Let It Ride

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Standards of play:

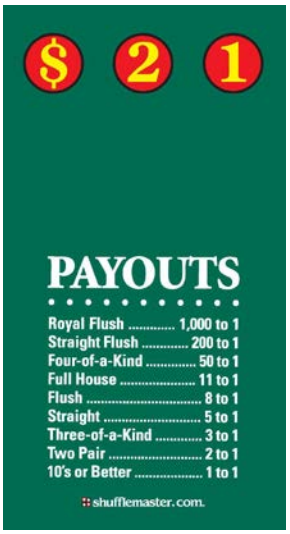
Let It Ride Bonus (LIR) is a five-card poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all losings and pay all winnings to the extent that their wager covers.

The player-dealer will only "bank" the hand for two consecutive times before it is offered in a clockwise fashion around the gaming table.

All standard poker rankings will be used from the minimum winning hand of a pair of 10s to the best hand; a Royal Flush. All hands that are a pair of 9s and below are losing hands.

Type of gaming table utilized for this game:

Let It Ride shall be played on a table having seven places on one side for the players and the player-dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table.



The cloth covering a Let It Ride table (the layout) shall have betting areas for seven players. Within each betting area there shall be three separate designated betting spaces labeled "1," "2," and "$" for the placement of bets.

Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. ***Shuffling Machine:*** Cards used to play Let It Ride shall be dealt from an automatic card shuffling device ("shuffler").

2. ***Physical Characteristics:*** Cards used to play Let It Ride shall be in standard decks of fifty-two cards.

3. ***Number of Decks:*** Cards used to play Let Let It Ride shall be played with two alternating decks, each consisting of fifty-two cards with backs of the same design.

    a. The backs of each deck will be a different color;
    b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;

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c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.

2. Cards shall rank, from lowest to highest, as follows:

   a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.

3. Hands of cards shall rank, from lowest to highest, as follows:

a.	1 Pair	Two cards of the same value. A higher pair beating a lower pair. Aces shall be high.
b.	2 Pairs	Two different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
c.	3 of a Kind	Three cards of the same value.
d.	Straight	Five cards of any suit in sequence. An ace may be counted as high or low.
e.	Flush	Five cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between two flushes, and where the highest cards in both hands are the same value, the next card and so on.
f.	Full House	Three cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
g.	4 of a Kind	Four cards of the same value.
h.	Straight Flush	Five cards of the same suit in sequence.
i.	Royal Flush	Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers at Let It Ride shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.

2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, “No more bets.”

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3. At the beginning of each round of play, each player shall be required to place three equal but separate wagers. The wagers shall be identified as Bet #1, Bet #2, and Bet #3. Bet 1 and Bet #2 may subsequently be withdrawn by the player as described in the *Round of Play*.

4. The player-dealer will collect all losing wagers and will pay all losing wagers to the extent of their wager. Once the player-dealer's wager is exhausted, all player wagers not covered by the player-dealer will be returned to the players.

5. Backline betting is not permitted on any wager. **(SEE OPTIONS SHEET)**

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall place the deck of cards in a single stack.

2. The dealer shall wait for each player to place three equal bets. The dealer will announce "No more bets."

3. The shuffler deals the cards in stacks of three. The dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dealt by the shuffler, the dealer shall deliver a stack in-turn, to each of the other players, including the player-dealer, moving clockwise around the table. The dealer shall deliver each stack face down and shall place each stack behind the bets in the player's betting area. The stack dealt to the player-dealer shall be delivered as follows:

   a. The stack shall be placed to the right of the area designated for placement of community cards.
   b. The dealer will then slide the top card of the stack face down over to the left rectangle, then the next card face down over to the right rectangle.
   c. The remaining third card (the bottom card of the stack) shall be placed into the discard rack, without it being exposed. The player-dealers cards have become the community cards which will be available to all players.

4. After the stacks have been dealt and delivered to each player and the player-dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards.

