



LET IT RIDE

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1. Definitions

1.1 In these rules, unless the contrary intention appears:

"**Act**" means the Casino Control Act 1992;

"**deck-checking device**" means a machine used to check that each deck of cards contains the correct cards for the game;

"**card shoe**" means a device from which cards are dealt;

"**casino promotional voucher**" means a voucher of a nominated value issued by the casino operator to enable a player to wager at a gaming table to the amount identified on the voucher, subject to any conditions specified on the voucher. Where a player presents a promotional voucher at a gaming table the dealer shall exchange the voucher for an equivalent value in chips or promotional tokens, which may then be wagered on the appropriate area(s) of the layout. Any winnings resulting from such wagers are to be paid in chips;

"**casino supervisor**" means a person employed in a casino in a managerial capacity relating to the conduct of gaming and includes a games supervisor;

"**community cards**" means two cards dealt face down to the dealer which ultimately constitute the fourth and fifth card of each player's hand in a round of play;

"**dealer**" means a person responsible for the operation of the game;

"**games supervisor**" means a person responsible for the immediate supervision of the operation of the game;

"**hand**" means five cards, constituting the three cards dealt to each player and the two community cards;

"**inspector**" means a person appointed under section 106 of the Act;

"**let it ride**" means a decision by a player not to retrieve a part of his/her wager that may be withdrawn in accordance with rules 8.3 and 8.4;

"**round of play**" means the period of play commencing with the removal of the first card from the card shoe or shuffling device by the dealer and concluding when the dealer announces a result and after collecting any losing wagers, pays out winning wagers;

"**shuffling device**" means a device used for the shuffling of cards and from which cards are dealt;

"**void**" means invalid with no result.

2. Table Layout and Equipment

2.1 The game of Let it Ride shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

- 2.2 The layout cloth covering the table shall be marked in a manner substantially similar to that shown in diagram "A" with:
 - 2.2.1 playing areas designated for seven players, with each playing area having:
 - 2.2.1.1 three wagering areas marked by the symbols "\$", "2" and "1"; and
 - 2.2.1.2 inscriptions showing the payout schedule;
 - 2.2.2 two designated areas directly in front of the dealer for the placement of the community cards; and
- 2.3 The following equipment shall also be used:
 - 2.3.1 either a card shoe capable of holding a single deck of cards, or a shuffling device capable of holding two individual decks of cards;
 - 2.3.2 a discard rack, capable of holding a single deck of cards, which shall be attached to the table at the approximate location shown in diagram "A".
- 2.4 The table shall have a drop box attached to it.

3. The Cards

- 3.1 The game of Let It Ride shall be played with one deck of cards, having 52 cards without jokers, with backs of the same colour and design and a cutting card.
- 3.2 When a shuffling device is in use at a table:
 - 3.2.1 the device may be loaded with one deck of cards while another deck of cards is used in play; and
 - 3.2.2 the backs of the deck of cards being used in play must be of a different colour to that of the backs of the other deck of cards in the shuffling device.
- 3.3 All suits have the same rank. The rank of cards, from highest to lowest, shall be as follows:
 - 3.3.1 ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except as provided in rules 11.1.2 and 11.1.6 where the ace may be counted low.
- 3.4 Cards shall be checked by a dealer or a casino supervisor or by use of a deck-checking device prior to use on a gaming table.
- 3.5 Cards may be checked, pre-shuffled and secured until such time as they may be required.
- 3.6 All cards used in the game of Let It Ride shall be dealt from a card shoe or shuffling device specifically designed for such purpose.
- 3.7 Cards may, at the discretion of a casino supervisor, be changed after any round of play if, for any reason, a card or cards become unfit for further use. If all the cards are

replaced, the new cards shall be checked, shuffled and cut in accordance with these rules.

- 3.8 A casino supervisor or an inspector may, at any time, instruct the dealer to check and verify the number of cards.

