



# Training Manual

## OVERVIEW

Let it Ride is a five-card poker game. Players compete against a payable, not against the dealers or other players.

## RECOMMENDED DEALING PROCEDURES

1. Set the ACE/iDeal shuffler to "Let it Ride." In this mode, the ACE/iDeal will dispense sets of three cards.
2. To begin the game, players must make three equal bets in the circles marked (\$), (2) and (1).
3. Working from left to right, the dealer gives each player three cards face down.
4. The dealer gets two community cards. To do this, the dealer takes a three-card pack from the shuffler and burns the bottom card.
5. The dealer then presses the green button on the ACE/iDeal; this dispenses the remaining cards.
6. Players now have a choice:
  - a. Remove the (1) bet or keep it in action.
    - i. To remove the (1) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
    - ii. To keep the bet in action, the player tucks his cards under the (2) bet.
7. The dealer then reveals the community card on his left.
8. Players now have a choice:
  - a. Remove the (2) bet or keep it in action.
    - i. To remove the (2) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
9. Players then tuck their cards under the (\$) bet.
10. The dealer then reveals the second community card.
11. Working from right to left, the dealer reveals each player's cards and combines them with the community cards to make a five-card poker hand. Traditional rankings apply.
12. If the player has a pair of 10s or better, all bets left in action win according to the posted odds chart.
  - a. If the player has less than a pair of 10s, all bets left in action lose.

**Let it Ride**  
Basic Game Paytable Summary

Paytable Designator Description	LIRX-01		LIRX-02		LIRX-03		LIRX-04		LIRX-05	
	1000:1 Top award		500:1 Top award		100:1 Top award		500:1 Top award Special for Cruise ship		200:1 Top award Indiana	
OUTCOME	Primary Paytable		Primary Paytable		Primary Paytable		Primary Paytable		Primary Paytable	
Royal Flush	1000		500		100		500		200	
Straight Flush	200		100		50		100		100	
Four of a Kind	50		25		30		25		40	
Full House	11		15		15		11		15	
Flush	8		10		9		8		9	
Straight	5		5		6		5		5	
Three of a Kind	3		3		3		3		3	
Two Pair	2		2		2		2		2	
10s or Better	1		1		1		1		1	
Par	2.86%		2.80%		2.66%		4.63%		2.48%	
Hit Frequency	23.88%		23.88%		23.88%		23.88%		23.88%	

**Let it Ride**  
Basic Game Paytable Summary

Paytable Designator Description	LIRX-06	
	500:1 Top award Colorado Only	
OUTCOME	Primary Paytable	
Royal Flush	500	
Straight Flush	200	
Four of a Kind	50	
Full House	11	
Flush	8	
Straight	5	
Three of a Kind	3	
Two Pair	2	
10s or Better	1	
Par	3.05%	
Hit Frequency	23.88%	



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**PAYOUTS**

Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-Kind	25 to 1
Full House	15 to 1
Flush	10 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

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**PAYOUTS**

Royal Flush	500 to 1
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Four-of-a-Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
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Three-of-a-Kind	3 to 1
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Flush	10 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

