



LET IT RIDE PROCEDURES

**TABLE GAMES
January 2002**

LET IT RIDE

GENERAL PROCEDURES

1. 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.
2. Only seated players can handle the cards. The cards must stay within the railing and in view of the Dealer at all times.
3. Keep the game moving at a good pace, but do not rush the players.
4. Watch the players' hands and listen to conversations. Be alert to irregular play. If you are suspicious, alert a Floor Supervisor.
5. Continually check the cards during the course of play to ensure that they remain unmarked and clean.
6. Players cannot communicate or expose their cards to each other. Using tact and courtesy, caution any players who violate this rule. If continued violations occur, call a Floor Supervisor.

**Use judgment and flexibility in enforcing this rule.*

OPENING THE GAME

1. Shuffler:
 - a. The Floor Supervisor turns on power.
 - b. The Dealer places key  into the control panel.

NEW CARDS IN PLAY

1. New decks will be put in the  Shuffler when opening the games and will be changed every four hours and at the discretion of the Pit Manager.
2. The Floor Supervisor will open and inspect the front and back of all decks that are to be used on a game in the presence of the Dealer. The Floor Supervisor checks for any flaws, marks or any missing, blank or additional cards. After the cards are checked, the Floor Supervisor will place the deck face up to the right of the Dealer.
3. The Dealer will spread the cards face up on the layout for verification.

4. Inspect the back of the cards and wash the deck thoroughly.
5. Riffle once, strip once, take a third of the deck from the bottom and place on top, riffle and repeat two more times.
6. Place the shuffled deck in the shuffle machine for automatic shuffling.
7. Once the new cards are in “action” the cards will be riffled one time after each hand, prior to being placed back into the shuffling machine.
8. If there are no players at the table, spread both decks face down in a semi-circle.
9. Going from a dead game, to start a new round of play, riffle once through one deck, and then place in the shuffler and press the green button.

DEALING PROCEDURES

1. Always scan the layout and check to ensure all bets are placed and all bets are the same amount.
2. Each player is encouraged to place a bonus bet. The Dealer should provide \$1 chips when players buy in and ensure the red lamp is on for each player who has made a bonus bet.
3. 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 bet prior to the cards being dealt, it is allowed. Allow them to place their bet, and simply press LOCKOUT again.
4. Collect the bonus bets and place them in the chip rack.
5. Take the deck from the discard rack shuffle once and place it in the shuffler. The Shuffler will push the deck forward and 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. Press the green button to unload the unused portion of the deck. If the card count light glows green, the count is accurate. (Place the remaining cards in the discard rack.) If the card count light and the table lamps start flashing red, you have a **misdeal**. Call the Floor Supervisor.
6. It is important that the three cards in front of the Dealer are placed as follows; The top card goes in the left box the 2nd card goes in the right box and the third card is placed in the discard rack. Only the top two cards will be played.
7. Moving from left to right, ask each player if they want to “Let It Ride.”

8. 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. The Dealer will then push the bet away from the betting area (past the “Payout Schedule”). Do not flip or toss the bet.
9. After all players have made decision on their first bet, the Dealer turns over the card in the left box.
10. Moving from left to right, ask the players if they want to “Let It Ride.”
11. The players will then indicate their decisions on bet #2. Like bet #1, they can take it back, or “Let It Ride.”
12. After each player makes their second (final) decision, make sure that their cards are tucked under bet #3 before moving on to the next player.
13. The Dealer will then turn over their final card in the right box.
14. Moving from right to left (starting at third base) spread the cards in front of each player’s bet spread on a right-to-left diagonal as in Blackjack. Pay winning bets, take losing bets and place the cards in the discard rack.

** Spread cards in a manner that allows Surveillance a clear and proper view of the hand.*
15. The only cards that should remain on the table are those containing a bonus payoff. All bonuses are paid at the end of the hand which should not exceed the maximum table aggregate.

BONUS PAYMENT

1. Any and all BONUS payments are made after all other player bets have been taken or paid. Only BONUS cards remain on the table.
2. 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 (Royal Flush, Full House, etc.). The Dealer presses the ENTER key. Then with the Floor Supervisor’s approval, the Dealer will make the appropriate payout to the player.
3. After paying out the bonus hand, press the CLEAR key. If there is another bonus hand, repeat step 1.

4. 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.
5. The Dealer will then collect the two community (Dealer's) cards and place them in the discard rack.
6. The Dealer then presses the GAME OVER key on the control panel.

BONUS PAYMENT SCHEDULE

THREE OF A KIND	\$5.
STRAIGHT	\$25.
FLUSH	\$50.
FULL HOUSE	\$200.
FOUR OF A KIND	\$400.
STRAIGHT FLUSH	\$2,000.
ROYAL FLUSH	\$20,000.

PAYOUT SCHEDULE

ROYAL FLUSH	1,000 TO 1
STRAIGHT FLUSH	200 TO 1
4 OF A KIND	50 TO 1
FULL HOUSE	11 TO 1
FLUSH	8 TO 1
STRAIGHT	5 TO 1
3 OF A KIND	3 TO 1
TWO PAIR	2 TO 1
PAIR OF 10'S OR BETTER	1 TO 1

NOTE: The maximum aggregate payout per round is\$75,000

TOKES

1. Bets for the Dealers may be placed above the \$ betting area only.
2. Dealers may not accept bets on the 1 or 2 betting areas.
3. The maximum payoff on a Dealer's bet is \$500.
4. Both the bet and payoff on all winning token bets must be taken down. Token bets may not be parlayed.
5. Always pay the player's bet first and then the token bet.
6. Winning token bets must be tapped quietly once or twice on the rack before being dropped. Always thank the player for the bet regardless of win or loss.

GAME PROTECTION

1. Always keep your eyes on the layout.
2. Make sure the cards are dealt correctly and kept in proper order.
3. Closely observe the way the players handle the cards. Ensure that the game is not compromised by players exposing the cards to other players.
4. Make sure to complete all transactions before going on break
5. Be especially aware of betting amounts on first base and third base.
6. Place the cards in the shuffle machine with the right hand only.
7. On payoffs of \$10,000 or greater, the Pit Manager and Surveillance must be called and the videotape reviewed.

BONUS PAYOUT SPECIAL CASE

If two players possess bonus payout hands and the total combined payout is in excess of \$75,000, then a payout formula must be applied. **No payout total can exceed \$75,000.**

Formula

Step 1:

Aggregate total win

Step 2:

Divide \$75,000 by the combined win

Step 3:

Multiply the result in step 2 by each player's win to ascertain each player's correct payout amount.

Example: **Two bonus payout hands.**

Royal Flush with 3 hands @ \$25

Normal payout = \$75,000

Straight Flush with 3 hands @ \$25

Normal payout = \$15,000

Step 1:

In this case, the combined win would equal \$90,000

Step 2:

$\$75,000 / \$90,000 = .8333$.

Step 3:

$.8333 \times 75,000 = \$62,500$ the amount the player with the Royal Flush would receive.

$.8333 \times 15,000 = \$12,500$ the amount the player with the Straight Flush would receive.

Aggregated, these total \$75,000

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.