4. The Shuffle and Cut

- 4.1 The dealer shall shuffle the cards so that they are randomly intermixed:
- 4.1.1 immediately prior to the start of play;
 - 4.1.2 at the completion of each round of play; or
 - 4.1.3 immediately prior to the recommencement of play following any period that the table has been vacant.
- 4.2 When a card shoe is used, after the cards have been shuffled the dealer shall cut the cards, place them on the cutting card, and then insert all the cards in the card shoe for commencement of play.
- 4.3 No person other than the dealer shall cut the cards.
- 4.4 When a shuffling device is used, the cards shall be placed in the shuffling device to be shuffled and the cards shall not be cut.
- 4.5 The dealer may perform a manual shuffle prior to inserting the cards into the shuffling device.

5. Wagers

- 5.1 All wagers shall be placed by means of chips and/or casino promotional tokens.
- 5.2 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 removed from the shoe for each round of play.
- 5.3 All wagers shall be placed prior to the dealer announcing "no more bets".
- 5.4 Except as provided in rule 8, 12.10 and 12.11, no wager shall be made, increased, or withdrawn after the first card is removed from the card shoe or shuffling device.
- 5.5 A player shall not wager on more than one hand in any round of play.
- 5.6 Only one player may wager at any one playing area in any round of play.
- 5.7 Players are responsible for the positioning of their wagers on the layout, whether or not they are assisted by the dealer. Players must ensure that any instructions given to the dealer regarding the placement of their wagers are correctly carried out.

6. Minimum and Maximum Wagers

- 6.1 The minimum and maximum wagers permitted on each playing area shall be shown on a sign at the table. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which wagers may be made above the table minimum.
- 6.2 Subject to sub-rules 12.10 and 12.11, a wager found to be below the stated minimum, after the call of no more bets, shall be valid.
- 6.3 A wager found to be above the stated maximum shall be paid or collected to the maximum. In the event that a player has been found to have wagered above the stated maximum on any previous round(s) of play the wagers and results of the previous rounds of play(s) shall stand.
- 6.4 Players are responsible for ensuring that their wagers comply with the limits stated on the sign on the table.
- 6.5 A casino supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign indicating the new minimum and proposed time of change has been displayed at the table at least 20 minutes before the change.

7. The Deal

- 7.1 All cards shall be dealt face downwards.
- 7.2 Immediately prior to the commencement of a round of play and after all wagers are placed, the dealer shall:
 - 7.2.1 announce "no more bets"; and
 - 7.2.2 starting from his/her left and continuing clockwise around the table, deal the cards.
- 7.3 When a card shoe is in use, the cards shall be dealt in the following manner:
 - 7.3.1 one card face down to each playing area containing wagers; and
 - 7.3.2 then, in sequence, a second and third card face down to each playing area containing wagers; and
 - 7.3.3 one card face down to each of the two areas designated for the community cards.
- 7.4 When a shuffling device is in use, the cards shall be dealt in the following manner:
 - 7.4.1 a stack of three cards dispensed by the device, face down to each playing area containing wagers; and
 - 7.4.2 a stack of three cards dispensed by the device, face down to the area in front of the dealer; and

- 7.4.3 the bottom card of the stack in front of the dealer shall be placed undisclosed into the discard rack.

8. Betting Round

- 8.1 After the cards have been dealt, the players may pick up their cards and examine them.
- 8.2 Each player shall be required to keep his/her three cards in full view of the dealer at all times and must ensure that they are held in a manner that does not disclose to other players their value.
- 8.3 After each player has examined his/her cards the dealer shall, beginning from the dealer's left, ask each player to indicate whether the player wishes to either:
- 8.3.1 withdraw the wager placed on the wagering area marked "1", by having it removed and returned by the dealer; or
- 8.3.2 let the wager ride.
- 8.4 The dealer shall then turn the first community card face up after which the dealer shall then, in accordance with rule 8.3, obtain a decision from each player in respect of his/her wager placed on the wagering area marked "2".
- 8.5 The decision made by each player in regard to his/her wager on the wagering area marked "2" may be made irrespective of the player's decision made in regard to the wager on the wagering area marked "1".
- 8.6 After each player has indicated a decision in regard to the wager on the wagering area marked "2" the dealer shall then turn the second community card face up.
- 8.7 The two community cards and the three cards dealt to each player shall form the five card hand of each player.
- 8.8 The dealer shall examine the cards of each player to determine if the player has a hand that qualifies for a payout pursuant to rule 10.
- 8.9 A player's wager on the wagering area marked "\$" is not subject to rules 8.3 and 8.4.
- 8.10 If a player chooses to let a wager ride, that wager remains on the appropriate wagering area of the layout until final settlement is completed.
- 8.11 Should a player at any stage of the game have a winning hand, in accordance with rule 10, he/she may place his/her cards under his/her wager on the wagering area marked "\$", thereby indicating an intention to let all remaining wagers ride.

