

NON-COMMISSION PROSPERITY PAI GOW POKER

**(RWS)
Game Rules**

w.e.f. 2 December 2025, 08:00 hrs



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 “Non-Commission Prosperity Pai Gow Poker” 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 **Ace High** refers to a Banker's Hand or a Player's Hand in which the highest ranking card is an Ace, with no pair or any other higher ranking combination of cards as set out in the ranking list at paragraph 3.1.3 (except Five Odd Cards).
- 1.2 **Ace High Bonus** refers to a side Bet that wins when the Banker's Hand or the Banker's Hand and Player's Hand are Ace High, and matches the condition as set out in the Pay Table at paragraph 4.1.2.
- 1.3 **Bet** shall have the same meaning as wager.
- 1.4 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.5 **Dealer** refers to the person responsible for the dealing of the game.
- 1.6 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.
- 1.7 **Fold** refers to a decision made by the Player not to continue in the Round of play.
- 1.8 **Hand** refers to the cards that have been dealt to a Player or the Dealer in a Round of play.
- 1.9 **High Hand** refers to a five card Hand formed from the seven cards dealt and is of a higher ranking than the Low Hand.
- 1.10 **House** refers to the Casino Operator.
- 1.11 **House Way** refers to a mandatory way of arranging the Low Hand and High Hand as stipulated in Appendix A.
- 1.12 **Initial Bet** refers to a Bet, other than a side Bet, that is placed by a Player before receiving the cards.

- 1.13 **Joker** refers to a wild card that can act as an Ace or to complete a Straight, Flush, Straight Flush, Royal Flush or Seven Card Straight Flush. The Joker shall be treated as an Ace when the Joker cannot complete a Straight, Flush, Straight Flush, Royal Flush or Seven Card Straight Flush.
- 1.14 **Low Hand** refers to a two card Hand formed from the seven cards dealt and is equal to or lower than the High Hand.
- 1.15 **Non-Commission** refers to a version of Pai Gow Poker where Initial Bets are paid at odds of 1 to 1.
- 1.16 **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.
- 1.17 **Player** refers to a person who places a Bet during a Round of play.
- 1.18 **Prosperity Bonus** refers to a side Bet placed by a Player that wins if the Player's Hand constitutes a Hand stipulated in the Prosperity Bonus Ranking List set out in paragraph 3.2.
- 1.19 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.20 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the settlement for all Players are made.
- 1.21 **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 who has placed a Bet on the betting box and makes the decision for that betting box.
- 1.22 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.23 **Tiebreaker** refers to an instance where Tiebreaker cards are used to determine the winner when there is a Tie between the Player's Hand and Banker's Hand.
- 1.24 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

2.1.1 Non-Commission Prosperity Pai Gow Poker may be played only on tables displaying the layout as shown in Appendices B and C.

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

2.2 The Cards

2.2.1 The game shall be played with a single deck consisting of 53 cards including a Joker.

3. How to Play

3.1 The objective of the game is to achieve higher ranking Hands (Low Hand and High Hand) than the Banker's Hand (Low Hand and High Hand).

3.1.1 All suits have the same rank. The ranking of cards, from the highest to the lowest, shall be as follows: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except in the context of a Straight sequence consisting of "5, 4, 3, 2 and Ace", where the Ace shall be counted as 1.

3.1.2 The Joker can act as a substitute to complete a Straight, Flush, Straight Flush, Royal Flush or Seven Card Straight Flush, it ranks equally to the card that it replaces.

3.1.3 The rankings of Hands in "High Hand" from the highest to the lowest are as follows:

Prosperity Pai Gow Poker "High Hand" Ranking List (Descending order)	
Five Aces (requires Joker to form a Hand)	e.g. A♠, A♥, A♣, A♦, Joker
Royal Flush (the top five cards of the same suit in sequence)	e.g. A♦, K♦, Q♦, J♦, 10♦
Straight Flush (five cards of the same suit in sequence, other than a Royal Flush)	e.g. Q♣, J♣, 10♣, 9♣, 8♣
Four of a Kind	e.g. K♣, K♥, K♦, K♠, J♥
Full House (three cards of one kind plus two of another)	e.g. K♣, K♥, K♦, J♠, J♥
Flush (any five cards of the same suit, not in sequence)	e.g. K♥, J♥, 9♥, 5♥, 2♥
Straight (any five cards in sequence of different suits, an Ace may count high or low in a Straight)	e.g. 5♣, 4♦, 3♣, 2♥, A♠
Three of a Kind	e.g. Q♠, Q♥, Q♣, 8♥, 3♦
Two Pairs	e.g. 7♠, 7♥, 4♣, 4♥, J♦
One Pair	e.g. 10♣, 10♥, K♦, 6♥, 3♠
Five Odd Cards	e.g. Q♣, 10♥, 6♦, 4♠, 2♥

