

LET IT RIDE**Definitions**

The following words and terms, when used in this section, shall have the following meanings unless the context clearly indicates otherwise:

1. **Community Card** means 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.
2. **Hand** means the five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
3. **Let it Ride** means that a player chooses not to take back a wager that may be withdrawn in accordance with the provisions below.
4. **Round of Play** means 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 rules of this section.
5. **Stub** means the remaining portions of the deck after all cards in the round of play have been dealt or delivered.
6. **Suite** means one of the four categories of cards: club, diamond, heart or spade.

Decks

Let-it-ride Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth below. The cover card shall be a solid color readily distinguishable from the color of the backs and edges of the playing cards.

Let-it-Ride Poker Rankings

The rank of the cards used in let it ride poker, for the determination of winning hands, in order of highest to lowest rank, shall be ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a straight flush or straight formed with a two, three, four and five. All suits shall be considered equal in rank.

The permissible poker hands at the game of let it ride poker, in order of highest to lowest rank, shall be:

1. **Royal Flush** is a hand consisting of an ace, king, queen, jack and ten of the same suite.
2. **Straight Flush** is a hand consisting of five cards of the same suit in consecutive ranking.
3. **Four of a Kind** is a hand consisting of four cards of the same rank.
4. **Full House** is a hand consisting of three of a kind and a pair.
5. **Flush** is a hand consisting of five cards of the same suite.
6. **Straight** is a hand consisting of five cards of consecutive rank, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three).
7. **Three of a kind** is a hand consisting of three cards of the same rank.
8. **Two Pair** is a hand consisting of two pairs.
9. **One Pair** is a hand containing two cards of the same rank.

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Opening of the table for play

After reviewing the two decks of cards, the dealer would choose a deck of cards, or and inspect, and the floor person assigned to the table shall verify that inspection.

Following the inspection of the cards by the dealer and the verification by the floor person assigned to the table, the card shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out according to suit and in sequence.

After the first play has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" of the cards and stacked. Once the cards have been stacked, they shall be shuffled.

Shuffle and Cut of the Cards

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

If a cut of the cards is required, the dealer shall cut the deck, using one hand, by placing the cover card on the table in front of the deck of cards, taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card, placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card, removing the cover card and placing it in the discard rack, and deal the cards in accordance with the procedures set below.

1. After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be re-cut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
2. Whenever there is no gaming activity at a Let it Ride Poker table which is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in the above section.

Wagers

All wagers at let it ride poker shall be made by placing gaming chips on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

Only players who are seated at a let it ride poker table may water at the game. Once a player has placed their wagers and received cards, that player must remain seated until the completion of the round of play.

All wagers shall be placed prior to the dealer announcing "no more bets" in accordance with the dealing procedures below.

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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 number one, number two, and number three. Bet number one and number two may subsequently be removed by the player in accordance with the provisions below.

A play is only allowed to bet one hand a time. With no individual bet exceeding \$10.

Dealer Procedures

The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout. The dealer shall, starting with the player farthest to their left and continuing around the table in a clockwise manner, deal the cards as follows:

1. One card face down to each player who has placed three wagers in accordance with above.
2. One card face down to the area designated for the placement of the community cards.
3. A second card face down to each player who has placed three wagers in accordance with above.
4. A second card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first card dealt to this area.
5. A third card face down to each player who has placed three wagers in accordance with above.
6. A third card face down to the area designated for the placement of the community cards, which card shall be placed to the right of the first two cards dealt to this area.

After the cards have been dealt to each player and the area designated for the placement of the community cards, the dealer shall, except as provided below, place the stub in the discard rack without exposing the cards.

The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck.

Procedures for completion of each round of play

After the dealing procedures required above have been completed, each player shall examine their cards.

Each player who wagers at let it ride poker shall be responsible for their own hand and no person other than the dealer may touch the cards of that player.

Each player shall be required to keep their three cards in full view of the dealer at all times.

After each player has made a decision regarding "bet number two" pursuant below each player's cards shall be placed face down on the appropriate area of the layout, the player shall not touch the cards again.

After each player has examined his or her cards, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if they wish to withdraw bet number one or let it ride.

If a player chooses to let bet number one ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

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If a player chooses to withdraw bet number one, the dealer shall move the gaming chips on the betting area designated for bet number one toward the player who shall then immediately remove the gaming chips from the betting area.

After each player has made a decision regarding bet number one, the dealer shall remove (burn" the community card that is to their left, and place the burned card in the discard rack face down.

The dealer shall then turn the community card that is to their left face up and place it on top of the remaining card. The exposed card shall become the first community card.

After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the gable, ask each player if they wish to withdraw bet number two or let it ride. This decision shall be made by each player regardless of the decision made concerning bet number one.

If a player chooses to let bet number two ride, the bet shall remain on the appropriate betting area of the layout until the end of the round of play.

If a player chooses to withdraw bet number two, the dealer shall move the gaming chips on the betting area designated for bet number two toward the player who shall then immediately remove the gaming chips from the betting area.

The dealer shall then move the first community card to the right of the card that remains face down in the community card area. The face down card shall be turned face up by the dealer and become the second community card.

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

The two community cards and the three cards dealt to each player shall form the five card poker hand of each player.

The dealer shall examine the cards of each player to determine if the player's hand qualifies for a payout pursuant below.

Any wager on a hand, which has a rank that is lower than a pair of tens shall be a losing wager. All losing wagers shall be immediately collected by the dealer and placed in the table inventory container. The cards of any player who has made a losing wager shall be collected and placed in the discard rack.

After all losing wagers have been collected, all winning wagers, including any winning bonus wagers, shall be paid. All winning hands shall remain face up on the layout until all winning wagers have been paid by the dealer. Each winning wager that remains on the table shall be paid in accordance with the payout odds listed below.

The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table.

After paying all winning wagers, the dealer shall immediately collect the cards of all winning players and the community cards, and places them in the discard rack.

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All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

Payout Odds/Payout Limitation

The payout odds for winning wagers at let it ride poker printed on any layout or in any brochure or other publication distributed by a casino shall be stated through the use of the word “to” or “win” and no odds shall be stated through the use of the work “for”.

Subject to the payout limitation in below, a casino shall pay off each winning wager at the game of let it ride poker at no less than the following odds.

Wager	Payout Odds
Royal Flush	200 to 1
Straight Flush	100 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 Tens, Jacks, Queens, Kings or Aces	1 to 1

Irregularities

A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.

If any player or the area designated for the placement of the community cards is dealt an incorrect number of cards, all hands shall be void and the card shall be reshuffled.

Let it Ride Side Bets

The Let it Ride side bet is the exact same as the three card poker “pair plus” bonus. The side bet range is from \$1 to \$10 and the payouts are as follows.

3 Card Optional Bonus	
Three Card Royal (A, K, Q Suited)	40 to 1
Straight Flush	30 to 1
Three of a Kind	25 to 1
Straight	5 to 1
Flush	3 to 1
Pair	1 to 1