

Crown Casino

Pai Gow Rules

RULES OF THE GAME

PAI GOW

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1 DEFINITIONS

1.1 In these rules -

“**Bank**” means the hand against which all other players wager.

"**Box Dice**" means three dice of the same colour, but of a different colour to the Cut Die, that are used to determine the first box to receive the tiles in a round of play.

"**Casino Supervisor**" means a person other than a Game Supervisor who is responsible for the supervision and management of gaming operations.

“**Chung**” means a marker used to indicate who is the Banker in a round of play.

“**Co-banking**” means a player banking in partnership 50-50 with the house.

"**Cut Die**" means a single die of a different colour to the Box Die used to determine the style of cut to be used in a round of play.

"**Dealer**" means a person responsible for the operation of the game.

“**Dice cup**” means a cup like device with a non-transparent cover used to contain and shake the four dice used.

"**Distinctive Marker**" means a marker button labelled with, but not limited to, the words personal limit or higher limit.

"**Game Supervisor**" means the person responsible for the supervision of the operation of the game.

“**Big/Small**” side wager means a wager which, when offered, may be placed on **Big** or **Small**. A wager placed on **Big** will win when the total of the three Box Dice (or dice as described in rule 14.2) is 11, 12, 13, 14, 15, 16 or 17 and a wager placed on **Small** will win if the total of the three Box Dice (or dice as described in rule 14.2) is 4, 5, 6, 7, 8, 9 or 10. Both wagers will lose on any total other than that stated or on any triple.

“**House**” means Crown Casino.

“House Banking” means that the House holds the bank for a round of play.

“House Way” means the way a Dealer will set his/her hand or that of a player or Player-Banker upon request.

“Laja” means an additional mix of the tiles that may be performed by the Dealer, player or Player-Banker.

“Matching” means comparing the player’s high hand with the House or Player-Banker’s high hand and the player’s low hand with the House or Player-Banker’s low hand as the case may be.

“Player-Banker” means a player taking the bank.

“Ranking” means the classification of the order of the tiles.

“Shuffle” means a random mix of the tiles, conducted face-down upon the table.

“Side Wager” means a betting option which is an accessory to the main game and on which players may place a wager in addition to their regular Pai Gow wager, and where rule 13 is in operation in addition to their Bonus wager or Tie wager.

“Stand-off” means a hand where the player’s wager neither wins nor loses for the purposes of regular Pai Gow.

“The Tile/s” means a domino or set of thirty-two dominoes.

“Traditional Cuts” means one of the approved ways of cutting the tiles at the Player-Banker’s request.

“VCGR” means Victorian Commission for Gambling Regulation.

- 1.2 Unless contrary intention appears, a Game Supervisor or a Casino Supervisor may perform any function or exercise any power of the Dealer.
- 1.3 A reference in these rules to the game is a reference to the game of Pai Gow played at a particular gaming table.

- 1.4 A reference in these rules -
 - 1.4.1 To a bet is a reference to the contingency or outcome on which a player may place a wager; and
 - 1.4.2 To a wager is to the money appropriated to such a bet in a particular case.

2 EQUIPMENT

- 2.1 Pai Gow will be played on a table having places for eight or less seated players and the Dealer.
- 2.2 The table layout will be marked in a manner similar to that shown in Diagram A with:-
 - 2.2.1 Areas for wagers, the number of areas being eight or less; and
 - 2.2.2 Where the “Pai Gow **Big/Small**” side wager is offered, additional betting areas will be provided for **Big** wagers and **Small** wagers in a manner similar to that described in Diagram A or Diagram B; and
 - 2.2.3 The name and/or logo of the casino imprinted thereon.
- 2.3 The game will be played with thirty-two dominoes (tiles) as pictured in Appendix 1.
- 2.4 Four dice will be used for play. The dice will be:
 - 2.4.1 Precision made with faces of a minimum size of ten millimetres square;
 - 2.4.2 Marked on each side from one to six, so arranged that the sum of the sides of any pair of opposite sides is seven;
 - 2.4.3 Coloured so that three dice will be of one particular colour (the Box Dice) and one die will be a different colour (the Cut Die).
- 2.5 Additional equipment used on the game includes:
 - 2.5.1 A dome-shaped container (Dice Cup) to shake the dice.

2.5.2 An “OFF” marker button that may be used to signify a betting area that has been removed from play.

2.5.3 A Chung to indicate the Banker.

2.6 A sign displaying table limits will be present on the table.

3 THE TILES

3.1 The tiles will be checked, tile by tile, prior to the commencement of gaming and the conclusion of gaming.

3.1.1 The tiles will be displayed on the table in rank order and checked by the Game Supervisor.

3.1.2 The tiles will remain displayed on the table until a player takes a place at the table.

3.2 Should any tiles be damaged or marked during play, the Casino Supervisor will be notified and the tiles will be replaced by either an individual tile or a new set of tiles.

3.3 Prior to a set of tiles being removed from the table the tiles will be checked again on the table tile by tile and set out in rank order.

3.4 The ranking of the tiles in both pair and individual order is pictured in Appendix 1.

3.4.1 When a hand is lower than Day High Nine (ranking 22) the value of the hand will be a single figure (zero to nine inclusive) and will be determined by totalling the count values of the tiles in the hand and, as required, subtracting ten.

3.5 Gee Jun, Ranked No 1 pair, are as individual tiles the lowest ranked tiles. Those individual tiles may be used as either a three or a six.

4 THE DICE

- 4.1 Four dice a single Cut Die and three Box Dice will be used to determine respectively the cut and the first box to receive the tiles in each round of play. The type of cut and the first box to receive the tiles are described in Table 2.
 - 4.1.1 Where the **Big/Small** side wager is offered, the three Box Dice will be used to determine the **Big/Small** result.
- 4.2 The Dealer or the Player-Banker as the case may be, will shake the Dice Cup during which time the dice must tumble. The Dice Cup is then placed in the centre of the table and the cover removed.
- 4.3 All four dice must come to rest with one surface flat to the base of the Dice Cup otherwise the Dice Cup will be shaken again.
- 4.4 The Dealer will announce the three-dice total, the style of cut and if applicable the **Big/Small** result; and
 - 4.4.1 Settle all winning and losing **Big/Small** side wagers, if applicable; and
 - 4.4.2 Count counter clockwise commencing with the playing area designated by the Chung. That playing area will be counted as 1, 9 or 17; and
 - 4.4.3 Announce the playing area to receive the first tiles.
- 4.5 The Dice Cup will then be placed in the area designated on the table for the Dice Cup.

5 THE SHUFFLE AND CUT

- 5.1 Before each round of play, the Dealer will shuffle the tiles face-down on the table.
- 5.2 The Dealer will stack the tiles into eight groups of four and place the tiles into the centre of the table.

- 5.3 The Game Supervisor may allow any player to personally perform a Laja or request a Laja by the Dealer.
- 5.3.1 After a player Laja, the Banker cannot request another shuffle.
- 5.3.2 After a player Laja and before the bank determines a cut, the tiles will be presented to the bank, to perform his/her own Laja if desired.
- 5.4 The tiles will be cut in accordance with the descriptions in Appendix 2.
- 5.5 At the discretion of the Casino Supervisor, other cuts may be accepted. The VCGR on-site Inspectorate and Surveillance will be advised.
- 5.6 When the House banks, the Cut Die total will determine the type of cut to be used and the Box Dice total will determine the first box to receive the first tiles as described in Table 2.
- 5.7 When a player accepts the bank or co-banks with the house, that player has the option of the cut. If that player declines to choose the cut the Dealer will cut the tiles at the discretion of the Game Supervisor.