3.1.4 The rankings for Hands of equivalent value but consisting of different card values are illustrated by the following examples:

- a. K, Q, J, 10, 9 (Straight) beats J, 10, 9, 8, 7 (Straight);
- b. 5, 5, K, 10, 2 beats 5, 5, Q, J, 10 as the next highest card after Pair of 5 is a King, which ranks higher than a Queen; and
- c. A, K, J, 5, 2 beats A, K, 10, 6, 4 as the next highest card after the Ace and the King is a Jack, which ranks higher than a 10.

3.1.5 The rankings of Hand in “Low Hand” from the highest to the lowest are as follow:

Prosperity Pai Gow Poker “Low Hand” Ranking List (Descending order)	
One Pair (Pair of Aces as the Highest Pair, and Pair of 2 as the Lowest Pair)	e.g. A♠, A♥
High Card (When comparing Low Hand without Pair, the Hand with the highest ranking of card wins)	e.g. K♦, 6♥

3.2 The rankings of Hand in Prosperity Bonus are as follows:

Prosperity Bonus Ranking List	
Seven Card Straight Flush without Joker (seven cards of the same suit in sequence)	e.g. Q♣, J♣, 10♣, 9♣, 8♣, 7♣, 6♣
Royal Match (“Low Hand” consists of King and Queen of the same suit and “High Hand” with Royal Flush)	e.g. A♦, K♦, Q♦, J♦, 10♦ + K♥, Q♥
Seven Card Straight Flush with Joker (six cards of the same suit in sequence with Joker)	e.g. Q♣, J♣, 10♣, 9♣, 8♣, 7♣, Joker
Five Aces (requires Joker to form a Hand)	e.g. A♠, A♥, A♣, A♦, Joker
Royal Flush (the top five cards of the same suit in sequence)	e.g. A♦, K♦, Q♦, J♦, 10♦
Straight Flush (five cards of the same suit in sequence, other than a Royal Flush)	e.g. Q♣, J♣, 10♣, 9♣, 8♣
Four of a Kind	e.g. K♣, K♥, K♦, K♠, J♥
Full House (three cards of one kind plus two of another)	e.g. K♣, K♥, K♦, J♠, J♥
Flush (any five cards of the same suit, not in sequence)	e.g. K♥, J♥, 9♥, 5♥, 2♥

- 3.3 No Player shall be permitted to make a decision on another Player's behalf.
- 3.4 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.5 The permissible minimum and maximum limits shall be displayed at the table.
- 3.6 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum betting limits as displayed at the table.
- 3.7 This game is only for Seated Players, no Standing Player is allowed and no Standing Player shall be permitted to place a Bet on another Player's betting box.
- 3.8 A Player must place an Initial Bet on the designated betting box as stipulated in Appendices B and C in order to participate in the Round of play.
- 3.9 A Player may also place an Initial Bet on other Hands, provided no other Player has placed any Bet on that Hand. The Dealer shall inform the Player that he is able to examine only one Hand.
- 3.10 Once a Player has placed an Initial Bet on a betting box, any Player may choose to place a Bet on Ace High Bonus or Prosperity Bonus of that betting box.
- 3.11 No more Bets shall be placed after the Dealer announces "No more Bets".
- 3.12 Starting on his left and continuing in a clockwise direction around the table, the Dealer shall discard the opaque black card and then deal one card at a time, face down, to each box where an Initial Bet has been placed and then one card to himself until each box and the Dealer receives seven cards from the Card Shoe.
- 3.13 Where an Electronic Card Shuffler is used, the Dealer shall deal the set of seven cards dispensed by the Electronic Card Shuffler to each box where an Initial Bet has been placed, face down, starting with the box on his immediate left and continuing in a clockwise direction around the table before dealing to himself the set of seven cards. The Dealer shall select one of the cards from the subsequent set of cards or remaining cards as a Banker Tiebreaker card and one of the cards as a Player Tiebreaker card.

