

Si Ki Pi

(RWS)

Game Rules

Version 2

w.e.f. 28 June 2020, 0800hrs

Table of Contents

Page Number

1. Definitions	3
2. Mode of Play	5
3. How to Play	6
4. Settlement	9
5. Irregularities	10
Appendix A	11
Appendix B	12
Appendix C	13
Appendix D	14
Appendix E	15
Appendix F	16
Appendix G	17
Appendix H	19

1. Definitions

In these rules:

Bet shall have the same meaning as wager.

Bonus Bet refers to a side Bet placed prior to the cards being dealt that entitles the Player to a bonus payout if the Player's four (4) cards or the Dealer's four (4) cards make up one of the four (4) bonus Hands set out in the Bonus Bet Pay Table stipulated in rule 4.3.

Dealer refers to the person responsible for the dealing of the game.

Gong refers to a combination of two cards which comprises of a card with a value of two (2) and a card with a value of eight (8), regardless of colour and suit.

Hand refers to the cards that have been dealt to a Player or the Dealer in a Round of play.

House refers to the Casino Operator.

House Way refers to a mandatory way of arranging the "Low Hand" and "High Hand" as stipulated in Appendix H for the Dealer's Hand or when requested by a Player for their respective Hand.

High Hand refers to a two-card combination that is of a higher ranking than the other two-card combination when arranged out of the four cards dealt.

Initial Bet refers to a Bet, other than a side Bet, that is placed by a Player before receiving the cards.

Low Hand refers to a two-card combination that is of a lower ranking than the other two-card combination when arranged out of the 4 cards dealt.

Pair refers to two cards with the same number or picture type, regardless of colour and suit.

Picture Card refers to a card of any suit being a King, Queen or Jack. All Picture Cards shall have a value of 0 point.

Player refers a person who places a Bet during a Round of Play.

Round of play refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the Dealer announces a result and all settlements are made.

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 who makes the decision for that betting box.

Stand Off refers to a situation where a Player wins either his Low Hand or High Hand and loses the other. In a Stand Off, the Player's Bet is neither paid nor collected.

Void refers to a Round of play, Hand or Bet that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

2.1.1 Si Ki Pi may be played only on tables displaying the layout as shown in Appendices A, B, C, D, E and F.

- a. Betting boxes will be marked for each Player. The maximum number of boxes is as shown on each table layout.
- b. A Player should place the cards forming his "High Hand" at the area indicated "High" and the cards forming his "Low Hand" at the area indicated "Low".
- c. A Player may place (a) his Initial Bet in the rectangular betting boxes, (b) his Bonus Bet on the Player's Hand in the oval betting box indicating "Bonus", (c) his Bonus Bet on the Dealer's Hand in the betting box indicating "Bonus on the Dealer's Hand".

2.2 The Cards

2.2.1 The game shall be played with a standard single deck consisting of 52 cards.

3. How to Play

- 3.1 Player may start placing a Bet when the Dealer announces "Place your Bets, please".
- 3.2 Betting shall be considered closed when the Dealer announces "No more Bets".
- 3.3 Once a Player has placed an Initial Bet, any Player may choose to place a Bonus Bet on such Player's Hand and/or the Dealer's Hand.
- 3.4 The objective of the game is for a Player to arrange the four cards dealt into "Low Hand" and "High Hand" to achieve a higher ranking than the Dealer's corresponding "Low Hand" and "High Hand".
- 3.5 In determining the outcome of a Round of play, a Player's "Low Hand" may only be compared against a Dealer's "Low Hand" while a Player's "High Hand" may only be compared against a Dealer's "High Hand".
- 3.6 The ranking of a card is not dependent on its suit but on its value. The highest card is the Ace and the lowest card is the 2 and the order shall be as follows: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.
- 3.7 In terms of ranking of winning combination,
 - 3.7.1 Pairs, which is comprised of a pair of cards with the same value, is ranked as the highest winning combination. Within the winning combination of Pairs, a pair of Ace is the highest combination and a pair of 2 is the lowest combination. This is followed by the Gong which is comprised of two cards with the value 2 and 8. The ranking of cards within the winning combination of Pairs and Gong is shown in Appendix G under Hands Ranking (Pairs & Gong).
 - 3.7.2 In the event that a Player does not obtain the winning combination of a Pair or a Gong, a Player's cards shall be ranked by point total. The cards King, Queen, Jack, and Ten are valued as zero. An Ace is valued as one and all other cards are valued based on their numerical face values. The point total of a Hand shall be a single digit number from 0 to 9 which is determined by totaling the value of the cards in a Hand and subtracting the tens (if the point total of a Hand is 10 or above). Nine (9) is the highest count and Zero (0) the lowest.