6 PAI GOW CUTS

Table 1 – Traditional Pai Gow Cuts

	Chinese	Orientation	English
1	Yat Dong Dong	right or left	One stack
2	Cup Say	top or bottom right of left	Tiger
3	Chee Yee	top or bottom	Chop The Ears
4	Dai Pin	right or left	Big Slice
5	Jung Quat	top or bottom	From the Heart
6	Long Tau Fong May	right or left	Dragon Head Phoenix Tail
7	Wui Fung Bank		Hong Kong Bank
8	Foot Say		Four Across

Table 2 – Random Cuts

TILE DELIVERY			TYPE OF CUT TO BE USED			
'Pai Gow Box Dice' Total	Crown Pai Gow Box Die	Box	'Pai Gow and Crown Pai Gow Cut Die' Total	Cut to be used - Chinese	Orientation	Cut to be used - English
9+17	1	1	1	Long Tau Fong May	right or left	Dragon's Head/Phoenix Tail
10+18	2	2	2	Jung Quat	top or bottom	From the Heart
3+11	3	3	3	Cup Say	top or bottom right or left	Tiger
4+12	4	4	4	Dai Pin	right or left	Big Slice
5+13	5	5	5	Wui Fung Bank		Hong Kong Bank
6+14	6	6	6	Chee Yee	top or bottom	Chop the Ears
7+15		7				
8 + 16		8				

7 HOUSE WAY

- 7.1 When having two ranking pairs to tiles, play the two pairs as two hands.
- 7.2 Never split the following pairs:

NGOR (HIGH FOUR)	FOO TAU (ELEVEN)
MOOY (HIGH TEN)	HOONG TAU SAP (LOW TEN)
CHEONG SUM (HIGH SIX)	LIM LUM LOK (LOW SIX)
BAN TANG (LOW FOUR)	CHAP NG (MIXED FIVES)

7.3 Split:

GEE JUN (SUPREME)	WITH ANY 6 AND 6, 5, 4
TEEN (TWELVE) OR DAY (TWO) WITH ANY	9 AND 8, 7, 6, 5, 4 8 AND 8, 7, 6, 5, 4 7 AND 7, 6, 5, 4
CHAP GOW (NINES) WITH:	TEEN AND DAY TEEN/DAY AND 10 10 AND 10
YUN, CHAP PAAT (EIGHTS),	TEEN AND DAY TEEN/DAY AND 11, 10 10 AND 11, 10 11 AND 9
KO KIOK CHAAT AND CHAP CHAAT (SEVENS)	TEEN AND DAY TEEN/DAY AND 11, 10 10 AND 11

7.4 Wongs, Gongs and High Nines.

- 7.4.1 If no other higher play is possible, always play Wong, Gong or High Nine even at the expense of your low hand.
- 7.4.2 High Nine is played instead of Wong and Gong and Gong is played instead of a Wong when given a choice.
- 7.4.3 Also when given a choice between Teen and Day with the Wong, Gong or High Nine, play the Teen on the high hand.

7.5 Exception

- 7.5.1 Play Wong over Gong and High Nine when the fourth tile is 11.
- 7.5.2 If you have a choice, do not play two high ranking tiles in the same hand.

- 7.5.3 Play Gong over High nine when the fourth tile is any four.
- 7.5.4 Bring the low hand and the high hand as close together as possible unless the hands can be set to a higher value.
- (a) Exceptions
- (i) High 10, Low 10, 11 any 7 or 8. Play 0 and 8 or 0 and 9.
 - (ii) High 8, High 10, 11 any 7. Play 7 and 9.
 - (iii) High 6, 5 Gee Jun any 2 and 12. Play 7 and 9.
 - (iv) High 4 Low 4, 5 and 6. Play 0 and 9.
 - (v) High 6 and 5 Gee Jun any 7. Play 2 and 9.
 - (vi) High 6 Low 6, 12 or 2 with any 4 or 5. Play 0 and 8 or 1 and 8.
 - (vii) High 10, Low 10 any 6 with 2 and 12. Play 0 and 8.
- 7.5.5 When the high hand is 8 or 9, where possible, play the high tile on the high hand.
- (a) Exceptions:
- (i) High 8 Low 8, 9 and High 10. Play 7 and 8 with High 8 on the Low Hand.
- 7.5.6 When the high hand is 7 or less, where possible, play the high tile on the low hand.
- (a) Exceptions:
- (i) High 8, Low 8 High 6 with any 7. Play 4 and 5 with High 8 on the High hand.

- (ii) High 8, Low 8, any 7 and High 4. Play 2 and 5 with High 8 on the High hand.
- (iii) High 10 Low 10 High 6 and 7. Play 6 and 7 with High 10 on the High hand.
- (iv) High 8 Low 8 High 4 and 6. Play 2 and 4 with High 8 on the High Hand.
- (v) High 4 Low 4 High 10 and 11. Play 4 and 5 with High 4 on the High Hand.

7.5.7 A computer may be used by the House to check the correct setting of the House Way.

8 PLACEMENT OF WAGERS

- 8.1 Wagers will be accepted only in chips.
- 8.2 All wagers will be placed in the designated playing areas for wagers.
- 8.3 All wagers will be placed before the Dealer announces that no more bets are to be placed for that round of play.
 - 8.3.1 When the House is banking the Dealer will announce that no more betting will take place immediately prior to tumbling the dice.
 - 8.3.2 Where there is a Player-Banker the Dealer will announce that no more bets may be placed immediately prior to the player nominating the cut to be used.
- 8.4 No wagers will be placed, changed or withdrawn after the Dealer has announced that betting has concluded for that round of play.
- 8.5 Wagers orally declared will only be accepted if accompanied by chips or cash which must be immediately converted to chips and placed on the layout before the Dealer announces that no more bets may be placed.
- 8.6 Upon accepting the bank, the Player-Banker will place a wager. The Dealer will ascertain that the Player-Banker has sufficient funds to cover the minimum requirements for that method.

- 8.7 The Game Supervisor may permit up to three players to wager on any one playing area.
- 8.8 Where more than one player wagers on a playing area the decisions with regard to the tiles dealt to that area will be called by:
- 8.8.1 The player with the highest wager; or
 - 8.8.2 Where all wagers are of equal value, the player whose wager is nearest the Dealer.
- 8.9 The Dealer will, prior to the commencement of a round of play, ascertain the player who will call the decisions with respect to any playing area in accordance with rule 8.8.
- (a) The Dealer will ensure that the player calling the decisions places his/her wager nearest to the Dealer's side of the table.
- 8.10 Where there is a Player-Banker, the Player-Banker's wager is the only wager allowed on the Player-Banker's playing area.
- 8.11 A player may wager on more than one playing area but:-
- 8.11.1 May control the tiles on one playing area only; and
 - 8.11.2 Where there is no other wager on the other area/s, the Dealer will set the tiles the House Way.
- 8.12 A wager placed by a player will lose. i.e. the Banker will win if:
- 8.12.1 The Banker's high hand is higher than the high hand of the player and the Banker's low hand is higher than the low hand of the player.
 - 8.12.2 Either the high or low hand from both the Banker and player is zero, regardless of ranking.
 - 8.12.3 The Banker and the player have identical hands.
 - 8.12.4 The Banker and the player have the same value hand and the Banker's high tile is of equal ranking to the player's high tile. Only the highest ranking tile is considered in determining the hand.

- 8.13 A wager placed by the player will win if:
 - 8.13.1 The player's high hand is higher than the high hand of the Banker and the player's low hand is higher than the low hand of the Banker.
 - 8.13.2 The Banker and the player have the same value hand and the player's high tile is of a higher ranking.
- 8.14 A stand-off occurs when only one of the Banker's hands is higher than the matching player's hands.
 - 8.14.1 Stand-offs are indicated by the Dealer tapping the table twice next to the player's tiles after which the player's tiles are placed in the designated area on the table.
- 8.15 On a game where a side wager is offered:
 - 8.15.1 A player may only place a side wager where they, or another player has placed a valid Pai Gow wager.
 - 8.15.2 Subject to rule 8.15.1, a player who has placed a valid Pai Gow wager, and/or where rule 13 is in operation, a valid Bonus or Tie wager on a specific betting area, will have first entitlement to place a side wager.
 - 8.15.3 Once players with first entitlement as described in rule 8.15.2 have elected to place a side wager or not, subsequent entitlements will go to the remaining players.