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**PAYOUTS**

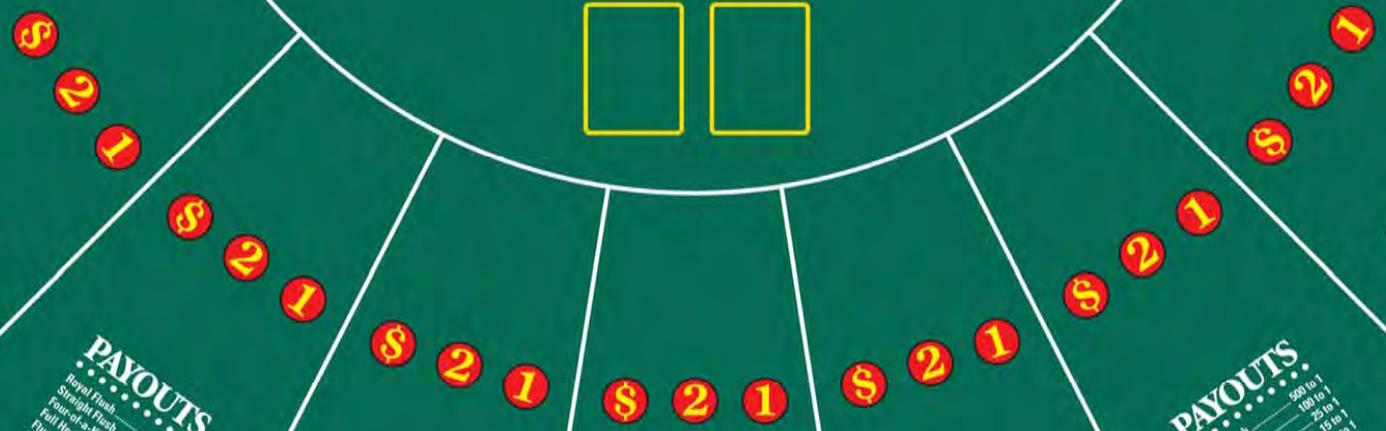
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-Kind	25 to 1
Full House	15 to 1
Flush	10 to 1
Straight	5 to 1
Three-of-a-Kind	3 to 1
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**PAYOUTS**

Royal Flush	500 to 1
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10's or Better	1 to 1

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## How To Play Let It Ride Bonus®

### OVERVIEW

#### **You Win With A Pair Of Tens Or Better!**

**Bets:** Each player placed three (3) equal bets as indicated: [see sample card]

**The Deal:** Each player receives three (3) cards.

**The Play:** You are not playing against the dealer or the other players. You are simply trying to get the best possible poker hand by using your three cards and two cards, called “community cards,” which the dealer will expose.

After looking at your first three (3) cards, you may ask for your first bet back or you may “Let It Ride.”

The dealer then turns up one community card. You may then ask for your second bet back or you may “Let It Ride.” The second community card is then turned over by the dealer. At this point, all winning hands are paid according to the payout schedule on the table layout (pair of 10's or better, two pair, etc). Players cannot show their hands to other players.

#### **Bet The Buck. Win A Bundle.**

Just put a Buck on the red circle, and if you hit a bonus hand\* a bundle of cash is yours instantly.

\*Check with the nearest Let It Ride Bonus table for details on winning hands and payouts.

# RECOMMENDED INTERNAL CONTROLS FOR LET IT RIDE BONUS®

## LET IT RIDE BONUS TABLE: PHYSICAL CHARACTERISTICS:

1. **Let It Ride Bonus** shall be played on a table having seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a **Let It Ride Bonus** table (the layout) shall have betting areas for seven (7) players. Within each betting area there shall be three (3) separate designated betting spaces labeled “1”, “2”, and “\$” for the placement of bets. Each betting position shall also have a separate sensor for the placement of an additional \$1.00 bonus bet. There shall also be a separate area located directly in front of the chip tray designated for the placement of the community cards.
3. Each **Let It Ride Bonus** table shall have a drop box attached to it.
4. The **Let It Ride Bonus** table shall have an optional table controller located on the table at the right of the dealer. The table controller is a microprocessor controlled keypad v1.32 with an alpha-numeric display which is used by the dealer to deal the game. The table controller controls the automatic card shuffling device, reads the security keys and registers the placement of an additional \$1.00 bonus bet by the player. The table controller is attached to the casino computer. If the table controller is not used, then a standard felt will be used.

## DEALING: AUTOMATIC SHUFFLING DEVICE:

Cards used to play **Let It Ride Bonus** shall be dealt from an automatic card shuffling device (“shuffler”).

## CARDS: PHYSICAL CHARACTERISTICS:

Cards used to play **Let It Ride Bonus** shall be in standard decks of fifty-two (52) cards, with each card identical in size and shape to every other card in such deck.

## CARDS: NUMBER OF DECKS:

1. **Let It Ride Bonus** shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.

2. Each deck of cards shall also comply with the following Requirements:

- (a) The backs of the cards in the two (2) decks are of different color;
- (b) One (1) deck will be shuffled by the shuffler while the other deck will be 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 (1) deck shall be placed in the discard rack at any given time.