The ranking of cards by way of point total is shown in Appendix G under Hands Ranking (Point Total).

- 3.8 Starting on his left and continuing in a clockwise rotation around the table, the Dealer shall deal a set of four cards face down to each box where a Bet has been placed and a set of four cards face down to himself.
- 3.9 After the Players have arranged their cards into two Hands (the "Low Hand" and the "High Hand"), the Players will place their cards on the table and the Player will not be allowed to handle the cards again.
- 3.10 A Player may request the Dealer to set his cards in accordance to the House Way as listed in Appendix H.
- 3.11 If any Player has placed an Initial Bet in betting boxes with no seated Player, the cards in those betting boxes shall be arranged in accordance to the "House Way" as stipulated in Appendix H.
- 3.12 The Dealer shall then set his cards in accordance to the "House Way". In the event the Dealer's Hand is incorrectly set and is not in accordance with the "House Way", the Dealer's Hand shall be reset in accordance to the "House Way" as stipulated in Appendix H.
- 3.13 The Dealer shall compare his Hand against the Player's Hand:
 - 3.13.1 The Player wins a "Low Hand" when the Player's "Low Hand" is of a higher ranking than the Dealer's "Low Hand".
 - 3.13.2 The Player wins a "High Hand" when the Player's "High Hand" is of a higher ranking than the Dealer's "High Hand".
 - 3.13.3 The Dealer wins a "Low Hand" when both the Player's "Low Hand" and the Dealer's "Low Hand" have cards with the same ranking.
 - 3.13.4 The Dealer wins a "High Hand" when both the Player's "High Hand" and the Dealer's "High Hand" have cards with the same ranking.

- 3.13.5 The Dealer wins a "Low Hand" when both point totals of the Player's "Low Hand" and the Dealer's "Low Hand" (where the Hand does not make a "Pair" or a "Gong"), irrespective of individual card rankings, is zero.
- 3.13.6 The Dealer wins a "High Hand" when both point totals of the Player's "High Hand" and the Dealer's "High Hand" (where the Hand does not make a "Pair" or a "Gong"), irrespective of individual card rankings, is zero.
- 3.13.7 A Player wins in a Round of play when his "Low Hand" and "High Hand" ranks higher than the Dealer's corresponding "Low Hand" and "High Hand".
- 3.13.8 A Player loses in a Round of play when his "Low Hand" and "High Hand" ranks lower than the Dealer's corresponding "Low Hand" and "High Hand".
- 3.13.9 A "Stand Off" occurs in a Round of play when a Player wins either his "Low Hand" or "High Hand" and loses the other.

4. Settlement

4.1 All winning Initial Bets are paid at odds of 1 to 1, less 5% commission.

4.2 The Dealer shall then settle Bonus Bets on the “Player’s Hand” and/or the “Dealer’s Hand”, if any.

4.2.1 **Bonus Bet**

The Player’s four cards or the Dealer’s four cards make up one of the four bonus Hands set out in the Bonus Bet Pay Table stipulated in rule 4.3 regardless of the value of the Dealer’s or the Player’s Hand, or how the Dealer or the Player has set his “Low Hand” and “High Hand”; and

4.2.2 If a Player’s Hand or the Dealer’s Hand is able to make more than one qualifying Bonus Hand, only the best qualifying Bonus Hand will be eligible to be paid.