- 3.13.1 In the event that the Dealer fails to select a Tiebreaker card, the Dealer shall select the Tiebreaker card from the subsequent set of cards or remaining cards before the settlement is completed.
- 3.14 The Dealer shall then reveal the Banker's Hand and Tiebreaker cards. The Dealer shall arrange his cards in accordance with the House Way. In the event the Banker's Hand is arranged incorrectly, the Banker's Hand shall be reset in accordance with the House Way.
 - 3.14.1 In the event that the Dealer fails to reveal the Banker's Hand or the Tiebreaker cards, the Dealer shall reveal and arrange the Banker's Hand or the Tiebreaker cards before the settlement is completed.
- 3.15 After the Dealer has arranged the Banker's Hand, the Dealer shall direct the Players to view their cards accordingly.
 - 3.15.1 On specific tables, the Dealer shall direct the Players to view their cards before the Dealer reveals and arranges the Banker's Hand.
- 3.16 After examining the cards, the Player shall:
 - 3.16.1 arrange a High Hand and Low Hand from the seven cards dealt to the Player. The High Hand shall be placed face down in the placement area with "H" or "HIGH HAND" and the Low Hand shall be placed face down in the placement area with "L" or "LOW HAND".
 - 3.16.2 arrange the High Hand to be equal or higher than the Low Hand. In the event the Player's Low Hand is higher than the High Hand, the Dealer shall arrange the Player Hand in accordance with the House Way.
- 3.17 If a Seated Player places a Bet in other betting boxes with no Seated Player, the cards in those betting boxes where the Player is not seated at shall be arranged by the Dealer in accordance with the House Way.
- 3.18 The Dealer shall compare his Hand against each Player's Hand. The Banker's High Hand shall be compared against the Player's High Hand, and the Banker's Low Hand shall be compared against the Player's Low Hand.
 - 3.18.1 The Player wins a Low Hand when the Player's Low Hand is of a higher ranking than the Banker's Low Hand.

- 3.18.2 The Player wins a High Hand when the Player's High Hand is of a higher ranking than the Banker's High Hand.
- 3.18.3 The Banker wins a Low Hand when the Banker's Low Hand is of a same or higher ranking than the Player's Low Hand.
- 3.18.4 The Banker wins a High Hand when the Banker's High Hand is of a same or higher ranking than the Player's High Hand.
- 3.18.5 A Player's Hand wins in a Round of play when the Player's Low Hand and High Hand rank higher than the Banker's corresponding Low Hand and High Hand.
- 3.18.6 A Banker's Hand wins in a Round of play when the Banker's Low Hand and High Hand are of a same or higher ranking than the Player's corresponding Low Hand and High Hand.
- 3.18.7 In the event the Player wins on either his Low Hand or High Hand and loses on the other, or when a Banker's Hand constitutes an Ace High, the ranking of the Tiebreaker card shall determine the winner.
 - a. A Player wins when the Player's Tiebreaker card ranking is higher than the Banker's Tiebreaker card.
 - b. A Player loses when the Player's Tiebreaker card ranking is lower than or is same ranking as the Banker's Tiebreaker card.
- 3.18.8 The ranking of the Tiebreaker cards shall be determined as follows:
 - a. All suits shall have the same ranking.
 - b. From highest to lowest – Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

4. Settlement

4.1 Odds of Each Winning Bet

- 4.1.1 The settlement of Non-Commission Prosperity Pai Gow Poker Bets shall be as follows and is applicable when the game is played on table displaying the layout as shown in Appendices B and C.

Non-Commission Prosperity Pai Gow Poker Pay Table	
Bet/Rules	Pays
Player's Hand wins	1 to 1

- 4.1.2 The settlement of Ace High Bonus Bets shall be as follows and is applicable when the game is played on table displaying the layout as shown in Appendices B and C.

Ace High Bonus Pay Table	
Bet/Rules	Pays
Ace High in Player's Hand and Banker's Hand	40 to 1
Ace High with Joker in Banker's Hand	10 to 1
Ace High without Joker in Banker's Hand	5 to 1

- 4.1.3 The settlement of Prosperity Bonus Bets shall be as follows and is applicable when the game is played on table displaying the layout as shown in Appendices B and C.

Prosperity Bonus Pay Table	
Bet/Rules	Pays
Seven Card Straight Flush without Joker	5,000 to 1
Royal Match (Royal Flush + Suited King and Queen)	2,000 to 1
Seven Card Straight Flush with Joker	1,500 to 1
Five Aces (requires Joker to form a Hand)	600 to 1
Royal Flush	100 to 1
Straight Flush	60 to 1
Four of a Kind	20 to 1
Full House	15 to 1
Flush	5 to 1

- 4.1.4 The maximum payout for a Prosperity Bonus shall be clearly displayed on a signage at the table.
- 4.2 In the event that the Player refuses to reveal his cards to the Dealer, the Player shall be considered to have Folded his cards and it is the Player's own responsibility to establish the ranking of his own Hand for the Prosperity Bonus or Ace High Bonus Bet.

