

PAI GOW

(RWS)

Game Rules

Version 2

w.e.f. 8.00 a.m. on 1 February 2018

Table of Contents

Page Number

1. Definitions	3
2. Mode of Play	4
3. How to Play	5
4. Settlement	8
5. Irregularities	9
6. Appendix "A"	10
7. Appendix "B"	11
8. Appendix "C"	15

1. Definitions

In these rules:

Banker means any Dealer-Banker or Player-Banker as the case may be.

Dealer-Banker means that the House holds the Bank for a round of play.

House means the Casino Operator.

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".

Player-Banker means that the Player holds the Bank for a round of play.

"Low Hand" and **"High Hand"** denote the 2 combinations arranged out of the 4 tiles. The "High Hand" has a higher ranking than the "Low Hand".

Tie means when a Player wins either his "Low Hand" or "High Hand" and loses the other.

2. Mode of Play

2.1 Layout

2.1.1 Pai Gow may be played only on tables displaying the layout as shown in Appendix "A".

2.1.2 Betting boxes will be marked for each Player. The maximum number of boxes is as shown on the table layout.

2.1.3 The placement box is in the shape of a rectangle for the placement of Player's tiles.

2.1.4 The center circle is the placement of the required amount of chips (i.e. the capital) for the Player-Banker.

2.2 The game shall be played with a standard set of thirty-two tiles.

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 All Players must make a bet on the designated betting box in order to participate in the game. A marker will be used to indicate the Banker prior to the commencement of play.
- 3.4 The objective of the game is to have both the ranking hands ("Low Hand" and "High Hand") higher than the Banker.
- 3.5 The Ranking of Tiles in both "Pairs" and "Single" order is shown in Appendix "B".
 - 3.5.1 When a "Low Hand" or "High Hand" is lower than "Day High Nine" (ranking 22), the value of the hand will be a single digit number from 0 to 9 which is determined by totaling the value of the tiles in hand and as required, subtracting the tens.
 - 3.5.2 When both Player's and Banker's hands have the same value and the highest ranking tiles are identical – Banker wins.
 - 3.5.3 When both Player's and Banker's hands have the same value (other than zero) but different ranking – Highest ranking wins.
 - 3.5.4 When both Player's and Banker's hands 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.
 - 3.5.5 The "Gee Jun" (3 and 6) are the two "Wild Tiles". Either tile may be counted as a Three or Six depending on which is more beneficial to the hand.
- 3.6 A dice cup and a set of 3 dice will be used to determine the order of play.
- 3.7 After all the Players have placed their bets, the Dealer will proceed to shake the dice cup with the three dice inside. The total point count of the dice will determine which hand shall receive the first stack of four tiles, starting from Banker's position in an anti-clockwise direction.

- 3.8 The tiles are delivered to all placement boxes irrespective of whether there is a bet or not.
- 3.9 If there is no bet on any particular betting box, the Dealer shall collect the tiles from the said box and place them in the "Burnt Box".
- 3.10 After the Players have arranged their tiles into two hands (the "Low Hand" and the "High Hand"), they will place their tiles on the table and the Dealer will set them on the placement box after which the Player will not be allowed to handle the tiles again.
- 3.11 If the Player requests the Dealer to set his tile in accordance to the House Way, the Dealer will do so.
- 3.12 If a seated Player places a bet in betting boxes with no seated Player, the tiles in those betting boxes where the Player is not seated shall be arranged in accordance to the "House Way".
- 3.13 The Dealer shall then set his tiles in accordance to 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".
- 3.13.1 A Player wins when his "Low Hand" and "High Hand" ranks higher than both of the Banker's hands.
- 3.13.2 A Player loses when his "Low Hand" and "High Hand" ranks lower than both of the Banker's hands.
- 3.13.3 A "Tie" is when Player wins either his "Low Hand" or "High Hand" and loses the other.

- 3.14 Each Player has an option to become the Banker (Player-Banker) on a rotational basis (anti-clockwise) provided that there are other Players betting against him after the rotation. The rotation shall start with the Dealer, and alternate between the Dealer and the Players.
- 3.15 In order to be a Player-Banker, a Player must be seated and must have a bet against the Dealer-Banker in the previous game, prior to his turn to be the Player-Banker.
- 3.16 A Player can place any amount of bet against the Player-Banker according to the table betting limit. The Player-Banker must place, in the centre circle, the required amount of chips (i.e. the capital) which are sufficient to cover the total bets of all the other Players.