4.3 Bonus Bet Pay Table

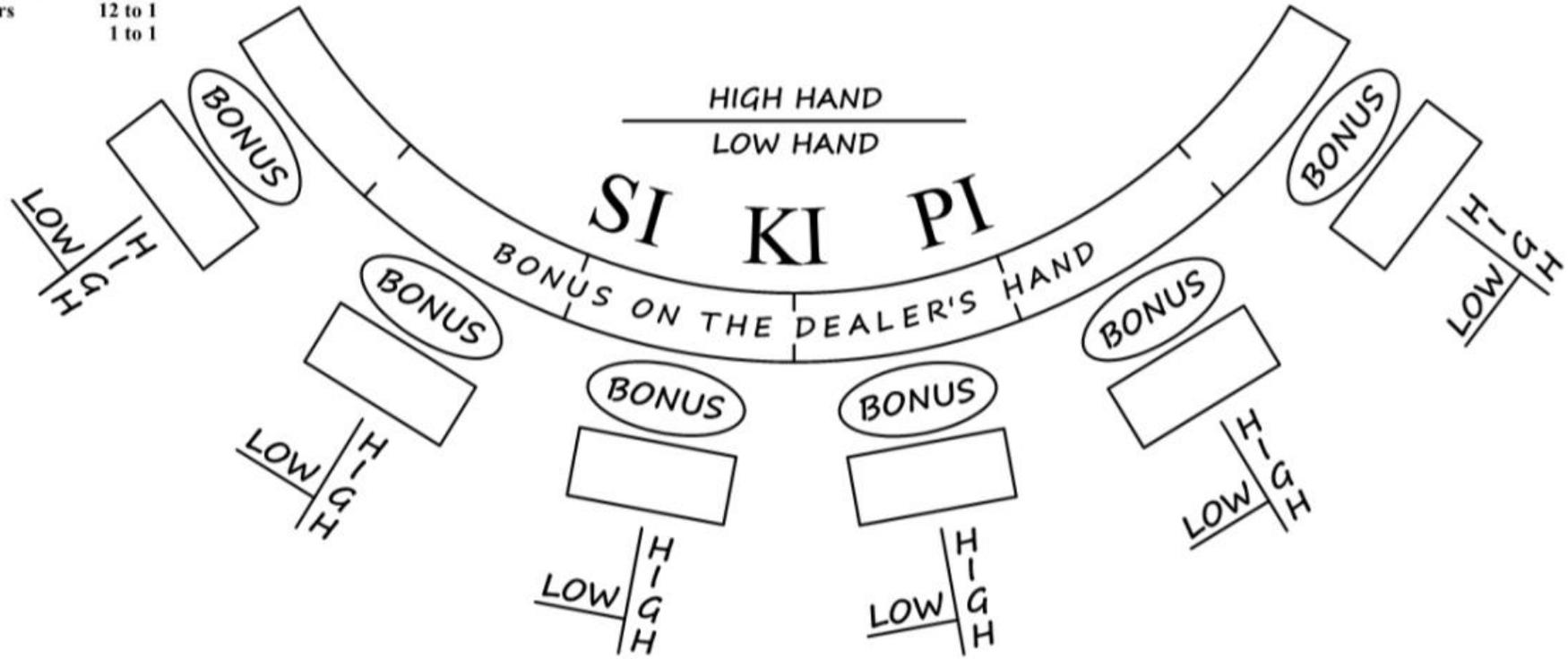
Bonus Bet Pay Table (This pay table is applicable to both the Player’s and Dealer’s Hand)	
Bet/Rules	Pays*
Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1
*No commission is levied on a winning Bonus Bet	

5. Irregularities

- 5.1 In the event that any of the following situations occur, the Round of play shall be Voided and the outcome of all previous Rounds of play shall stand:
 - 5.1.1 If a foreign card that does not form part of the set of cards is found during the Round of play; or
 - 5.1.2 The Dealer exposes two or more cards on the Dealer's Hand and no Player has seen the cards distributed to him; or
 - 5.1.3 Any incorrect distribution of the cards and any Player has seen the cards distributed to him.
- 5.2 The Player has the option of withdrawing his Bet if the Dealer exposes two or more cards on the Player's Hand and no Player has seen the cards distributed to him.
- 5.3 In the event if the Dealer exposes two or more cards on the Player's Hand or the Dealer's Hand and any Player has seen the cards distributed to him, the Round of play shall continue.
- 5.4 In the event a Player walked away after he has placed a Bet, and he is the only Player who has placed a Bet on the betting box, the House shall arrange the cards of that Player's Hand in accordance with the House Way. The House shall settle the Bet accordingly after the Round of play.