9 PERMISSIBLE WAGERS

9.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the casino operator is responsible under section 66 of the **Casino Control Act 1991**¹.

9.2 If—

9.2.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum will be returned regardless of the result; and

9.2.2 A player attempts to place an individual wager that is greater than the permitted maximum wager the wager will be paid or collected to the maximum.

9.2.3 A player attempts to place an individual wager which is in a multiple over the minimum which is not permitted or where it is not possible to pay the wager exactly in chips it will be paid to the next highest amount to which payment can be made in chips.

¹ Sections 66 of the **Casino Control Act 1991** states:

66. Assistance to patrons

(1) A casino operator must—

...

(c) display prominently at each gaming table or location related to the playing of a game, a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.

Penalty: 25 penalty units.

(2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

Penalty: 50 penalty units.

9.3 Personal wagering limits that differ from the minimum and maximum wagers displayed on the table limit sign may be agreed for individual players and in such cases, the position occupied by the player will be denoted by a distinctive marker.

9.3.1 Where a new maximum limit is allocated to a player, he or she will be the only player to play on that betting area.

9.4 When a player is Banking, table minimums only will apply.

9.5 There is no maximum wager restriction for either the Player-Banker or players when play is conducted according to rule 10.3.2.

10 DEALING THE GAME

10.1 Dealing the Tiles

10.1.1 After determining where to start, in accordance with rule 10.3, the Dealer will deal four tiles to each playing area. The tiles are dealt face-down in groups of four to the playing areas whether or not anyone is seated at that position.

10.1.2 When all tiles are dealt, the Dealer will retrieve the tiles dealt to playing areas without wagers and place them undisclosed on the right-hand side of the float.

10.1.3 Under no circumstances will the Dealer be allowed to look at unused tiles until after the round is completed.

10.1.4 The players can view any unused tiles only after all payouts are completed. These tiles cannot be handled by the players.

10.2 Setting the Tiles

10.2.1 The tiles must remain within the table area and in view of the Dealer. Players must not speak or exchange tiles or exchange or communicate or cause to exchange or communicate information in any way regarding their hand or hands.

10.2.2 The players arrange their own tiles into two hands, the high hand and the low hand.

- 10.2.3 At the request of a player or Player-Banker, the Dealer will set that player or Player-Banker's hands the House Way.
- (a) The hands will be checked by the Game Supervisor (or above). The Dealer will then place those tiles in the front of the players' betting area and subject to rule 10.2.4 may not be viewed again.
- 10.2.4 Once a player has placed the tiles on the table in front of his/her betting area, the tiles will be considered set and the player may not handle the tiles again.
- 10.2.5 Subject to rule 10.2.3, only the player controlling a playing area is allowed to handle and set the tiles.
- 10.2.6 Where rule 10.3.1(g) applies the Player-Bankers may jointly decide the tiles.
- 10.2.7 No tiles will be exposed until all hands have been set then the House or Player-Banker's tiles will be the first to be exposed, then set.
- 10.2.8 After the tiles are exposed the Dealer will signify the low hand by a vertical placement of the tiles and the high hand by a horizontal placement of the tiles to the Dealer.
- 10.2.9 Once the tiles have been opened, the Dealer will remove all losing wagers and pay all winning wagers in accordance with rule 11.
- 10.2.10 Where a player is the only person wagering on a playing area he/she may concede his/her wager by indicating with a sweeping motion with his/her hand toward the Dealer. The tiles are then picked up by the Dealer and placed in the designated area without being exposed and the player's wager is lost and removed.
- 10.3 The game may be dealt using one of the following banking methods:
- 10.3.1 House Banking
- (a) A Chung denoting "House Bank" will be placed on playing area one to indicate where the House tiles will be dealt.

- (b) After collecting all tiles not in play the Dealer will move the tiles from playing area one to the front of the float.
- (c) The Dealer will arrange and set the House hands after all player(s) hands have been set.
- (d) The Dealer will expose and set the House hands in front of the float before exposing the player(s) hands.
- (e) The Dealer will open each player(s) hands in turn, counter clockwise, from playing area one and match each hand.
- (f) Losing wagers will be picked up and placed into the float and the related tiles placed in the designated area for tiles.
- (g) The Dealer will pay all winning wagers counter clockwise from playing area one, picking up the tiles as payment is made and placing them in the designated area for tiles.
- (h) If a hand is a stand-off, the tiles will be removed and placed in the designated area and the wager will remain.

10.3.2 Player-Banker

- (a) The bank will be offered counter clockwise from playing area one.
- (b) Except at the commencement of play, for a player to bank he/she must have played the previous round.
- (c) For a player to bank he/she must have sufficient funds to cover his/her minimum bank requirement.
- (d) Only players controlling the playing area have the option of accepting the bank.

- (e) A Chung will be placed on the Player-Banker's playing area and the Player-Banker's tiles will be dealt to that playing area.
- (f) Each bank consists of a first and second round of play. Players are allowed one "Bank" per playing area. At its discretion the House may allow up to the three "Banks" per playing area. For each additional "Bank" the Player-Banker will nominate some other person to shake the Dice Cup on his/her behalf. Each three bank cycle is mutually exclusive.
- (g) At its discretion the House may allow two or more players to share the bank at one seated position.
- (i) If the Player-Banker fails to cover the total of declared wagers the game will be conducted using an alternative playing procedure (either House Banking or Co-Banking).
- (j) The Player-Banker will set his/her hands after all other hands have been set and may expose the hands so set.
- (k) The Dealer will bring the Player-Banker's hands to the front of the float and ensure they are exposed to the player(s).
- (l) The Dealer will then open each player(s) hands in turn, counter clockwise from the Chung, and match each hand.
- (m) All losing wagers are picked up immediately and placed in the area on the table layout for losing wagers. The losing tiles are picked up at the same time and placed in the area for tiles.
- (n) The Dealer will pay, in accordance with rule 11, all winning wagers from the losing wager area, counter clockwise from the Chung, picking up the tiles as payment is made. The remaining total from the losing wager area is handed to the Player-Banker, less commission, in accordance with rule 11.

- (o) If there are insufficient funds in the losing wager area to pay winning wagers, the shortfall will be taken from the Player-Banker's wager.
- (p) If a hand is a stand-off, the tiles will be removed and placed in the designated area and the wager will remain.

10.3.3 Co-Banking

- (a) When a player is offered the bank, the Player-Banker will indicate whether the House is to co-bank. If co-banking is requested the Dealer will ensure the Player-Banker has sufficient funds to match 50% of the total amount wagered by players on that hand.
- (b) The Dealer will take the Player-Banker's wager, together with an equivalent amount from the float and place it in the area designated for the House wager.
- (c) The Dealer will place the Player-Banker's tiles in front of the float.
- (d) During Co-Banking tiles must be set House Way. The Dealer will set the co-banking hands House Way after all other hands have been set.
- (e) The Dealer will open each player's hands in turn, counter clockwise from the Chung and match each hand.
- (f) All losing wagers are picked up immediately and placed in the losing wager area. The losing tiles are picked up at the same time and placed in the designated area.
- (g) The Dealer will pay in accordance with rule 11, all winning wagers from the losing wager area, counter clockwise from the Chung picking up the tiles as payment is made.

- (h) Chips remaining in the losing wager area after settlement of all player wagers will be divided equally between the Co-Bankers. The House portion of such excess and the original wager are returned to the float. The Player-Banker's original wager is handed back then the excess portion less commission is handed back.
- (i) If there are insufficient funds in the losing wager area to pay winning hands then the funds will be taken from the co-bank wager. Any funds left after settlement of all winning and losing wagers will be halved and the House portion placed in the float and the Player-Banker's portion handed back.
- (j) If a hand is a stand-off, the tiles will be removed and placed in the designated area and the wager will remain.

