

LET IT RIDE

(MBS)
Game Rules
(Version 3)

w.e.f. 27 December 2012

1. Definitions
2. Mode of Play
3. How To Play
4. Settlement
5. Irregularities

1. Definitions

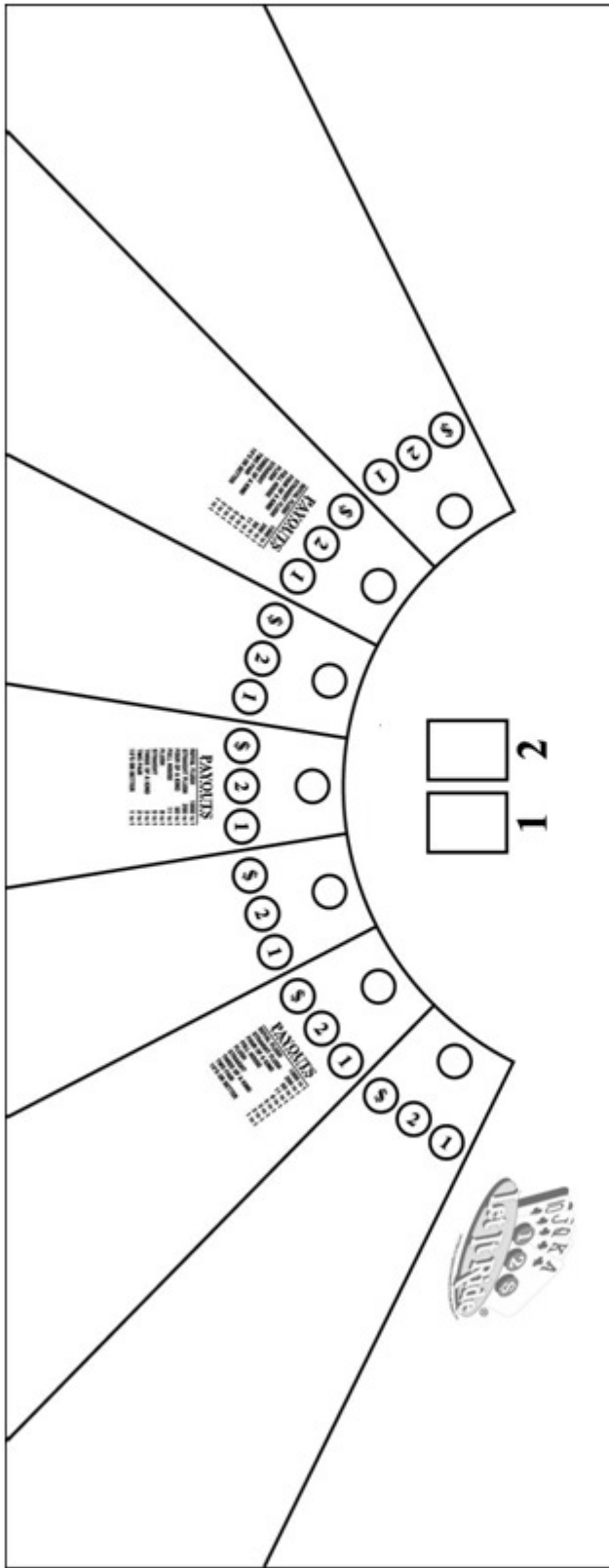
1.1. In these rules:

- 1.1.1. "1", "2" and "\$" wagers mean the three equal but separate wagers that a Player must place prior to the first card being dealt for each round of play.
- 1.1.2. "Community cards" mean two cards which are initially dealt face down in a designated area on the table and which are used by all Players to form a five card poker hand.
- 1.1.3. "Envy Bonus" refers to a payment made to a Player or Players based on the result of another Player's hand in accordance with rule 3.20.
- 1.1.4. "Hand" means the five card poker hand formed by each Player by combining the three cards dealt to the Player and the two Community cards.
- 1.1.5. "Let It Ride" means a decision by a Player not to take back a wager that may be withdrawn in accordance with rules 3.8 and 3.12.
- 1.1.6. "Progressive Jackpot wager" means an optional wager placed prior to the cards being dealt that entitles the Player to a Jackpot payout if the Player's hand qualifies.
- 1.1.7. "Round of play" means the period of play commencing with the commencement of play and concluding when the Dealer announces a result and, if applicable, collects losing wagers and pays winning wagers.

2. Mode of Play

- 2.1. The game of "Let It Ride" shall be played with one deck of 52 cards without jokers and with backs of the same colour and design.
- 2.2. The layout for this game is as shown in Diagram "A" with:
 - 2.2.1. Betting areas for the placement of "1", "2" and "\$" wagers.

