

# Let It Ride

2-7 players

52 cards

Difficulty: Easy

Duration: Short

Get a pair of tens or better from your three cards plus two community cards.

## SETUP

- 1-7 players with a standard 52-card deck.
- Place three equal bets in the designated circles.
- Receive 3 cards face-down; 2 community cards face-down.

## SCORING

- Pair of tens or better is needed to win.
- Payouts increase from 1:1 for a pair up to 1000:1 for a royal flush.

*Tip: Let bet 1 ride with a pair of tens or better, three to a royal flush, or three suited in sequence.*

## ON YOUR TURN

- View your three cards; pull back bet 1 or let it ride.
- First community card revealed; pull back bet 2 or let it ride.
- Second community card revealed; all remaining bets are resolved.

*Let It Ride is a casino poker game where players place three equal bets and can withdraw two of them as community cards are revealed, or let them ride if they like their hand. Based on five-card stud poker, the game is unique because players compete against a payable rather than the dealer, and a pair of tens or better is needed to win.*

## Objective

Achieve a final five-card poker hand of a pair of tens or better using your three cards plus two community cards. You manage risk by withdrawing or letting bets ride.

## Setup

1. **Players:** 1 to 7 players at the table.
2. **Deck:** Standard 52-card deck.
3. **Bets:** Each player places three equal bets in designated circles (commonly labeled 1, 2, and \$).
4. **Deal:** Each player receives 3 cards face-down. Two community cards are placed face-down in front of the dealer.

## Gameplay

1. **First decision:** After looking at their three cards, each player decides to pull back bet 1 or let it ride.
2. **First community card:** The dealer reveals one of the two community cards.
3. **Second decision:** Each player decides to pull back bet 2 or let it ride. The third bet (marked \$) can never be withdrawn.
4. **Second community card:** The dealer reveals the final community card.
5. **Payout:** All remaining bets are paid according to the payable if the player's five-card hand qualifies (pair of tens or better).

## Scoring

- **Minimum qualifying hand:** Pair of tens or better.
- **Paytable:** Pair of tens or better pays 1:1, two pair pays 2:1, three of a kind pays 3:1, straight pays 5:1, flush pays 8:1, full house pays 11:1, four of a kind pays 50:1, straight flush pays 200:1, royal flush pays 1000:1.
- **Each remaining bet:** Is paid independently, so letting all three bets ride with a big hand multiplies the payout significantly.

## Variations

- **Bonus bet:** Many casinos offer an optional side bet that pays for strong hands regardless of the main game outcome.
- **Three Card Bonus:** A side bet based solely on the player's initial three cards.

## Tips and Strategies

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- Let bet 1 ride if you have a pair of tens or better, three to a royal flush, or three suited cards in a row.
- Let bet 2 ride if you have a pair of tens or better, four to a flush, or four to an outside straight.
- The optimal strategy minimizes the house edge to about 3.5% — always withdraw marginal hands.

## Tips & Strategy

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The key strategy is knowing when to pull back bets. Let them ride with strong made hands or strong draws, and withdraw with marginal holdings to protect your bankroll.

The game offers a rare opportunity to reduce exposure on weak hands while maximizing bets on strong ones. The optimal strategy involves about 15% of hands letting the first bet ride.