**LET IT RIDE BONUS: DEFINITIONS:**

The following words and terms shall have the following meanings unless the context clearly indicates otherwise:

- “Community cards” means any cards which are initially dealt to the dealer and which are used by all players to form a five (5) card hand.
- “Hand” means the five (5) card hand formed for each player by combining the three (3) cards dealt to the player and the two (2) community cards.
- “Let it ride” means when a player chooses not to take back either or both of two (2) of the three (3) bets.
- “Round of play” means one (1) complete cycle of play during which all players have been dealt three (3) cards, have wagered, the dealer has been dealt the community cards, and wagers have been paid off or collected in accordance with the rules of this subchapter.
- “Suit” means one of the four categories of cards (clubs, diamonds, hearts or spades), with no suit being higher in rank than another.

**LET IT RIDE BONUS HAND RANKINGS:**

1. The permissible poker hands in the game of **Let It Ride Bonus**, in order of highest to lowest rank, shall be:
  - (a) "Royal flush" is a hand consisting of an ace, king, queen, jack and ten of the same suit;
  - (b) "Straight flush" is a hand consisting of five (5) cards of the same suit in consecutive ranking, with king, queen, jack, ten and nine being the highest ranking straight flush and ace, two, three, four, five being the lowest ranking straight flush;
  - (c) "Four-of-a-kind" is a hand consisting of four (4) cards of the same rank regardless of suit, with four (4) aces being the highest ranking four-of-a-kind and four (4) twos being the lowest ranking four-of-a-kind;
  - (d) "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three (3) aces and two (2) kings being the highest ranking full house and three (3) twos and two (2) threes being the lowest ranking full house;
  - (e) "Flush" is a hand consisting of five (5) cards of the same suit;
  - (f) "Straight" is a hand consisting of five (5) cards of consecutive rank, regardless of suit, 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 (e.g., queen, king, ace, two, three);
  - (g) "Three-of-a-kind" is a hand consisting of three (3) cards of the same rank regardless of suit, with three (3) aces being the highest ranking three-of-a-kind and three (3) twos being the lowest ranking three-of-a-kind;
  - (h) "Two pair" is a hand consisting of two (2) "pair," with two (2) aces and two (2) kings being the highest ranking two (2) pair and two (2) threes and two (2) twos being the lowest ranking two (2) pair; and

- (i) "High pair" is a hand consisting of two (2) cards of the same rank, regardless of suit, with two (2) aces being the highest ranking pair and two (2) tens being the lowest ranking pair.
2. The rank of the cards used in **Let It Ride Bonus**, 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.

**PERMISSIBLE BETS:**

1. All bets at **Let It Ride Bonus** shall be made by placing gaming chips or plaques on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted depending on house rules or regulations.
2. All bets 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."
3. Each player shall be required to place three (3) equal but separate bets for each round of play. The bets shall be identified as Bet #1, Bet #2 and Bet #3. Bet #1 and Bet #2 may be withdrawn by the player as provided in the *Procedures For Completion Of Each Round Of Play*.
4. Each player shall also have the option to place an additional \$1.00 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 *Payout Odds* section.

**OPENING THE LET IT RIDE BONUS TABLE:**

1. Turn the shuffler power switch on.
2. Place the table key (Key #1) into the first slot on the table controller.
3. Verify and wash deck #1 and load it into the shuffler.
4. Press the green START button on the shuffler to begin the shuffling cycle.

5. While deck #1 is shuffling, verify and wash deck #2 and place it in the discard rack. (If there is no game, assume Dead Game Mode.)

