STATE OF WASHINGTON
GAMBLING COMMISSION
"Protect the Public by Ensuring that Gambling is Legal and Honest"

June 22, 2020

Jacqueline Hunter
Scientific Games
6601 S. Bermuda Rd.
Las Vegas, NV 89119

Dear Ms. Hunter,

Due to COVID-19 and at the manufacturer's request, the following games can be dealt face-up until further notice:

Caribbean Stud Poker	Crazy 4 Poker
Crazy 4 Poker Progressive	Four Card Poker
Four Card Poker Bad Beat Bonus	Four Card Poker Progressive
Let it Ride	Let it Ride Bonus
Let it Ride Progressive	Mississippi Stud
Mississippi Stud Progressive	Mississippi Stud with 3 Card Bonus
Three Card Poker	Three Card Poker, 6 Card Bonus
Three Card Poker Bonus	Three Card Poker Face Up
Three Card Poker Progressive	Ultimate Texas Hold'em
Ultimate Texas Hold'em Bad Beat Bonus	Ultimate Texas Hold'em Progressive
Ultimate Texas Hold'em Ultimate Pairs Bonus	

No other modifications to the dealing procedures, game rules, or payouts are authorized.

Prior to implementing face-up dealing, licensees should

- Review "*Scientific Games – Table Game Operations Impact of Dealing Games Face Up"*, which is attached;
- Consider how play in this manner could affect the odds, play on the game, and be conducted in compliance with any state or county imposed COVID-19 public health requirements; and
- Submit their internal controls and receive approval from the Commission.

If you have any questions on commercial implementation, please contact Brian Lane at (509) 387-7095. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Sincerely,

Tina Griffin
Assistant Director
Licensing, Regulation, and Enforcement

Attachment – "*Scientific Games – Table Game Operations Impact of Dealing Games Face Up*"

Scientific Games – Table Game Operations
Impact of Dealing Games Face Up

The purpose of this report is to analyze the approximate impact of dealing several Scientific Games proprietary table games 'face up'. It is assumed that no more than THREE Players will be playing at the same time and that all cards normally dealt to the Player will be dealt face up.

Introduction:

It is a given that providing the Player with any additional information about the cards that have already been dealt can only allow the Player to enhance his strategy and reduce the house edge and potentially turn it into a Player edge. In this particular case, the additional information is knowledge about the other Players' cards which would normally be kept hidden from the other Players. Knowledge about these cards can inform the Player both about his potential draws (if any exist) and about the Dealer's potential hand.

This is a little like Blackjack card counting with one very important distinction. In Blackjack, knowledge about the cards remaining in the shoe can be used to determine how much the Player should wager on the next hand. This is what provides the biggest advantage to the Player. In Blackjack, the Player may get an advantage in only 10% of the hands and by just 0.25%. If a Player could not alter his wager size with this knowledge, the Player would not have an overall advantage. But, if he can increase his wager 50x on these hands, the overall payback over time would show a Player advantage.

In single deck games, this is not possible. The Player has no opportunity to change his initial wager size. Instead, he is only able to alter his strategy in-game and in some cases, his in-game wager size. This greatly reduces the Player's ability to take advantage of 'player advantage' situations.

The goal of this analysis is to get a rough idea of the impact of the Player being able to see the hands of two additional Players. This is not intended as a comprehensive analysis as that would likely take weeks per game to do properly. Instead, the main purpose is to ascertain if playing the game face up poses a significant risk to the casino. Because of this, parts of the analysis relied on work done and published by another analyst – Stephen Howe. In each case where I leverage his work, I have included the URL of the column that I utilized.

Three Card Poker

Three Card Poker has a single strategy point – when to Play vs. Fold. Thus, knowing what the additional six cards are, can guide the Player by changing the distribution of potential Dealer hands. Mostly, it can tell the Player how often the Dealer will not qualify which can changed the strategy for Jack or less hands. If 4 out of the 6 cards are Q/K/A, the hand becomes a marginal Play. With 5 or 6, much more strongly, but it is rather rare for 5 of the 6 to be Q/K/A. In similar fashion, if all 6 cards are low cards, there are some Q-6, Q-7 hands that should be Folded because there is a greater likelihood that the Dealer will qualify and doing so means he will likely beat the Player. While it is much more common for all 6 cards to be low, the impact is to a limited number of Player hands and the impact is not great as these hands are only marginal plays. If the Player has above a Q-8 or Q-9, the strategy is still to always Play.

