut card using one hand only. Players never cut the cards.
6. The cards will be dealt face down from left to right. Start with the Player farthest to your left and deal around the table, with the Dealer receiving a card last.
7. Continue dealing the cards around the table until everyone has the proper number of cards. The Dealer does not receive a third card.
8. When the cards are finished being dealt the Dealer then places the remainder of the cards in the discard rack and continues with the normal procedure.

TOKES

- ♥ The maximum bet for the Dealer is \$5.00 per hand.
- ♥ Bets for the Dealers may be placed above the \$ betting area only. Dealers may not accept bets on the 1 or 2 betting areas.
- ♥ Winning toke bets are paid even money only.

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 use⁴⁰

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.