11 SETTLEMENT

- 11.1 Winning wagers on the House hands will be paid at odds of 1 to 1.
- 11.2 Winning wagers on all other hands will be paid at odds of 1 to 1, less the commission of up to 5%.
- 11.3 Where the House elects to collect a commission of less than 5% that level of commission to be collected will be stated on a sign at or near the table and the VCGR notified.
- 11.4 Where it is not possible to collect a commission exactly in chips, the next lowest amount collectable in chips will be taken.
- 11.5 Where offered, winning wagers placed on High and winning wagers placed on Low will be paid odds of 1 to 1.

12 IRREGULARITIES

- 12.1 If any tile is exposed during the stacking the Dealer will perform a Laja.
- 12.2 Where the Dealer exposes two or more tiles:-
 - 12.2.1 On the players hand, the player has the option of calling his/her hand void, before viewing his/her remaining tiles.
 - 12.2.2 On the Player-Banker's hand, the Player-Banker has the option of calling his/her hand void, before viewing his/her remaining tiles. If the Player-Banker elects to void his/her hand then that round of play will be void and the tiles re-shuffled.
- 12.3 The Game Supervisor has the option to re-shuffle at any time.
- 12.4 If tiles are exposed in the house's hands, the hands must be played.
- 12.5 If the Player-Banker exposes his/her own tiles, play will continue.
- 12.6 If prior to the Banker tiles being placed on the right hand side of the table, it is brought to the attention of the Dealer that the Dealer and the House hand, or the hand of a player/s requesting their hand be set House Way has been set incorrectly, the Games Supervisor (or above) must alter the setting of the hand to reflect House Way.
- 12.7 When all playing areas are in play, the House is banking and players are believed to be communicating the value of the tiles they hold, the House may, at its discretion, remove a playing area from play.
- 12.8 Where the situation described in 12.7 is suspected, the Casino Supervisor will be notified immediately and a decision made on whether to remove a playing area from subsequent rounds of play. The VCGR will be advised.
- 12.9 If a decision is made to remove a playing area from play, that playing area will be determined by the Dealer shaking the dice and having determined the total (of the dice) will count counter clockwise from playing area one. A marker button denoting "Off" is placed on that playing area.

- 12.10 If the dice total indicates the house, as determined by rule 12.9, a further total will be determined until the result indicates an alternative playing area.
- 12.11 A Casino Supervisor will decide when a playing area taken out of play in accordance with rule 12.7 may be reintroduced into play.
- 12.12 Should the Dealer distribute the tiles to the players incorrectly, this will be declared a void hand and all thirty-two tiles will be re-shuffled.
- 12.13 A Casino Supervisor may direct a player/s to set his/her tiles before any other player has viewed his/her hand where the player/s is suspected of communicating or receiving information regarding the value of any tile.

13 BONANZA PAI GOW

- 13.1 Where the version of Pai Gow in play is “Bonanza Pai Gow” the approved rules of Pai Gow or Crown Pai Gow as the case may be will apply, except where the rules are inconsistent with the rules of “Bonanza Pai Gow”, in which case the rules of “Bonanza Pai Gow” will prevail.
- 13.2 Equipment
- 13.2.1 The table cloth will be marked in a manner similar to that shown in Diagram B with:
- (a) Areas for regular Pai Gow wagers, the number of playing areas being six or eight depending on the version of Pai Gow in play; and
 - (b) Areas for Bonus wagers, the number of playing areas being six or eight depending on the version of Pai Gow in play; and
 - (c) Areas for Tie wagers, the number of playing areas being six or eight depending on the version of Pai Gow in play; and
 - (d) The name and or logo of the casino imprinted thereon.

13.3 Additional Definitions

- 13.3.1 “Bonus wager” is a wager which entitles the player to a bonus payout when dealt a qualifying Bonus hand as described in Table 3 to 7 inclusive, depending on which alternative is offered by the Casino Operator.
- 13.3.2 “Tie” means a hand where the player’s wager neither wins nor loses.
- 13.3.3 “Tie wager” is a wager that wins when only one of the players hands is higher than one of the matching Bankers hand. Winning Tie wagers are paid in accordance with Table 8 or 9, depending on which alternative is offered by the Casino Operator.
- 13.3.4 “Surrender” means that **when offered**, prior to the Dealer exposing the House hand; players **will** be **provided with** the option to forfeit half their original Tie wager.

13.4 Wagers

- 13.4.1 Prior to the tiles being dealt, players will be given the opportunity to place a Bonus wager and a Tie wager on the appropriate area of the table layout.
- 13.4.2 All eligible Bonanza Pai Gow wagers may be placed independently of each other. A player may place a wager on:
- (a) Regular Pai Gow;
 - (b) The Bonus;
 - (c) The Tie;
 - (d) A combination of the wagers above.

13.5 The Bonus Wager

13.5.1 To qualify for a bonus payout the player must have a valid Bonus wager and subject to rule 13.5.1(a), the four tiles dealt to the player must form one of the eight winning hands described in Table 3 to 7 inclusive, depending on which alternative is offered by the Casino Operator.. The Bonus wager will lose on all other outcomes.

- (a) When the player does not have a regular Pai Gow wager, he/she will qualify for one of the top five bonus payout hands (ie two pair and above) when the tiles are set the following ways:
- (i) Two Pairs – Highest pair in high hand and lowest pair in low hand.
 - (i) High 6, Low 6 + Any 4 and Any 7 – High 6, Low 6 in high hand and any 4 + any 7 in low hand.

Table 3 Bonus Payout Option A

Winning Hand	Payout Odds
Gee-Jun and Teen pair	200 to 1
Gee-Jun and Day pair	60 to 1
Teen and Day pair	30 to 1
H6/L6 + Any 7, Any 4	20 to 1
Two Pair	12 to 1
Gee-Jun, Teen or Day pair	5 to 1
One Pair	2 to 1
Wong	Even Money

Table 4 Bonus Payout Option B

Winning Hand	Payout Odds
Player has Two Pair when the Dealer has Two Pair	250 to 1
Gee Jun Pair with Teen Pair	100 to 1
Gee Jun Pair with Day Pair	50 to 1
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	20 to 1
Two Pair	10 to 1
Gee Jun, Teen or Day Pair	4 to 1
Wong or One Pair	2 to 1

Table 5 Bonus Payout Option C

Winning Hand	Payout Odds
Player has Two Pair when the Dealer has Two Pair	200 to 1
Gee Jun Pair with Teen Pair	80 to 1
Gee Jun Pair with Day Pair	40 to 1
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	20 to 1
Two Pair	10 to 1
Gee Jun, Teen or Day Pair	4 to 1
Wong or One Pair	2 to 1

Table 6 Bonus Payout Option D

Winning Hand	Payout Odds
Player has Two Pair when the Dealer has Two Pair	250 to 1
Gee Jun Pair with Teen Pair	100 to 1
Gee Jun Pair with Day Pair	50 to 1
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	15 to 1
Two Pair	8 to 1
Gee Jun, Teen or Day Pair	4 to 1
Wong or One Pair	2 to 1

Table 7 Bonus Payout Option E

Winning Hand	Payout Odds
Player has Two Pair when the Dealer has Two Pair	500 to 1
Gee Jun Pair with Teen Pair	100 to 1
Gee Jun Pair with Day Pair	50 to 1
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	15 to 1
Two Pair	8 to 1
Gee Jun, Teen or Day Pair	3 to 1
Wong or One Pair	2 to 1

13.5.2 Regardless of the value of the Dealer's hand, the player will be paid the appropriate bonus payout as described in Table 3 to 7 inclusive, depending on which alternative is offered by the Casino Operator. if he/she is dealt a qualifying Bonus hand while having a valid Bonus wager.

13.5.3 With the exception of the five highest-ranking Bonus hands the player is eligible for a bonus payout as described in Table 3 to 7 inclusive, depending on which alternative is offered by the Casino Operator., if any two of his/her four tiles can form a pair or Wong.

