

PAI GOW TILES

MBS

Game Rules

(Version 3)

w.e.f. 1 July 2020



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 Tiles (Version 3)” as set out in this document by Marina Bay Sands Pte. Ltd. (“MBS”), to be conducted in the casino operated by MBS.

- 1. Definitions**
- 2. Mode of Play**
- 3. How to Play**
- 4. Settlement**
- 5. Irregularities**
- 6. General Provisions**

1. Definitions

- 1.1 In these rules:
- 1.1.1 “Bank” means the hand against which all other Players wagered.
 - 1.1.2 “Banker” means any Dealer-Banker or Player-Banker as the case may be.
 - 1.1.3 “Capital” means the required amount of chips supplied by the Player-Banker to cover the total wager of all other Players.
 - 1.1.4 “Chung” means a marker used to indicate who the Banker is, in a round of play.
 - 1.1.5 “Commission” means the amount collected or deducted by the Dealer from any winning Banker amount.
 - 1.1.6 “Dealer-Banker” means that the Dealer holds the Bank for a round of play.
 - 1.1.7 “Dice cup” means the device used to shake the dice, for determining the playing area that receives the first set of four tiles and for determining the playing position to be removed from play.
 - 1.1.8 “Hand” means the four tiles dealt to the Dealer, Player or Player-Banker in a round of play.
 - 1.1.9 “House” means the Casino Operator.
 - 1.1.10 “House Way” means a mandatory way of arranging the Dealer’s hand, Player’s or Player-Banker’s hand upon request as stipulated in Appendix “C”.
 - 1.1.11 “Laja” means an additional mix of the tiles that may be performed by the Dealer, Player or Player-Banker.
 - 1.1.12 “Low Hand” and “High Hand” denotes the two combinations arranged out of the four tiles. The “High Hand” has a higher ranking than the “Low Hand”.
 - 1.1.13 “Player-Banker” means that the Player holds the Bank for a round of play.
 - 1.1.14 “Round of play” means the period of play commencing with the commencement of play and concluding when the Dealer announces an outcome and, if applicable, collects losing wagers and pays winning wagers.
 - 1.1.15 “Tie” means that a Player wins either his “Low Hand” or “High Hand” and loses the other.

2. Mode of Play

- 2.1 The layout for this game is as shown in Appendix “A” with:
- 2.1.1 Playing areas for each Player to place an initial wager;
 - 2.1.2 Area for placement of Dealer or Player-Banker’s Tiles; and
 - 2.1.3 Area for placement of the Player-Banker’s Capital.
- 2.2 The game shall be played with a standard set of thirty-two tiles.
- 2.3 The game shall also be played with a dice cup containing three dice with each side having a different number of dots on it, ranging from one to six.

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 is to have both the ranking hands ("Low Hand" and "High Hand") higher than the Banker's.
- 3.4 The Ranking of Tiles in both "Pairs" and "Single" order is shown in Appendix "B".
- 3.5 Prior to the commencement of each round of play, the Dealer must shuffle the tiles. The shuffle is performed by turning the tiles face down on the table and intermixing them thoroughly. When the tiles are thoroughly mixed, the Dealer shall stack the tiles into eight stacks of four tiles.
- 3.6 A Player wishing to participate in a round of play must place an initial wager on the appropriate playing area prior to the Dealer shaking the dice cup. Each wager at a particular playing area may be placed by individual or multiple Players, provided that it is within the minimum and maximum limits displayed at the table.
 - 3.6.1 A Player may wager on more than one hand, provided that regardless of the number of playing positions wagered on, the Dealer shall, prior to the commencement of a round of play, inform the Player that he is allowed to view or examine one hand only. For the remaining hands, the Dealer shall set the Player's cards in accordance to the House Way.
 - 3.6.2 Only one wager shall be accepted on any one playing area.
- 3.7 The Dealer, Pit Supervisor or Pit Manager may, at the request of a Player, place wagers on behalf of the Player. It is the Player's responsibility to ensure that the placement is carried out correctly.
- 3.8 After the tiles are stacked in accordance to Rule 3.5, prior to the closing of bets, the Pit Supervisor may allow any Player with a wager to request either a Laja by the Dealer or to personally perform a Laja. The Player must choose only one of the methods shown in "Appendix E".
 - 3.8.1 If the Laja is performed incorrectly, the Dealer shall reshuffle the tiles in accordance with Rule 3.5.
 - 3.8.2 The Banker may perform another Laja before determining the tile cuts listed in Appendix "D".
 - 3.8.3 At the discretion of the Pit Supervisor, the Dealer may perform a different Laja if the previous Laja was not performed correctly, which includes exposing one tile only.
 - 3.8.4 A Player-Banker cannot request a re-shuffle before or after a Laja is performed by a Player or the Dealer.
- 3.9 Following the announcement of "No more bets", the tiles shall be cut in accordance with one of the tile cuts listed in Appendix "D". The tile cut shall be randomly selected by the Pit Supervisor.
- 3.10 After the tiles have been cut, the Dealer shall proceed to shake the dice cup with the set of three dice inside. When there is a Player-Banker, the Player-Banker shall shake the dice first, followed by the Dealer. In the event where the Player-Banker refuse to shake the dice, the Dealer shall shake the dice on behalf. The total point count of the dice shall determine the playing position that shall receive the first stack of four tiles, starting from the Banker's position as playing position one and counting counter clockwise around the table.

- 3.11 Starting from the playing area indicated by the total point count of the dice, the Dealer shall deal a stack of four tiles face down to each playing area, including those playing areas which do not contain a wager.
- 3.12 Tiles dealt to a playing area without a wager shall be retrieved and set aside by the Dealer and placed in the "Burnt Box" as depicted in the layout in Appendix A.
- 3.13 Players shall arrange their tiles into two hands (the "Low Hand" and the "High Hand"), and shall place their tiles on the table after which the Player shall not be allowed to handle the tiles again.
- 3.13.1 The Dealer shall set a Player's hand in accordance to the "House Way" upon the Player's request.
- 3.14 If a seated Player is wagering in playing areas with no seated Player, the tiles in those playing areas where the Player is not seated shall be arranged in accordance to the "House Way" by the Dealer.
- 3.15 The Dealer shall then set his tiles in accordance with the "House Way" listed in Appendix "C". In the event the Dealer's hand is incorrectly set, the Dealer's hand shall be reset in accordance to the "House Way" listed in Appendix "C".
- 3.16 After the Banker's hand has been set, the Dealer shall then starting from the Banker, counter-clockwise around the table, expose and determine the outcome of each Player's hand.
- 3.17 A Player wins when his "Low Hand" ranks higher than the Banker's "Low Hand" and his "High Hand" ranks higher than the Banker's "High Hand".
- 3.18 A Player loses when his "Low Hand" ranks lower than the Banker's "Low Hand" and his "High Hand" ranks lower than the Banker's "High Hand".
- 3.19 A "Tie" is when Player wins either his "Low Hand" or "High Hand" and loses the other.
- 3.20 When a "Low Hand" or "High Hand" is lower than "Day High Nine" (ranking 22), the value of the hand shall be a single digit number from 0 to 9 which is determined by totalling the value of the tiles in hand and as required, subtracting the tens.
- 3.21 When the Player and Banker have a hand of the same value, only the highest ranked tile in each hand (the "High Hand" or the "Low Hand") is used to determine a winning hand. The lower ranking tile of the two tiles in both the "High Hand" or the "Low Hand" is not used to determine the winning hand.
- 3.21.1 When the Player and Banker have a hand of the same value and ranking, the Banker wins.
- 3.22 When both Player and Banker have zero points (a hand of any two tiles which do not make a "Pair" or a "Gong", that adds up to 10 or 20), Banker wins irrespective of tile rankings.
- 3.23 Either "Gee Jun" tile may be counted as a value of three or six, depending on which is more beneficial to the hand.
- 3.24 The option to be Player-Banker shall be offered to Players controlling a playing position, in a counter-clockwise direction around the table commencing from playing position one. The total point count of the dice shall determine the playing position that shall receive the first stack of four tiles, starting from the Banker's position as playing position one and counting counter clockwise around the table.
- 3.24.1 Prior to the commencement of a round of play where there is a Player-Banker, a chung shall be placed in front of the Player-Banker's playing area.

- 3.24.1.1 A Player may act as a Player-Banker for one round of play, after which the Dealer shall act as Banker for the next round of play. Prior to the commencement of the following round of play, the Dealer shall then offer the option to act as Player-Banker to each Player commencing from the first Player to the right of the previous Player-Banker.
- 3.24.2 The Player must be seated and must have wagered against the Dealer in any of the previous rounds of play at the same gaming table, prior to his turn to be the Player-Banker.
- 3.25 Where no Player accepts the option to be the Player-Banker, the Dealer shall be the Banker.
- 3.25.1 When the Dealer acts as Banker, no wagers shall be accepted on playing position one.
- 3.26 A Player can may wager any amount when wagering against the Player-Banker and is not restricted by the stated maximum. However, a Player is required to wager at least the stated minimum;
- 3.26.1 The Player-Banker must provide the Capital to the Dealer of all other Players. The Dealer shall then place the Capital in the centre circle of the table layout.
- 3.27 The Player-Banker is not obliged to set the hand according to the House Way as listed in Appendix "C".
- 3.27.1 When a Player holds the bank, the Dealer shall not receive tiles. After all tiles have been delivered and the hands have been set, the Dealer shall bring the Player-Banker's tiles, exposed and set, in front of the Dealer.

