

PAI GOW POKER

PLAYING THE GAME

The Dealer or any Player may be the Banker. Before a Player may be permitted to bank a round of play, the Dealer shall determine that:

1. The Player must have placed a wager against the Dealer during the last round of play in which there was no Player banking the game.
2. The Player has sufficient gaming chips on the table to cover all of the wagers placed by other Players at the table for that round of play.

All Players bet against the bank. (The bank is offered to each Player and each Player may accept or pass, in which case the bank is offered to the next Player. The Dealer will always take the bank in turn.) The Banker will be identified by a white plastic marker with black lettering.

Delaware Park may play the game of Pai Gow Poker with a computerized random number generator that automatically selects and displays a number from 1 through 7 inclusive. Each Player then arranges their cards into a two-card hand and a five-card hand. The Dealer does not look at the cards until all Players and or Player Banker have set a low and high hand and placed the two hands facedown on the appropriate area of the layout, the Player may not touch the cards again. The Dealer then turns their cards over and sets their hand in front of the tray face up.

The Player Banker's hand is compared to the Dealer's hand first (See OBJECT OF THE GAME).

Winning hands are left lying face up next to the betting circle. For losing hands, the wager is picked up by the Dealer and the cards are placed in the discard holder. If the Player wins one hand and loses the other, this is considered a push. No money exchanges hands and the cards are placed in the discarded holder.

HOUSE WAY

No Pair

Use the highest card in the high hand. Use the second and third highest ranked cards for the second highest hand.

One Pair

Always use the pair as the high hand and use the highest ranking cards for the lowest ranking hand.

Two Pairs

Low = 2, 3, 4, 5, 6 Medium = 7, 8, 9, 10 High = J, Q, K, Ace

Low + Low/Low + Medium = always split unless there is an King or Ace to play in the second highest hand.

Low + High/Medium + Medium = always split unless there is an Ace to play in the second highest hand.

Medium + High/High + High = always split.

Three Pairs

Always play the highest pair in the top hand.

Three of a Kind

Always keep, unless Aces, then play one of the Aces top hand.

(Two) Three of a Kind

Play pair of the highest three of a kind for the top hand.

All Straights, Flushes, Straight Flushes, Royal Flushes

with No Pair When choosing whether to play a straight, flush or straight flush, play the category that will allow the highest two cards to be played in the front.

with 6th or 7th Card Play the lower Straight or Flush in the high hand in order to place the highest cards in the top hand.

with One Pair Play pair in top hand only if a straight or flush can be preserved.

with Two Pair Use the Two Pair Rule

with Three Pair Use the Three Pair Rule

with Three of a kind Play the pair in the top hand.

with Full House Use Full House Rule.

Full House Rule

Always split, play pair in the top hand.

Three of a Kind & Two Pair

Play the highest pair in the top hand.

Two/Three of a Kind

Play highest rank cards as pair in the top hand.

Four of a Kind

Low = 2,3,4,5,6 - Never Split Medium = 7,8,9,10 - Split, unless Ace can be played on top hand High = J,Q,K, Ace - Always Split

Four of a Kind/Pair

Play the pair in the top hand.

Five Aces

Always split, playing a pair of Aces in the top hand.

Highest Straight A, K, Q, J, 10

Second Highest Straight A, 2, 3, 4, 5



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