- (a) Should the hand comprise of both one pair and a Wong, then only the highest qualifying bonus hand will be paid.

13.5.4 Where the player has a Bonus wager and a regular Pai Gow wager, the Bonus payout will be made regardless of how the player set the high and low hands.

13.6 The Tie

13.6.1 To qualify for a Tie wager payout the player must have placed a valid wager on Tie and:

- (a) Where Tie Wager Payout Option A as described in Table 8 is offered by the Casino Operator, a Tie wager will win when the Dealer's hand and the player's hand tie, and will lose on all other outcomes.
- (b) Where Tie Wager Payout Option B as described in Table 9 is offered by the Casino Operator, a Tie wager will win when the player's hand is a Lucky Duck or Two Pair and/or when the Dealer's hand and the player's hand tie.

Table 8 Tie Wager Payout Option A

Winning Hand	Payout Odds
Tie with the Low Hand at least a Gong	25 to 1
Tie	1 to 1

Table 9 Tie Wager Payout Option B

Winning Hand	Payout Odds
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	3 to 1
Two Pair	2 to 1
Tie	1 to 1
Surrender	50% of Original Tie bet

13.6.3 Where a player has a regular Pai Gow wager and a Tie wager, the way that the player sets his/her hand will determine the outcome of both hands. Under no circumstances will the player be able to set his/her hand separately for both wagers.

- (a) Players will be responsible for setting their own tiles with respect of a wager placed on the Tie.

13.6.4 Surrender

(a) When the option to surrender is offered:

- (i) After the tiles have been dealt, in accordance with rule 10.1 the player may elect to surrender his/her Tie wager;
- (ii) If the player surrenders, a marker button will be placed on the top of the surrendered wager;
- (iii) All surrenders will be collected in the final settlement; and
- (iv) Where the player controlling the box decides not to surrender other players wagering on may choose to surrender.

13.7 Player-Banker

13.7.1 Where a player is acting as Player-Banker he/she may place a Bonus wager.

13.7.2 Where there is a Player-Banker, all winning Bonus wagers are paid by the House. The Player-Banker is only responsible for paying winning regular Pai Gow wagers.

13.7.3 Where a player is acting as Player-Banker or co-banking with the House he/she may not place a Tie wager.

13.7.4 Where there is a Player-Banker no player wagering at the table may place a Tie wager.

13.7.5 Where a player is co-banking with the House, players may place a Tie wager.

13.8 Where in one playing area there is a wager placed on regular Pai Gow, the Tie, and the Bonus or one or more of these wagers the decision with regards to the tiles will be made in the following order:

13.8.1 Regular Pai Gow

13.8.2 The Tie

13.8.3 The Bonus

13.9 Dealing the Tiles

13.9.1 Where only Bonus wagers have been placed on a round of play, the Dealer must deal a hand to him/herself before exposing the player's tiles. The Dealer is not required to expose his/her hand unless requested to do so by a player.

13.10 Settlement of Wagers

13.10.1 The Dealer will expose and set the tiles in a betting area; and:

- (a) Remove any losing regular Pai Gow, Tie or Bonus wagers, and where all wagers placed in that betting area have lost, remove the tiles and place them in the designated area.
- (b) Leave any winning regular Pai Gow wagers, Tie wagers, Bonus wagers and any Surrender wagers in the betting area and leave the tiles exposed and set in front of the betting area.
- (c) Once all betting areas have been actioned as described in (a) and (b) above, in each betting area as applicable, pay all winning Bonus wagers, pay all winning Tie wagers or action surrendered Tie wagers and then pay any winning regular Pai Gow wagers. Once all wagers have been actioned, the tiles will be placed in the designated area.

13.11 Table Minimums and Maximums

13.11.1 The minimum and maximum Bonus wager permitted will be displayed on a sign at the table.

13.11.2 The minimum and maximum Tie wager permitted will be displayed at a sign on the table.

14 CROWN PAI GOW

14.1 Where the version of Pai Gow in play is “Crown Pai Gow” the approved rules of Pai Gow will apply, except where the rules are inconsistent with the rules of “Crown Pai Gow”, in which case the rules of “Crown Pai Gow” will prevail.

14.2 Additional Definitions

14.2.1 In the rules of Crown Pai Gow the following meanings apply:-

- (a) "Box Die" means a single die which is a different colour to the Cut Die described in (b) below, used to determine the first box to receive the tiles in a round of play as described in Table 2 – Random Cuts.
- (b) "Cut Die" means a single die as defined in rule 1.1, used to determine the style of cut to be used in a round of play as described in Table 2 – Random Cuts.
- (c) “**Big/Small Die**” means a single die which is of a different colour to both the Box Die and the Cut Die described above, which together with the Box Die and the Cut Die will be used to determine the **Big/Small** result.

14.3 Equipment

14.3.1 The table cloth will be marked in a manner similar to that shown in Diagram A or B with areas for Pai Gow wagers, the number of playing areas being six and the name and or logo of the casino imprinted thereon.

14.3.2 Two dice will be used, as described in 14.2.1 (a) and (b) and where the **Big/Small** side wager is offered, a third dice as described in 14.2.1 (c).

14.4 The Dice

14.4.1 After the Dice Cup has been shaken, all dice must come to rest with one surface flat to the base of the Dice Cup otherwise the Dice Cup will be shaken again. The Dealer will announce:

- (a) The number appearing on the uppermost face of the Cut Die and the corresponding style of cut to be used; and
- (b) The number appearing on the uppermost face of the Box Die; and
- (c) The first box to receive the tiles.
 - (i) Where there is a Player-Banker the area where the Player-Banker places his/her banking wager will be determined as box 1 and a Chung will be placed in that box to denote this. The tiles will be dealt counter clockwise commencing with the playing area as designated by the Box Die relative to the new position of the Chung.
- (d) And if applicable, the **Big/Small** result.

14.5 The Play

14.5.1 After determining where to start, the Dealer will deal four tiles to each playing area. The tiles are dealt face-down in groups of four to all the playing areas whether or not anyone is seated at that position. The eight remaining tiles will be placed, undisclosed to the right-hand side of the float.

14.5.2 When all tiles are dealt, the Dealer will retrieve the tiles dealt to playing areas without wagers and place them undisclosed together with the eight tiles discarded as described in 10.1.2 on the right-hand side of the float.

15 TOURNAMENT PLAY

15.1 General

15.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Pai Gow with an equal chance.

15.1.2 The casino operator—

- (a) Must appoint a person who is qualified to be a Game Supervisor to be responsible generally for each tournament; and
- (b) May nominate one or more deputies (each of whom is qualified to be a Game Supervisor) to take that responsibility in the absence of the person nominated under paragraph (a).

15.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Executive Commissioner for the VCGR.

15.2 Tournament conditions

15.2.1 The tournament conditions must include the following—

- (a) The amount of the entry fee, if any;
- (b) The amount of tournament chips to be allocated to each entrant at the start of each round or session in the tournament, the amount of any applicable buy-in and the disposition of tournament chips at the end of each session or round;
- (c) Whether there is a minimum or compulsory wager for each hand in a session or round;

- (d) The structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session, repechage, catch-up or secondary rounds or sessions;
- (e) Whether or not secret wagers are permissible, the number of allowable secret wagers in a session or round of play and details of how to make a secret wager;
- (f) Whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (g) In respect of eligibility for entry—
 - (i) A statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - (ii) If the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) If the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (h) The terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (i) The basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy in is refundable in whole or in part;

- (j) The consequences of late arrival or non-attendance for a round or session in the tournament;
- (k) The prizes;
- (l) A statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Pai Gow and that, in the event of any inconsistency, the rules prevail.

15.2.2 The tournament conditions may exclude or modify the operation of certain provisions of the Pai Gow rules.

15.2.3 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.

15.2.4 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.

15.2.5 The Tournament Director must be present during the whole of each session or round of play in a tournament.

15.3 Conduct of Play

15.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.

15.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 15.3.1 is used exclusively for tournament play.