4. Settlement

| Wager | Pays |
|--|-----------|
| Winning Player Wager | 0.95 to 1 |
| Winning Player-Banker amount for round of play | 0.95 to 1 |

5. Irregularities

- 5.1 If two or more tiles on the Banker's hand are exposed by the Dealer:
- 5.1.1 Where such Banker is the House, the game shall be declared void; or
- 5.1.2 Where such Banker is the Player-Banker, the game shall be voided by the House if the Player-Banker requires the game to be void.
- 5.2 If there is any incorrect distribution of the tiles and any Player has seen the tiles, the round of play shall be void.
- 5.3 Unless otherwise stated in these rules, 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 shall be refused and/or shall not be honoured.

- 5.4 Unless otherwise stated in these rules, 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 outcome of the round of play.
- 5.5 In the event that one tile is exposed during the stacking of tiles after shuffling, the Dealer shall perform a Laja in accordance to Appendix "E".
 - 5.5.1 In the event of two or more tiles are exposed during the Laja or the stacking of tiles after shuffling, the Dealer shall re-shuffle the tiles in accordance with Rule 3.5.
 - 5.5.2 The Pit Supervisor may, at his discretion, direct the Dealer to re-shuffle in response to exposed tiles during the delivery of tiles or the handling of tiles by Players.
- 5.6 When all playing areas are in play, the Dealer holds the Bank, a Pit Supervisor may, at his discretion, restrict Players from wagering on a selected playing area prior to the round of play commencing.
 - 5.6.1 The playing position to be removed from play shall be determined by the Dealer by shaking the dice cup with the set of three dice inside. The Dealer shall count counter clockwise from playing position one based on the dice total and place a marker button denoting "Off" on that playing area position.
 - 5.6.2 If the dice total indicates the House, the Dealer shall shake the dice cup again until the outcome indicates an alternative playing area.
 - 5.6.3 A Pit Manager may, at his discretion, reintroduce a playing area removed from play.
- 5.7 Where the tiles have been dealt incorrectly and no Players have handled their tiles, the round of play shall be void except if an incorrect distribution of tiles can be reconstructed by moving complete hands from one playing position to another.
- 5.8 Where a Player/s is suspected of viewing other Player/s' tiles or attempts to communicate, a Pit Manager may:
 - 5.8.1 Direct the Player/s concerned to set their hands prior to other Player/s handling theirs.
- 5.9 In the event that the Dealer opens a Player's hand and accidentally knocks down or mixes the tiles of that Player or another Player and the original setting cannot be ascertained, the Dealer shall set the disturbed tiles the House Way.
- 5.10 Where a Player is not present to set his/her tiles, the Dealer shall set the tiles according to the House way.
- 5.11 Once the outcome has been determined, winning wagers that are under the minimum shall be paid one time only and losing wagers shall be collected one time only. All future wagers irrespective of outcome by the same Player that are under the minimum shall be returned.
- 5.12 Winning wagers that are over the maximum shall be paid to the maximum only. Losing wagers that are over the maximum shall be collected to the maximum only.
- 5.13 Any wagers over the maximum or under the minimum paid or collected in previous rounds of play shall be considered settled.
- 5.14 If a wrong House Way setting is noted before the conclusion of a round of play, the tiles shall be reconstructed and set according to House Way as described in Appendix "C".
 - 5.14.1 If the error is discovered after the conclusion of the round of play, the Dealer shall pay or retrieve wagers based on the correct setting of the hand.

5.15 In the event of a power failure:

5.15.1 If no Player has viewed their tiles, the Dealer shall announce “void hand” and Players may withdraw their wagers. Players and the Player-Banker shall be given the option to withdraw their wagers. The round of play shall then be concluded.

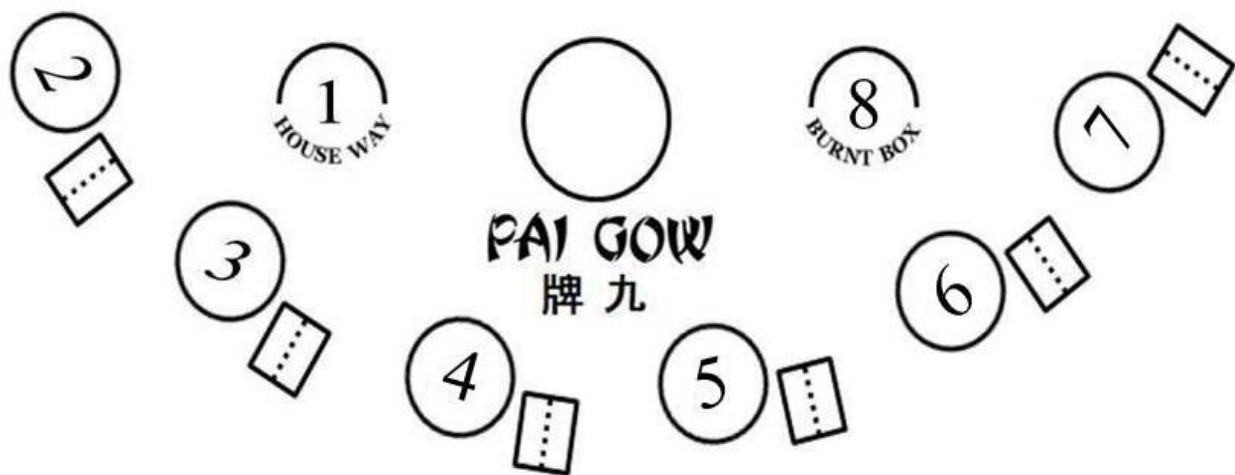
5.15.2 If any tiles have been viewed, the round of play shall be concluded.

6. General Provisions

6.1 If an irregularity occurs that is not covered by these rules, it shall be referred for the decision of the Gaming Shift Manager.

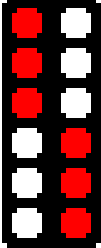

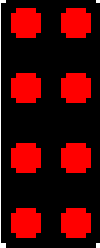

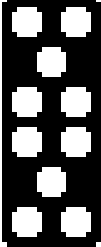
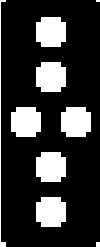

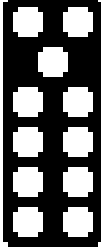
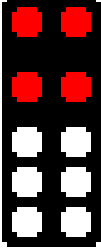


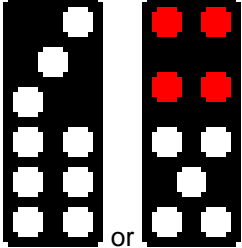
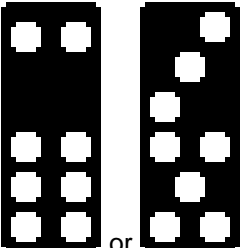
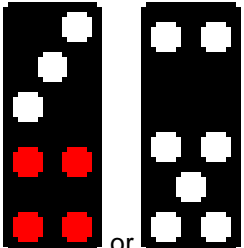
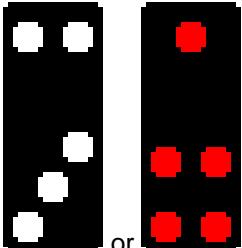
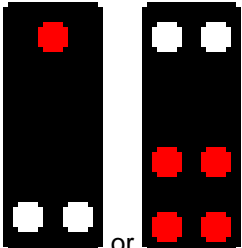
6.2 Any positions or functions that are outlined in these rules may also be performed by any person acting in that position or holding a higher position.