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.
 - 5.1.1 However, if the excess Bet was not rejected, the Player shall win or lose his Bet based on the maximum permissible limit for that betting box.
- 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 cards 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 a card that does not form part of the set of cards is found; or
 - 5.5.2 if two or more cards are incorrectly exposed by the Dealer during the deal and none of the Players have seen the cards distributed to him; or
 - 5.5.3 if there is any shortage or excess of cards in the deck; or

- 5.5.4 if there are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete a Round of play; or
- 5.5.5 if the playing cards are not shuffled; or
- 5.5.6 if the cards have been dealt incorrectly and no Players have seen their cards, except if an incorrect distribution of cards can be Reconstructed by moving complete Hands from one betting area to another; or
- 5.5.7 if an incorrect number of cards are dealt to the Banker's Hand, provided that this is noticed before the commencement of the next Round of play and the cards for the current Round of play cannot be Reconstructed,

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

5.6 If the Dealer fails to discard the opaque black card during the Round of play, that Round of play shall be Reconstructed and the House shall have absolute discretion to determine whether or not the cards are capable of being Reconstructed. The Round of play shall be Voided if any Player has seen their card(s) or the cards cannot be Reconstructed. For the avoidance of doubt, only the current Round of play shall be Voided, the outcome and settlement of all previous Round(s) of play shall stand. In the event where the Round of play continues, all Players at the gaming table shall be given the options set out in paragraph 5.7.

5.7 In the event of any dealing error not described in paragraphs 5.5, 5.10 and 5.15, and regardless of whether Reconstruction is possible, all affected Players on the gaming table shall have the option to:

- 5.7.1 continue their Hand (if the cards cannot be Reconstructed); or
- 5.7.2 continue with the Reconstructed Hand (if the cards can be Reconstructed); or
- 5.7.3 have their Bet returned and the Hand invalidated.

All Players who have chosen the options set out in paragraph 5.7.1 or 5.7.2 above must then accept any subsequent cards dealt on that Round of play.

5.8 After the Dealer announces "No more Bets", no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.

- 5.9 The House shall Reconstruct all the cards arising from any dealing error made and the House shall have absolute discretion to determine whether or not the cards are capable of being Reconstructed.
- 5.10 If any one card is incorrectly exposed by the Dealer during the deal and regardless of whether any Player has seen any card(s) distributed to him, the Round of play shall continue.
- 5.10.1 If two or more cards are incorrectly exposed by the Dealer during the deal and if any Player has seen any card(s) distributed to him, the Round of play shall continue.
- 5.11 In the event a card is found turned face up in the Card Shoe/Electronic Card Shuffler, it shall be used as though it was the next card from the Card Shoe/Electronic Card Shuffler.
- 5.12 In the event two cards or more have been drawn simultaneously from the Card Shoe and the order of the cards cannot be determined, regardless of whether the cards have been exposed, the decision as to which card is to be received first shall be made by the Pit Supervisor or above.
- 5.12.1 The drawing of simultaneous cards shall be deemed as a dealing error, all Players on the gaming table shall be given the options set out in paragraph 5.7.
- 5.13 If an incorrect number of cards are dealt to a Player's Hand, that Player's Hand shall be invalidated and his Bets returned, provided that this is noticed before the commencement of the next Round of play and the cards cannot be Reconstructed. All other affected Players on the gaming table shall be given the options set out in paragraph 5.7.
- 5.14 In the event where the value of the card(s) cannot be verified due to damaged or lost card(s) after the cards have been drawn, the House shall:
- 5.14.1 determine the value of the damaged or lost card(s) and establish the outcome using reasonable means; and
- 5.14.2 if the outcome cannot be established, the Round of play shall be Voided.

- 5.15 Subject to paragraph 3.15.1, if the Dealer inadvertently reveals the Banker's Hand before the Players view their cards on the specific table, the Round of play shall continue, and the result shall stand.
- 5.16 Subject to paragraph 3.9, 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 cards 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.
- 5.17 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.
- 5.18 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.
- 5.19 In the event that a Player has placed a Bet but has not received any cards on the betting box, and any Player has viewed their Hand after the commencement of the Round of play, the Bet on that betting box shall be removed from play, and his Bet returned. All other affected Players on the gaming table shall be given the options set out in paragraph 5.7.
- 5.20 In the event that a Player has not placed a Bet but has received a set of cards on a betting box, and any Player has viewed their Hand after the commencement of the Round of play, the cards for that betting box shall be removed from play, and the Round of play shall continue. All other affected Players on the gaming table shall be given the options set out in paragraph 5.7.
- 5.21 Where the Round of play is Voided, all Bets placed by the Players for that particular Round of play shall be returned.
- 5.22 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.

