

ANDAR BAHAR

(RWS) Game Rules

w.e.f. 18 July 2024, 0800 hours



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Andar Bahar” 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 **Bet** shall have the same meaning as wager.
- 1.2 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.3 **Dealer** refers to the person responsible for the dealing of the game.
- 1.4 **Differential** refers to the difference between the total amount of Bets placed on Andar Hand and the total amount of Bets placed on Bahar Hand in a Round of play.
- 1.5 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.
- 1.6 **First 3 Cards** refers to a side Bet that wins when the Joker card, the first card dealt to the Andar Hand and the first card dealt to the Bahar Hand achieves a Straight Flush, or Three of a Kind, or Straight, or Flush, with any other outcome being a loss.

First 3 Cards Ranking List (Descending order)	
Straight Flush (Three cards of the same suit in sequence, an Ace may count high or low in a Straight Flush)	e.g. A♥, K♥, Q♥ or 3♦, 2♦, A♦
Three of a Kind	e.g. Q♠, Q♥, Q♣
Straight (any three cards in sequence of different suits, an Ace may count high or low in a Straight)	e.g. 3♣, 2♥, A♦ or A♣, K♦, Q♣
Flush (any three cards of the same suit, not in sequence)	e.g. K♣, J♣, 9♣

- 1.7 **Hand** refers to the cards that have been dealt to Andar Hand or Bahar Hand in a Round of play.
- 1.8 **House** refers to the Casino Operator.

- 1.9 **Joker** refers to the first card dealt in a Round of play.
- 1.10 **Over 8** refers to a side Bet that wins when the card ranking of the Joker card is higher than 8, with any other outcome being a loss. For this side Bet, an Ace may only count high.
- 1.11 **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.
- 1.12 **Player** refers to a person who places a Bet during a Round of play.
- 1.13 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.14 **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.
- 1.15 **Seated Player** refers to the Player sitting at the betting box who has placed a Bet on a betting box.
- 1.16 **Specific Joker Card** refers to a side Bet that wins when the card ranking of the Joker card is the exact same ranking as the card ranking on which the Player has placed a Bet, with any other outcome being a loss.
- 1.17 **Stand Off** refers to a situation where the first card dealt to the Andar Hand has the exact same ranking as the Joker card. In a Stand Off, the Andar's Bet is neither paid nor collected.
- 1.18 **Super Andar** refers to a side Bet that wins when the first card dealt to the Andar Hand has the exact same ranking as the Joker card, with any other outcome being a loss.
- 1.19 **Super Bahar** refers to a side Bet that wins when the first card dealt to the Bahar Hand has the exact same ranking as the Joker card except in the event the first card of Andar Hand also has the exact same ranking as the Joker card, and with any other outcome being a loss.
- 1.20 **Standing Player** refers to a Player who places a Bet on the betting area without sitting at a Seated Player's betting box.

- 1.21 **Under 8** refers to a side Bet that wins when the card ranking of the Joker card is lower than 8, with any other outcome being a loss. For this side Bet, an Ace may only count high.
- 1.22 **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 Andar Bahar may be played only on tables displaying the layout as shown in Appendices A and B.

2.2 The Cards

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

3. How to Play

- 3.1 The objective of the game is to Bet on a Hand, the Andar Hand or Bahar Hand, which will be dealt a card which has the exact same ranking as the Joker card first.
- 3.2 The ranking of the cards shall be determined as follows:
 - 3.2.1 cards ranking from the highest to the lowest – Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, and 2; and
 - 3.2.2 all suits shall have the same rank.
- 3.3 The permissible minimum limit and maximum limit, and maximum Differential limit shall be displayed at the table.
- 3.4 It shall be the responsibility of the Player to place the Bet within the permissible minimum limit and maximum limit, and maximum Differential limit as displayed at the table.
- 3.5 Where applicable, no Player playing in any betting box and Betting less than the maximum permissible limit or maximum Differential limit provided, shall refuse the balance of the Bet in that Round of play to be taken up by any other Player.
- 3.6 Player may start placing a Bet when the Dealer announces “Place your Bets, please”.
- 3.7 Any Player may choose to place a Bet on any one or more of the following:
 - Andar
 - Bahar
 - Super Andar
 - Super Bahar
 - Under 8
 - Over 8
 - First 3 Cards
 - Specific Joker Card