Appendix “A”



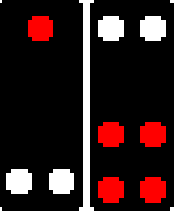
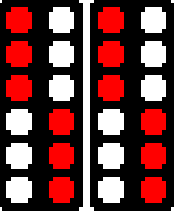
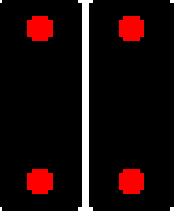
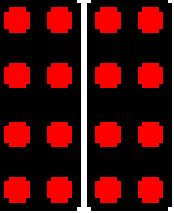
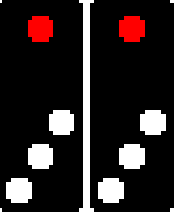
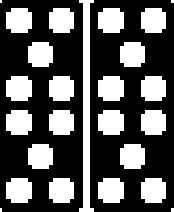
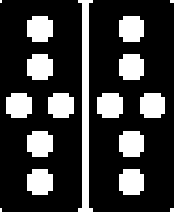
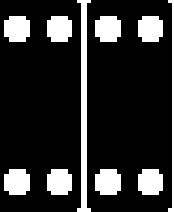
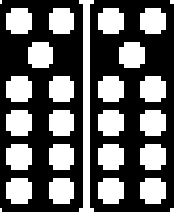
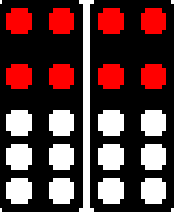
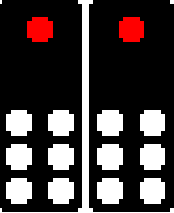
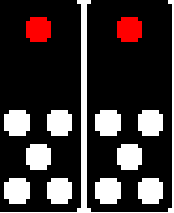
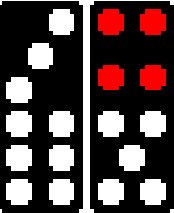
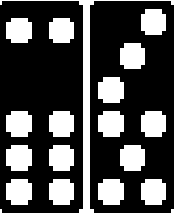
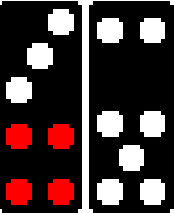
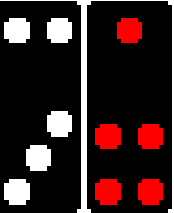
Appendix “B”: RANKING OF THE TILES IN BOTH PAIR AND INDIVIDUAL ORDER

RANKING OF THE TILES (Individual)

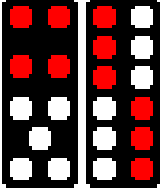
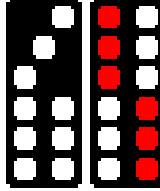
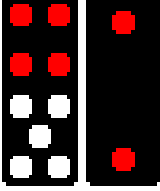
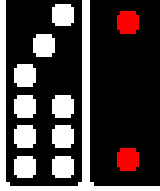
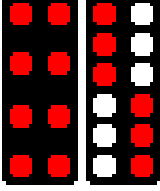
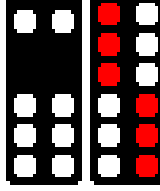
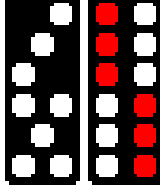
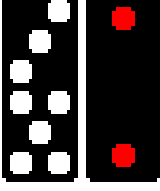
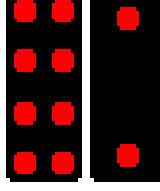
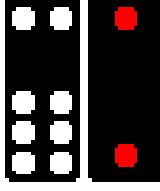
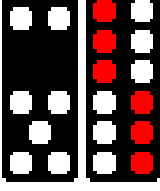
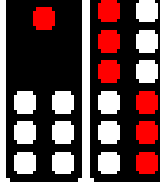
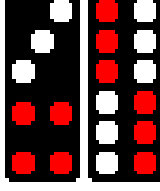
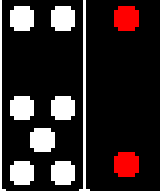
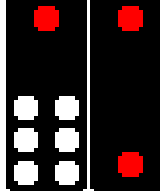
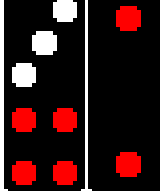
| | | | |
|--|--|--|--|
|  <p>1. Teen</p> |  <p>2. Day</p> |  <p>3. High 8</p> |  <p>4. High 4</p> |
|  <p>5. High 10</p> |  <p>6. High 6</p> |  <p>7. Low 4</p> |  <p>8. Eleven</p> |
|  <p>9. Low 10</p> |  <p>10. High 7</p> |  <p>11. Low 6</p> |  <p>12. Nine</p> |
|  <p>13. Eight</p> |  <p>14. Seven</p> |  <p>15. Five</p> |  <p>16. Gee Jun</p> |

PAIRS

| | | | |
|--|--|--|--|
| | | | |
|--|--|--|--|

| | | | |
|---|--|---|---|
|  <p>1. Gee Jun</p> |  <p>2. Teen (12)</p> |  <p>3. Day (2)</p> |  <p>4. Yun (High 8)</p> |
|  <p>5. Ngor (High 4)</p> |  <p>7. Mooy (High 10)</p> |  <p>8. Cheung Sum (High 6)</p> |  <p>8. Ban Tang (Low 4)</p> |
|  <p>9. Foo Tau (11)</p> |  <p>10. Hoong Tau Sap (Low 10)</p> |  <p>11. Ko Kiok Chaat (High 7)</p> |  <p>12. Lim Lum Lok (Low 6)</p> |
|  <p>13. Chap Gow (9)</p> |  <p>14. Chap Paat (Low 8)</p> |  <p>15. Chap Chaat (Low 7)</p> |  <p>16. Chap Ng (5)</p> |

WONGS, GONGS and HIGH NINES

| | | | |
|--|---|--|--|
|  <p>17. Teen Wong</p> |  | | |
|  <p>18. Day Wong</p> |  | | |
|  <p>19. Teen Gong</p> |  |  | |
|  <p>20. Day Gong</p> |  |  | |
|  <p>21. Teen (High 9)</p> |  |  | |
|  <p>22. Day (High 9)</p> |  |  | |

Appendix "C": HOUSE WAY

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

Split the following pairs:

| No. | Pairs | Split The Following Pairs |
|-----|----------------------------|---|
| 1 | Gee Jun | If the 3rd & 4th 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 3rd & 4th 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 |

Wongs, Gongs and High Nines;

| No. | Having Wong, Gong and High Nines | |
|-----|--|--|
| 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. |

Individual exceptions;

| No. | Combinations | Individual Exception |
|-----|--|-----------------------------------|
| 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 "D": Tile Cuts

Pai Gow Cuts

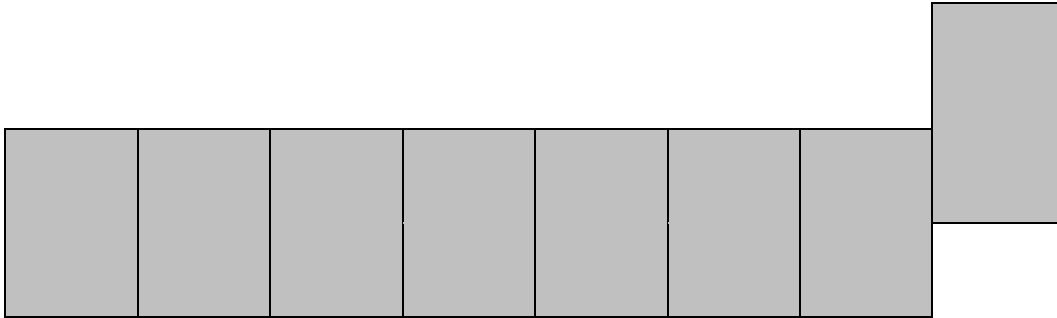
| Chinese Name | Options | English Name |
|---------------------|--------------------------------|----------------------------|
| Yat Dong Dong | (Right or Left) | One Stack |
| Cup Say | (Right or Left, Top or Bottom) | Tiger Head |
| Chee Yee | (Top or Bottom) | Chop the Ears |
| Dai Pin | (Right or Left) | Big Slice |
| Jung Quat | (Top or Bottom) | From the Heart |
| Long Tau/Fong May | (Right or Left) | Dragon Head / Phoenix Tail |
| Wui Fung Bank | | Hong Kong Bank |
| Foot Say | | Four Across |
| Harbour Bridge | | Harbour Bridge |
| Ghan Dong Ping Say | (Right or Left) | Kangaroo Jump |
| Pong Jun | (Right or Left) | Buddhas Signal |
| Bo Bo Go Sing | (Right or Left) | Boy Walks Up Stairs |
| Ghan Dong Cup Say | (Right or Left) | Striped Tiger |
| Yat Kai Sum May | | Chicken Three Ways |
| Arn Lok Peng Sar | (Right or Left) | Flying Dragon |
| Tower | | Tower |
| China Bank | | China Bank |
| Chong Wan Sup Lok | | Sixteen Across |
| Seung Gwai Pak Moon | | Ghost Closing the Door |
| Gum Un Que | (Front to Back) | Double Bridge |

Yat Dong Dong/One Stack

Yat Dong Dong can be delivered from the left or right. The example shown below is dealt from the right.

Setting up:

The first stack of tiles on the right is pushed forward to indicate the cut style and the side to be delivered from.



Top View

Delivery Order (From the Right):

The first stack of four tiles on the right (pushed forward) shall be delivered first (indicated #1), followed by second stack of tiles (indicated #2). The remaining tiles shall be delivered from right to left in the order indicated below.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 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 |

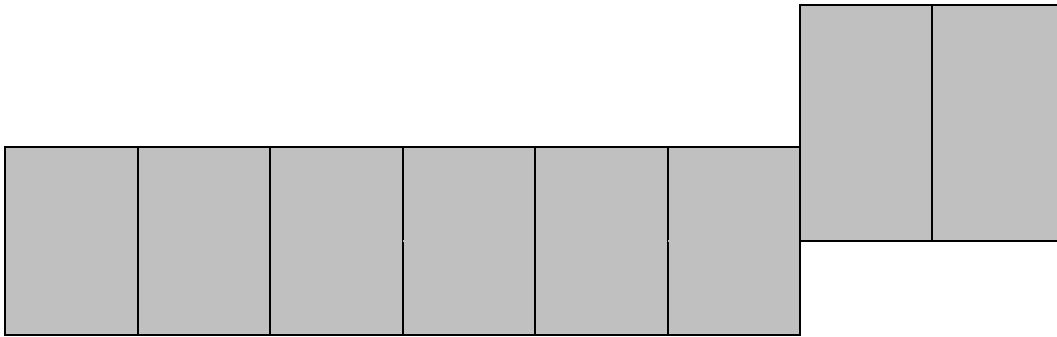
Dealer's View

Cup Say/Tiger Head

Cup Say can be delivered from the left or right and from the top or bottom (Di Chut). The example shown below is dealt from the right.