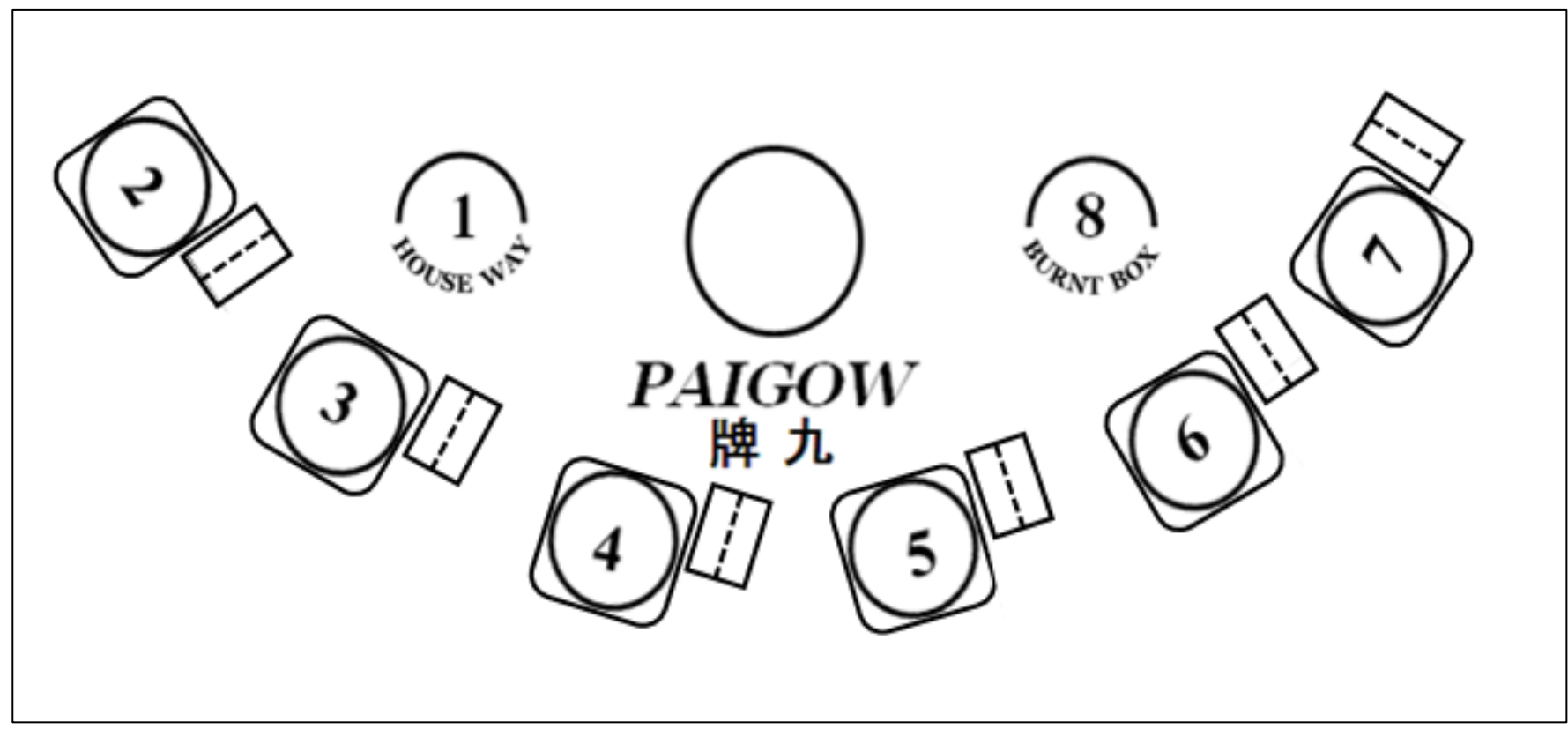
4. Settlement

- 4.1 All winning bets in the betting box are paid even money at odds of 1 to 1, less 5% commission.
- 4.2 After deducting the Player-Banker's capital, the House shall levy a 5% commission on the balance winning amount.