Based on simulations using the strategy changes, the impact to payback would appear to be only about 0.1% – 0.2% at most with 6 additional cards displayed.

Let It Ride

As Let It Ride is a paytable game, the impact is only on the Player's hand. The Player may see cards that he needs to complete his hand that have been burnt, which can reduce the potential value of his hand. Or, conversely, he may see that his needed cards are still available out of the remaining deck, with a slightly increased probability of being dealt to him.

That said, however, Let It Ride's relatively high house edge is unlikely to be able to be overcome as a result of seeing 6 additional face up cards. Given the mandatory '$' wager with a payback of only 62.7%, the '1' and '2' wagers would need to get a significant advantage out of those 6 cards. But, the vast majority of hands wagered are guaranteed winners. That said, there are a few strategy changes that would occur as a result of seeing the extra 6 cards.

'1' Wager

- Do not wager any 3-Card SFL or Royal if any of the out cards for the SFL/Roy have been burned
- Wager all 3-Card Inside SFLs if none of the 6 other cards are of the same suit.
- Wager a Low Pair, IF none of the 6 cards are of the same rank as either of the Player's rank

'2' Wager

- If you have a 4-Card Flush and all 6 of the other cards are of same suit, don't make wager
- If you have a 4-Card Flush with 0 High Cards and 5 of the other cards are of same suit, don't make wager
- If you have a 4-Card Straight with 0 High Cards, and 2 of your (Straight) outs are burned, don't make the wager
- If you have a 4-Card Straight with 1 High Card and 3 of your (Straight) outs are burned, don't make the wager
- If you have a 4-Card Straight with 2 High Cards and 4 of your (Straight) outs are burned, don't make the wager
- If you have a 4-Card Straight with 3 High Cards and 5 of your (Straight) out are burned, don't make the Wager

The biggest strategy impact is the wagering of a Low Pair in the '1' wager. This increase the payback by roughly 0.2%. The other changes occur infrequently and likely do not add more than another 0.1%. The overall impact should be at most 0.3% to the house advantage.

Ultimate Texas Hold'em

UTH is one of the more likely games to be impacted by the Player's cards being dealt face up. With a small theoretical house advantage, it does not take much movement of the payback to potentially give the Player an advantage over the house.

That said, there are several features of UTH that work against this from happening. The first is that there are only TWO cards per Player dealt. So, the Player only gets to see four additional cards. For the Player to take advantage of the situation, the information must be actionable. If a Player has an AK and one of the 4 face up cards is also an Ace, this will reduce the Player's expected value of the hand, but not by enough to change how he should wager – he should still Wager 4x.

The impact of any strategy change to the overall payback is controlled by 2 factors. How often the situation occurs and how much it increases the expected value of that situation. From running a variety of scenarios, the number of situations in which the Player changes his strategy is rather small. Thus, the overall impact to the payback is also very small. The fact that the remaining cards are community cards shared between Player and Dealer also means that cards that are burnt that might hurt the Player can also likely hurt the Dealer as well.

Lastly, the strategy of UTH is already extremely complex. The theoretical payback can only be achieved by a tiny fraction of Players. The ability to go further and take into account the face up cards would reduce this population even further.

For my conclusion, regarding UTH, I am also relying on a more exhaustive analysis performed by Stephen Howe that can be found here: https://discountgambling.net/2010/01/15/practical-collusion-for-ultimate-texas-holdem/

In the end, I don't believe any human could possibly achieve a Player advantage with only two additional Player's cards turned Face up on a live game.

Caribbean Stud Poker

For Caribbean Stud Poker, I mostly relied on work already done by Stephen Howe. His column can be found here:

https://discountgambling.net/category/caribbean-stud/

There are actually 2 columns at the site. They both use a method that might be considered 'cheating' when the cards are dealt face down but would become unnecessary with cards dealt Face Up. The method mostly deals with counting cards that match the Dealer's Face up card and counting the number of Aces and Kings.

Per Mr. Howe's column the house edge of 5.32% (as a percent of the Ante) can be turned into a 1.1% Player advantage using his methods when there are 7 Players at the table. Per his second column, with only 6 Players, it can be turned into a 0.4% House edge using a computer and a more realistic 1.32% house edge using a simplified strategy.

Because Caribbean Stud has 5 cards per Player, dealing potentially 25-30 additional cards face up, can be very advantageous to the Player. With only an additional 10 cards being show on a 3 Player table, the number of times the Player will alter from basic strategy will be greatly reduced.