2. Each player who places a wager shall be responsible for his or her own hand and no person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep his/her three cards in full view of the dealer at all times.

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3. After each player has examined his/her cards, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #1 or let it ride.

    a. If a player chooses to let Bet #1 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
    b. If a player chooses to withdraw Bet #1, the dealer shall move the gaming chips on the betting area designated for Bet #1 toward the player who shall then immediately remove the gaming chips from the betting area.

4. After each player has made a decision regarding Bet #1, the dealer shall then turn over the community card in the left rectangle. The exposed card shall become the first community card.

5. After the first community card is exposed, the dealer shall, beginning with the player to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw Bet #2 or let it ride. This decision shall be made by each player regardless of the decision made concerning Bet #1.

    a. If a player chooses to let Bet #2 ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.
    b. If a player chooses to withdraw Bet #2, the dealer shall move the gaming chips on the betting area designated for Bet #2 toward the player who shall then immediately remove the gaming chips from the betting area.
    c. Once a determination is made on Bet #2, each player places his/her three cards face down under the third bet.

6. The dealer shall then turn over the community card in the right rectangle. This card shall become the second community card.

7. The two community cards shall be used by each player in conjunction with his/her three cards to complete a five card hand.

8. After the second community card is turned face up, the dealer shall, beginning with the player to his/her right and continuing around the table in a counterclockwise direction, turn the three cards of each player face up.

9. The dealer shall then resolve each hand by examining each player's cards, in combination with the two community cards, to determine if the player's hand is a winning or losing hand.

10. Base game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a base game payout, a player's hand must contain a pair of tens or better. All losing bets shall be collected by the player-dealer. Each winning bet shall be paid in accordance with the payout odds listed on the table layout and one of the attached payout tables. ****Cardrooms to select one table from the attached paytable options.****

11. The player-dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house never participates as a player-dealer. The house never takes a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.

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12. After all winning wagers are paid, the dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.

13. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.

****Cardrooms to select one table from the paytable options. Please designate on your cover letter which paytable you would like to utilize.****

Let it Ride
Basic Game Paytable Summary

	LIRX-01	LIRX-02	LIRX-03
Royal Flush	1000 to 1	500 to 1	100 to 1
Straight Flush	200 to 1	100 to 1	50 to 1
Four of a Kind	50 to 1	25 to 1	30 to 1
Full House	11 to 1	15 to 1	15 to 1
Flush	8 to 1	10 to 1	9 to 1
Straight	5 to 1	5 to 1	6 to 1
Three of a Kind	3 to 1	3 to 1	3 to 1
Two Pair	2 to 1	2 to 1	2 to 1
10s or Better	1 to 1	1 to 1	1 to 1

Glossary of terms used in the controlled game:

Action Pile — The pile chosen by the player-dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.

Action — The player position where the settling of bets begins.

Community Card — Any card which is initially dealt face down to a designated area in front of the table inventory container and which is used by all players to form a five card poker hand.

Hand — A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.

Let It Ride — When a player chooses not to take back a wager that may be withdrawn in accordance with the game rules.

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Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player-dealer.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.

Wagering Limits and Collection Fees

Ample notice shall be provided to players relating to the assessment of fees. Flat fees on each wager may be assessed at different collection rates.

Table Limit	Player Fee (per bet)	Player-Dealer Fee (per hand)

WAGERING LIMITS AND COLLECTION FEES TO BE DETERMINED BY EACH CARDROOM THAT SUBMITS A REQUEST TO HAVE THIS GAME APPROVED.

- Please specify the minimum and maximum wagering limits for the table.
- Please specify the applicable collection fee for each wager.

