

Let it Ride

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Version 6
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Game Objective:

The objective of Let It Ride is to compile the highest 5-card poker hand (containing at least a pair of tens) from three dealt cards and two community cards while keeping the maximum bet on the table.

Game Rules and Method of Play:

Players make three equal bets in the three circles marked "1", "2" and "\$" right to left. The dealer deals three cards to each player and then two community cards, face down, to himself.

After the player looks at his three cards, he may cancel his bet in Circle 1 by signaling the dealer to push it back to him, or he can "let it ride" and stay in play. Once the player chooses to let a bet ride it must stay on the table until the end of the hand. Likewise when a bet is withdrawn, it stays out of play.

The dealer then turns one of his two cards face up. The player can now take his Circle 2 bet back or he can let it ride. His Circle 1 decision does not restrict his Circle 2 option in any way. After the player makes his Circle 2 choice the betting is over because the \$ Circle bet always stays in play.

The dealer then completes all the players' hands by turning his second card face up.

At this final stage, if the combined five card hand does not give the player a pair of tens or better, the dealer collects the \$ Circle bets and any others that the players let ride. If any of the players have a pair of tens or better, the dealer pays the \$ Circle bet and any others left in play, in accordance with the payout table.

Equipment Used:

Standard Casino Gaming Table
Let it Ride Layout
Two separate distinguished decks of 52 cards
Discard rack
2 Cut Cards
Gaming chips of denominations of \$1, \$2, \$3, \$4, \$5, \$25

Types of Wagers:

Three identical bets on the betting circles

Wager Amounts:

\$2 minimum and \$10 maximum

Payout Table:

Hand	Payoff
Pair of 10's or Better	1 to 1
Two Pair	2 to 1
Three of a Kind	3 to 1
Straight	5 to 1
Flush	9 to 1
Full House	15 to 1
Four of a Kind	40 to 1
Straight Flush	100 to 1
Royal Flush	200 to 1