There is nothing in his column that talks about the impact of less Players at the table. However, if going from 7 Players to 6 Players reduced the impact by as much as 1.5% (of the Ante), I feel it is safe to assume that no Player will be able to come close to a Player advantage playing at a 3-Player table. Undoubtedly, a few Players will be able to shave a little off the house edge, but it is doubtful that it would be more than 0.25% of total wager.

Mississippi Stud Poker

For Mississippi Stud Poker, I again relied on work already done by Stephen Howe. His columne can be found here:

https://discountgambling.net/mississippi-stud-ev-barona/

I don't know if Barona still does, but apparently it did offer MS Stud face up with up to 6 players. Per Mr. Howe's analysis, when the Player can see all 12 cards belonging to the Players, he can turn the 4.91% house edge into a roughly 1.5% Player edge. It should be noted that the numbers that he references are a % of the initial Ante and not total wager. When the average wager size is taken into account, this correlates to a house edge of 1.37% of the total wager. The 1.5% Player edge is really a Player edge of about 0.42% of total wager.

Thus, the total swing is about 1.8%. If the impact of seeing each additional Player's cards were linear, this would mean each Player's cards that could be seen would be worth about 0.36% of total wager. My experience in doing these analyses would indicate that the impact is not linear but more exponential. Thus seeing 2 Player's cards is worth far LESS than 40% of the total. The true impact is likely to be less than a payback of 99.4% and probably closer to about 99%.

It should also be noted that the strategy for Mississippi Stud is moderately complex and utilizing the face up cards to modify the strategy will require a Player to calculate outs on the fly. There will not be many Players who will be able to do this. Some very skilled Players might be able to lower the house edge, but it is unlikely that any will be able to gain a Player advantage.

Four Card Poker

Four Card Poker follows a structure similar to Three Card Poker with a couple of key differences. The majority of the impact of face up cards in Three Card Poker is the impact they have on the Dealer qualifying. There is no Dealer qualifying in Four Card Poker, so this is no longer an impact. In Four Card Poker, the Dealer has one card turned face up. Thus, the Player can look for at the other face up cards for rank matches to the Dealer's upcard. This will impact the Dealer's ability to draw Pairs+. The Player may also be able to take into account cards of higher rank this his own Pair and/or Aces when he is playing a non-Pair hand.

Like Three Card Poker, there will be a handful of changes, but they will not add up to much. In Stephen Howe's column on collusion for Four Card Poker, found here: (https://discountgambling.net/category/four-card-poker/), he states that with 6 Players at the table the house edge can be cut in half. As we are talking about a situation of only 3 Players, the impact will be far less and again is likely to be no more than 0.25% of total wager.

Crazy 4 Poker

Crazy 4 Poker is more similar to Three Card Poker than is Four Card Poker. There is no Dealer card dealt Face up, but there is qualifying. So, like Three Card Poker, most of the impact surrounds the frequency that the Dealer qualifies. While the ability to wager 3x might be a factor as well, it can only be done with a Pair of Aces or better, mostly removing it from the equation. Like Three Card Poker, the impact to being able to see additional cards will be minimal and most Players will not be able to take advantage.

Conclusion

None of my own research nor anything I could find elsewhere would indicate that any of the games mentioned in this report can be 'beaten' by dealing a total of 3 hands face up. The extent by which a Player can reduce the house edge will depend on the specifics of each game. In all cases, it would take a very well-trained Player to do so.

Some likely indications that a Player might be attempting to fully use the information available would be one that is playing relatively slowly. As many of the strategy changes require counting 'outs', a Player utilizing these strategies will have to study far more cards than normal.

Generally speaking, any Player who considers himself to be an 'Advantage' Player, believing himself to have an advantage over the house will unlikely play any of the side-bets, which generally have lower paybacks and do not have any opportunities to reduce the house edge as a result of the additional information.

Game	Maximum Spots Recommended
Caribbean Stud Poker	5
DJ Wild Stud Poker	4
I Luv Suits	5
Mississippi Stud	4
Crazy 4 Poker	Not Beatable
Face Up Pai Gow Poker	Not Beatable
Fortune Pai Gow Poker	Not Beatable
Four Card Poker	Not Beatable
Let it Ride	Not Beatable
Three Card Poker	Not Beatable
Ultimat Texas Hold'em	Not Beatable

Training Manual

OVERVIEW

Let it Ride is a five-card poker game. Players compete against a paytable, 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.