2.3. Diagram “A”



3. How To Play

- 3.1. Commencement of play shall begin when the Dealer announces "Place your bets, please".
- 3.2. Closing of bets shall take effect when the Dealer announces "No more bets".
- 3.3. The objective of the game for the Player is to obtain a five card poker hand which is ranked as a pair of 10's or better. A hand of lesser value will lose and all bets wagered will be taken by the Dealer.
- 3.4. A Player wishing to participate in a round of play must place three equal but separate wagers on the appropriate wagering area marked "\$", "2" and "1" prior to the first card being dealt for each round of play.
- 3.5. A Player may also place a "Progressive Jackpot wager" provided the Player has placed the "1", "2" and "\$" wagers.
- 3.6. Starting from the Dealer's left and continuing clockwise, the Dealer shall deal three cards face down to each betting area containing a wager.
- 3.7. The Dealer shall then deal two Community cards face down in the designated area of the layout for the Community cards.
- 3.8. Players will then view their cards, and starting from the Dealer's left and continuing clockwise, the Dealer shall ask each Player whether the Player wishes to withdraw the wager placed on the wagering area marked "1" or "Let It Ride".
- 3.9. If a Player chooses to "Let It Ride", the wager placed on the wagering area marked "1" must stay in play until the conclusion of that round of play.
- 3.10. If a Player chooses to withdraw the wager placed on the wagering area marked "1", the Dealer shall return the wager to the Player.
- 3.11. When each Player has made a decision on the wager placed on the wagering area marked "1", the Dealer will turn over the first Community card.
- 3.12. After the first Community card is exposed, starting from the Dealer's left and continuing clockwise, the Dealer shall ask each Player whether the Player wishes to withdraw the wager placed on the wagering area marked "2" or "Let It Ride".
- 3.13. If a Player chooses to "Let It Ride", the wager placed on the wagering area marked "2" must stay in play until the conclusion of that round of play.
- 3.14. If a Player chooses to withdraw the wager placed on the wagering area marked "2", the Dealer shall return the wager to the Player.
- 3.15. When each Player has made a decision on the wager placed on the wagering area marked "2", the Dealer will turn over the second Community card.
- 3.16. The wager placed on the wagering area marked "\$" by the Player may not be withdrawn, and must be played.

- 3.17. When the second Community card has been exposed, the Dealer shall, starting from the Dealer's right and continuing anti-clockwise, turn over the Player's 3 cards and determine if it is a winning hand when combined with the 2 Community cards.
- 3.18. In order to have a winning hand, the Player must have a 5 card poker hand that contains a pair of 10's or better.
- 3.19. All winning hands will be paid in accordance with the payout schedule stipulated in rule 4.1.
- 3.20. All seated Players who have wagered on the Progressive Jackpot shall receive an "Envy Bonus" in the event that any Player with a "\$" wager (with or without a "2" or "1" wager) obtains a "Royal Flush" or "Straight Flush".
- 3.21. The order of hands from the highest to the lowest is as follows:

3.21.1. Royal Flush	Is a hand containing an Ace, King, Queen, Jack and 10 of the same suit. E.g. A♦, K♦, Q♦, J♦, 10♦
3.21.2. Straight Flush	Is a hand containing five cards of the same suit in consecutive ranking other than a Royal Flush. E.g. J♣, 10♣, 9♣, 8♣, 7♣
3.21.3. Four of a kind	Is a hand containing four cards of the same rank. E.g. A♣, A♥, A♦, A♠, J♥
3.21.4. Full House	Is a hand containing three cards of the same rank and one "pair". E.g. K♣, K♥, K♦, A♠, A♥
3.21.5. Flush	Is a hand containing five cards of the same suit but not in consecutive ranking. E.g. J♥, 8♥, 6♥, 5♥, 2♥
3.21.6. Straight	Is a hand containing five cards of consecutive rank regardless of suit, an Ace may count high or low. E.g. 9♣, 8♦, 7♣, 6♥, 5♠
3.21.7. Three of a kind	Is a hand containing three cards of the same rank. E.g. 10♠, 10♥, 10♣, 6♥, 3♦
3.21.8. Two pairs	Is a hand containing two "pairs". E.g. Q♣, Q♥, 6♣, 6♥, 3♦
3.21.9. One pair	Is a hand containing two cards of the same rank. E.g. A♣, A♥, 8♦, 6♥, 5♠
3.21.10. Five odd cards	Is a hand containing five cards of different rank that are at least two suits and that are not consecutive. E.g. Q♣, 10♥, 6♦, 5♠, 2♥

4. Settlement

4.1. Settlement of wagers shall be as follows:

4.1.1. A Player's hand that ranks as a pair of 10's or better will be paid according to the following payout schedule:

Winning Hand	Pays
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 Pairs	2 to 1
Pair of 10's, Jacks, Queens, Kings or Aces	1 to 1

4.2. Progressive Jackpot Payouts

Winning Hand	Pays	Envy Bonus
Royal Flush	100% of the jackpot	\$1,000
Straight Flush	10% of the jackpot	\$300
Four of a Kind	300 to 1	
Full House	50 to 1	
Flush	40 to 1	
Straight	30 to 1	
3 of a Kind	9 to 1	

5. Irregularities

5.1. If a foreign card is found in the course of a game:

5.1.1. The current round of play shall be void; and

5.1.2. All results of the previous games will stand.

5.2. If there is any shortage or excess of cards in the deck, the round of play shall be void.

5.3. Where the cards have been dealt incorrectly and no Players have handled their cards, the round of play shall be void except if an incorrect distribution of cards can be reconstructed by moving complete hands from one betting area to another.

- 5.4. If an incorrect number of cards are dealt to the Community or the Player's hand, the round of play shall be void, provided that this is noticed before the commencement of play of the next game and the cards cannot be reconstructed.
- 5.5. If two or more cards are incorrectly exposed during the deal, the round of play shall be void.
- 5.6. After the Dealer has announced "No more bets", no wager may be placed or increased and any wager so placed or to the extent increased will be refused and/or will not be honoured.
- 5.7. After the Dealer has announced "No more bets", no wager may be withdrawn and any wager withdrawn shall be won or lost based on the game results.