Setting up:

The first two stacks are pushed forward to indicate the cut style and the side from which delivery takes place.



Top View

Delivery Order (From the Right):

The first four tiles from the top of the two protruding stacks are delivered first (indicated #1). The remaining four tiles are then delivered (indicated #2). The remaining tiles shall be delivered from right to left in the same manner and in the order indicated above.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 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 |

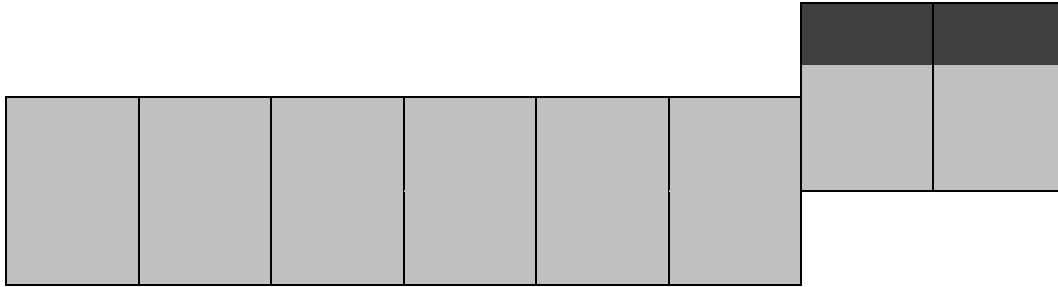
Dealer's View

Di Chut

Di Chut is the other alternative mode of delivery order for Cup Say where the delivery order is from the bottom.

Setting up:

The first two stacks are pushed forward to indicate the cut style and the side from which delivery takes place. The first four tiles to be delivered shall come from the bottom of the two protruding stacks. This is indicated by pulling the top four tiles of the two protruding stacks back slightly.



Top View

Delivery Order (From the Right, From the Bottom):

The four tiles from the bottom of the two protruding stacks are delivered first (indicated #1). This is achieved by taking the protruding stacks intact (8 tiles) to the box designated to receive first tiles, depositing the four bottom tiles (indicated #1) at the box, then delivering the remaining four tiles (indicated #2) directly to the next box to receive tiles. The remaining tiles are delivered following the same procedure and in the order indicated below.

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

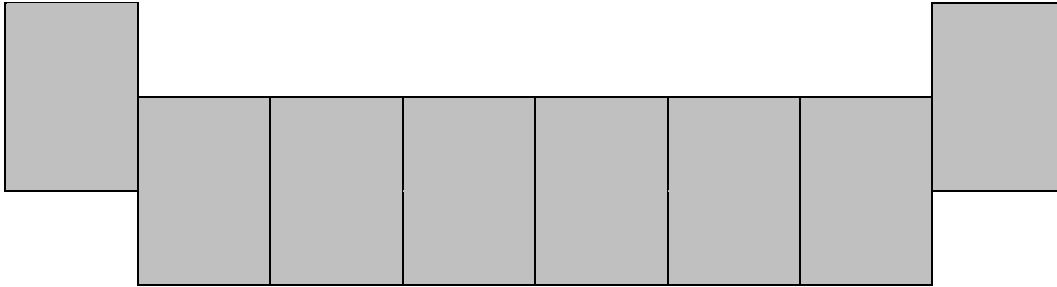
Dealer's View

Chee Yee/Chop the Ears

Chee Yee can be delivered from the top or bottom (Chee Yee Di Chu). The example shown below is dealt from the top.

Setting up:

The first stack on the left and the first stack on the right are pushed forward slightly towards the players to indicate the cut style.



Top View

Delivery Order (From The Top):

The first four tiles to be delivered are the two top tiles from each of the protruding stacks. Delivery is achieved by placing the two protruding stacks together, at a point several inches in front of the main block of tiles, the delivering the top four tiles, followed by the bottom four tiles (indicated #1 and #2). The remaining tiles shall be delivered from the outside in, following the same procedure and in the order indicated above.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 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 |

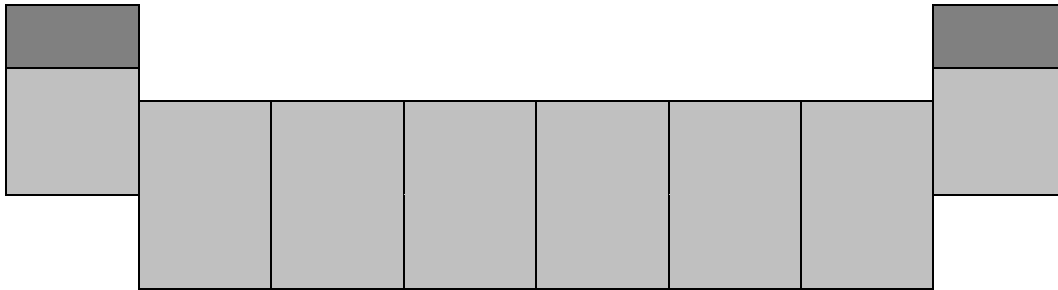
Dealer's View

Chee Yee Di Chut

Chee Yee can be delivered from the top or bottom (Chee Yee Di Chu). The example shown below is dealt from the bottom.

Setting up:

The first stack of tiles on the left and on the right are pushed forward towards the players to indicate the cut style. The first four tiles to be delivered shall come from the bottom of the two protruding stacks. This is indicated by pulling the top two tiles of each protruding stack back slightly.



Top View

Delivery Order (From the Bottom):

The first four tiles to be delivered are the lower two tiles from each of the protruding stacks. Delivery is achieved by placing the two protruding stacks together at a point several inches in front of the main block of tiles. From there the complete block (8 tiles) shall be delivered to the box that receives first tiles, depositing the bottom four tiles (#1). The top four tiles (#2) are then delivered directly to the next box to receive tiles. The remaining tiles shall be delivered from the outside in following the same procedure and in the order indicated below.

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

Dealer's View

Dai Pin/Big Slice

Dai Pin can be delivered from the right or left. The example shown below is dealt from the right.

Setting up:

Dai Pin can be delivered from the left or right. The example below is from the right.

The top tile from the far right stack is placed diagonally across the top of the second, third and fourth stacks of tiles from the right hand side. This gives a visual indication of the side the first tiles are to be delivered from. (The diagonally placed tile is returned to its original position prior to delivery).



Top View

Delivery Order (From the Right):

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 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 |

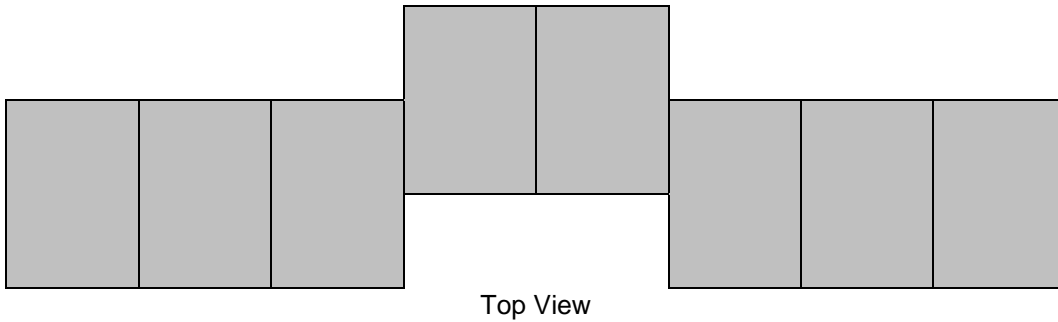
Dealer's View

Jung Quat/From the Heart

Jung Quat can be delivered from the top or bottom. The example shown below is dealt from the top.

Setting up (From the Top):

The middle two stacks of tiles are pushed forward (towards the players) to indicate the cut style.