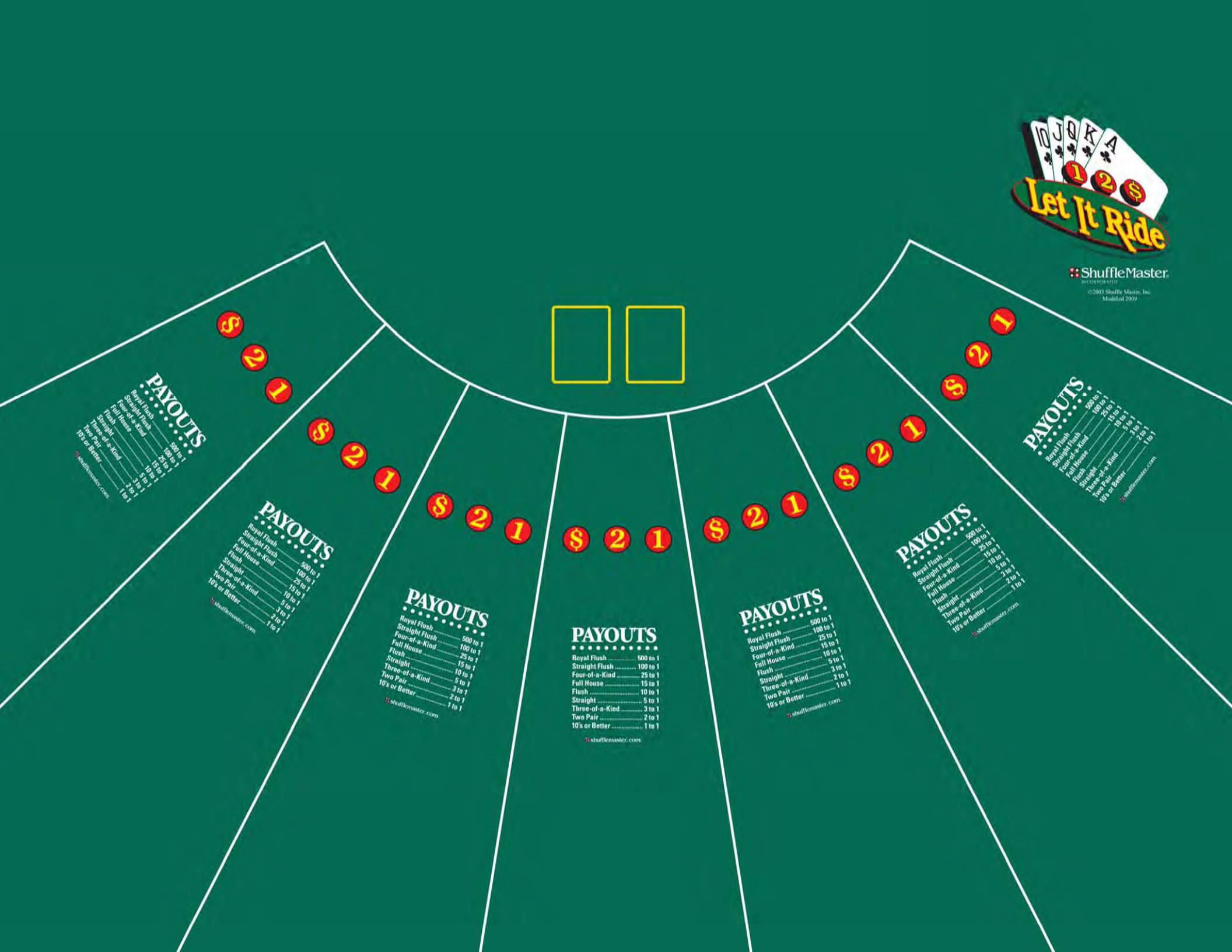
12. If the player has a pair of 10s or better, all bets left in action win according to the posted odds chart.
    a. If the player has less than a pair of 10s, all bets left in action lose.

Let it Ride
Basic Game Paytable Summary

Paytable Designator	LIRX-01		LIRX-02		LIRX-03		LIRX-04		LIRX-05	
Description	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	LIRX-06	
Description	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%	


Let It Ride
ShuffleMaster
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$ 2 1
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
shufflemaster.com

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*.

