

OVERVIEW

Let it Ride Bonus is a five-card poker game. Players compete against a payable, 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).

6 Card Bonus (if available): The bet is based on the best five card poker hand from the six cards dealt. Players combine their three cards with the three additional cards dealt and placed in the 6 Card Bonus card box. See payout sign for odds.

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.
 - c. Players may also make a 6 Card Bonus bet. The Player is eligible to win this wager even if he folds his original wagers.
3. The dealer will place the first three cards dealt in the marked 6 Card Bonus card box, then 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. Pick up the bonus lammers and place them in the chip tray.
15. The 6 Card Bonus side bet is resolved after all other bets have been resolved. The dealer will reveal the three cards from the 6 Card Bonus card box and combine them with the player's three cards that participated in the 6 Card Bonus side bet. Player's win with a three of a kind or better. See payable for odds. Note: Operator's may or may not require players to make the 3 Card Bonus and \$1 Bonus wagers in order to place 6 Card Bonus side bet.