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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 (including bonus bets) 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 Bonus 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 house dealer on the opposite side of the table. Each Let It Ride Bonus table shall have a drop box attached to it.

The cloth covering a Let It Ride Bonus table (the layout) shall have wagering areas for seven players.

The wagering areas shall be designated as follows:

1. For Bet #1 wagers, the number 1.
2. For Bet #2 wagers, the number 2.
3. For Bet #3 wagers, the symbol \$.
4. For 3 Card Bonus wagers, the title “3 Card Bonus.”

**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 Bonus shall be dealt from a single deck automatic card shuffling device (“shuffler”).
2. **Physical Characteristics:** Cards used to play Let It Ride Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.





3. **Number of Decks:** Cards used to play Let It Ride Bonus shall be played with two alternating decks, each consisting of 52 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;
  - 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 in Let It Ride Bonus 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 house dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "No more bets."
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. Each player at a Let It Ride Bonus table, who has placed the three wagers required above, shall also have the option to make an additional "3 Card Bonus Bet" that awards a bonus payout to the player(s) who receive a poker hand consisting of certain hand combinations as listed in the Bonus Bet Payout Table.
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 house 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 dispense the cards in stacks of three.
2. The house dealer shall wait for each player to place three equal bets and will ask for any 3 Card Bonus Bets. After each player has had the opportunity to place their 3 Card Bonus Bet, the house dealer will announce "No more bets."
3. The shuffler dispenses the cards in stacks of three. The house dealer shall deliver the first stack of cards dispensed by the shuffler to the player to the left of the player-dealer. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in-turn, to each of the other players, including the player-dealer, moving clockwise around the table. The house 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 house 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-dealer's cards have become the community cards which will be available to all players.
4. After the stacks have been delivered to each player and the player-dealer, the house 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 house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After each player has examined his/her cards, the house dealer shall, beginning with the player to the house 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 house 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 house 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 house dealer shall, beginning with the player to the house 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 house 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 house 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 house 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 house 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 payable 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.
12. 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.
13. After all winning wagers are paid, the house dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.

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

**Let It Ride Bonus  
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

**Three Card Bonus Bet:**

The Three Card Bonus is an optional bet attached to Let It Ride Bonus. The rules are as follows:

1. Three Card Bonus Bets must be placed prior to the initial deal.
2. The Three Card Bonus Bet only considers the three cards each player received on the initial deal.
3. If the player's hand qualifies for payouts, the player is paid according to the posted pay table.



4. If the player's hand does not qualify for payouts, the player-dealer collects the Three Card Bonus Bet wager.
5. The player-dealer will pay all winning Three Card Bonus Bets and will collect all losing Three Card Bonus Bets. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
6. The bonus bet is resolved before the base game is resolved.

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

**Let It Ride Bonus  
Three Card Bonus Bet Paytable Summary**

	Paytable 1	Paytable 2	Paytable 3
Straight Flush	40 to 1	40 to 1	40 to 1
Three of a Kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1

**Let It Ride Bonus  
Three Card Bonus Bet Paytable Summary**

	Paytable 4	Paytable 5	Paytable 6
Mini Royal	50 to 1	50 to 1	50 to 1
Straight Flush	40 to 1	40 to 1	40 to 1
Three of a Kind	30 to 1	30 to 1	30 to 1
Straight	6 to 1	5 to 1	6 to 1
Flush	4 to 1	4 to 1	3 to 1
Pair	1 to 1	1 to 1	1 to 1