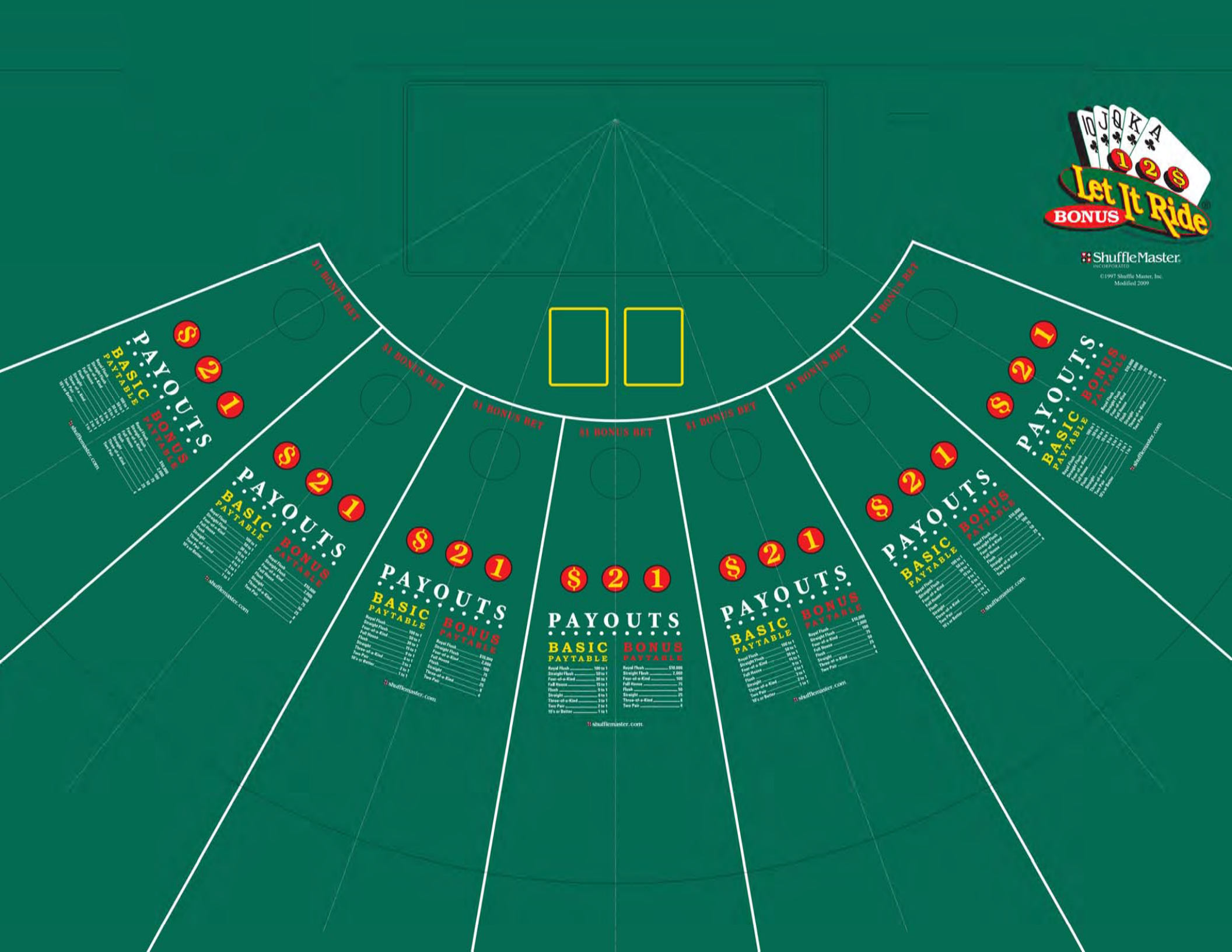
   (b) If the card count is **incorrect**, the dealer shall declare a misdeal and all hands will be void. The floor person shall remove the deck from the table and replace it with a new deck following new deck procedures. The floor person shall follow procedures to resume play as provided in the **Let It 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	LIRB-03		LIRB-06		LIRB-09		LIRB-10	
Description	Tens or better-tight		Two pair-tight		Three of a kind-tight		Missouri & Colorado	
OUTCOME	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable
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	LIRB-25		LIRB-28		LIRB-29	
Description	WA Card Rm & CO LIRB-10 bonus		WA Card Rm & CO Ref LIRB - 10		WA Card Rm & CO Ref LIRB - 25	
OUTCOME	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable	Primary Paytable	Secondary Paytable
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%