9. Final Settlement

- 9.1 A player's hand, in order to qualify for a payout, must contain a pair of 10s, or better.
- 9.2 The dealer shall examine the cards of each player's hand and then:
- 9.2.1 collect the wagers for those hands which do not qualify for a payout; and

- 9.2.2 pay the wagers for those hands which contain a pair of 10s, or better, in accordance with rule 10.
- 9.3 After the dealer collects or pays wagers, the dealer shall collect the cards and place them in the discard rack.
- 9.4 The dealer shall be responsible for declaring the optimum value of the hands in accordance with rule 11.

10. Settlement Odds

- 10.1 Winning wagers at the game of Let it Ride shall be paid at the odds listed below:

WAGER	Odds
A Pair of 10s or better	1 to 1
Two Pair	2 to 1
3 of a Kind	3 to 1
Straight	5 to 1
Flush	8 to 1
Full House	11 to 1
4 of a Kind	50 to 1
Straight Flush	200 to 1
Royal Flush	1000 to 1

- 10.2 The odds for wagers shall be subject to any maximum payout set by the casino operator. The amount of such maximum payout shall be displayed on a notice at the table.

11. Order of Hand Values

- 11.1 The order of hands, highest to lowest is as follows:

11.1.1	Royal Flush	is a hand containing an ace, king, queen, jack and 10 of the same suit.
11.1.2	Straight Flush	is a hand containing five cards of the same suit in consecutive ranking. An ace may be counted low.
11.1.3	4 of a Kind	is a hand containing four cards of the same rank.
11.1.4	Full House	is a hand containing "3 of a Kind" and "One Pair".
11.1.5	Flush	is a hand containing five cards of the same suit but not in consecutive ranking.
11.1.6	Straight	is a hand containing five cards of consecutive rank regardless of suit. An ace

		may be counted high or low.
11.1.7	3 of a Kind	is a hand containing three cards of the same rank.
11.1.8	Two Pair	is a hand containing two pairs.
11.1.9	One Pair	is a hand containing two cards of the same rank.
11.1.10	Five odd cards	is a hand containing five cards of different rank and at least two suits.

12. Irregularities

- 12.1 Where a dealer realises, prior to any player handling their cards, that cards have been dealt incorrectly, the dealer shall declare a misdeal.
- 12.2 An incorrect number of cards dealt to the dealer's hand shall constitute a misdeal.
- 12.3 Two or more cards incorrectly exposed during the deal shall constitute a misdeal.
- 12.4 In the event of a misdeal all wagers shall be void and a new round of play shall be dealt.
- 12.5 Where an exposed card is dealt it shall not constitute a misdeal. The dealer shall turn the card over and continue dealing, subject to rule 12.6.
- 12.6 If a community card is exposed in error during the deal it shall constitute a misdeal and all wagers shall be void and a new round of play shall be dealt, except that play will continue if a community card is exposed in error after the players have handled their cards.
- 12.7 A player's hand containing too few cards or too many cards shall be declared void.
- 12.8 Where a dealer realises, after a player has handled his/her cards, that a hand has been dealt to a playing area that does not contain a wager the cards for that hand shall be counted and placed in the discard rack.
- 12.9 In the event that a card(s) is found to be missing from a card shoe or shuffling device; or a card(s) is found that does not form part of the 52 cards that make up a deck in accordance with rule 3.1, the following shall apply:
 - 12.9.1 the result of any rounds of play previously completed shall stand; and
 - 12.9.2 the round of play where the missing card(s) is discovered or the foreign card(s) is found shall be declared void and all monies returned for that round of play; and
 - 12.9.3 the deck shall be checked for any further missing or foreign cards.
- 12.10 If, prior to a player handling his/her cards, the dealer becomes aware that a wager does not comply with rule 5.2, the player must, upon request:

