



'LET IT RIDE' TABLE GAME

Object of the game:

The players will combine their three 'hole cards' with the dealer's two 'community cards' in an effort to make a pair of tens or better.

Rules of the game:

The dealer will have use one standard 52 card deck. The dealer will shuffle the deck before each hand.

The game will be dealt from left to right, with each player receiving three cards. These 'hole cards' must be kept private by the player who receives them.

After all players have received their 3 (three) cards, the dealer will deal 3 cards into the designated cards outlines face down in front of the 'chip tray'. These cards will be called the 'community cards.'

For a player to indicate their desire to 'cancel' their '1' or '2' bet(s), they must 'scratch' their cards on the table in a clear and unambiguous manner and at the appropriate time as described in the method of play herein.

Let It Ride Method of Play:

To play the game, players must make wagers in the '1', '2', and '\$' bet portions . All bets must be equal.

Every player that makes the wagers described above, may make additional 'bonus wagers' in either or both of the 'Pair Plus' and '6 Card Bonus' positions. These 'bonus wagers' shall be no less than half of the posted table minimum bet.

After bets are placed, as described above, the game will be dealt from left to right, with each player receiving three cards. These 'hole cards' must be kept private by the player who receives them.

After all players have received their 3 (three) cards, the dealer will deal 3 cards into the designated cards outlines *face down* in front of the 'chip tray'. These cards will be called the 'community cards.'

After receiving their hole cards, players may look at their respective cards and may elect to 'cancel' their '1' bet. If a player desires to 'cancel' their '1' bet, they shall signal by 'scratching' their cards towards themselves on the felt. The dealer will then return the '1' bet to the player who has signaled their desire to 'cancel' their '1' bet. If a player does not signal to cancel their '1' bet, it will be assumed that they want to 'let it ride'

and their '1' bet will not be cancelled. Any player who does not cancel their '1' bet at this stage of the game will not be allowed to 'cancel' their '1' bet at any other stage.

The dealer will then turn over the first 'community card'. For clarification, the first 'community card' is the 'community card' that is furthest to the left from the dealers' perspective.

Players may then elect to 'cancel' their '2' bet. If a player desires to 'cancel' their '2' bet, they shall signal by 'scratching' their cards across the table. The dealer will then return the '2' bet to the player who has signaled their desire to 'cancel' their '2' bet. If a player does not signal to cancel their '2' bet, it will be assumed that they want to 'let it ride' and their '2' bet will not be cancelled. Any player who does not cancel their '2' bet at this stage of the game will not be allowed to 'cancel' their '2' bet at any other stage.

All players shall then place their respective 3 cards, together and face down, behind their '\$' bet.

The dealer will then turn over the second 'community card'. For clarification, the second 'community card' is the 'community card' that is in the middle of all the community cards.

The dealer will then determine, from right to left and one at a time, which players have won or lost the '**1**', '**2**', '**\$**', and '**Pair Plus**' bet(s) and will collect wagers from the losing players' and will pay the winning players' '**1**', '**2**' and '**\$**' wagers based on the '**Basic Paytable**' referenced herein. Only those 'hands' identified in the '**Basic Paytable**' will be considered to be a winning hand and all other 'hands' will be considered losers for the '**1**', '**2**' and '**\$**' bet(s). For the '**Pair Plus**' bet, the dealer will collect wagers from the losing players' and will pay the winning players' '**Pair Plus**' wagers based on the '**Pair Plus Paytable**' referenced herein. Only those 'hands' identified in the '**Pair Plus Paytable**' will be considered to be a winning hand and all other 'hands' will be considered losers for the '**Pair Plus**' bet.

Finally, the dealer will reveal the '**6 Card Bonus**' card. For clarification, the '**6 Card Bonus**' card is the 'community card' that is furthest to the right from the dealers' perspective and in the outline labeled '**6 Card Bonus**'. The dealer will then determine, from right to left and one at a time, which players have won or lost the '**6 Card Bonus**' bet, if played, and will collect wagers from the losing players' and will pay the winning players' '**6 Card Bonus**' wagers based on the "**6 Card Bonus Paytable**" referenced herein. Only those 'hands' identified in the '**6 Card Bonus Paytable**' will be considered to be a winning hand and all other 'hands' will be considered losers for the **6 Card Bonus** bets.

Types of Wagers:

Players must wager at least the posted 'table minimum' on the '1', '2' and '\$' wager position to be dealt a hand.

A player who chooses to place a wager on the '**Pair Plus**' bonus for any hand will be paid according to the '**Pair Plus Paytable**' referenced herein. For the '**Pair Plus**' bonus, each respective players three 'hole cards' will be used to determine if a player win or loses.

A player who chooses to place a wager on the '**6 Card**' bonus for any hand will be paid according to the '**6 Card Bonus Paytable**' referenced herein. For the '**6 Card Bonus**', the dealer's three 'community card' and the players three (3) 'hole cards' will be used to determine if a player win or loses.

PAYOUT ODDS BEGIN ON PAGE 4

Payout Odds:

Basic Paytable:

Winning Hand	Payout ratio per bet
Pair of 10's or better	1:1
Two Pair	2:1
Three of a Kind	3:1
Straight	5:1
Flush	8:1
Full House	11:1
Four of a Kind	50:1
Straight Flush	200:1
Royal Flush	1000:1

Pair Plus Paytable:

Winning Hand	Payout ratio per bet
Pair	1:1
Flush	3:1
Straight	6:1
Three of a Kind	30:1
Straight Flush	40:1

PAYOUT ODDS CONTINUE ON PAGE 5

6 Card Bonus Paytable:

Winning Hand	Payout ratio per bet
Three of a Kind	7:1
Straight	10:1
Flush	15:1
Full House	20:1
Four of a Kind	50:1
Straight Flush	100:1
Royal Flush	1000:1

Notwithstanding any payout odds referenced herein, payouts per player, per hand shall not exceed \$5,000.00 in the aggregate.