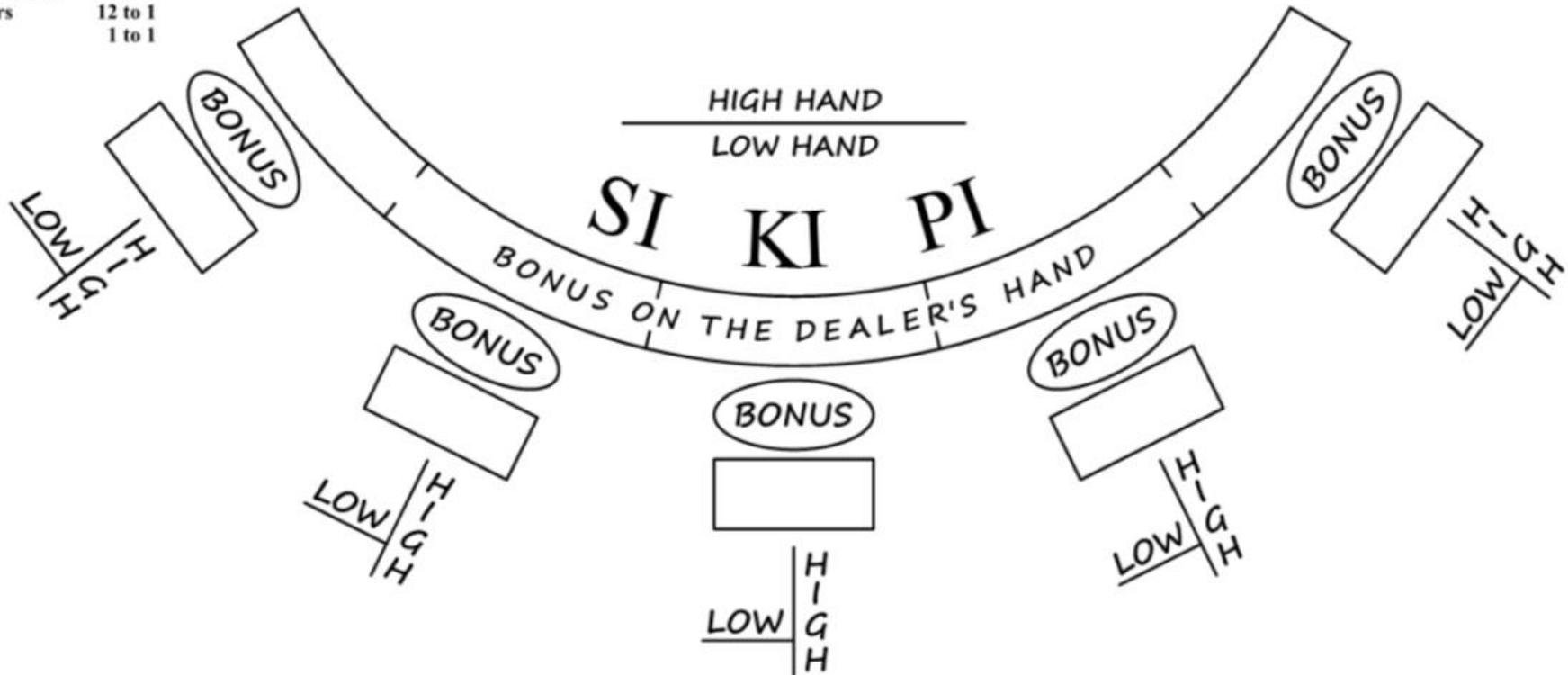
Appendix B

Bonus Pays	
Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1



Appendix C

Bonus Pays	
Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1



Appendix D

Bonus Pays

Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1



Appendix E



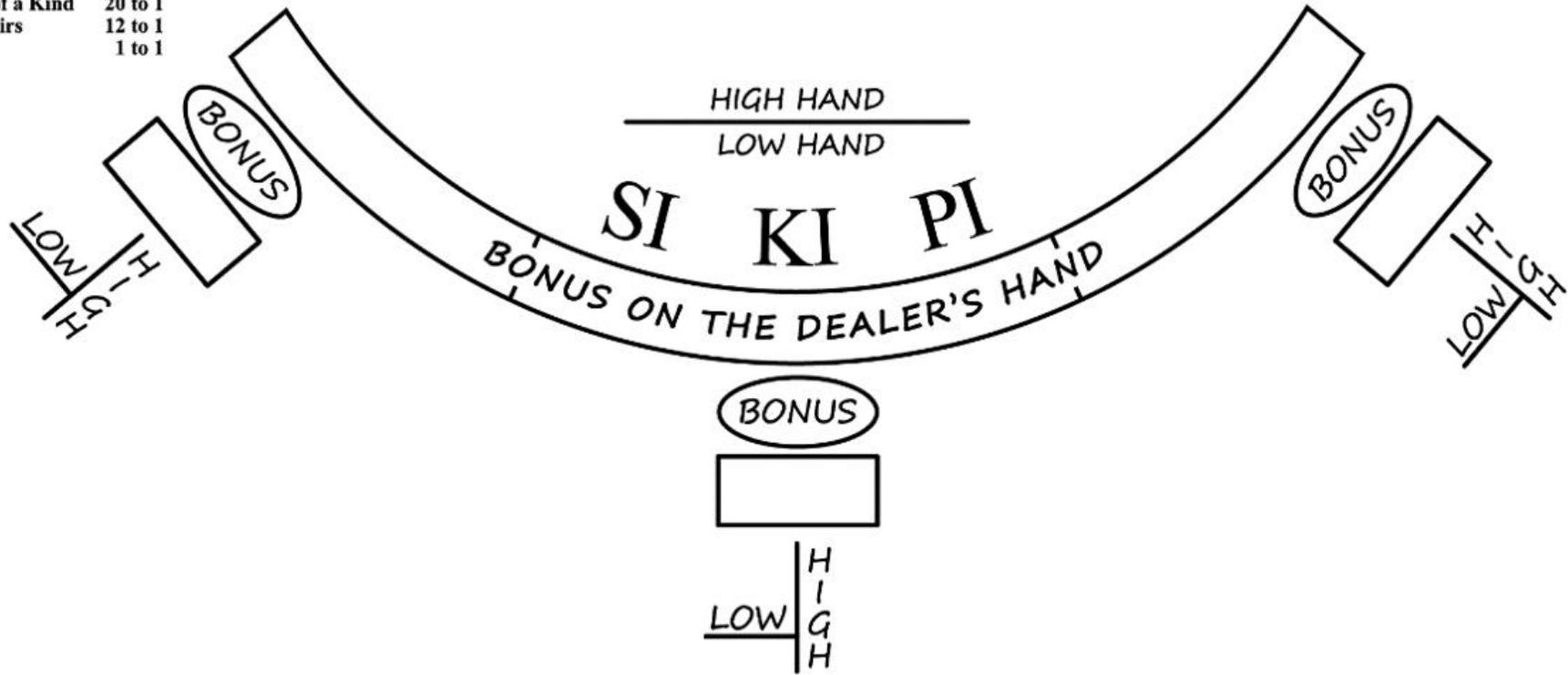
Bonus Pays

Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1

Appendix F

Bonus Pays

Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1



Appendix G

Hands Ranking (Pairs & Gong) (Ranking is not dependent on the suit of the cards making up the Pair or Gong)



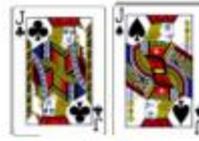
Ace



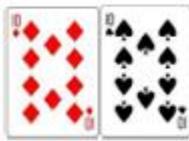
King



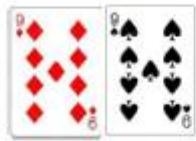
Queen



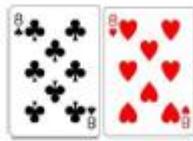
Jack



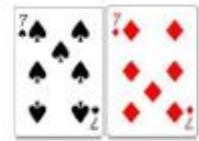
Ten



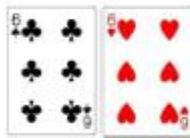
Nine



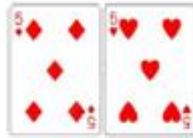
Eight



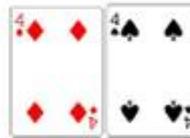
Seven



Six



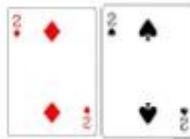
Five



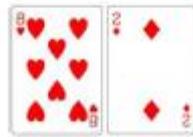
Four



Three



Two



Gong

(Any cards with the value of 2 and 8 only)