5. Irregularities

- 5.1 In the event that any of the following situations occur, the game shall be considered void:
 - 5.1.1 The Dealer exposes two or more tiles on the Banker's hand where such Banker is the House and no Player has seen the tiles distributed to him;
 - 5.1.2 The Dealer exposes two or more tiles on the Banker's hand where such Banker is the Player-Banker, no Player has seen the tiles distributed to him and the Player-Banker requires the game to be void; or
 - 5.1.3 The Dealer exposes two or more tiles on the Player's hand where such Banker is the Player-Banker and no Player has seen the tiles distributed to him; or
 - 5.1.4 Any incorrect distribution of the tiles and any Player has seen the tiles distributed to him.
- 5.2 The Player has the option of withdrawing his bet if the Dealer exposes two or more tiles on the Player's hand where the Banker is the House and no Player has seen the tiles distributed to him.
- 5.3 In the event if the Dealer exposes two or more tiles on the Player's hand and any Player has seen the tiles distributed to him, regardless whether the Banker is a Player-Banker or the House, the round of play shall continue.
- 5.4 After the Dealer announces "No more bets", no bet may be placed or increased and any bet so placed or to the extent increased will be refused and/or will not be honored.
- 5.5 After the Dealer has announced "No more bets", no bet may be withdrawn and any bet withdrawn shall be won or lost based on the game results.

Appendix “A”



Appendix "B"

Tile Rankings (Pairs)



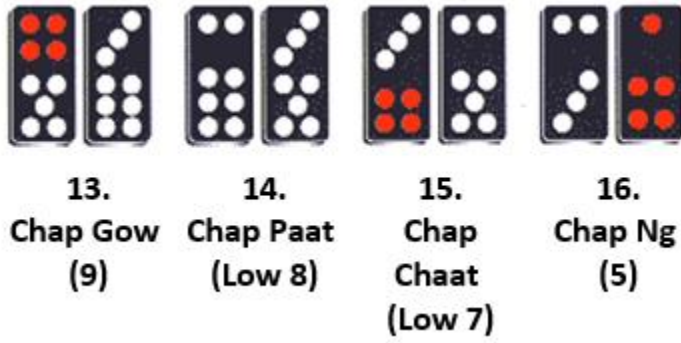
1. Gee Jun
(Gee)
2. Teen
(12)
3. Day
(2)
4. Yun
(High 8)



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



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



Wongs, Gongs & High Nines



17.
Teen Wong



18.
Day Wong



19.
Teen Gong



20.
Day Gong



21.
Teen Gow
(High Nine)



22.
Day Gow
(High Nine)

Individual / Single Ranking



1. Teen



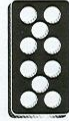
2. Day



3. High 8



4. High 4



5. High 10



6. High 6



7. Low 4



8. 11



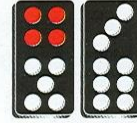
9. Low 10



10. High 7



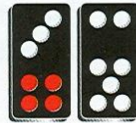
11. Low 6



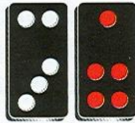
12. 9



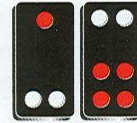
13. 8-(Low 8)



14. 7-(Low 7)



15. 5



16. Gee Jun

Appendix “C”
House Way

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

1.2 Split the following Pairs;

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

1.3 Arrangement of Wongs, Gongs and High Nines;

No.	Having Wong, Gong and High Nine
1	Play High Nine, Gong or Wong even at the expense of a Low Hand.
2	Play High Nine before Gong, before Wong, (if the Low Hand achieved a "Cheong Sum" ranking of point total "3" or better).
3	When given the choice between a Teen and a Day in making Wong, Gong or High Nine, then play the Teen in the High Hand.
4	<p>When No Pair, Wong, Gong or High Nine, make the Low Hand and High Hand as close as possible:</p> <ul style="list-style-type: none"> a) If Low Hand does not achieve a "Cheong Sum" ranking of point total "3" or better, then increases the High Hand in point total. b) If point total "7" or better cannot be achieved in the High Hand, then revert and balance the hands. c) Play the highest ranking tile in the Low Hand, if the hands total is 7 & 9 or less. d) Play the highest ranking tile in the High Hand, if the hands total is 8 & 9 or better.

1.4 Individual Exceptions;

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