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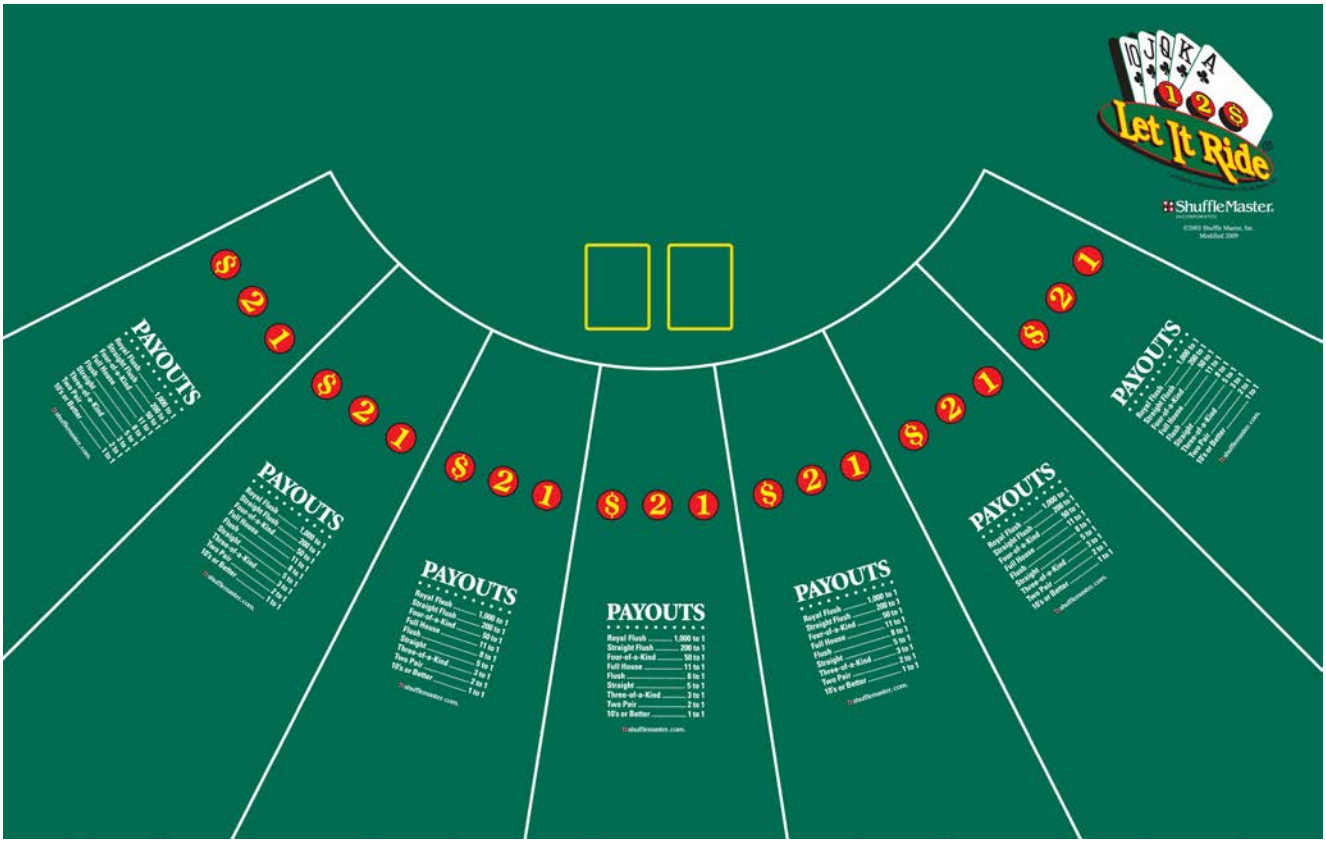
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PAYOUTS
Royal Flush ..... 1,000 to 1
Straight Flush ..... 200 to 1
Four-of-a-Kind ..... 50 to 1
Full House ..... 11 to 1
Flush ..... 8 to 1
Straight ..... 5 to 1
Three-of-a-Kind ..... 3 to 1
Two Pair ..... 2 to 1
10's or Better ..... 1 to 1