**PROCEDURES FOR SHUFFLING AND DEALING THE CARDS FROM AN  
AUTOMATIC SHUFFLING DEVICE:**

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 shuffler 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 and will ask for any bonus bets. After each player has had the opportunity to place his/her bonus bet, the dealer will ensure the red sensor lamp is illuminated, if applicable, for each player who has placed a bonus bet, will announce, "No more bets," and will press "lock out."
3. The dealer will then collect the bonus bets and place them in the chip tray.
4. The shuffler contains a feature which counts each card in the deck and indicates whether or not fifty-two (52) cards are contained therein. The dealer shall observe the device to ensure there is an accurate count. See *Irregularities* section for procedures in the event of a card miscount.
5. The dealer will then load the deck from the discard rack into the nest area of the shuffler to release the previously shuffled deck for dealing.
6. 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 farthest to his or her left and shall slightly spread the cards as he/she delivers, to ensure an accurate number. 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 dealer, moving clockwise around the table. The dealer shall deliver each stack face up or face down slightly spreading the cards, and shall place each stack behind the bets in the player's betting area. The stack given to the 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 (face down) over to the left rectangle, then the next card over to the right rectangle.
  - (c) The remaining third card (the bottom card of the stack), shall be “burned” by placing it into the discard rack, without the dealer exposing it.
7. After all stacks of three (3) cards have been dealt and delivered to each player and the dealer, the dealer shall press the green START button on the shuffler to unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

**PROCEDURES FOR COMPLETION OF EACH ROUND OF PLAY:**

1. Each player who bets at **Let It Ride Bonus** shall be responsible for his or her own hand and no other person other than the player or the dealer may touch the cards of that player. Each player shall be required to keep the cards in full view of the dealer at all times.
2. After each player has examined his/her cards, the dealer shall, beginning from his or her left and moving clockwise around the table, ask or motion to 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 must stay 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.
3. After each player has made a decision regarding Bet #1, the dealer then turns over the card in the left rectangle of the area designated for placement of community cards. This card shall become the first community card.
4. After the first community card is exposed, the dealer shall, beginning from his or her 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 regardless of the decision made for Bet #1.

- (a) If a player chooses to let Bet #2 ride, that bet must stay 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.
5. The dealer shall then turn over the card located in the right rectangle of the area designated for placement of community cards. This card shall become the second community card.
  6. The two (2) community cards shall be used by each player in conjunction with his or her three (3) cards to complete a five card hand.
  7. After the second community card is turned face up, the dealer shall, beginning with the player to his or her right and continuing counterclockwise around the table. The dealer shall then resolve each hand by examining each player’s cards, in combination with the two (2) community cards to determine if the player’s hand is a winning or losing hand. The dealer shall then pick and pay or lay and pay depending on casino procedures.
  8. Basic game payouts are made to winning hands for each bet that was not withdrawn during play. In order to qualify for a basic payout, a player’s hand must contain a pair of tens or better. All losing bets shall be collected by the dealer and placed in the chip tray. Each winning bet shall be paid in accordance with the payout odds listed on the table layout or as displayed at the table.
  9. A bonus payout is made for each \$1.00 bonus bet placed by each player who receives a certain hand combination as listed in the *Payout Odds* section. The dealer shall then collect the cards of all players and the

community cards and place them in the discard rack together with the remaining cards in the deck used for that round of play.

10. After all bonus hands have been paid the dealer shall press the "GAME OVER" key on the table controller to end the game, if applicable.

#### **PAYOUT ODDS:**

1. The payout odds for winning bets at **Let It Ride Bonus** printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."
2. The casino licensee shall pay off each winning basic bet at no less than the odds listed below and shall pay the additional bonus award if, after having placed the \$1.00 bonus bet, a player achieves a certain card combination as listed below.

**\*\* Casino to select from attached Paytable Options**

#### **IRREGULARITIES:**

1. If when dealing the face down option, a card that is found face up 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 during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.
2. It shall be a misdeal if any player or the area designated for the placement of the community cards is dealt more or less than three cards, and all hands shall be void. The floor person shall collect all the cards in play and press the green START button on the shuffler to unload the remaining cards in the shuffled deck. The floor person shall then verify the correct number of cards are in the deck.
  - (a) If the card count is **correct** (52 cards), the floor person shall follow procedures to resume play as provided in the **Let It Ride Bonus User Guide**.
  - (b) If the card count is **incorrect**, the floor person shall remove the deck from the table and replace it with a new deck following new deck

procedures and follow procedures as provided in the **Let It Ride Bonus User Guide** to resume play.