Delivery Order (From The Top):

The first four tiles to be delivered come from the top of the two protruding stacks. Delivery is achieved by carefully moving the two protruding stacks to a position in front of the main block of tiles. From there the top four tiles (indicated #1) shall be delivered to the designated box, followed by the bottom four tiles (indicated #2). The remaining tiles are pushed together, then the middle two stacks moved in front of the tiles and delivered in the same manner. The remaining tiles are delivered following the same procedure and in the order indicated below.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 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 |

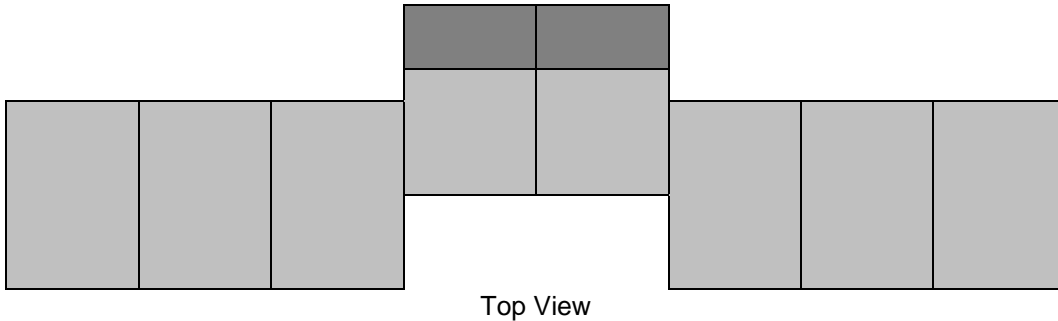
Dealer's View

Jung Quat/From the Heart

Jung Quat can be delivered from the top or bottom. The example shown below is dealt from the bottom.

Setting up (From the Bottom):

The middle two stacks of tiles are pushed forward (towards the players) to indicate the cut style. The first four tiles to be delivered shall come from the bottom of the two protruding stacks. This is indicated by pulling the top four tiles of the two protruding stacks back slightly.



Delivery Order (From The Bottom):

The first four tiles to be delivered come from the bottom of the two protruding stacks. Delivery is achieved by carefully moving the two protruding stacks to a position in front of the main block of tiles. The two stacks of tiles shall then be placed in front of the box designated to receive first tiles, depositing the bottom four tiles (indicated #1) at the box, then delivering the remaining four tiles (indicated #2) directly to the next box to receive tiles. The remaining tiles are delivered, following the same procedure are in the order indicated above.

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

Dealer's View

Fong May

Setting up:

As there is no visible difference between Long Tau and Fong May, Fong May is identified by a diagonal placement of one tile across the lower stack of tiles. This gives a visual indication to the players and the Inspector of the cut style in play. (The diagonal tile is returned to its original position prior to delivery).

| | | | |
|---|---|---|---|
| 1 | 1 | 1 | 1 |
| 3 | 3 | 3 | 3 |
| 5 | 5 | 5 | 5 |
| 7 | 7 | 7 | 7 |

| | |
|---|---|
| 2 | 2 |
| 2 | 2 |
| 4 | 4 |
| 4 | 4 |
| 6 | 6 |
| 6 | 6 |
| 8 | 8 |
| 8 | 8 |

Dealer's View

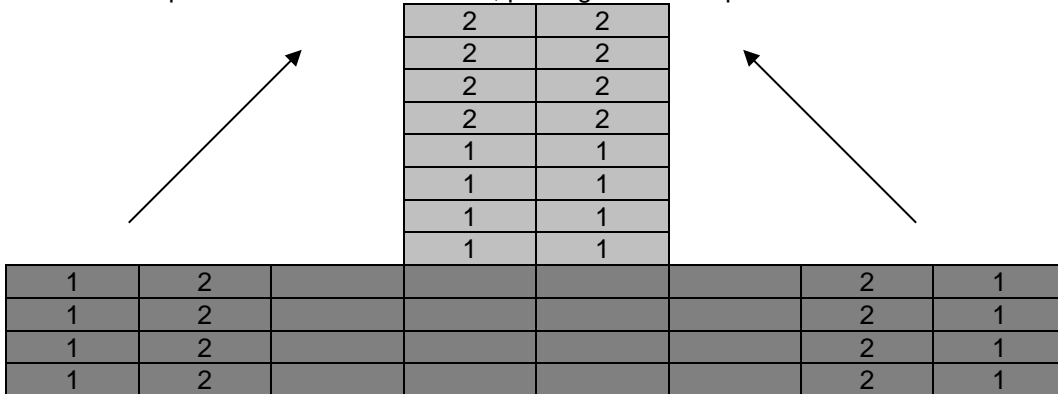
Delivery Order (From The Left):

The first four tiles shall be delivered from the lower of the two blocks of tiles (indicated #1). The next four tiles are delivered from the higher block of tiles (indicated #2). The remaining tiles are delivered in the same manner, alternating between the lowest and highest in the order indicated above

Wui Fung Bank/Hong Kong Bank

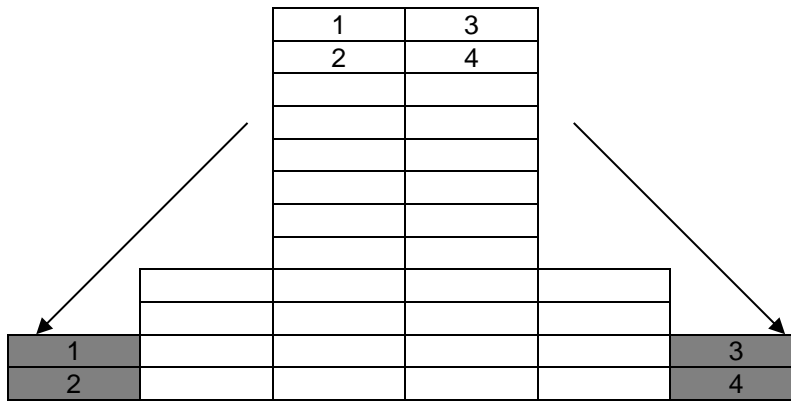
Setting up:

Step One: The tiles marked 1 shall be moved from each side placed in the position indicated. Repeat with the tiles marked 2, placing them on top of the tiles marked 1.



Dealer's View

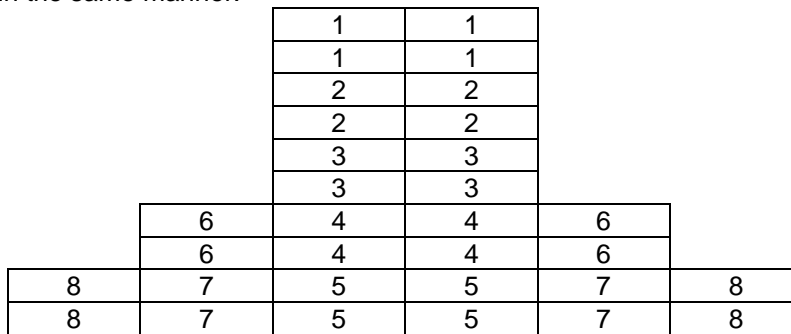
Step Two: The tiles marked 1 and 2 shall be moved from the left hand and 3 and 4 from the right, and move them to the position indicated.



Dealer's View

Delivery Order:

The first four tiles shall be delivered from the two higher stacks (indicated #1). The remaining tiles shall be delivered in the order indicated. After the fifth lot of tiles have been delivered, the remaining stacks shall be pushed together and the remaining tiles delivered in the same manner.

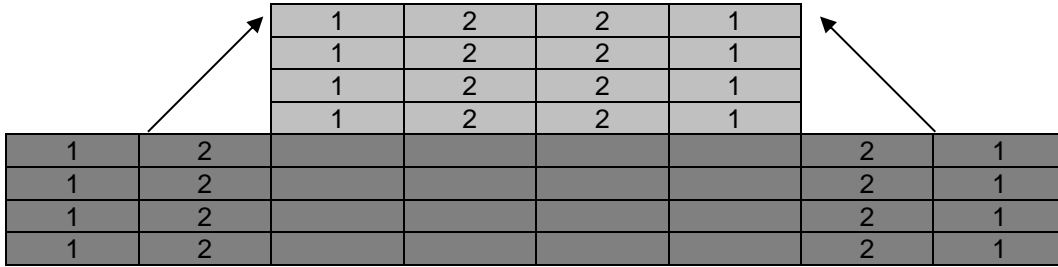


Dealer's View

Foot Say/Four Across

Setting up:

Step One: The tiles indicated 1 and 2 shall be moved from each end simultaneously, and place them in the positions indicated.



Dealer's View

Delivery Order:

The top four tiles shall be delivered first. The remaining tiles shall be delivered in the order indicated above.

| | | | |
|---|---|---|---|
| 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 |

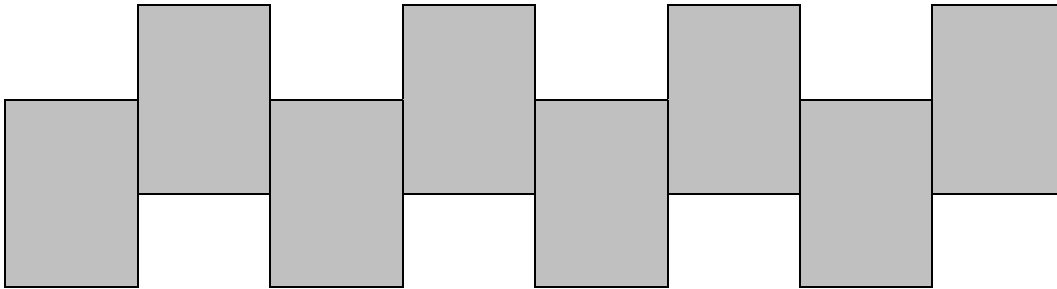
Dealer's View

Ghan Dong Ping Say/Kangaroo Jump

Ghan Dong Ping Say can be delivered from the left or right. The example shown below is dealt from the right

Setting up:

Stacks 1, 3, 5 and 7 on the right are pushed forward to indicate the cut style and the side to be delivered from.



