

PAI GOW PLUS

(RWS)
Game Rules
Version 4

w.e.f. 1 October 2020, 0800 hours



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Pai Gow Plus (Version 4)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

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1. Definitions

In these rules:

- 1.1 **Banker** refers to either Dealer-Banker or Player-Banker in a Round of play.
- 1.2 **Bet** shall have the same meaning as wager.
- 1.3 **Bonus Bet** refers to a Bet placed on Bonus in which a Player wins only when the Player's four tiles make up one of the eight Bonus Hands as set out in the Bonus Pay Table stipulated in paragraph 4.2.
- 1.4 **Cut** refers to the displacement of Pai Gow tiles up to a maximum of four stacks from one side of the Wall to the other, by a Player or Dealer.
- 1.5 **Dealer** refers to the person responsible for the dealing of the game.
- 1.6 **Dealer-Banker** refers to the House holding the Bank for the Round of play.
- 1.7 **Hand** refers to a stack of four tiles that have been dealt to Player(s) or Banker in a Round of play.
- 1.8 **High Hand** refers to a two-tile combination that is of a higher ranking than the other two-tile combination when arranged from a stack of four tiles.
- 1.9 **House** refers to the Casino Operator.
- 1.10 **House Way** refers to a mandatory way of arranging the Low Hand and High Hand as stipulated in Appendix E.
- 1.11 **Initial Bet** refers to a Bet, other than a side Bet, that is placed by a Player before receiving the tiles.
- 1.12 **Low Hand** refers to a two-tile combination that is of a lower ranking than the other two-tile combination when arranged from a stack of four tiles.
- 1.13 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.

- 1.14 **Player** refers to a person who places a Bet during a Round of play.
- 1.15 **Player-Banker** refers to the Player holding the Bank for the Round of play.
- 1.16 **Point Count** refers to the total point of the three dice.
- 1.17 **Point Total** refers to the total value of a Low Hand or High Hand.
- 1.18 **Reconstruction** refers to the returning of tile(s) to their original intended sequential order.
- 1.19 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the final settlement for all Players are made.
- 1.20 **Seated Player** refers to the Player sitting at the betting box who has placed a Bet on a betting box and makes the decision for that betting box. In the event that there is no Player seated at the betting box, Seated Player shall refer to the Player with the highest Bet on the betting box and makes the decision for that betting box.
- 1.21 **Stack** refers to a pile of four Pai Gow Tiles which are placed one on top of the other.
- 1.22 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.23 **Tie Bet** refers to a Bet placed on a Tie in which a Player wins only when a Tie is achieved in a Round of play.
- 1.24 **Tie** refers to a Round of play whereby a Player wins on either his Low Hand or High Hand and loses the other against the Banker.
- 1.25 **Void** refers to a Round of play that has been invalidated and has no result.
- 1.26 **Wall** refers to a set of thirty-two Pai Gow tiles which are arranged into eight stacks with each stack containing four tiles before a Round of play commences.

2. Mode of Play

2.1 The Layout

2.1.1 Pai Gow Plus may be played only on tables displaying the layout as shown in Appendices A, B and C.

- a. Betting boxes shall be marked for each Player. The maximum number of boxes is as shown on the table layout.

2.2 The Tiles

2.2.1 The game shall be played with one set of 32 tiles.

3. How to Play

- 3.1 The objective of the game is to have both the Hands (Low Hand and High Hand) ranked higher than the Banker's.
- 3.2 The Ranking of Tiles in both Pairs and Single order is shown in Appendix D.
 - 3.2.1 When a Low Hand or High Hand is ranked lower than Day High Nine (ranking 22), the value of the Hand shall be a single digit number from 0 to 9. In the event that the Point Total of a Low Hand or High Hand is more than 9, the Point Total of that Low Hand or High Hand shall be the second digit of the total value.
 - 3.2.2 When both Player's Hands and Banker's Hands (i.e. Low Hand of Player vs Low Hand of Banker and High Hand of Player vs High Hand of Banker) have the same value and the highest ranking tiles are identical - Banker wins.
 - 3.2.3 When both Player's Hands and Banker's Hands (i.e. Low Hand of Player vs Low Hand of Banker and High Hand of Player vs High Hand of Banker) have the same value (other than zero) but different ranking - Highest ranking wins.
 - 3.2.4 When both Player's Hands and Banker's Hands (i.e. Low Hand of Player vs Low Hand of Banker and High Hand of Player vs High Hand of Banker) have zero points (a Hand of any two tiles which adds up to 10 or 20 and does not make a Pair or a Gong) - Banker wins irrespective of tile rankings.
 - 3.2.5 The Gee Jun (3 and 6) are the two Wild Tiles. Either tile may be counted as a Three or Six depending on which is more beneficial to the Hand.
- 3.3 No Player shall be permitted to make a decision on another Player's behalf.
- 3.4 The Pai Gow Tiles shall be shuffled before commencement of the Round of play.
- 3.5 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.6 The permissible minimum and maximum limits shall be displayed at the table.