15.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his/her allotted position during any session or round.

15.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.

15.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time—

- (a) If the tournament player or players to progress to the following session from that gaming table or round have been determined; and
- (b) If the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, if all the players at the gaming table agree.

16 GENERAL PROVISIONS

16.1 A person will not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.

16.2 Where a player has contravened any provision of the rules a Casino Supervisor may:-

16.2.1 Declare that any wager made by the player(s) will be void;

16.2.2 Direct that the player(s) will be excluded from further participation in the game;

16.2.3 Seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation

16.2.4 Confiscate the prohibited device; and

16.2.5 Cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.

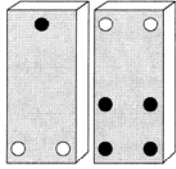
- 16.3 A Casino Supervisor may invalidate the outcome of a game if:-
- 16.3.1 The game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
 - 16.3.2 Any fraudulent act is perpetrated by any person, that affects the outcome of the game.
- 16.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result will be refunded.
- 16.5 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 16.6 The Casino Supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 16.7 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 16.8 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult an Inspector appointed under the Casino Control Act 1991..
- 16.9 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by the casino operator is entitled to have the complaint investigated by the VCGR pursuant to legislative requirements and the rules of Pai Gow.
- 16.10 Players are not permitted to have side wagers against each other.
- 16.11 A copy of these rules will be made available, upon request.

Appendix 1

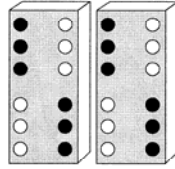
APPENDIX 1

RANKING in Number Order

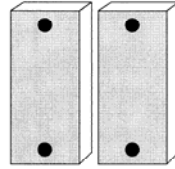
Pairs



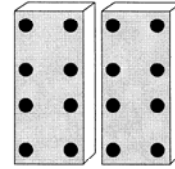
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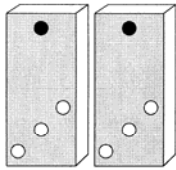
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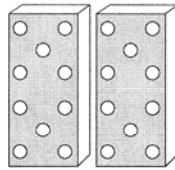
No 3: Day (2)



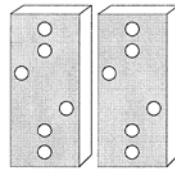
No 4: Yun (High 8)



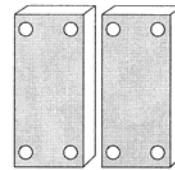
No 5: Ngor (High 4)



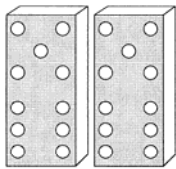
No 6: Mooy (High 10)



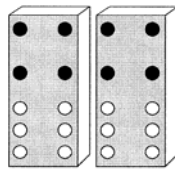
No 7: Cheung Sum (High 6)



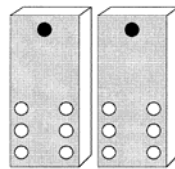
No 8: Ban Tang (Low 4)



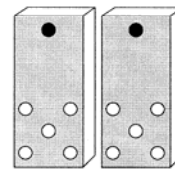
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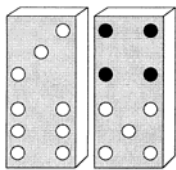
No 10: Hoong Tau Sap (Low 10)



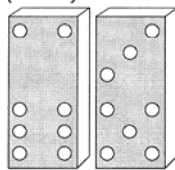
No 11: Ko Kiok Chaat (High 7)



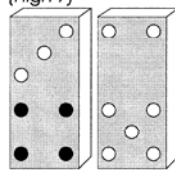
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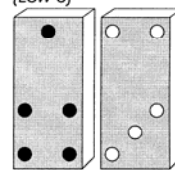
No 13: Chap Gow (9)



No 14: Chap Paat (Low 8)

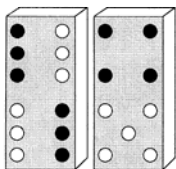


No 15: Chap Chaat (Low 7)

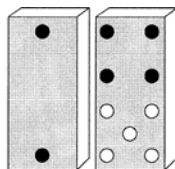


No 16: Chap Ng (5)

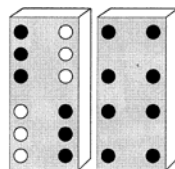
Wongs Gongs and Highs



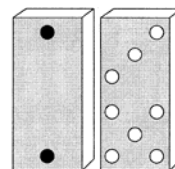
No 17: Teen Wong



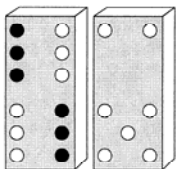
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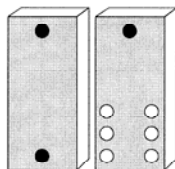
No 19: Teen Gong



No 20: Day Gong

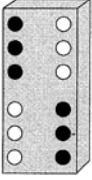

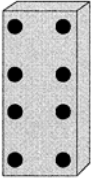
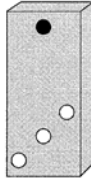
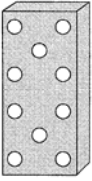
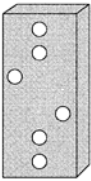
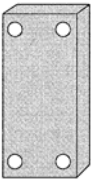
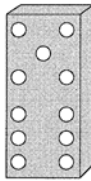
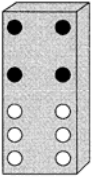
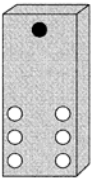
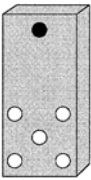
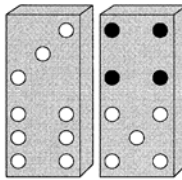
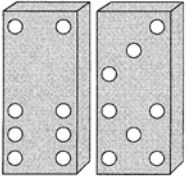
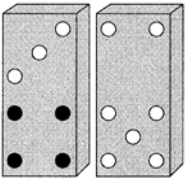
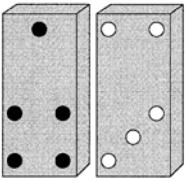
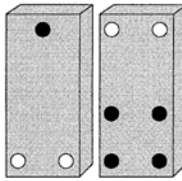


No 21: Teen High Nine



No 22: Day High Nine

APPENDIX 1 Cont..

RANKING in Number Order	Individual		
			
No 1: <i>Teen</i>	No 2: <i>Day</i>	No 3: <i>(High 8)</i>	No 4: <i>(High 4)</i>
			
No 5: <i>(High 10)</i>	No 6: <i>(High 6)</i>	No 7: <i>Low 4</i>	No 8: <i>11</i>
			
No 9: <i>Low 10</i>	No 10: <i>(High 7)</i>	No 11: <i>Low 6</i>	No 12: <i>9</i>
			
No 13: <i>8 - Low eight</i>	No 14: <i>7 - Low seven</i>	No 15: <i>5</i>	No 16: <i>Gee Jun</i>

1/2 or 2/4 3 or 6 (Note: Gee Jun as individual tiles are the lowest ranked. they can be used as a 3 or 6).

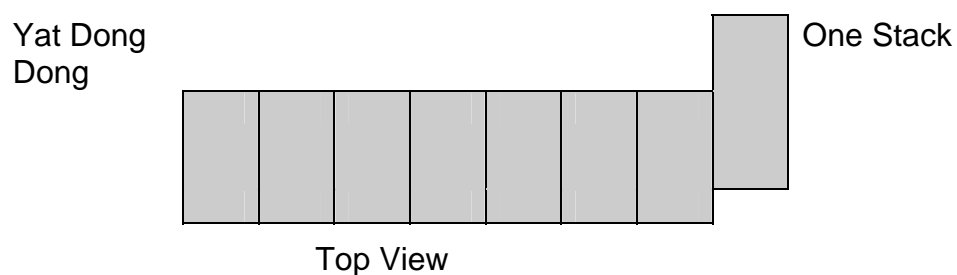
APPENDIX 2 - DESCRIPTION OF TILE CUTS

YAT DONG DONG/ONE STACK

Yat Dong Dong can be delivered from the left or 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.