Top View

Delivery Order (From the Right):

The first four tiles from the top of the four protruding stacks are delivered first (indicated #1). The second four tiles delivered are the top tiles from the back stacks (indicated #2). Then the top of the protruding stacks and so on, always working from the right to the left and alternating from the front to the back stacks.

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

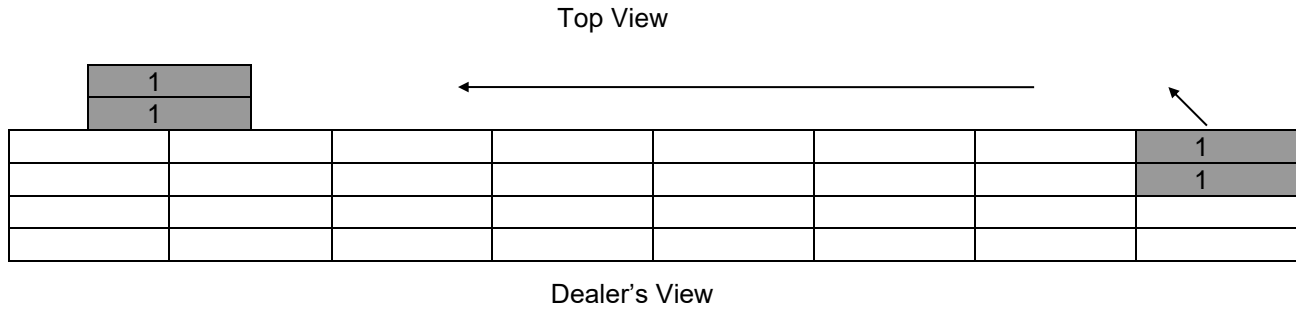
Dealer's View

Pong Jun/Buddhas Signal

Pong Jun can be delivered from the left or right. The example shown below is dealt from the right.

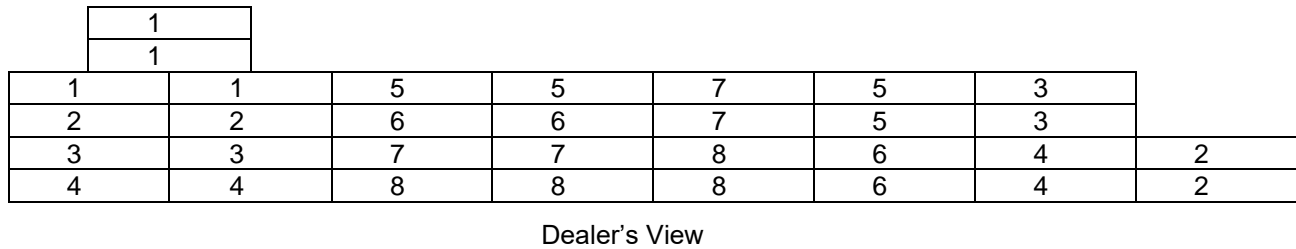
Setting up:

The top two tiles of the far right stack are placed on top across the gap between the far left two stacks.



Delivery Order (From The Right):

The two tiles from the far right stack and one tile from the top of each of the two stacks of the far left stacks are delivered first (indicated #1). The remaining tiles are delivered in the same manner, working in from the right.

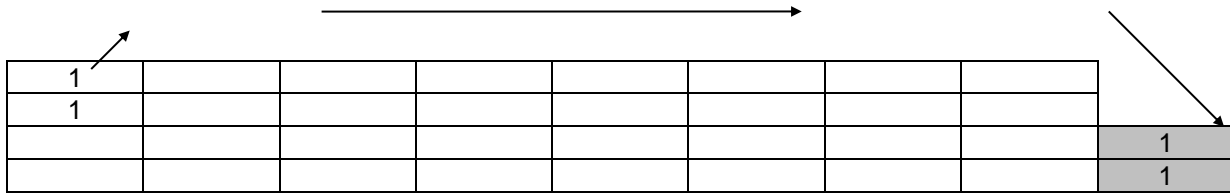


Bo Bo Go Sing/Boy Walks Up Stairs

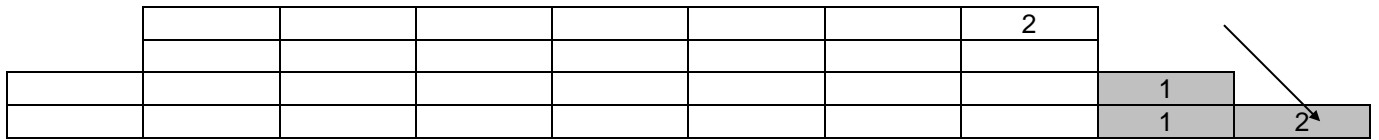
Bo Bo Go Sing can be delivered from the left or right. The example shown below is dealt from the right.

Setting up:

Step One: The top two tiles of the far left stack are placed next to the far right stack.



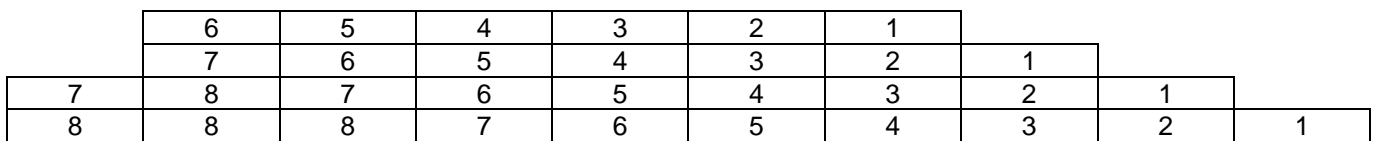
Step Two: The top tile of the far right stack of four is placed next to the far right stack of two.



Dealer's View

Delivery Order (From the Right):

The first four tiles delivered are the tiles on the far right (indicated #1), starting with the single tile and picking one tile from each stack in a "stepping" motion. The remaining tiles are delivered in the same manner, working in from the right.



Dealer's View

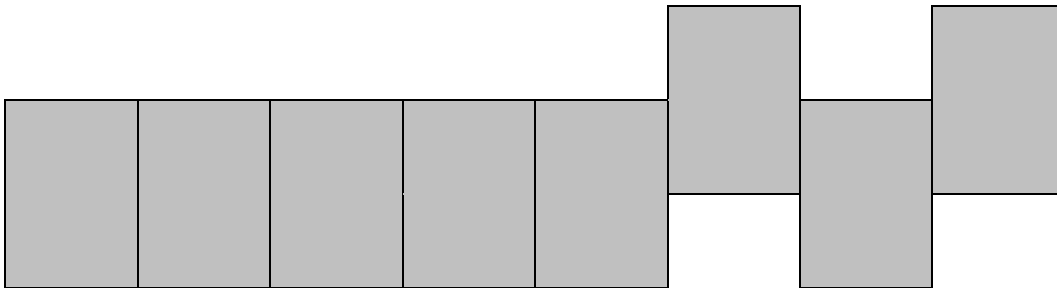
Ghan Dong Cup Say/Striped Tiger

Ghan Dong Cup Say can be delivered from the left or right. The example shown below is dealt from the right

Setting up:

The first stack and the third stack from the right are pushed forward to indicate cut style and side to be delivered from.

Striped tiger can be delivered left or right, top or bottom.



Top View

Delivery Order (From The Right):

The first and third stacks are pushed forward to make a group of eight tiles, they are delivered top to bottom then the next first and third stacks are pushed forward and repeated until all tiles delivered.