- 3.7 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.8 Where applicable, no Player playing in any Hand and Betting less than the maximum limit provided, shall refuse the balance of the Bet in that Hand to be taken up by any other Player.
- 3.9 A Player must place an Initial Bet on the designated betting box as stipulated in Appendices A, B and C in order to participate in the Round of play. A marker shall be used to indicate the Banker prior to the commencement of play.
- 3.10 A Player may Bet more than one Hand provided that the total Bet on that Hand shall not exceed the permissible maximum limit for that Hand. The Dealer shall inform the Player that he is able to examine only one Hand.
- 3.11 Standing Players are permitted to Bet subject to the following:
- 3.11.1 No Bet shall exceed the permissible maximum Bet for the betting box displayed; and
 - 3.11.2 The decision made for a betting box shall be called by the Seated Player of that betting box.
- 3.12 Once a Player has placed an Initial Bet on a betting box, any Player may choose to place a Bet on Tie and/or Bonus of that betting box.
- 3.13 No more Bets shall be placed after the Dealer announces "No more Bets".
- 3.14 Before the dice cup is shaken, the House or Player-Banker shall decide on the manner in which the tiles are to be Cut and delivered by choosing one of the approved Styles of Delivery as follows and as shown in Appendix F:

Pai Gow Styles of Delivery		
	Chinese	English
1	Yat Dong Dong	One Stack
2	Cup Say	Tiger Head
3	Chee Yin	Chop The Ears
4	Dai Pin	Big Slice
5	Jung Quat	From The Heart
6	Long Tau Fong May	Dragon Head Phoenix Tail
7	Wui Fong Bank	Hong Kong Bank
8	Foot Say	Four Across

- 3.15 The Dealer shall proceed to shake the dice cup. The betting box which shall receive the first stack of four tiles, according to the delivery styles at Appendix F, shall be determined by the Point Total of the three dice in the dice cup, counting from the Banker's position as box 1 in an anti-clockwise direction.
- 3.16 The tiles are delivered to all placement boxes irrespective of whether there is a Bet or not.
- 3.17 The Dealer shall burn one or two Hand(s) in every Round of play according to the table layout. The Hand which shall be burnt shall be the Hand dealt to "Burnt Box" 8 (for Appendix A and B) or "Burnt Box" 7 and 8 (for Appendix C) as indicated on the respective table layout.
- 3.18 If there is no Bet on any particular betting box, the Dealer shall collect the tiles from the said box and place them in the "Burnt Box".
- 3.19 The House may in its sole discretion, and prior to the commencement of any Round of play, decide to remove a betting box from play by displaying a Burnt Marker at that betting box. All subsequent tiles dealt to the box shall be placed in the "Burnt Box".
- 3.19.1 The Dealer shall shake the dice cup and the betting box to be removed shall be determined by the Point Count of the dice, counting from the Banker's position as box 1 in an anti-clockwise direction. A marker that denotes "Burnt" shall be placed on that betting box to indicate the additional Burnt Box;