Let It Ride
BONUS
ShuffleMaster
INCORPORATED
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Modified 2009
$1 BONUS BET
$ 2 1
PAYOUTS
BASIC PAYTABLE
Royal Flush 100 to 1
Straight Flush 50 to 1
Four-of-a-Kind 20 to 1
Full House 10 to 1
Flush 7 to 1
Straight 4 to 1
Three-of-a-Kind 3 to 1
Two Pair 2 to 1
10's or Better 1 to 1
BONUS PAYTABLE
Royal Flush $10,000
Straight Flush 2,000
Four-of-a-Kind 500
Full House 75
Flush 50
Straight 25
Three-of-a-Kind 8
Two Pair 4
shufflemaster.com

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.

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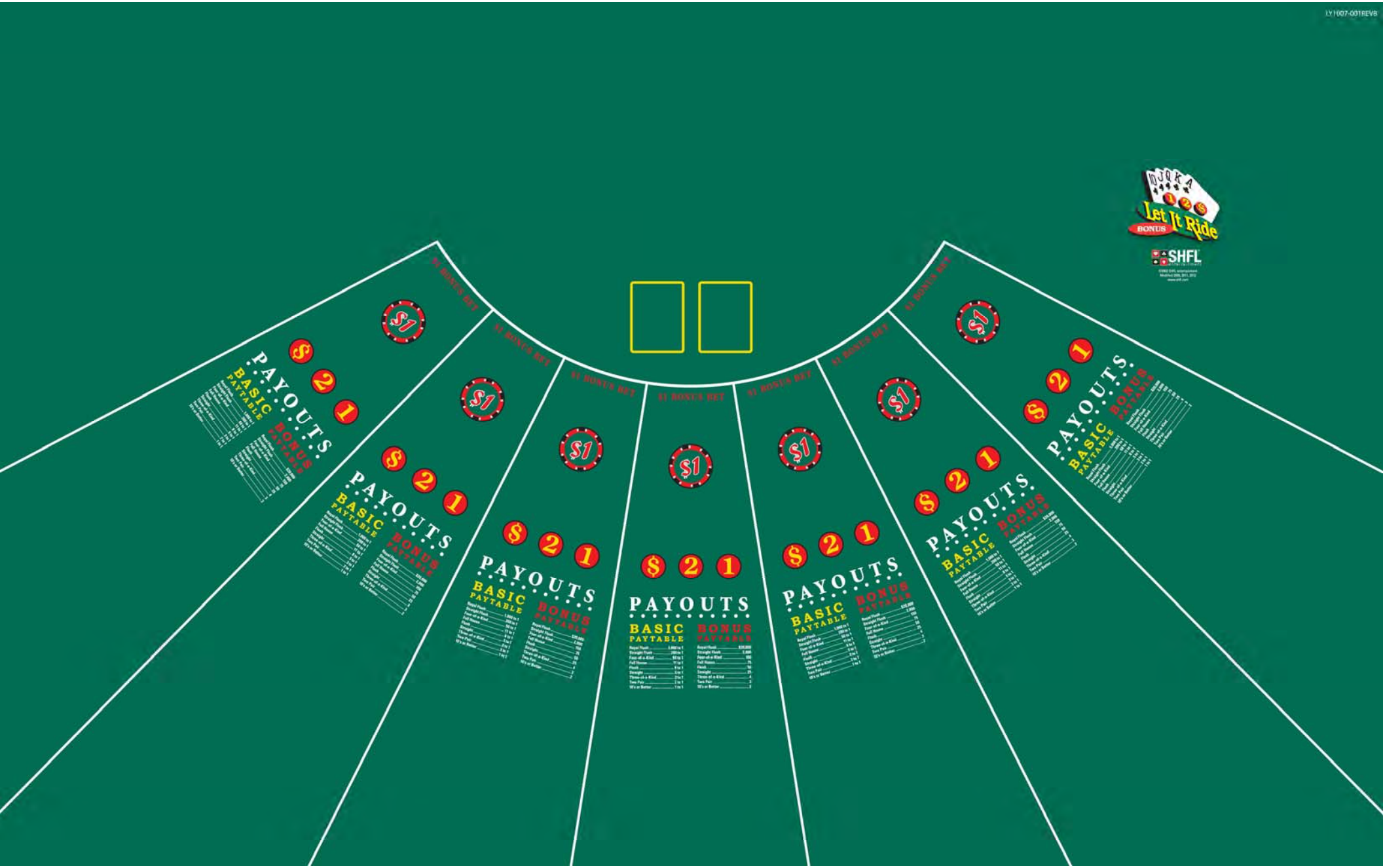


OPTIONAL 3 CARD BONUS:

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 paytable.