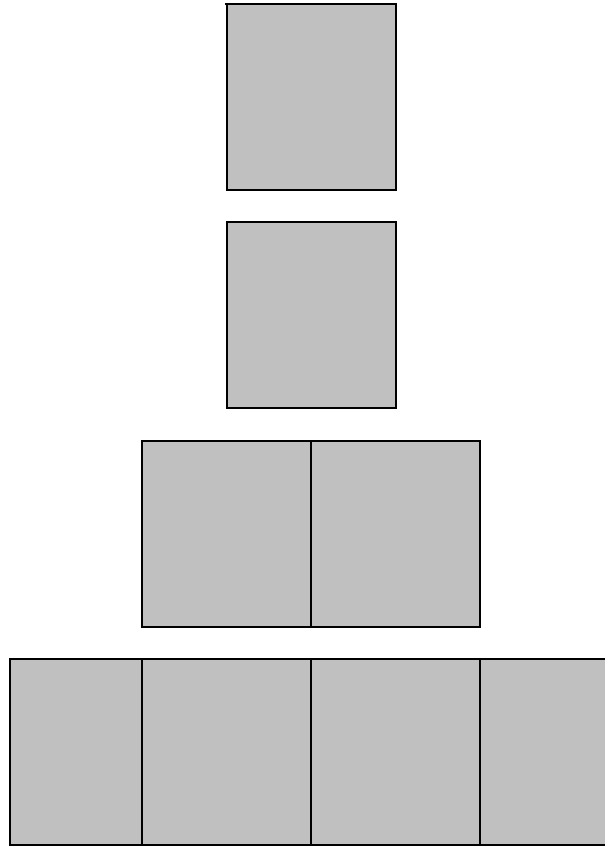
| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 7 | 5 | 7 | 3 | 5 | 1 | 3 | 1 |
| 7 | 5 | 7 | 3 | 5 | 1 | 3 | 1 |
| 8 | 6 | 8 | 4 | 6 | 2 | 4 | 2 |
| 8 | 6 | 8 | 4 | 6 | 2 | 4 | 2 |

Dealer's View

Yat Kai Sum May/Chicken Three Ways

Setting up:

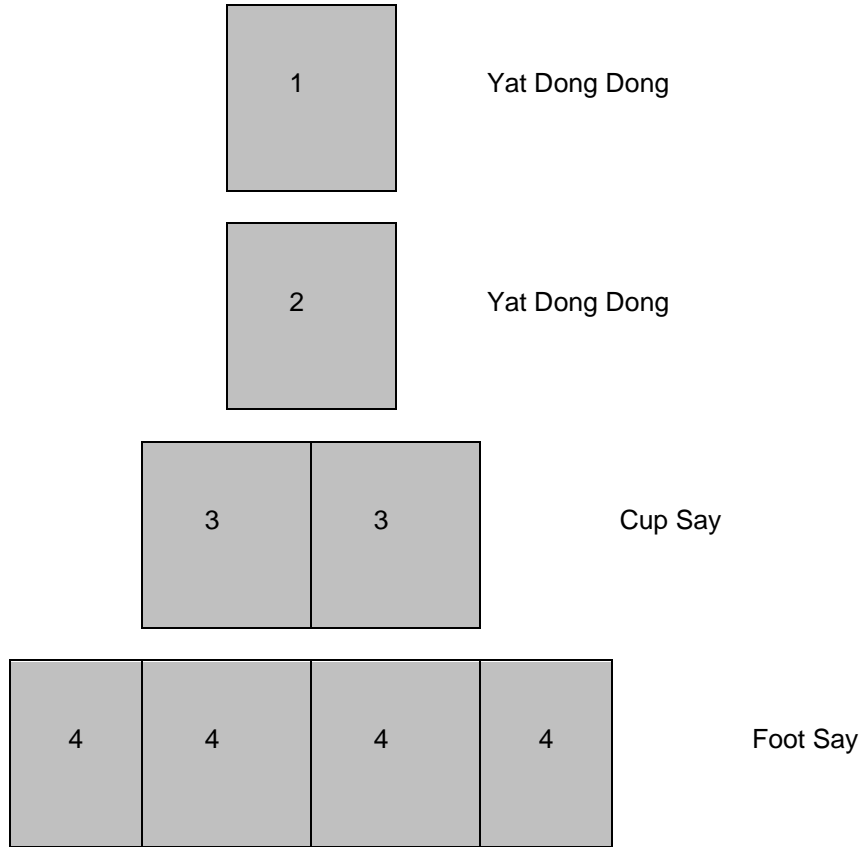
The first four tiles from the right are placed 4 tile lengths in front of the main group. The middle stack (2) is pushed forward and placed just below the first stack. The middle two stacks (3 & 4) are pushed forward and placed below the second stack. The remaining tiles are then pushed together.



Top View

Delivery Order:

The first and second stack furthest from the Dealer should be delivered as Yat Dong Dong, the third stack is Cup Say, and the fourth and final stack is delivered as Foot Say



Top View

Arn Lok Peng Sar/Flying Dragon

Arn Lok Peng Sar can be delivered from the left or right. The example shown below is dealt from the right

Setting up:

Step One: The stacks numbered 1 and 2 shall be placed on top of stacks 3 and 4.

Step Two: The top two tiles from stacks 5, 6, 7, 8 shall be placed to the left of the remaining stacks. The short stack of tiles shall be separated from the large stack.

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

Dealer's View

Delivery Order (From The Right):

Top four tiles off the head are delivered first. The next four are taken from the tail every second tile starting from the far left. The next four tiles from the head. The next four tiles from the tail starting from the second tile in from the left. Continue till all tiles delivered.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 2 | 4 | 2 | 4 | 2 | 4 | 2 | 4 |
| 6 | 8 | 6 | 8 | 6 | 8 | 6 | 8 |

Dealer's View

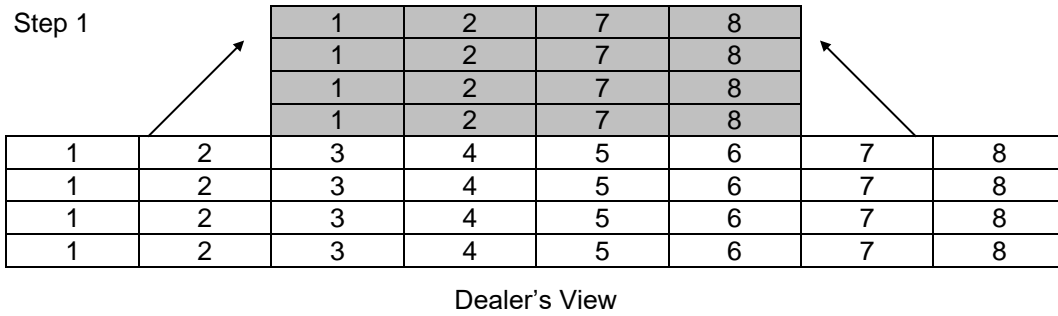
| | |
|---|---|
| 1 | 1 |
| 1 | 1 |
| 3 | 3 |
| 3 | 3 |
| 5 | 5 |
| 5 | 5 |
| 7 | 7 |
| 7 | 7 |

Tower

Setting up:

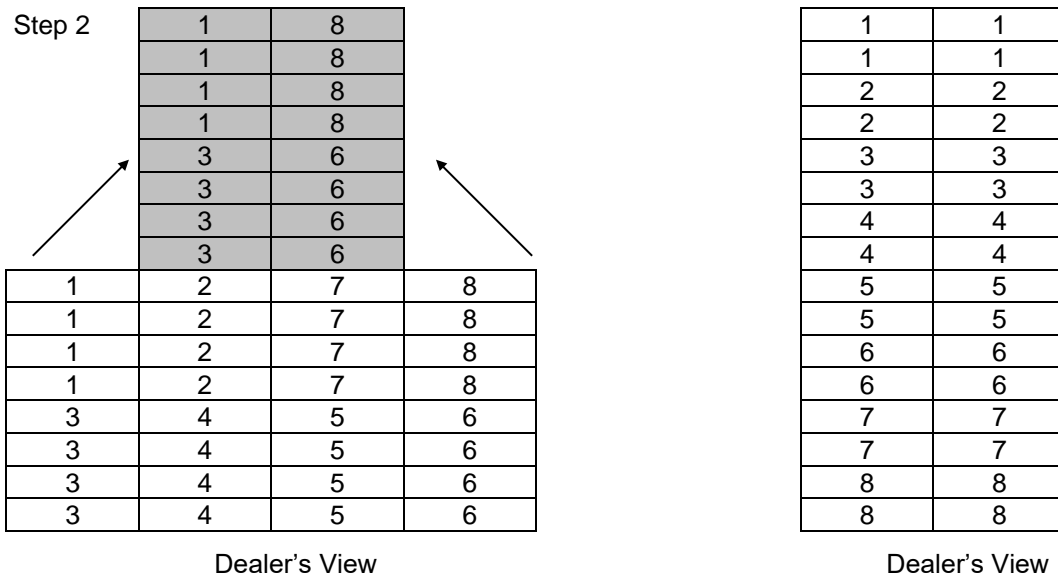
Step One: Two outside stacks from each end are placed on top of the original stack.

Step Two: The two outside stacks are again placed on top.



Delivery Order:

The top four tiles are delivered first and continue down through the stack till all tiles are delivered.



China Bank

Setting up:

Step One: The tiles marked 1 shall be moved from each side and are simultaneously placed in the position indicated. The remaining tiles marked 2 are delivered following the same procedure and in the order indicated below.

| | | | | | | | | |
|---|---|--|---|---|--|--|---|---|
| | | | 2 | 2 | | | | |
| | | | 2 | 2 | | | | |
| | | | 2 | 2 | | | | |
| | | | 2 | 2 | | | | |
| | | | 1 | 1 | | | | |
| | | | 1 | 1 | | | | |
| | | | 1 | 1 | | | | |
| | | | 1 | 1 | | | | |
| 1 | 2 | | | | | | 2 | 1 |
| 1 | 2 | | | | | | 2 | 1 |
| 1 | 2 | | | | | | 2 | 1 |
| 1 | 2 | | | | | | 2 | 1 |

Dealer's View

Delivery Order:

The top four tiles are delivered first and continue down through the stack, then pushed together marked 7, 8 to delivered.