- 3.19.2 If the Point Count of the dice results in the Banker's Box or the Burnt Box being assigned as the additional Burnt Box, the Dealer shall shake the dice again until the result indicates a betting box other than the Banker's Box or the Burnt Box as additional Burnt Box; and
- 3.19.3 Any tiles dealt to the additional Burnt Box shall continue to be removed from play until the House decides in its sole discretion that the tiles dealt to the additional Burnt Box may be re-introduced into play. The re-introduction of the additional Burnt Box shall be evidenced by the removal of the Burnt marker.
- 3.20 The Dealer shall direct the Players to view their tiles accordingly. Players must not speak or cause to exchange or communicate information in any way regarding their Hand or Hands while viewing their tiles.
- 3.21 After the Players have arranged their tiles (into the Low Hand and the High Hand), they shall place their tiles face down on the table and the Dealer shall set them on the placement box after which the Player shall not be allowed to handle the tiles again.
- 3.22 If the Player request the Dealer to arrange his tiles in accordance to the House Way, the Dealer shall do so before the Dealer reveals the Banker's Hands. If the Dealer fails to arrange the tiles in accordance to the House Way before he reveals the Banker's Hands, the Dealer shall do so during settlement.
- 3.23 If a Seated Player places a Bet in other betting boxes with no Seated Player, the tiles in those betting boxes where the Player is not Seated shall be arranged by the Dealer in accordance to the House Way.
- 3.24 The Dealer shall then arrange his tiles in accordance to the House Way. In the event the Dealer's Hand is arranged incorrectly, the Dealer's Hand shall be reset in accordance to the House Way.
 - 3.24.1 A Player wins when his Low Hand and High Hand rank higher than the Banker's respective Low Hand and High Hand.
 - 3.24.2 A Player loses when his Low Hand and High Hand rank lower than the Banker's respective Low Hand and High Hand.

- 3.24.3 A Tie is when Player wins on either his Low Hand or High Hand and loses on the other.

3.25 Player-Banker

- 3.25.1 Each Player has an option to become the Banker (Player-Banker) on a rotational basis (anti-clockwise) provided that there are other Players Betting against him after the rotation. The rotation shall start with the Dealer, and alternate between the Dealer and the Players.
- 3.25.2 In order to be a Player-Banker, a Player must be Seated and must have a Bet against the Dealer-Banker in the previous Round of play, prior to his turn to be the Player-Banker.
- 3.25.3 A Player can place a Bet against the Player-Banker according to the table Betting limit. The Player-Banker must place in the betting box, the required amount of chips (i.e. the capital) which are sufficient to cover the total Initial Bets of all the other Players. In the event that the Player-Banker does not have sufficient chips before the commencement of the Round of play, he would not be given the option to be the Player-Banker.
- 3.25.4 After all other Players have decided on the arrangement of the tiles, the Player-Banker may decide the arrangement of his tiles or may request the Dealer to arrange in accordance with the House Way.
- 3.25.5 Where a Player becomes the Banker (Player-Banker), the Player-Banker is only responsible for Initial Bets, and pays the winning Initial Bets or collects the losing Initial Bets. All Bonus Bets are paid or collected by the House, and no Tie Bets shall be accepted.

3.26 The tiles shall be shuffled after each Round of play.

- 3.27 A Bonus Bet shall win and be payable if the Player's four tiles make up one of the eight Bonus Hands set out in the Bonus Pay Table stipulated in paragraph 4.2, regardless of the value of the Dealer's Hand, or how the Player has set his High Hand and Low Hand; and

- 3.27.1 If a Player's Hand is able to make more than one qualifying Bonus Hand, only the best qualifying Bonus Hand shall be eligible to be paid.

3.28 All winning Bets in the betting box are paid in accordance with the Pay Tables stipulated in paragraph 4 and all winning Tie Bets shall be paid in accordance with the Tie Pay Table stipulated in paragraph 4.3.

4. Settlement

4.1 Pai Gow Plus Pay Table

Bets/Rules	Pays*
Player wins	1 to 1 (less 5 % commission to House)
Player-Banker wins*	Balance winning amount (less 5 % commission to House)
*Example: - Box 1 – Player-Banker (Capital - \$500) - Box 2 – Player Wins (Bet - \$100) - Box 3 – Player Wins (Bet - \$100) - Box 4 – Player Loses (Bet - \$100) - Box 5 – Player Loses (Bet - \$100) - Box 6 – Player Loses (Bet - \$100) The House shall collect the losing Bets ($3 \times \\$100 = \\300) from the Players at Boxes 4 to 6 and pay the Players at Boxes 2 and 3 (\$95 to each Player after deducting 5% commission to the House). The House shall then pay the balance winning amount to the Player-Banker after deducting 5% commission ($(\\$300 - \\$200) - 5\% = \\$95$).	