Hands Ranking (Point Total)

	The ranking of Hands in terms of point total from the highest to the lowest (Ranking is not dependent on the suit of the cards making up the Hand)							
9 (Nine Point)	A , 8	K , 9	Q , 9	J , 9	10 , 9	7 , 2	6 , 3	5 , 4
8 (Eight Point)	A , 7	K , 8	Q , 8	J , 8	10 , 8	6 , 2	5 , 3	
7 (Seven Point)	A , 6	K , 7	Q , 7	J , 7	10 , 7	9 , 8	5 , 2	4 , 3
6 (Six Point)	A , 5	K , 6	Q , 6	J , 6	10 , 6	9 , 7	4 , 2	
5 (Five Point)	A , 4	K , 5	Q , 5	J , 5	10 , 5	9 , 6	8 , 7	3 , 2
4 (Four Point)	A , 3	K , 4	Q , 4	J , 4	10 , 4	9 , 5	8 , 6	
3 (Three Point)	A , 2	K , 3	Q , 3	J , 3	10 , 3	9 , 4	8 , 5	7 , 6
2 (Two Point)	K , 2	Q , 2	J , 2	10 , 2	9 , 3	8 , 4	7 , 5	
1 (One Point)	A , K	A , Q	A , J	A , 10	9 , 2	8 , 3	7 , 4	6 , 5

Appendix H

House Way

Cards arranged according to the House Way shall be arranged as follows:

1. In the event that the cards dealt contain a pair of cards with the same value, the pair of cards shall not be split to form the “Low Hand” and “High Hand” and shall be kept together as a pair within the same Hand unless:
 - (i) There is a pair of 9s in the cards dealt and after the split the sum of the value / combination of the cards making up the “High Hand” (the “High Hand Sum”) and the sum of the value / combination of the cards making up the “Low Hand” (the “Low Hand Sum”) are both 9; or
 - (ii) There is either a pair of 8s, 7s, 6s, 3s or 2s in the cards dealt and a split would allow any of the following “Low Hand Sum” and “High Hand Sum” to be obtained:
 - (a) 7 and 9,
 - (b) 8 and 8,
 - (c) 8 and 9,
 - (d) 7 and Gong,
 - (e) 8 and Gong, or
 - (f) 9 and Gong.
2. In the event that the cards dealt do not contain a pair of cards with the same value but contain cards with the value of 2 and 8, the Dealer shall arrange the cards such that the cards with the value of 2 and 8 shall form the “High Hand” to achieve a Gong and the remaining 2 cards shall form the “Low Hand”.

3. In the event that the cards dealt do not contain a pair of cards with the same value or cards with the value of 2 and 8, but contain the following exceptions:
 - (i) Ace, 2, 3 and 4, the Dealer shall arrange the cards such that the “Low Hand Sum” is 4 and the “High Hand Sum” is 6.
 - (ii) Ace, 2, 3 and 5, the Dealer shall arrange the cards such that the “Low Hand Sum” is 4 and the “High Hand Sum” is 7.
4. In the event that the cards dealt do not contain a pair of cards with the same value, cards with the value of 2 and 8 or the above exceptions:
 - (i) The Dealer shall arrange the cards such that the “Low Hand Sum” is the highest from the various combinations of “Low Hand” and “High Hand”.
 - (ii) In the event that 2 of the cards dealt contain a King, Queen, Jack or 10, the higher ranking of the 2 cards (King, Queen, Jack or 10) shall be placed with the “Low Hand”. However in the event that the remaining cards contain either a 9 or an Ace, the higher ranking of the 2 cards (King, Queen, Jack or 10) shall be placed with the “High Hand”.
 - (iii) In the event that 3 of the cards dealt contain a King, Queen, Jack or 10, forming a zero point total on the “Low Hand”, the highest ranking of the 3 cards (King, Queen, Jack or 10) shall be placed with the “High Hand”.