Any Player may Bet on the Super Andar and/or Super Bahar and/or Under 8 and/or Over 8 and/or First 3 Cards and/or Specific Joker Card without having to place a Bet on Andar or Bahar.

- 3.8 No more Bets shall be placed after the Dealer announces “No more Bets”.
- 3.9 A card shall be dealt from the Card Shoe/Electronic Card Shuffler. The first card shall be the Joker card and shall be used to determine the outcome of the Under 8, Over 8 and Specific Joker Card Bets. The Dealer shall continue to deal the second card to the Andar Hand and the third card to the Bahar Hand. These three cards shall be used to determine any outcomes of the Andar, Bahar, Super Andar, Super Bahar and First 3 Cards Bets.
- 3.10 Except as provided in paragraph 3.10.1 where the Round of play shall be concluded, the Dealer shall continue to deal one card at a time face up to Andar Hand and then Bahar Hand until a card of the exact same ranking as the Joker card is dealt.
- 3.10.1 The Round of play shall be concluded and no card will be drawn if there is no Bet on Andar or Bahar. Upon the Player’s request, the House may continue dealing the cards until there is an outcome on Andar Hand and Bahar Hand for the Round of play.
- 3.11 The winning Hand shall be the Hand that is dealt a card which has the exact same ranking as the Joker card first.
- 3.11.1 When the first card dealt to the Andar Hand has the exact same ranking as the Joker card, it shall be considered a Stand Off. Where there is Stand Off and the first card dealt to the Bahar Hand has the exact same ranking as the Joker card, all Bets on the Bahar Hand shall lose.
- 3.12 All losing Bets shall be collected and winning Bets shall be paid in accordance with the Andar Bahar Pay Table in paragraph 4.1.
- 3.13 The Seated Player with the highest Bet on the table may request for permission to squeeze a card, before such card(s) are dealt from the Card Shoe/Electronic Card Shuffler. In the event that such permission is granted by the House, the cards shall be dealt face down. In the event that the Dealer inadvertently dealt any card(s) face up after such permission has been granted by the House, the Round of play shall continue and the result shall stand.

4. Settlement

4.1 Odds of Each Winning Bets

Bet/Rules	Pays
Andar wins	1 to 1
Bahar wins	1 to 1
Super Bet	
Super Andar wins	14 to 1
Super Bahar wins	14 to 1
In the event the first card of Andar Hand also has the exact same ranking as Joker card, Super Andar wins, and Super Bahar loses.	
First 3 Cards Bet	
Straight Flush	100 to 1
Three of a Kind	50 to 1
Straight	6 to 1
Flush	4 to 1
Under/Over 8 Bet	
Under 8 wins (i.e. 2, 3, 4, 5, 6 and 7)	1 to 1
Over 8 wins (i.e. 9, 10, J, Q, K and A)	1 to 1
Specific Joker Card Bet	
Specific Joker Card Ranking (i.e. 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K and A)	10 to 1

5. Irregularities

- 5.1 In the event the total Bets placed on any betting boxes exceed the maximum permissible Differential or maximum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the House shall reject the excess Bets. For the purposes of assessing whether the maximum permissible limit or maximum permissible Differential has been reached in a betting box, Seated Players shall have the priority in the placement of their Bets, following which Standing Players may then place their Bets until the maximum permissible limit or maximum permissible Differential for that betting box is reached. If there are no Seated Players, the House shall reject and return the excess Bets which were placed later in time.
- 5.1.1 However, if the excess Bets were not rejected, the Player shall win or lose his Bet on a pro rata basis based on the maximum permissible Differential or maximum permissible limit for that betting box. Such apportionment shall not result in any Player winning or losing based on a pro-rated Bet that is below the minimum permissible limit.
- 5.1.2 In the event that any Player has, in a betting box that has exceeded the maximum permissible limit, placed a Bet that is under the minimum permissible limit, pro rata shall not be applied, and such Player shall win or lose accordingly.
- 5.2 In the event the total Bet(s) 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, 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:

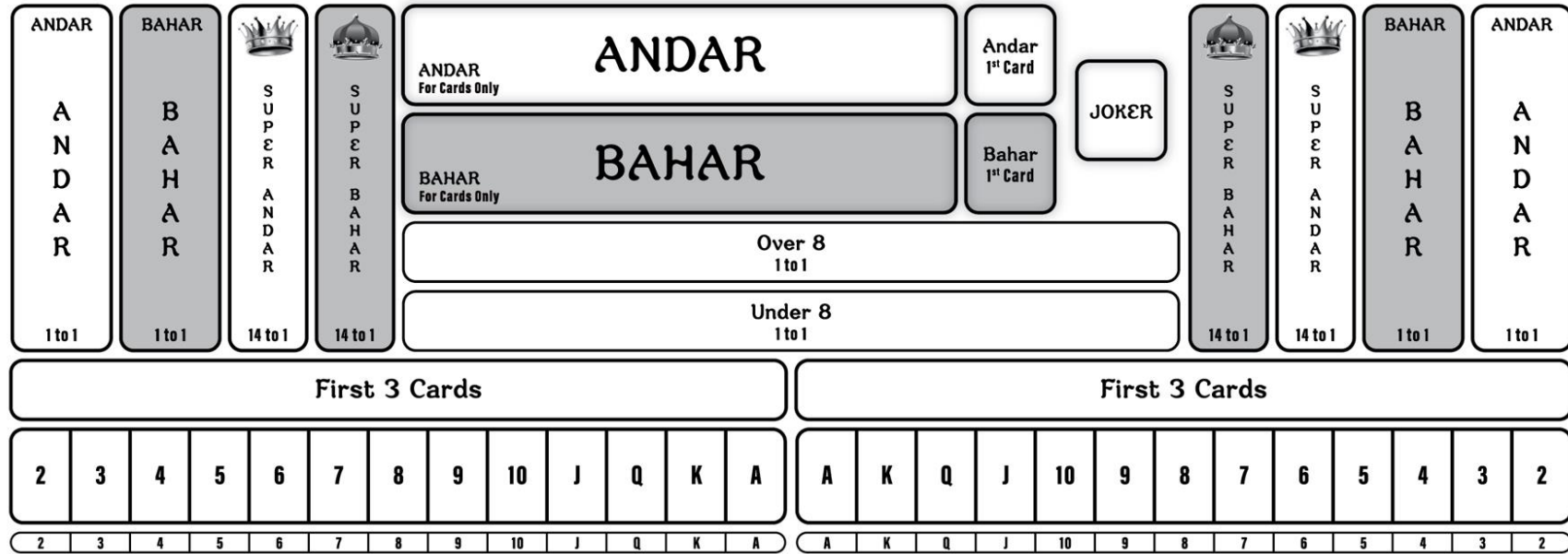
- 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or
 - 5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.
- 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 there is any shortage or excess of cards in the deck; or
 - 5.5.3 if the playing cards are not shuffled,
- the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.
- 5.6 After the Dealer announces “No more Bets”, no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.7 The House shall Reconstruct all cards arising from any dealing error made. The House shall have reasonable discretion to determine whether or not the cards are capable of being Reconstructed.
- 5.8 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 in the Round of play.
- 5.9 If the Dealer inadvertently dealt a card meant to be dealt to the Andar Hand, to the Bahar Hand and/or a card meant to be dealt to the Bahar Hand, to the Andar Hand,
- 5.9.1 Regardless of whether the card(s) has been exposed, that Round of play shall be played in accordance with paragraphs 3.9 and 3.10. If the cards have been dealt incorrectly, they shall be Reconstructed before play continues.