4.2 Bonus Pay Table

Bets/Rules (Regardless of Dealer's Hand)	Pays*
Gee Jun and Teen Pair	100 to 1
Gee Jun and Day Pair	80 to 1
Teen Pair and Day Pair	50 to 1
Lame Duck (High 6, Low 6, any 7 and any 4)	20 to 1
Two Pairs	12 to 1
Gee Jun, Teen Pair or Day Pair	5 to 1
One Pair	2 to 1
Wong (Teen or Day)	1 to 1
*No commission is levied on a winning Bonus Bet	

4.3 Tie Pay Table

Bets/Rules	Pays*
Tie with Low Hand having at least a Gong	25 to 1
Tie	1 to 1
*Less 5% commission on a winning Tie Bet	

- 4.3.1 A Tie Bet shall win if the Dealer's Hand and the Player's Hand Tie, and shall lose on all other outcomes.

5. Irregularities

- 5.1 In the event the total Bets placed on any betting boxes exceed the maximum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the House shall reject the excess Bets. For the purposes of assessing whether and when the maximum Bet has been reached in the game for a betting box, Seated Players shall have the priority in the placement of their Bets, following which Standing Players may place their Bets subject to and until the maximum Bet has been reached for that betting box.
 - 5.1.1 However, if the excess Bets were not rejected, the Player shall win or lose his Bet on a pro rata basis based on the permissible maximum limit for that betting box. Such apportionment shall not result in any Player winning or losing based on a pro-rated Bet that is below the minimum permissible limit.
 - 5.1.2 In the event that any Player has, in a betting box that has exceeded the maximum permissible limit, placed a Bet that is under the minimum permissible limit, pro rata shall not be applied, and such Player shall win or lose accordingly.
- 5.2 In the event the total Bets placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
 - 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event a Player walks away after he has placed a Bet, and he is the only Player Betting on the betting box, the House shall arrange the tiles of that Player's Hand in accordance to House Way. The House shall settle the Bet accordingly.
- 5.4 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
 - 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or

5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.

5.5 In the event that any of the following situations occur:

5.5.1 if the Dealer exposes two or more tiles on the Banker's Hand where such Banker is the House and no Player has seen the tiles distributed to him; or

5.5.2 if the Dealer exposes two or more tiles on the Banker's Hand where such Banker is the Player-Banker, and no Player has seen the tiles distributed to him; or

5.5.3 if the Dealer exposes two or more tiles on the Player's Hand where such Banker is the Player-Banker and no Player has seen the tiles distributed to him; or

5.5.4 if any incorrect distribution of the tiles and any Player has seen the tiles distributed to him; or

5.5.5 if a tile that does not form part of the set of tiles is found; or

5.5.6 if there is any shortage or excess of tiles in the set,

the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.

5.6 In the event of any dealing error not described in paragraphs 5.5 and 5.8 and regardless of whether Reconstruction is possible, all affected Players on the gaming table shall have the option to:

5.6.1 continue their Hand (if the tiles cannot be Reconstructed); or

5.6.2 continue with the Reconstructed Hand (if the tiles can be Reconstructed); or

5.6.3 have their Bet returned.