DELIVERY ORDER

(From the right)

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

DELIVERY

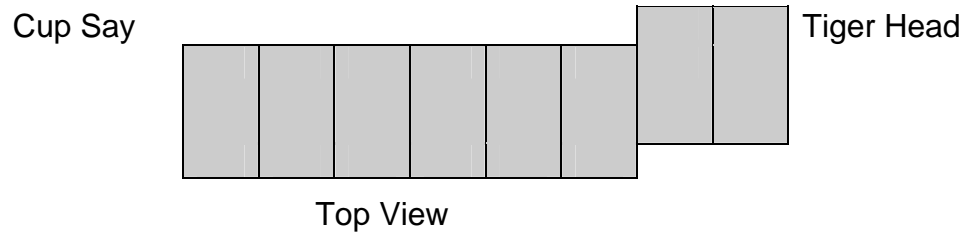
The first stack of four tiles on the right (pushed forward) will be delivered first (indicated #1), followed by second stack of tiles (indicated #2). The remaining tiles will be delivered from right to left in the order indicated above.

CUP SAY/TIGER HEAD

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

SETTING UP CUP SAY

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



DELIVERY ORDER

(From the right)

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

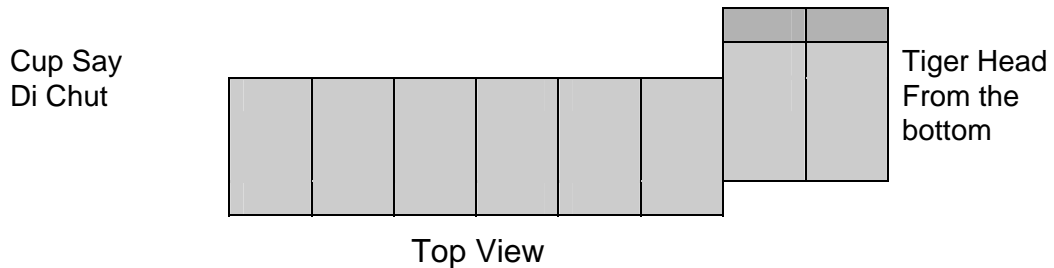
Dealer's View

DELIVERY

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

SETTING UP CUP SAY DI CHUT (From the Bottom)

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 will come from the bottom of the two out-jogged stacks. This is indicated by pulling the top four tiles of the two out-jogged stacks back slightly.



DELIVERY ORDER

(From the right,
from the bottom)

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

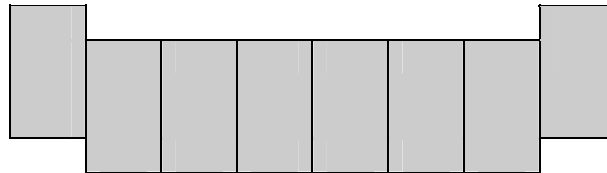
DELIVERY

The four tiles from the bottom of the two out-jogged stacks are delivered first (indicated #1). This is achieved by taking the out-jogged 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 above.

CHEE YEE / CHOP THE EARS

SETTING UP CHEE YEE

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

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

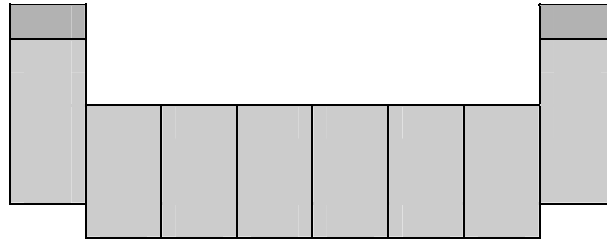
Dealer's View

DELIVERY

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

SETTING UP CHEE YEE DI CHUT (From the Bottom)

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 will come from the bottom of the two out-jogged stacks. This is indicated by pulling the top two tiles of each out-jogged stack back slightly.



Top View

DELIVERY ORDER (From the bottom)

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

DELIVERY

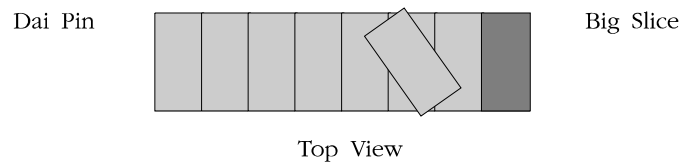
The first four tiles to be delivered are the lower two tiles from each of the out-jogged stacks. Delivery is achieved by placing the two out-jogged stacks together at a point several inches in front of the main block of tiles. From there the complete block (8 tiles) will be delivered to the box that 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 will be delivered from the outside-in following the same procedure and in the order indicated above.

DAI PIN / BIG SLICE

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

SETTING UP

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.)



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

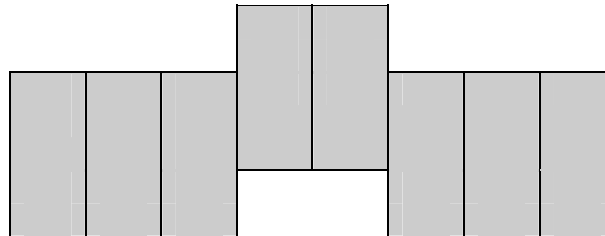
DELIVERY

The top tiles from the first four stacks of tiles are delivered first (indicated #1). The top tiles from the next four stacks (indicated #2) are delivered next. The remaining tiles are delivered following the same procedure and in the order indicated above.

JUNG QUAT/FROM THE HEART

SETTING UP JUNG QUAT

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



Top View

DELIVERY ORDER

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

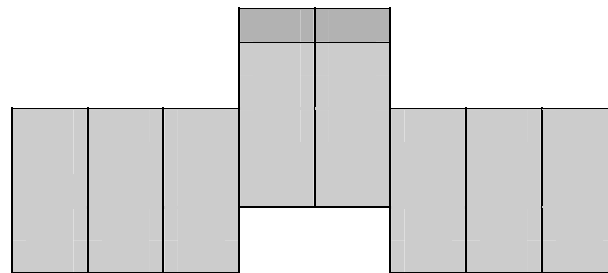
Dealer's View

DELIVERY

The first four tiles to be delivered come from the top of the two out-jogged stacks. Delivery is achieved by carefully moving the two out-jogged stacks to a position in front of the main block of tiles. From there the top four tiles (indicated #1) will 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 above.

SETTING UP JUNG QUAT DI CHUT (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 will come from the bottom of the two out-jogged stacks. This is indicated by pulling the top four tiles of the two out-jogged stacks back slightly.



Top View

DELIVERY ORDER

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

DELIVERY

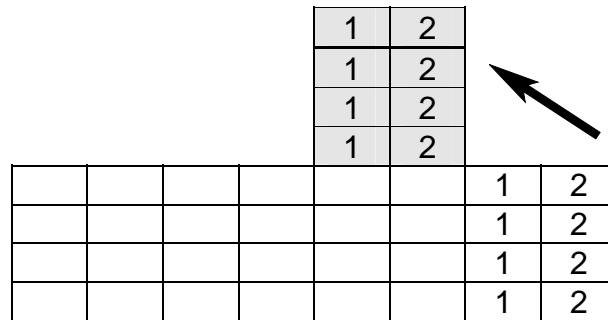
The first four tiles to be delivered come from the bottom of the two out-jogged stacks. Delivery is achieved by carefully moving the two out-jogged stacks to a position in front of the main block of tiles. The two stacks of tiles will then be placed in front of the box designated to receive first tiles, 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 and in the order indicated above.

LONG TAU / FONG MAY - DRAGON'S HEAD / PHOENIX TAIL

Either of these styles can be set up from the left or right.