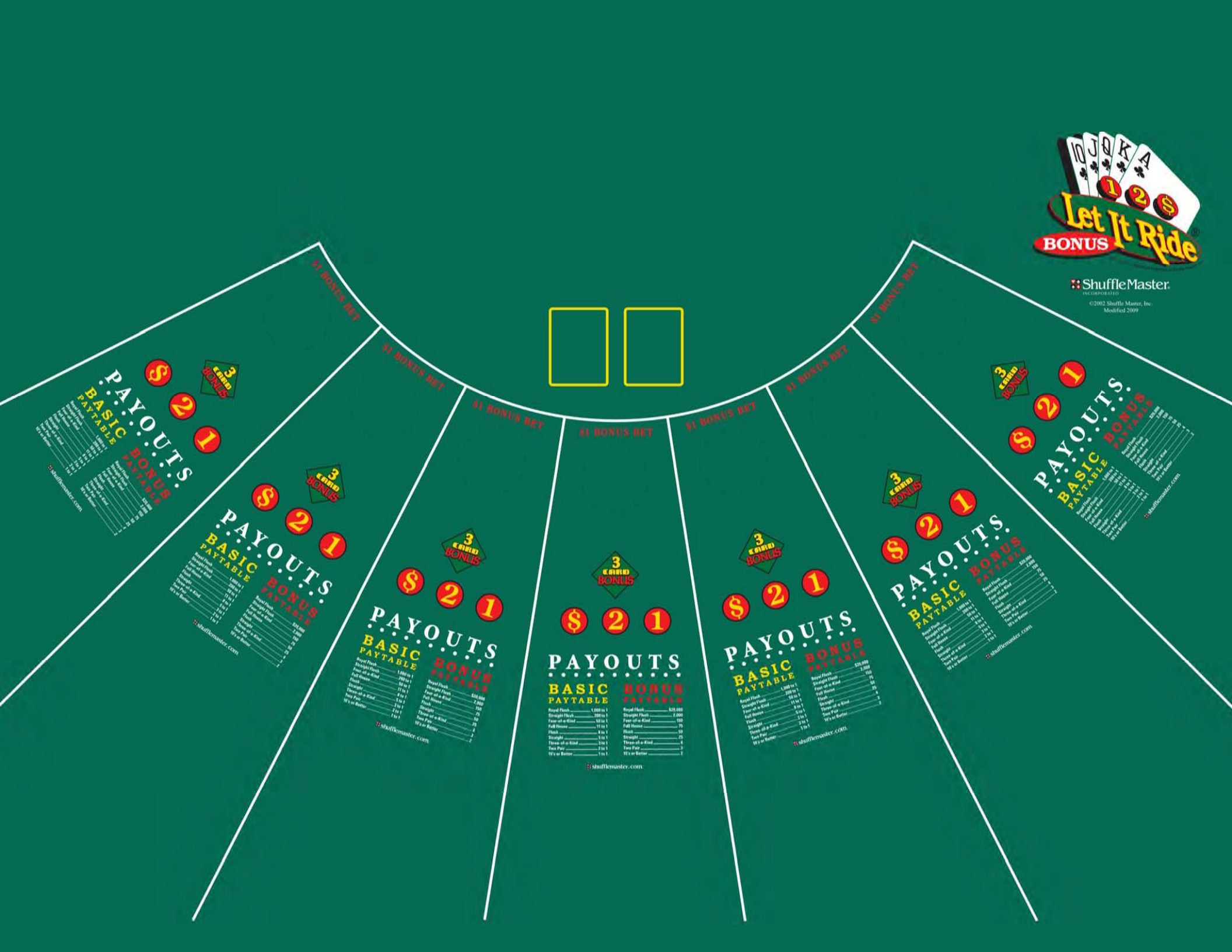
4. If the player does not have a pair or better, he does not reveal his hand. He indicates a loss by making a left-to-right waving motion with his cards. The dealer then removes his 3 Card Bonus bet.
5. 3 Card Bonus is resolved when all cards are revealed. Only the players first 3 cards can be considered.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