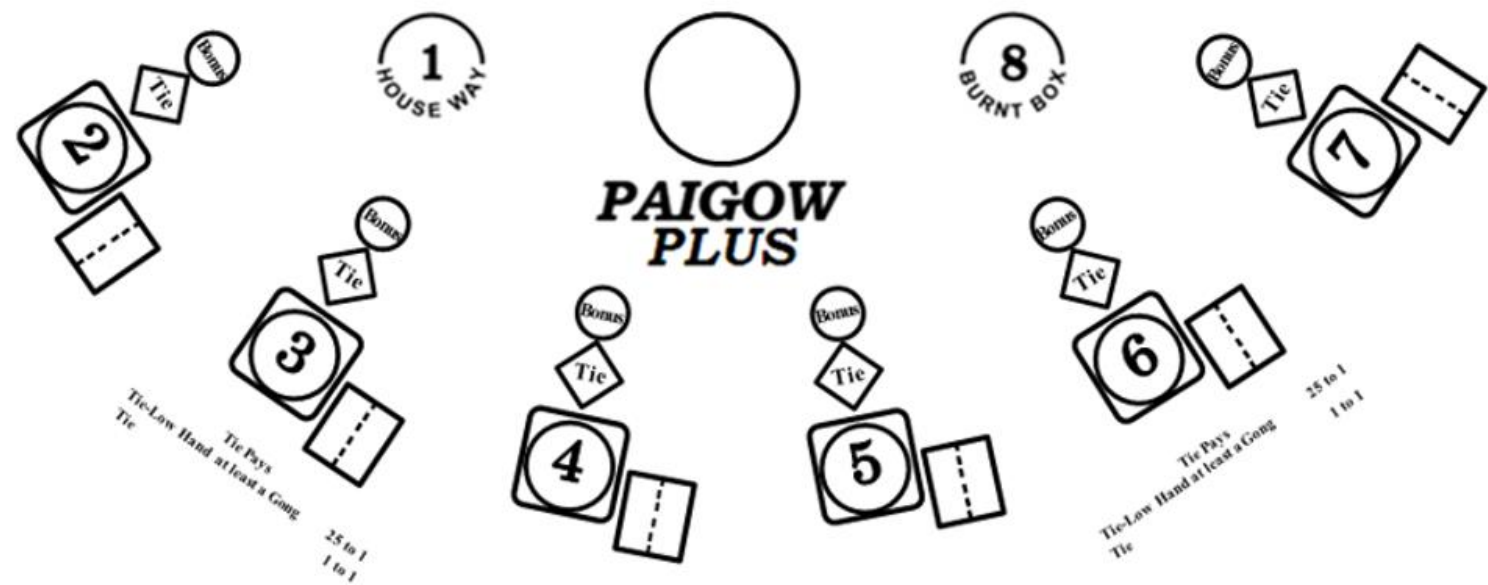
All Players who have chosen the options set out in paragraph 5.6.1 or 5.6.2 above must then accept any subsequent tiles dealt on that Round of play.

- 5.7 If the Dealer exposes two or more tiles on the Player's Hand where the Banker is the House, the affected Player(s) on the gaming table shall be given the options set out in paragraph 5.6 provided no Player has seen the tiles distributed to him.
- 5.8 In the event if the Dealer exposes two or more tiles on the Player's Hand and any Player has seen the tiles distributed to him, regardless whether the Banker is a Player-Banker or the House, the Round of play shall continue.
- 5.9 In the event the Player exposes one or more tiles on the Player's Hand, the Round of play shall continue.
- 5.10 After the Dealer announces "No more Bets", no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.11 If any of the three dice are found not to be lying flat in the bottom section of the dice cup, the Dealer shall shake the dice cup again.
- 5.12 Where there is any incorrect distribution of the tiles and the tiles have not been handled, the tiles shall be Reconstructed in accordance with selected Style of delivery.
- 5.13 Subject to paragraph 3.10, if the Player examines additional Hand(s), the decision on whether the Player had intentionally examined the additional Hand(s) shall be determined by the Pit Supervisor or above. If it is determined that the Player had intentionally examined the additional Hand(s), that additional Hand(s) shall be invalidated, the tiles removed from the Round of play and the Bet(s) shall be returned to the Player. The Hand that the Player first viewed shall still be valid.
- 5.14 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.
- 5.15 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.
- 5.16 Where the Round of play is Voided, all Bets placed by the Players for that particular Round of play shall be returned.

- 5.17 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.
- 5.18 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the decision on how to resolve such matters shall be made by the Table Games Shift Manager or above.