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

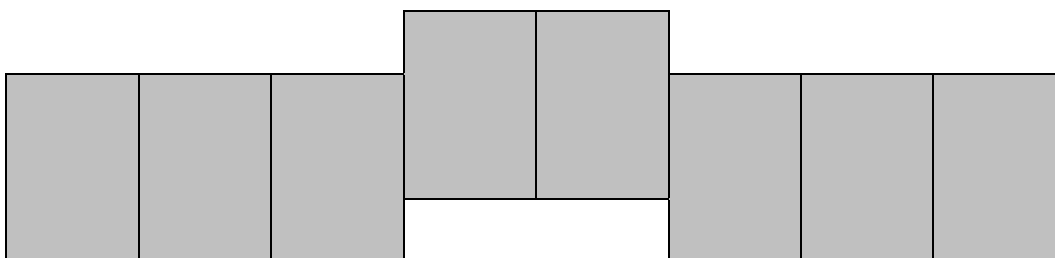
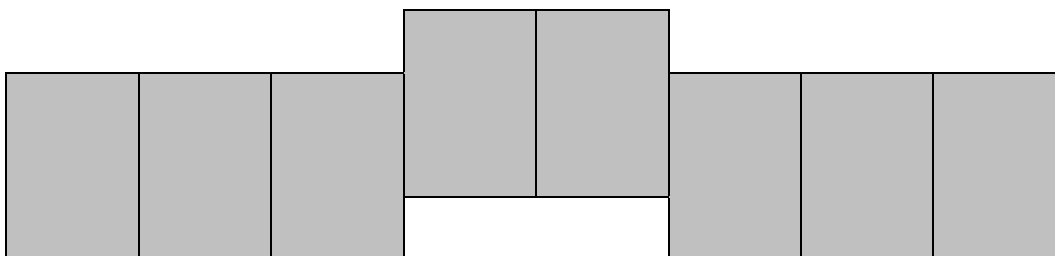
Dealer's View

Chong Wan Sup Lok/Sixteen Across

Setting up:

Step One: The top sixteen tiles shall be placed towards the Dealer.

Step Two: The centre two stacks in each group shall then be pushed forward.



Top View

Delivery Order:

The four centre tiles from the front group shall be pushed forward and delivered first. The remaining tiles are then pushed together and delivered in the same manner.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 4 | 3 | 2 | 1 | 1 | 2 | 3 | 4 |
| 4 | 3 | 2 | 1 | 1 | 2 | 3 | 4 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 8 | 7 | 6 | 5 | 5 | 6 | 7 | 8 |
| 8 | 7 | 6 | 5 | 5 | 6 | 7 | 8 |

Dealer's View

Gum Un Que/Double Bridge

Setting up:

Step One: Stacks 1 and 2 are held in the left hand, stacks 7 and 8 are held in the right hand, slide both groups towards the Dealer and form two identical groups.

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

| | | | |
|---|---|---|---|
| 1 | 2 | 7 | 8 |
| 1 | 2 | 7 | 8 |
| 1 | 2 | 7 | 8 |
| 1 | 2 | 7 | 8 |

Step Two: From the front group, the shaded tiles marked 3, 4, 5 in that configuration are held in the right hand and move to the right to the position indicated. Stack 6 is pushed forward and bridge across gap created.

| | | | | | | |
|---|---|---|---|---|---|---|
| 3 | 4 | 5 | 6 | | | |
| 3 | 4 | 5 | 6 | 3 | | |
| 3 | 4 | 5 | 6 | 3 | 4 | |
| 3 | 4 | 5 | 6 | 3 | 4 | 5 |

| | | | | | | |
|---|---|---|---|---|---|---|
| 1 | 2 | 7 | 8 | | | |
| 1 | 2 | 7 | 8 | 1 | | |
| 1 | 2 | 7 | 8 | 1 | 2 | |
| 1 | 2 | 7 | 8 | 1 | 2 | 7 |

Dealer's View

Delivery Order:

The front group of tiles are to be delivered first then the rear group of tiles, the groups shall be delivered in the following order.

The four tiles marked 1 are delivered first, the remaining tiles from that group are pushed together then the tiles marked 2 are delivered, this process is repeated until all the tiles from the first group have been delivered, the above process is then repeated with the second group of tiles.

| | | | | | | |
|---|---|---|---|--|---|---|
| | | | 1 | | | |
| | | | 1 | | | |
| | | | 1 | | | |
| | | | 1 | | | |
| | | 2 | | | 2 | |
| | 3 | 2 | | | 2 | 3 |
| 4 | 4 | 3 | | | 3 | 4 |

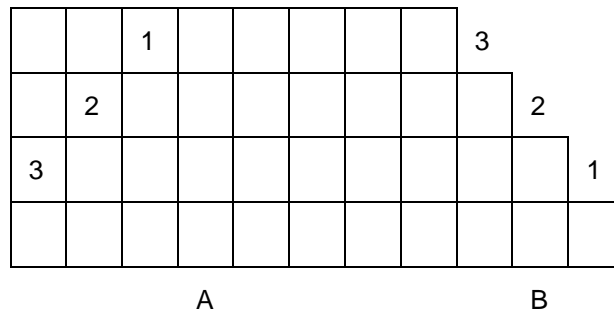
| | | | | | | |
|---|---|---|---|--|---|---|
| | | | 5 | | | |
| | | | 5 | | | |
| | | | 5 | | | |
| | | | 5 | | | |
| | | 6 | | | 6 | |
| | 7 | 6 | | | 6 | 7 |
| 8 | 8 | 7 | | | 7 | 8 |

Dealer's View

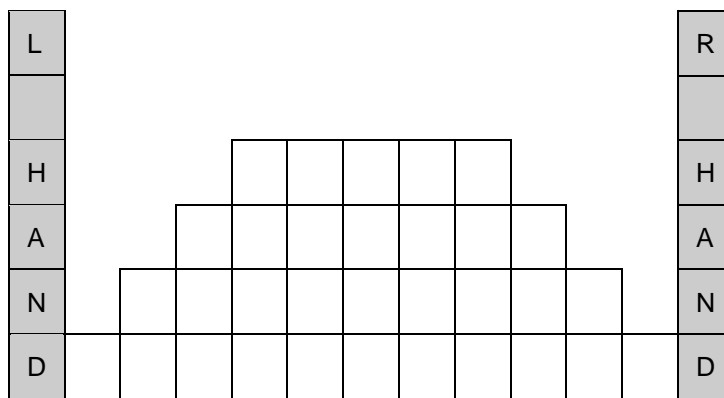
Appendix “E”:

Grab and Slide

Step 1 (side view)



Step 2 (side view)

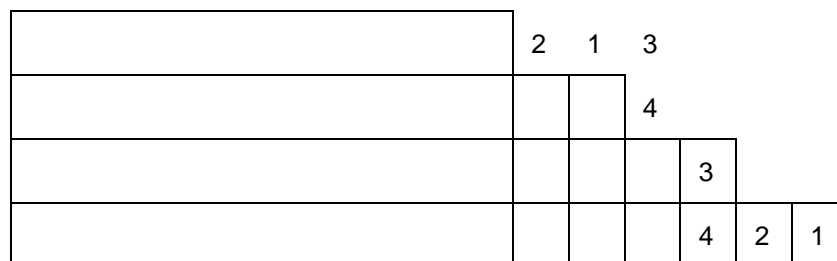


(1) Move to right →

(2) Stop firmly

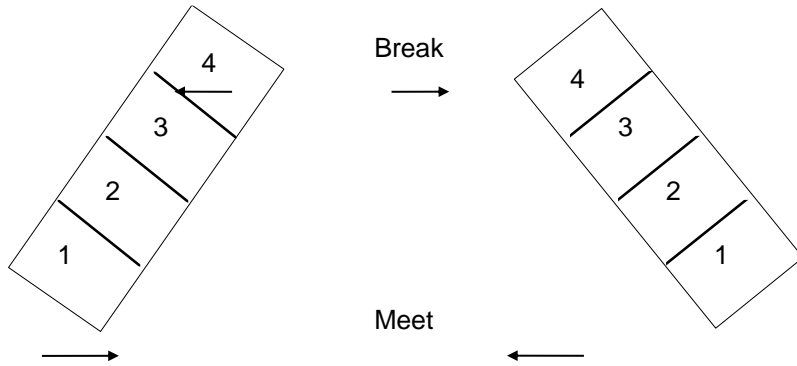
- Hands are firmly against each end of the tiles.
- Tiles are moved from left to right.

Step 3 (side view)



- After step 2 is completed, it should look as above.
- Tiles marked 1 and 2 then 3 and 4 are then moved to the positions indicated.

In-Out



- The row of tiles is broken into two equal halves, with the middle tiles (#4 and #4) positioned away from the person performing the Laja.
- The tiles are turned and the outside tiles (#1 and 1) become the centre tiles.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 4 | 3 | 2 | 1 | 1 | 2 | 3 | 4 |
|---|---|---|---|---|---|---|---|