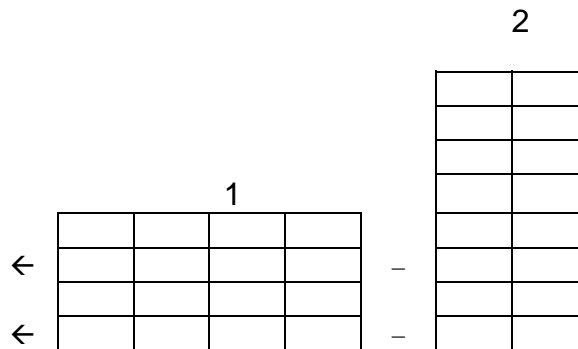
SETTING UP

Step One: Move the tiles marked 1 and 2 in one block with your right hand to the position indicated.



Dealer's View

Step Two: Move the tiles marked 1 to left using your left hand, leaving a 2" gap between the two blocks of tiles. The tiles are now ready to deliver.



Dealer's View

DELIVERY ORDER

Long Tau / Dragon's Head

2	2	2	2
4	4	4	4
6	6	6	6
8	8	8	8

1	1
1	1
3	3
3	3
5	5
5	5
7	7
7	7

Dealer's View

DELIVERY

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

DELIVERY

Fong May / Phoenix Tail

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 Game Supervisor (or above) 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

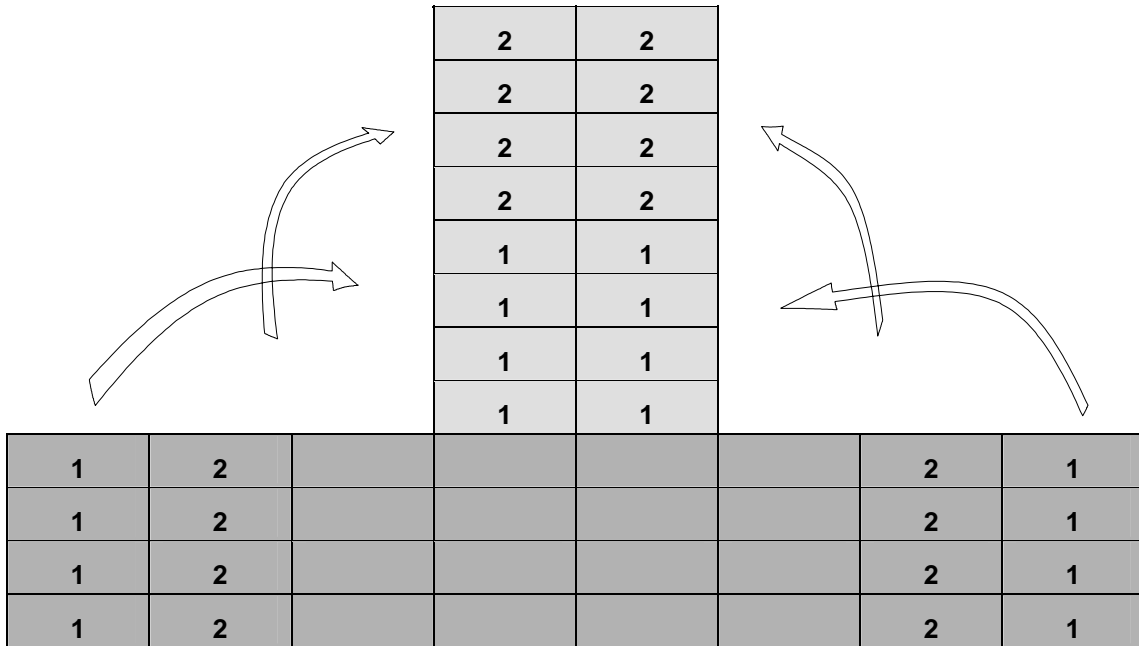
DELIVERY

The first four tiles will 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

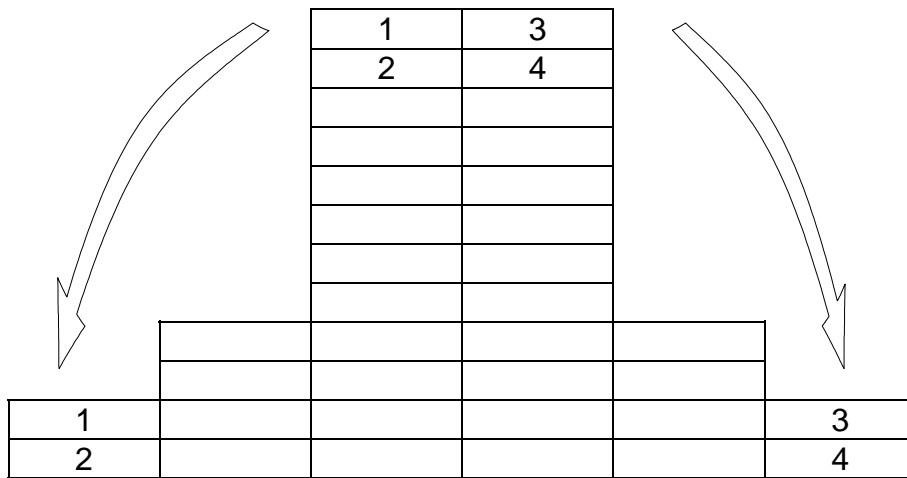
SETTING UP

Step One: Move the tiles marked 1 from each side and using both hands simultaneously place them in the position indicated. Repeat with the tiles marked 2, placing them on top of the tiles marked 1.



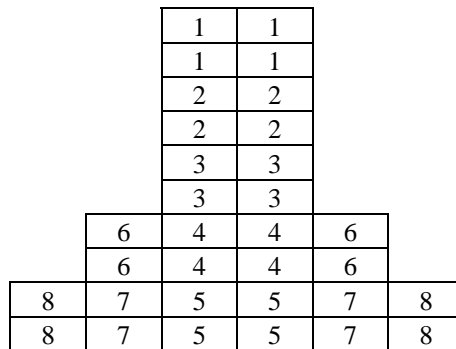
Dealer's View

Step Two: Move the tiles marked 1 and 2 with your left hand and 3 and 4 with your right, and move them to the position indicated.



Dealer's View

DELIVERY ORDER



Dealer's View

DELIVERY

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

FOOT SAY / FOUR ACROSS

SETTING UP

Step One: Move the tiles indicated 1 and 2 from each end using both hands simultaneously, and place them in the positions indicated.

		1	2	2	1				
		1	2	2	1				
		1	2	2	1				
		1	2	2	1				
1	2							2	1
1	2							2	1
1	2							2	1
1	2							2	1

Dealer's View

DELIVERY ORDER

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

DELIVERY

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

DIAGRAM A

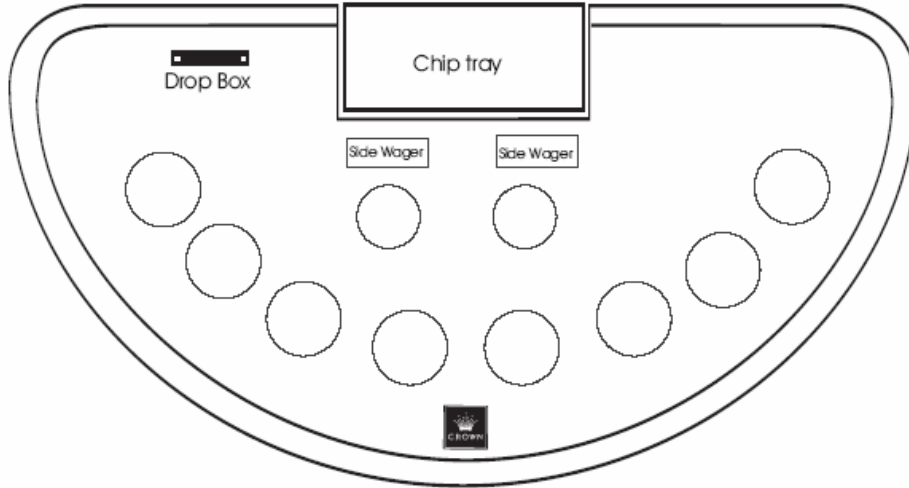


Diagram B