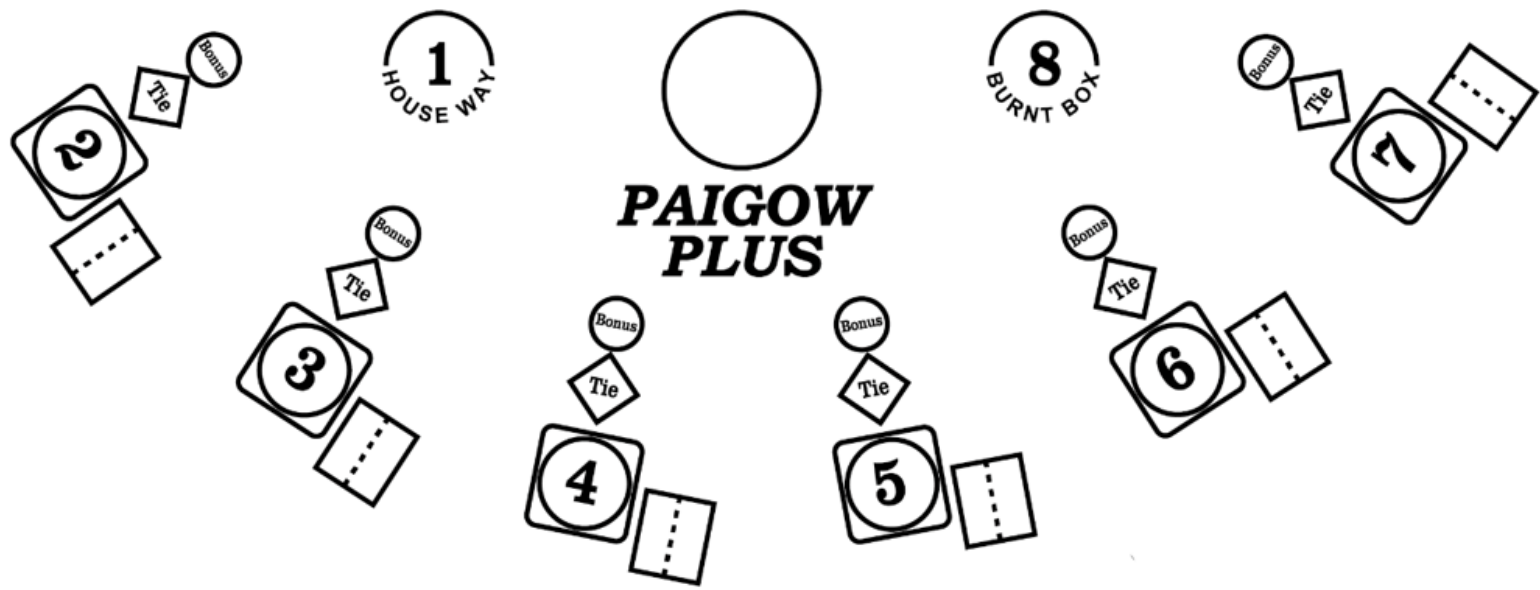
Appendix A

Bonus Pays	
Gee Jun and Teen Pair	100 to 1
Gee Jun and Day Pair	80 to 1
Teen Pair and Day Pair	50 to 1
Lame Duck	20 to 1
Two Pairs	12 to 1
Gee Jun, Teen or Day Pair	5 to 1
One Pair	2 to 1
Wong (Teen or Day)	1 to 1



Appendix B

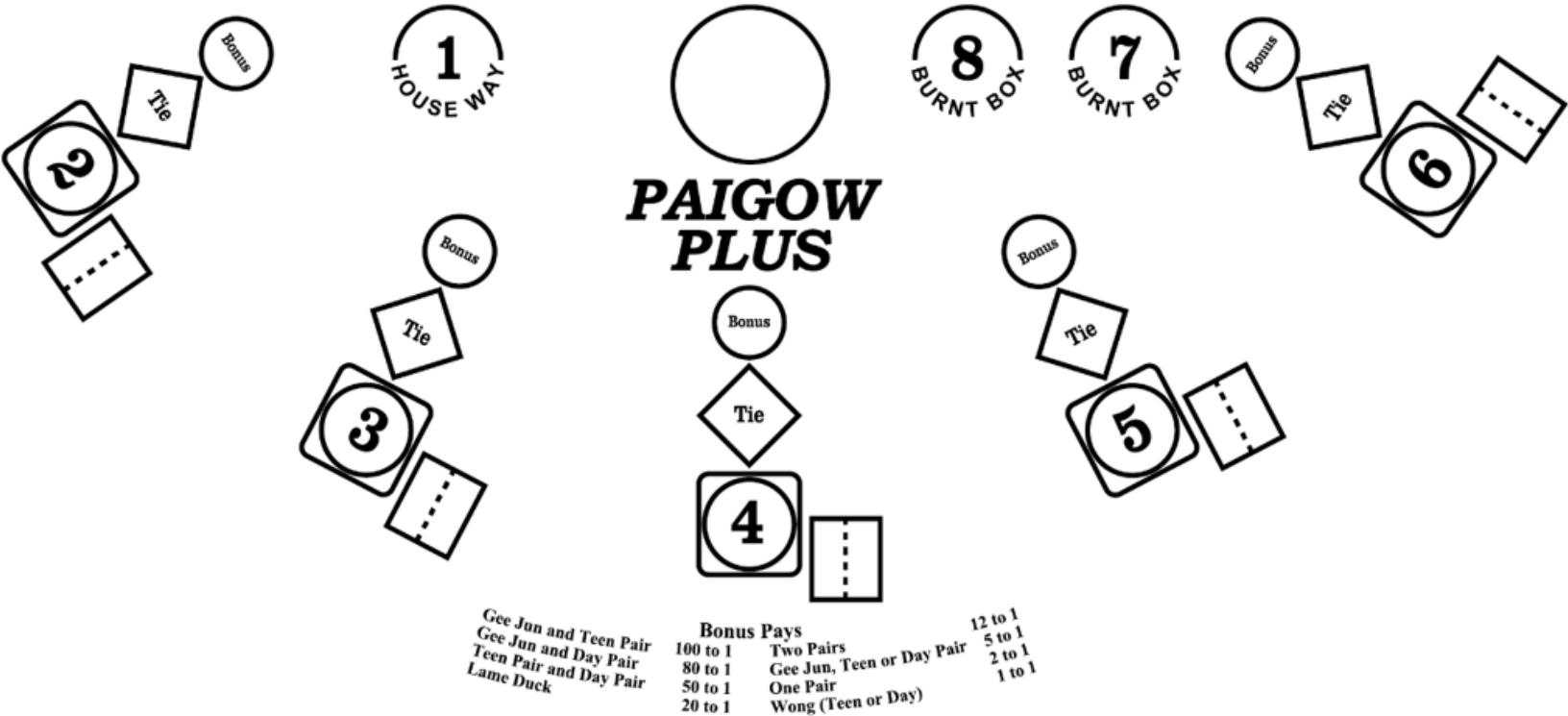
Tie Pays		
Tie-Low Hand at least a Gong	25 to 1	
Tie	1 to 1	