- 5.23 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 Table Game Shift Manager or above shall, at his reasonable discretion, decide how to resolve such matters.

Appendix A – House Way

1. Five of a Kind Aces

Seven Cards containing	Setting of Cards	Example
FIVE OF A KIND ACES A♠, A♥, A♣, A♦, Joker, Q♦, Q♣	Always Split and play two Aces in the “Low Hand” except with a Pair of King.	“Low Hand”: A♠, A♥ “High Hand”: A♠, A♦, Joker, Q♦, Q♣
FIVE OF A KIND ACES (Exception) A♠, A♥, A♣, A♦, Joker, K♦, K♣	If five Aces with a Pair of King, play Pair of King in the “Low Hand”	“Low Hand”: K♦, K♣ “High Hand”: A♠, A♥, A♣, A♦, Joker

2. Four of a Kind

Seven Cards containing	Setting of Cards	Example
FOUR OF A KIND OF ACES WITH A PAIR OR THREE OF A KIND A♠, A♥, A♣, A♦, Q♦, Q♣, Q♥	Always Split and play two Aces in the “Low Hand” except with either a Three of a Kind with King or a Pair of King.	“Low Hand”: A♠, A♥ “High Hand”: Q♦, Q♣, Q♥, A♣, A♦
FOUR OF A KIND OF ACES WITH A PAIR OR THREE OF A KIND (Exception) A♠, A♥, A♣, A♦, K♦, K♣, K♥	If four Aces with either a Three of a Kind with King or a Pair of King, play the Pair of King in the “Low Hand”.	“Low Hand”: K♦, K♣ “High Hand”: A♠, A♥, A♣, A♦, K♥
2’S THROUGH KING’S WITH A PAIR OR THREE OF A KIND K♠, K♦, K♣, K♥, Q♦, Q♣, Q♥	If Four of a Kind with either a Three of a Kind or a Pair, play Four of a Kind in the “High Hand” and the Pair in the “Low Hand”.	“Low Hand”: Q♣, Q♥ “High Hand”: K♠, K♦, K♣, K♥, Q♦
JACKS, QUEENS, KINGS AND ACES A♠, A♥, A♣, A♦, 10♦, 7♣, 5♥	If Four of a Kind with Aces, Kings, Queens or Jacks, together with three odd cards. Always split and play the Pair in the “Low Hand” and the “High Hand”.	“Low Hand”: A♠, A♥ “High Hand”: A♠, A♦, 10♦, 7♣, 5♥
7’S THROUGH 10’S 10♠, 10♥, 10♣, 10♦, 9♦, 7♣, 5♥ Or 10♠, 10♥, 10♣, 10♦, A♦, 7♣, 5♥	If Four of a Kind with 10s, 9s, 8s or 7s, together with three odd cards. Split the Four of a Kind except an Ace or Joker can be played in “Low Hand” and play Four of a Kind on the “High Hand”, in which case play the Ace or Joker and the second highest card in the “Low Hand”.	“Low Hand”: 10♠, 10♥ “High Hand”: 10♣, 10♦, 9♦, 7♣, 5♥ Or “Low Hand”: A♦, 7♣ “High Hand”: 10♠, 10♥, 10♣, 10♦, 5♥
2’S THROUGH 6’S 6♠, 6♥, 6♣, 6♦, 9♦, 7♣, 5♥	If Four of a Kind with 6s, 5s, 4s, 3s, 2s, together with three odd cards. Never split and play Four of a Kind in the “High Hand”. The highest and second highest card in the “Low Hand”.	“Low Hand”: 9♦, 7♣ “High Hand”: 6♠, 6♥, 6♣, 6♦, 5♥