**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.

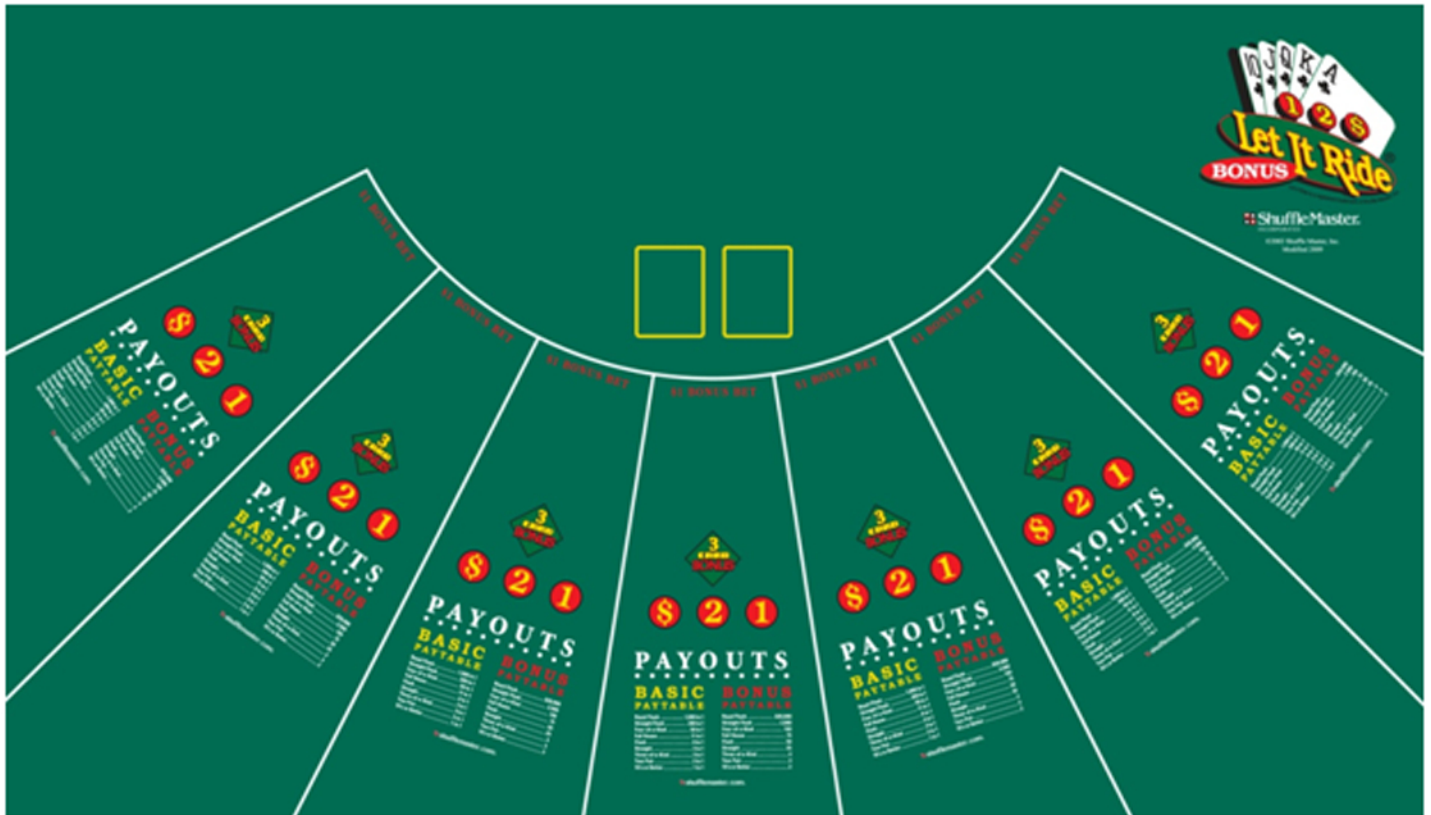
<b>Table Limit</b>	<b>Player Fee (per bet)</b>	<b>Three Card Bonus Bet Fee (per bet)</b>	<b>Player-Dealer Fee (per hand)</b>

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. If the wagering limit is different for the bonus wagers, please specify the minimum and maximum wagering limits for each wager.
- Please specify the applicable collection fee for each wager.



TABLE LAYOUT



**3 CARD BONUS**

**\$ 2 1**

**PAYOUTS**

<b>BASIC PAYTABLE</b>		<b>BONUS PAYTABLE</b>	
Royal Flush	1,000 to 1	Royal Flush	\$25,000
Straight Flush	500 to 1	Straight Flush	2,000
Four-of-a-Kind	50 to 1	Four-of-a-Kind	150
Full House	11 to 1	Full House	75
Flush	8 to 1	Flush	50
Straight	5 to 1	Straight	25
Three-of-a-Kind	3 to 1	Three-of-a-Kind	4
Two Pair	2 to 1	Two Pair	2
10's or Better	1 to 1	10's or Better	2

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