Bonus Pays			
Gee Jun and Teen Pair	100 to 1	Two Pairs	12 to 1
Gee Jun and Day Pair	80 to 1	Gee Jun, Teen or Day Pair	5 to 1
Teen Pair and Day Pair	50 to 1	One Pair	2 to 1
Lame Duck	20 to 1	Wong (Teen or Day)	1 to 1

Appendix C

Tie Pays	
Tie-Low Hand at least a Gong	25 to 1
Tie	1 to 1



Appendix D

Tile Rankings (Pairs)



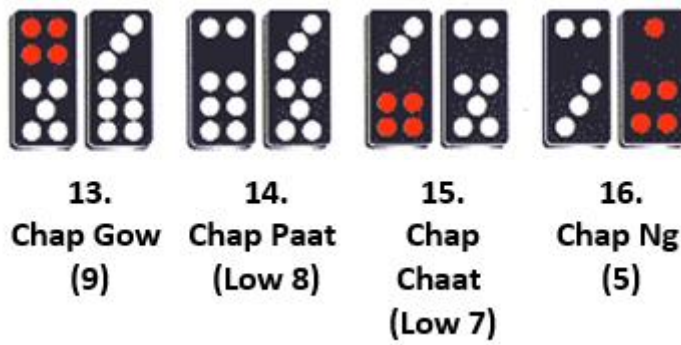
1.
Gee Jun
(Gee)
2.
Teen
(12)
3.
Day
(2)
4.
Yun
(High 8)



5.
Ngor
(High 4)
6.
Mooy
(High 10)
7.
Cheong
Sum
(High 6)
8.
Ban Tang
(Low 4)



9.
Foo Tau
(11)
10.
Hoong Tau
Sap
(Low 10)
11.
Ko Kiok
Chaat
(High 7)
12.
Lim Lum
Lok
(Low 6)



Wongs, Gongs & High Nines



17.
Teen Wong



18.
Day Wong



19.
Teen Gong



20.
Day Gong



21.
Teen Gow
(High Nine)



22.
Day Gow
(High Nine)

Individual / Single Ranking



1. Teen



2. Day



3. High 8



4. High 4



5. High 10



6. High 6



7. Low 4



8. 11



9. Low 10



10. High 7



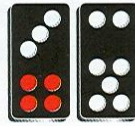
11. Low 6



12. 9



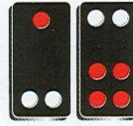
13. 8-(Low 8)



14. 7-(Low 7)



15. 5



16. Gee Jun

Appendix E

House Way

1.1 The House tiles shall be arranged according to the House Way as below;

1.2 Split the following Pairs;

No.	Pairs	Split The Following Pairs
1	Gee Jun	If the 3 rd & 4 th tiles are 6 & 4, 6 & 5, 6 & 6 (non-pairing 6's).
2	Teen (12) or Day (2)	(a) To make 6 & 8 or better; or (b) If the 3 rd & 4 th tiles are 9 & 11.
3	Nines	To make 9 & 9 or better.
4	Eights	To make 7 & 9, 8 & 8 or better.
5	Sevens	To make 7 & 7 or better.