3. If the sensors start flashing during a round because the shuffler signaled an incorrect card count, the floor person shall verify that the correct number of cards are in play. If all players and the dealer have the correct number of cards, the floor person shall count down the remaining deck.
  - (a) If the card count is **correct** (52 cards); the floor person shall follow procedures to resume play as provided in the **Let It Ride Bonus User Guide**.
  - (b) If the card count is **incorrect**, the dealer shall declare a misdeal and all hands will be void. The floor person shall remove the deck from the table and replace it with a new deck following new deck procedures. The floor person shall follow procedures to resume play as provided in the **Let It Ride Bonus User Guide**. The dealer shall then load the new deck into the nest area of the shuffler to resume play.
4. It shall be a misdeal if the dealer delivers hands to all the players and then presses the green button to unload the remaining cards in the shuffled deck, prior to delivering the dealer hand/community cards. The shuffler will not detect this misdeal. The floor person shall collect all cards, then he/she will redistribute the bonus bets on the lit chip sensors then insert the Maintenance Key into slot #3, press the "Four of a Kind" button on the keypad, the keypad will display "to reset keypad press enter", after pressing the enter button, the keypad will display "keypad reset". The Maintenance Key can be removed from slot #3. The round is still considered the same round, therefore no more players may place a bonus bet at this point. The dealer shall then press lockout and collect the bonus bets from the lit sensors. The dealer shall then load the misdealt deck of cards into the nest area of the shuffler and resume play.

**Let it Ride Bonus  
Game Paytable Summary**

Paytable Designator Description	LIRB-03		LIRB-06		LIRB-09		LIRB-10	
	Tens or better-tight		Two pair-tight		Three of a kind-tight		Missouri & Colorado	
	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable
OUTCOME								
Royal Flush	1000	20000	1000	20000	1000	20000	500	10000
Straight Flush	200	1000	200	2000	200	2000	200	2000
Four of a Kind	50	100	50	100	50	300	50	100
Full House	11	75	11	75	11	150	11	75
Flush	8	50	8	50	8	50	8	50
Straight	5	25	5	25	5	25	5	25
Three of a Kind	3	4	3	8	3	5	3	8
Two Pair	2	3	2	4	2		2	4
10s or Better	1	1	1		1		1	
Par	2.86%	23.73%	2.86%	25.39%	2.86%	35.14%	3.05%	26.93%
Hit Frequency	23.88%	23.88%	23.88%	7.63%	23.88%	2.87%	23.88%	7.63%

Paytable Designator Description	LIRB-25		LIRB-28		LIRB-29	
	WA Card Rm & CO LIRB-10 bonus		WA Card Rm & CO Ref LIRB - 10		WA Card Rm & CO Ref LIRB - 25	
	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable
OUTCOME						
Royal Flush	100	10000	500	5000	100	5000
Straight Flush	50	2000	200	2000	50	2000
Four of a Kind	30	100	50	100	30	100
Full House	15	75	11	75	15	75
Flush	9	50	8	50	9	50
Straight	6	25	5	25	6	25
Three of a Kind	3	8	3	8	3	8
Two Pair	2	4	2	4	2	4
10s or Better	1		1		1	
Par	2.66%	26.93%	3.05%	27.70%	2.66%	27.70%
Hit Frequency	23.88%	7.63%	23.88%	7.63%	23.88%	7.63%





# **TRAINING MANUAL**

## **(Felt Version)**

## **OVERVIEW**

Let it Ride Bonus is a five-card poker game. Players compete against a paytable, not against the dealers or other players. The game has three parts:

Basic game: Players win with a pair of 10s or better.

\$1 Bonus game: Winning hands vary (see layout).

3 Card Bonus (if available): Players win with a pair or better (Players three cards only).

## **RECOMMENDED DEALING PROCEDURES**

1. Set the iDeal shuffler to “Let it Ride.” In this mode, the iDeal will dispense sets of three cards.
2. To begin the game, players must make three equal bets in the circles marked (\$), (2) and (1).
  - a. Players may also make the \$1 Bonus bet in the red circle. The dealer will replace all Bonus bets with a Bonus lammer, and place all bets in the chip tray.
  - b. Players may also make a 3 Card Bonus bet. Note: This bet may not be available in all jurisdictions.
3. Working from left to right, the dealer gives each player three cards face down.
4. The dealer gets two community cards. To do this, the dealer takes a three-card pack from the shuffler and burns the bottom card.
5. The dealer then presses the green button on the iDeal; this dispenses the remaining cards.
6. Players now have a choice:
  - a. Remove the (1) bet or keep it in action.
    - i. To remove the (1) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
    - ii. To keep the bet in action, the player tucks his cards under the (2) bet.
7. The dealer then reveals the community card on his left.
8. Players now have a choice:
  - a. Remove the (2) bet or keep it in action.
    - i. To remove the (2) bet, the player should scratch the table with the cards. The dealer will push the bet back to the player.
9. Players then tuck their cards under the (\$) bet.