- 12.10.1 correct the wager on wagering areas 1, 2 or \$ within the stated table minimums and maximums in order to comply with rule 5.2; or
- 12.10.2 fold, whereupon the dealer shall collect the cards and return the wager made.
- 12.11 If, subsequent to a player handling his/her cards the dealer becomes aware that a wager does not comply with rule 5.2, the player must upon request correct the wager accordingly. Should the player fail to correct the wager, he/she may be precluded from further participation in the game.
- 12.12 Where a player or players are suspected of viewing another player's cards or collecting information from other active or non-active players, a casino supervisor may:
 - 12.12.1 direct the player or players concerned to play their hand prior to other players handling their cards before the dealer shows the first community card; or
 - 12.12.2 restrict players suspected of collusion from playing together at the same table; or
 - 12.12.3 direct the players on a table to speak English at all times; or
 - 12.12.4 direct that a player or players be precluded from playing.
- 12.13 Where a player, who makes a wager in accordance with rule 5.2, has not viewed his/her cards and is not present to make a decision in regard to the cards dealt to that playing area, that hand shall become void and the wager returned.
- 12.14 Where a player has viewed his/her cards and is not present to make a decision, in regard to the cards dealt to that playing area, in accordance with rule 8.3 and/or rule 8.4 the wager or wagers remaining will be treated as Let it Ride, with that player accepting responsibility for any subsequent result.

13. Shuffling Device Malfunction

- 13.1 Where a shuffling device jams, stops intermixing cards during a shuffle or fails to complete a shuffle cycle, the cards shall be reshuffled.
- 13.2 Where it becomes evident, in a round of play for which one or more cards have been dealt, that the shuffling device is no longer capable of operating in the way it is intended to operate:
 - 13.2.1 that round of play shall be declared void; and
 - 13.2.2 the result of any rounds of play previously completed shall stand; and
 - 13.2.3 the game shall be continued with another shuffling device or a card shoe and using new cards, subject to rule 3.7.

14. General Provisions

- 14.1 A person shall not, either alone or in concert with any other person, use or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or changing probabilities or the playing strategies to be used.
- 14.2 Rule 14.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 14.3 Where a casino supervisor is satisfied that a person has contravened any provision of rule 14.1, he/she may:
- 14.3.1 declare that any wager made by the person is void; or
 - 14.3.2 direct that the person shall be excluded from further participation in the game; or
 - 14.3.3 exclude the person from the casino in line with the provisions of section 79 of the Act; or
 - 14.3.4 cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and assumed responsibility for the situation.
- 14.4 A casino supervisor may invalidate the outcome of a game if:
- 14.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
 - 14.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 14.5 Where the outcome of a game is invalidated under rule 14.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 14.4.2 be forfeited.
- 14.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 14.7 No spectator or any player wagering at any table may, unless requested by a player, attempt to influence or offer advice to that player regarding that player's decisions of play.
- 14.8 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 14.9 A player who abstains from placing any wagers for three consecutive rounds of play, while all other seats or positions at the table are in use, may be required to vacate his/her seat or position.
- 14.10 Players and spectators are not permitted to have side bets with or against each other.

- 14.11 A casino supervisor or above may refuse, on reasonable grounds, any wager made by a player prior to the first card of a round of play being removed from the card shoe or shuffling device, and in so doing may cause the wager(s) to be removed from the layout.
- 14.12 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a game supervisor, subject to a review (if requested) by a casino supervisor. In the absence of a games supervisor the matter must be referred in the first instance to a casino supervisor.
- 14.13 In any dispute arising from these rules, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 110 of the Act.
- 14.14 A copy of these rules shall be made available for inspection upon request.

DIAGRAM A

LET IT RIDE LAYOUT