3. Full House

Seven Cards containing	Setting of Cards	Example
THREE OF A KIND AND TWO PAIRS A♠, A♥, A♣, K♦, K♣, Q♣, Q♥	If Three of a Kind with two Pairs, play the highest Pair in the "Low Hand".	"Low Hand": K♦, K♣ "High Hand": A♠, A♥, A♣, Q♣, Q♥
THREE OF A KIND AND PAIR, ACE AND KING 10♠, 10♥, 10♣, 7♣, 7♥, A♠, K♦	If Three of a Kind with a Pair and Ace and King, play the Ace and King in the "Low Hand".	"Low Hand": A♠, K♦ "High Hand": 10♠, 10♥, 10♣, 7♣, 7♥
THREE OF A KIND AND PAIR 6♠, 6♥, 6♣, 9♦, 9♣, 7♣, 5♥	If Three of a Kind with a Pair, play the Pair in the "Low Hand".	"Low Hand": 9♦, 9♣ "High Hand": 6♠, 6♥, 6♣, 7♣, 5♥

4. Royal Flushes, Straight Flushes, Flushes and Straight

Seven Cards containing	Setting of Cards	Example
FOUR OF A KIND A♠, A♥, A♣, Joker, K♣, Q♣, J♥	If three Aces with a Joker and the Hand may form a Straight, Flush, Straight Flush or Royal Flush, play the Pair of Ace in the "Low Hand" and use Joker to form the highest possible Straight, Flush, Straight Flush, or Royal Flush in the "High Hand".	"Low Hand": A♠, A♥ "High Hand": A♣, K♣, Q♣, J♥, Joker
FULL HOUSE A♠, A♥, Joker, K♦, K♣, Q♣, J♥	If Full House, and the Hand may form a Straight, Flush, Straight Flush or Royal Flush, play the Pair in the "Low Hand" and Three of a Kind in the "High Hand". The Full House rules shall apply.	"Low Hand": K♦, K♣, "High Hand": A♠, A♥, Joker, Q♣, J♥
FULL HOUSE (Exception) K♠, K♦, K♣, A♥, Joker, J♥, 10♦	If three Kings with an Ace and Joker and the Hand may form a Straight, Flush, Straight Flush or Royal Flush, play the Pair of King in the "Low Hand" and use Joker to form a highest possible Straight, Flush, Straight Flush, or Royal Flush in the "High Hand".	"Low Hand": K♠, K♦ "High Hand": A♥, K♣, Joker, J♥, 10♦
THREE OF A KIND 6♠, 6♥, 6♣, 9♦, 8♣, 7♣, 5♥	If Three of a Kind and the Hand may form a Straight, Flush, Straight Flush or Royal Flush, play the best possible "Low Hand" and preserve the highest possible Straight, Flush, Straight Flush, or Royal Flush in the "High Hand".	"Low Hand": 6♠, 6♥ "High Hand": 9♦, 8♣, 7♣, 6♣, 5♥

Seven Cards containing	Setting of Cards	Example
THREE PAIRS A♣, Joker, K♦, K♣, Q♣, Q♥, J♣	If three Pairs and the Hand may form a Straight, Flush, Straight Flush or Royal Flush, play the highest Pair in “Low Hand” and play the second and third highest Pair in “High Hand”. The Three Pairs rules shall apply.	“Low Hand”: A♣, Joker “High Hand”: K♦, K♣, Q♣, Q♥, J♣
TWO PAIRS J♣, 9♣, 9♥, 8♣, 7♣, 5♣, 5♥	If two Pairs and the Hand may form a Straight, Flush, Straight Flush or Royal Flush, the Two Pairs rules shall apply.	“Low Hand”: 5♣, 5♥ “High Hand”: 9♣, 9♥, J♣, 8♣, 7♣
ONE PAIR K♣, 10♣, 9♣, 8♣, 7♣, 5♣, 5♥	If a Pair and the Hand may form a Straight, Flush, Straight Flush or Royal Flush, play Pair in “Low Hand” only if Straight, Flush, Straight Flush or Royal Flush can be preserved in the “High Hand”.	“Low Hand”: 5♣, 5♥ “High Hand”: K♣, 10♣, 9♣, 8♣, 7♣
ONE PAIR (Exception) K♣, 10♣, 9♥, 8♣, 7♣, 5♣, 5♥	If a Pair cannot be played in “Low Hand” while preserving a Straight, Flush, Straight Flush or Royal Flush, play the highest possible two cards (Pair or Non-Pair) in the “Low Hand” whilst leaving a Straight, Flush, Straight Flush or Royal Flush in the “High Hand”.	“Low Hand”: 9♥, 5♥ “High Hand”: K♣, 10♣, 8♣, 7♣, 5♣
NO PAIR J♣, 10♥, 9♣, 8♦, 7♣, 6♣, 5♥ Or Q♣, 10♥, 9♣, 8♦, 7♣, 6♣, 4♥	If the Hand may form a Straight, Flush, Straight Flush or Royal Flush, play a Hand in which allow the highest two cards to be played on the “Low Hand” while preserving a Straight, Flush, Straight Flush, or Royal Flush in the “High Hand”.	“Low Hand”: J♣, 10♥ “High Hand”: 9♣, 8♦, 7♣, 6♣, 5♥ Or “Low Hand”: Q♣, 4♥ “High Hand”: 10♥, 9♣, 8♦, 7♣, 6♣