- 5.9.2 Except in a situation where an outcome has been established and the cards can be Reconstructed, all Players on the gaming table shall be given the options set out in paragraph 5.14.
- 5.10 If the Dealer inadvertently dealt any card(s) face up on specific tables where the cards are dealt face down, the Round of play shall continue and the result shall stand.
- 5.11 In the event any cards have been drawn simultaneously, and the order of the cards cannot be determined and 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.
- 5.11.1 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 5.14.
- 5.11.2 The cards in the Card Shoe/Electronic Card Shuffler may be replaced with a new set of cards. This decision shall be made by Pit Supervisor or above.
- 5.12 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.
- 5.13 Any incorrect number of cards dealt shall be removed from play and the outcome of the Round of play shall be played in accordance with the paragraphs 3.9 and 3.10.
- 5.14 In the event of any dealing error not described in paragraph 5.5, 5.8, 5.10 or 5.13, and regardless of whether Reconstruction is possible, all affected Players on the gaming table shall have the option to:
- 5.14.1 continue their Hand (if the cards cannot be Reconstructed); or
- 5.14.2 continue with the Reconstructed Hand (if the cards can be Reconstructed); or
- 5.14.3 have their Bet returned.

All Players who have chosen the options set out in paragraph 5.14.1 or 5.14.2 above must then accept any subsequent cards dealt on that Round of play.

- 5.15 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.
- 5.16 Any display information provided by the House on the outcome of current and/or previous Rounds of play is for information purposes only, and the actual outcome at the table shall prevail in the event of any inaccuracy in the display information.
- 5.17 Where the Round of play is Voided, all Bets made by the Players for that particular Round of play shall be returned.
- 5.18 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.
- 5.19 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



Specific Joker Card 10 to 1

Andar push when first card dealt to the Andar Hand has the exact same ranking as the Joker card.

First 3 Cards

Straight Flush	100 to 1
Three of a Kind	50 to 1
Straight	6 to 1
Flush	4 to 1

In the event the first card of Andar matches the Joker card, Super Andar wins, and Super Bahar loses.

Specific Joker Card 10 to 1



Appendix B

	ANDAR	BAHAR	 SUPER ANDAR	 SUPER BAHAR	ANDAR <small>For Cards Only</small>	ANDAR 1 st Card	JOKER	 SUPER BAHAR	 SUPER ANDAR	BAHAR	ANDAR
	A N D A R	B A H A R	S U P E R A N D A R	S U P E R B A H A R				S U P E R B A H A R	S U P E R A N D A R	B A H A R	A N D A R
1	1	1								6	6
2	2	2			Over 8					7	7
3	3	3			Under 8					8	8
5	1 to 1	5 1 to 1	14 to 1	14 to 1						1 to 1	9 1 to 1

First 3 Cards											First 3 Cards														
2	3	4	5	6	7	8	9	10	J	Q	K	A	A	K	Q	J	10	9	8	7	6	5	4	3	2
2	3	4	5	6	7	8	9	10	J	Q	K	A	A	K	Q	J	10	9	8	7	6	5	4	3	2

<p>Specific Joker Card 10 to 1</p> <p>ANDAR 左邻 BAHAR 右舍</p> <p>3</p>	<p>Andar push when first card dealt to the Andar Hand has the exact same ranking as the Joker card.</p> <p>First 3 Cards</p> <p>Straight Flush 100 to 1 Three of a Kind 50 to 1 Straight 6 to 1 Flush 4 to 1</p> <p>5</p>	<p>In the event the first card of Andar matches the Joker card, Super Andar wins, and Super Bahar loses.</p> <p>Specific Joker Card 10 to 1</p> <p>ANDAR 左邻 BAHAR 右舍</p> <p>7</p>
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