10. The dealer then reveals the second community card.
11. Working from right to left, the dealer reveals each player's cards and combines them with the community cards to make a five-card poker hand. Traditional rankings apply.
12. The dealer resolves each player in order, first the basic bets then the 3 Card Bonus (if available) and then the \$1 Bonus bets.
13. If the player has a pair of 10s or better, all basic bets left in action win according to the posted odds chart.
  - a. If the player has less than a pair of 10s, all basic bets left in action lose.
14. If the player has a qualifying \$1 Bonus hand, the dealer pays according to the posted odds chart.
15. When all bets have been resolved, the dealer will pick up all Bonus lammers and place them in the chip tray.



## OPTIONAL 3 CARD BONUS:



### Overview of the Rules for option 1

3 Card Bonus is an optional side bet for Let it Ride®, Let it Ride Bonus® and Let it Ride Progressive™. It considers the first three cards each player receives. If that hand contains a pair or better, the player wins. Hands are ranked as follows:

STRAIGHT FLUSH  
THREE OF A KIND  
STRAIGHT  
FLUSH  
PAIR

Note: Several paytables pay an additional bonus when the player receives a mini-royal, Ace-King-Queen suited.

If the player has any other hand, the 3 Card Bonus bet loses.

This game must be used with a shuffler produced by Shuffle Master Inc.

### Dealing Procedures

Casinos should follow standard dealing procedures for Let it Ride® or Let it Ride Bonus®. The 3 Card Bonus bet is handled in this manner:

1. Players must make the wager before seeing their cards. The bonus wager is subject to different table limits than the base game of Let it Ride.
2. 3 Card Bonus considers the three cards the player receives.

3. The Player plays the Let it Ride® or Let it Ride Bonus® game as usual. The 3 Card Bonus bet is resolved at the end before the base game is resolved.
4. 3 Card Bonus is resolved when all cards are revealed. Only Players first 3 cards can be considered.
5. The dealer then resumes game play of Let it Ride® or Let it Ride Bonus®.

\* A player who only wishes to play the Three Card Bonus wager may do so at the discretion of the house.

### **Overview of the Rules for option 2**

3 Card Bonus is an optional side bet for Let it Ride®, Let it Ride Bonus® and Let it Ride Progressive™. It considers the first three cards each player receives. If that hand contains a pair or better, the player wins. Hands are ranked as follows:

STRAIGHT FLUSH  
THREE OF A KIND  
STRAIGHT  
FLUSH  
PAIR

Note: Several paytables pay an additional bonus when the player receives a mini-royal, Ace-King-Queen suited.

If the player has any other hand, the 3 Card Bonus bet loses.

### **Dealing Procedures**

Casinos should follow standard dealing procedures for Let it Ride® or Let it Ride Bonus®. The 3 Card Bonus bet is handled in this manner.

1. Players must make the wager before seeing their cards. The bonus wager is subject to different table limits than the base game of Let it Ride.
2. 3 Card Bonus considers the three cards the player receives.
3. If the player has a pair or better, he shows it to the dealer. The dealer pays him the appropriate amount according to the payable.

4. If the player does not have a pair or better, he does not reveal his hand. He indicates a loss by making a left-to-right waving motion with his cards. The dealer then removes his 3 Card Bonus bet.
5. 3 Card Bonus is resolved when all cards are revealed. Only the players first 3 cards can be considered.
6. The dealer then resumes game play of Let it Ride® or Let it Ride Bonus®.

\* A player who only wishes to play the Three Card Bonus wager may do so at the discretion of the house.



### 3 Card Bonus Side Bet Pay Tables

Hand	1	2	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

Hand	4	5	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