1.3 Arrangement of Wongs, Gongs and High Nines;

No.	Having Wong, Gong and High Nine
1	Play High Nine, Gong or Wong even at the expense of a Low Hand.
2	Play High Nine before Gong, before Wong, (if the Low Hand achieved a "Cheong Sum" ranking of Point Total "3" or better).
3	When given the choice between a Teen and a Day in making Wong, Gong or High Nine, then play the Teen in the High Hand.
4	When No Pair, Wong, Gong or High Nine, make the Low Hand and High Hand as close as possible: a) If Low Hand does not achieve a "Cheong Sum" ranking of Point Total "3" or better, then increases the High Hand in Point Total. b) If Point Total "7" or better cannot be achieved in the High Hand, then revert and balance the Hands. c) Play the highest ranking tile in the Low Hand, if the Hands total is 7 & 9 or less. d) Play the highest ranking tile in the High Hand, if the Hands total is 8 & 9 or better.

1.4 Individual Exceptions;

No.	Combinations	Individual Exceptions
1	Teen, Low 4, 8 and 9	Play 3 & Gong
2	Teen, Day, 6 with 4 or 5	Play the Teen in the High Hand
3	Teen or Day, 5, 6 and Gee	Play 7 & 9 instead of 8 & 8
4	High 4, Low 4, 5 with 7 or Low 8	Play 1 & High 9 (2 & High 9)
5	High 4, Low 4, 5 with 9 or Gee	Play High 3 & 9 (High 7 & 9)
6	High 4, High 8, Low 8 with 6 or 7	Play the High 8 in the High Hand
7	Low 4, High 8, Low 8 and 9	Play 2 & High 7
8	5, High 6, Low 6 and 11	Play 1 & High 7
9	High 6, High 10, Low 10 with 7 (Also with Low 8 or 9)	Play the High 10 in the High Hand
10	7, High 8, High 10 and 11	Play 7 & 9
11	9, High 10, Low 10 and 11	Play 1 & High 9

Appendix F

1.1 Yat Dong Dong / One Stack



DELIVERY ORDER

8	7	6	5	4	3	2	1
8	7	6	5	4	3	2	1
8	7	6	5	4	3	2	1
8	7	6	5	4	3	2	1

1.2 Cup Say / Tiger Head



DELIVERY ORDER

7	7	5	5	3	3	1	1
7	7	5	5	3	3	1	1
8	8	6	6	4	4	2	2
8	8	6	6	4	4	2	2

1.3 Chee Yin / Chop The Ears



DELIVERY ORDER

1	3	5	7	7	5	3	1
1	3	5	7	7	5	3	1
2	4	6	8	8	6	4	2
2	4	6	8	8	6	4	2

1.4 Dai Pin / Big Slice



DELIVERY ORDER

2	2	2	2	1	1	1	1
4	4	4	4	3	3	3	3
6	6	6	6	5	5	5	5
8	8	8	8	7	7	7	7

1.5 Jung Quat / From the Heart



DELIVERY ORDER

7	5	3	1	1	3	5	7
7	5	3	1	1	3	5	7
8	6	4	2	2	4	6	8
8	6	4	2	2	4	6	8

1.6 Long Tau Fong May / Dragon Head Phoenix Tail



DELIVERY ORDER

2	2	2	2
4	4	4	4
6	6	6	6
8	8	8	8

1	1
1	1
3	3
3	3
5	5
5	5
7	7
7	7

1.7 Wui Fong Bank / Hong Kong Bank



DELIVERY ORDER

		1	1		
		1	1		
		2	2		
		2	2		
		3	3		
		3	3		
	6	4	4	6	
	6	4	4	6	
8	7	5	5	7	8
8	7	5	5	7	8

1.8 Foot Say / Four Across



DELIVERY ORDER

1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8