5. Three of a Kind

Seven Cards containing	Setting of Cards	Example
2 THREE OF A KIND J♠, J♥, J♣, 5♦, 5♣, 5♥, 3♥	If two Three of a Kind, play the lowest Three of a Kind on the "High Hand" and play the highest Pair on "Low Hand".	"Low Hand": J♠, J♥ "High Hand": 5♦, 5♣, 5♥, J♣, 3♥
THREE OF A KIND ACES A♠, A♥, A♣, 10♦, 8♣, 7♥, 5♥	If Three of a Kind Aces, play the Pair of Aces in the "High Hand" and play Ace and the next highest card in the "Low Hand".	"Low Hand": A♠, 10♦ "High Hand": A♥, A♣, 8♣, 7♥, 5♥
THREE OF A KIND J♠, J♥, J♣, 9♦, 7♣, 5♥, 3♥	If Three of a Kind, play the highest and second highest cards in the "Low Hand" and play Three of a Kind in the "High Hand".	"Low Hand": 9♦, 7♣ "High Hand": J♠, J♥, J♣, 5♥, 3♥

6. Three Pairs

Seven Cards containing	Setting of Cards	Example
THREE PAIRS J♠, J♥, 10♣, 10♦, 5♣, 5♥, 3♥	If three Pairs, play the highest Pair in the "Low Hand" and play the second and third highest Pair in "High Hand".	"Low Hand": J♠, J♥ "High Hand": 10♣, 10♦, 5♣, 5♥, 3♥

7. Two Pairs

Pairs will be categorized into three groups	High Pair Medium Pair Low Pair	J's, Q's, K's and A's 7's, 8's, 9's and 10's 2's, 3's, 4's, 5's and 6's
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Seven Cards containing	Setting of Cards	Example
Pair of Aces + Any Other Pair A♠, A♥, Q♣, Q♦, 8♣, 5♥, 3♥ Or High Pair + High Pair K♠, K♥, Q♣, Q♦, 8♣, 5♥, 3♥ Or High Pair + Medium Pair K♠, K♥, 10♣, 10♦, 8♣, 5♥, 3♥	If two Pairs: (i) Pair of Aces and any other Pair; or (ii) High Pair and High Pair; or (iii) Medium Pair and High Pair, play the highest Pair in the "High Hand" and lower Pair in "Low Hand".	"Low Hand": Q♣, Q♦ "High Hand": A♠, A♥, 8♣, 5♥, 3♥ "Low Hand": Q♣, Q♦ "High Hand": K♠, K♥, 8♣, 5♥, 3♥ "Low Hand": 10♣, 10♦ "High Hand": K♠, K♥, 8♣, 5♥, 3♥