Let It Ride
BONUS
ShuffleMaster
INCORPORATED
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$1 BONUS BET
3 CARD BONUS
$ 2 1
PAYOUTS
BASIC PAYTABLE
Royal Flush 1,000 to 1
Straight Flush 200 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
10's or Better 1 to 1
BONUS PAYTABLE
Royal Flush $20,000
Straight Flush 2,000
Four-of-a-Kind 150
Full House 75
Flush 50
Straight 25
Three-of-a-Kind 4
Two Pair 3
10's or Better 2
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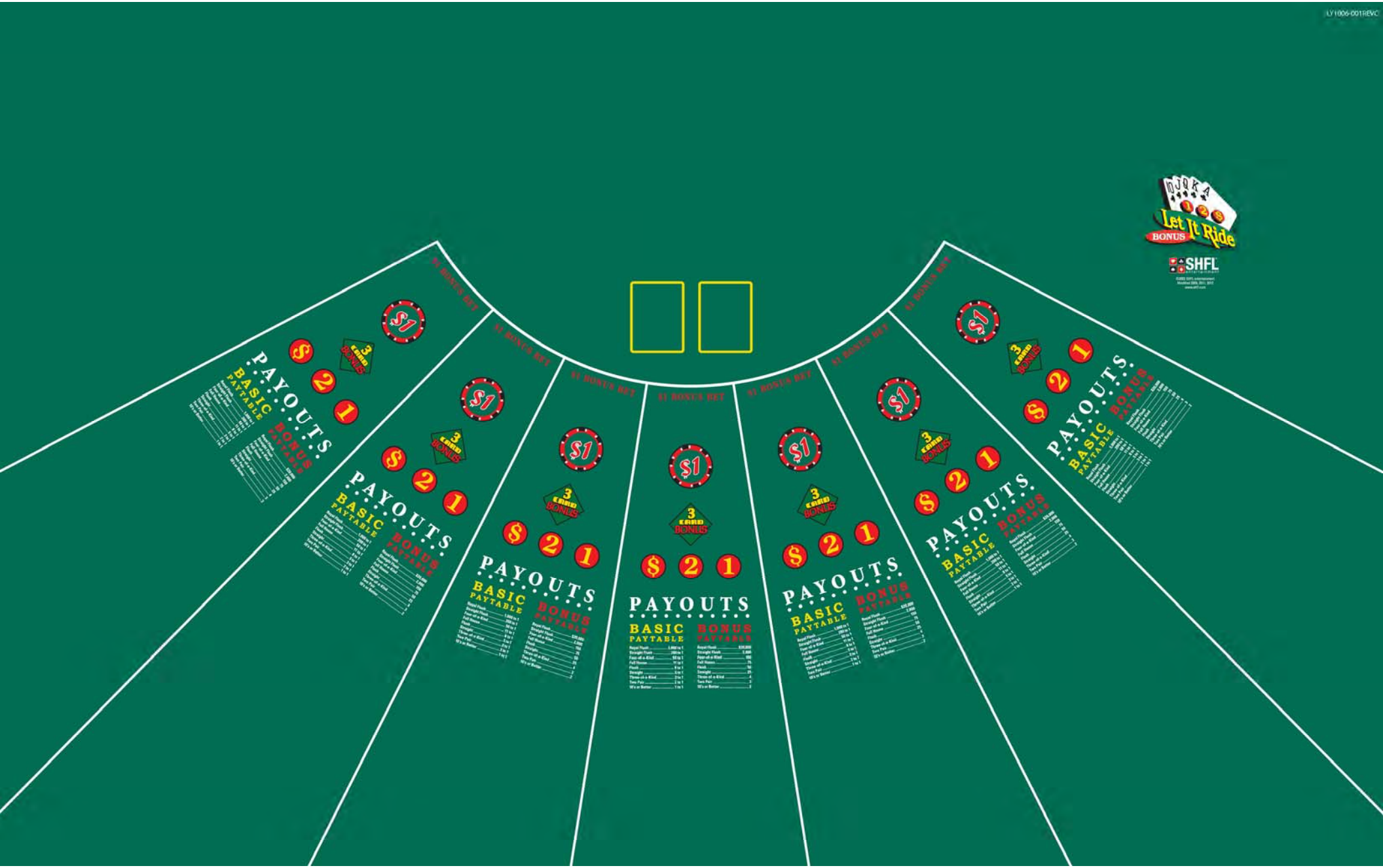
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