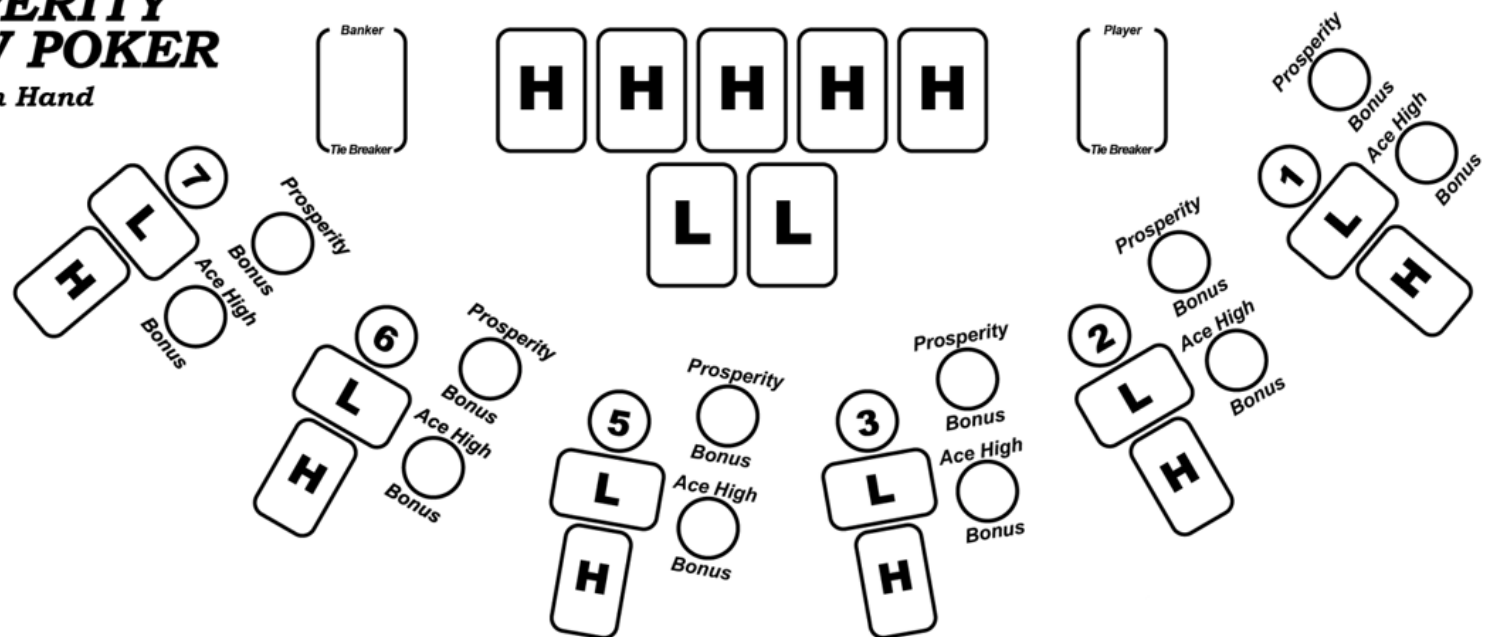
Seven Cards containing	Setting of Cards	Example
Medium Pair + Medium Pair 10♠, 10♥, 8♣, 8♦, 7♣, 5♥, 3♥ Or High Pair + Low Pair K♠, K♥, 6♣, 6♦, A♣, 5♥, 3♥	If two Pairs: (i) Medium Pair and Medium Pair; or (ii) High Pair and Low Pair, Split the Pairs between the “High Hand” and the “Low Hand” unless having Ace or Joker . In that case, place both Pairs in the “High Hand” and assign the next two highest cards to the “Low Hand”.	“Low Hand”: 8♣, 8♦ “High Hand”: 10♠, 10♥, 7♣, 5♥, 3♥ “Low Hand”: A♣, 5♥ “High Hand”: K♠, K♥, 6♣, 6♦, 3♥
Medium Pair + Low Pair 10♠, 10♥, 6♣, 6♦, 7♣, 5♥, 3♥ Or Low Pair + Low Pair 6♣, 6♥, 4♣, 4♦, K♣, 5♥, 3♥	If two Pairs: (i) Medium Pair and Low Pair; or (ii) Low Pair and Low Pair, Split the Pairs between the “High Hand” and the “Low Hand” unless having King, Ace or Joker . If there is a King, Ace , or Joker , place both Pairs in the “High Hand” and assign the next two highest cards to the “Low Hand”.	“Low Hand”: 6♣, 6♦ “High Hand”: 10♠, 10♥, 7♣, 5♥, 3♥ “Low Hand”: K♣, 5♥ “High Hand”: 6♣, 6♥, 4♣, 4♦, 3♥

8. One Pair and No Pair

Seven Cards containing	Setting of Cards	Example
ONE PAIR K♠, K♥, 10♣, 9♦, 8♣, 5♥, 3♥	If a Pairs, play the highest and second highest cards in the “Low Hand” and play a Pair in “High Hand”.	“Low Hand”: 10♣, 9♦ “High Hand”: K♠, K♥, 8♣, 5♥, 3♥
NO PAIR K♠, Q♥, 10♣, 9♦, 8♣, 5♥, 3♥	If no Pairs and only five odd cards, play the second and third highest cards in the “Low Hand” and play the highest card in “High Hand”.	“Low Hand”: Q♥, 10♣ “High Hand”: K♠, 9♦, 8♣, 5♥, 3♥

Appendix B – This layout is available with 1 to 6 playing positions

PROSPERITY
PAI GOW POKER
No Push Hand



Appendix C – This layout is available with 1 to 6 playing positions

**PROSPERITY
PAI GOW POKER**
No Push Hand

