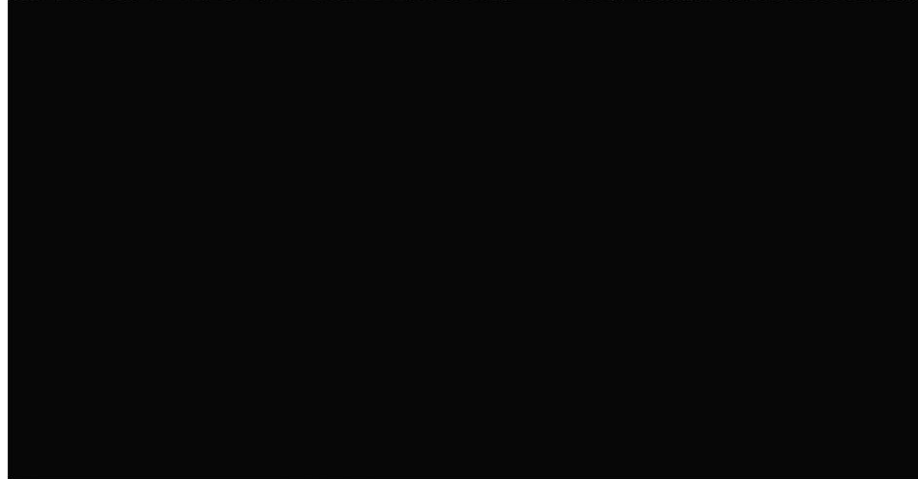




GENERAL.....	2	PLAYER BANK	7
SHUFFLE	3	WAGERING ON ANOTHER PLAYER'S	
NEW CARDS.....	3	HAND.....	8
HAND SHUFFLE.....	3	MANUAL DEALING	9
DEALER BANK.....	4	COMMISSION	10
Losing Hand.....	5	FORTUNE & PROGRESSIVE PAYOUT CHARTS	
Push Hand.....	5		10&11
Winning Hand.....	5		12
ADDITIONAL NOTES	6		
Tokes.....	6		
FOULS & AUTOMATIC LOSERS	6		

It is essential to have complete understanding of the chapters "Introduction", "In The Pit And On The Game" and "Blackjack" together with this one. They contain important policies and procedures that apply to all games at the [REDACTED].

GENERAL

1. A Pai Gow Poker deck consists of fifty-three (53) playing cards including one joker. The joker may be used to complete straights, flushes and straight flushes. When used in flushes, the joker is considered the highest-ranking card for the situation. When used alone the joker becomes an ace.
2. Fortune Pai Gow is identical to regular Pai Gow with the exception of the Fortune Pai Gow Bonus wager "Bonus Wager". Fortune Pai Gow incorporates an additional betting circle into the layout. The Player is betting that of the seven cards received, he/she will create a qualifying 5 card poker rank hand. The wager wins an odds payoff based on the rank of the 5-card hand regardless of how the Player sets their seven cards. Additionally, if any Player at the table makes a five card hand of four of a kind or better, then the other Players who have made the Bonus side wager of at least \$5.00 qualifies to receive the Envy Bonus payout from the Bonus Schedule regardless of whether their own hand was of a qualifying nature.
3. Decks will be changed every two hours or at the discretion of the Floor Supervisor.
4. When a new deck is put into play the seal will be broken and the deck opened by the Floor Supervisor at the table where it is to be put into action. First the Floor Supervisor, then the Dealer will check the front to see that all the cards are there. Then they will check the back of the deck for any flaws or marks. Should any abnormalities appear, the Floor Supervisor will be notified immediately and the card(s) or deck replaced.
5. Once a deck has been put into play, it is the Dealer's responsibility to ensure that it is kept in good condition. The deck may suffer much abuse through the manipulations by the Players. Dealers should make a diligent effort when checking cards during the course of play. If any cards become bent or manipulated beyond repair, contact the Floor Supervisor immediately and the card(s) or deck will be replaced.
6. When handling the deck, keep it flat and low, not flashing the bottom card.
7. Unless approved by the Floor Supervisor, chairs are reserved for Players only.
8. Watch Players' hands and listen to conversations. Be alert to irregular play. If you are suspicious, alert the Floor Supervisor.
9. Never tell or suggest to Players how to set their hand. If asked for advice, simply tell the Player how the house would set the hand. Do not contradict or discuss the manner in which Players set their hand.
10. Discourage Players from exposing their cards until the other Players have set their hands. Also, discourage any Player from looking at other Player's cards when it is felt that an advantage is attempted by that Player.

11. Players who wish to play two hands must wager at least \$100 on each hand.

SHUFFLE

1. The cards will be shuffled in a Shuffle Master machine.
2. Before the cards are placed into the machine they are to be riffled one time then placed face down into the top of the machine. The Players do not cut the cards.
3. If the machine is down and we have to go to the dice method of deciding Players hands, then the following procedures apply:
 - Use the house shuffle to shuffle the cards. A cut card will be used to cover the bottom and also used to allow a cut per double deck procedures.
 - Offer the cut to each Player in turn, starting on your right and rotating to your left.
 - When offering the cards for the cut, maintain physical and visual contact at all times.
 - Player Banker has the option to cut first. If the Player Banker chooses not to cut, then the other Players may do so.
 - Place the cut card on top of the deck protruding halfway toward the Player. Allow the Player to cut the deck using the cut card.
 - At least five (5) cards must be cut, otherwise offer the cards again to be cut. Explain the five-card minimum cut rule to the Players if necessary.
 - If no one wishes to cut the cards, the Dealer must cut. Always try to cut in the center of the deck to avoid any possible disputes.

NEW CARDS INTO PLAY

1. Spread the cards face-up on the layout for verification
2. Inspect the back of the cards and wash the deck.
3. Place in shuffle machine.

HAND SHUFFLE

If the automatic shuffler malfunctions, the cards will be shuffled as follows:

Shuffle, Strip, Shuffle, Box-Turn, Shuffle, Strip, Shuffle

DEALER BANK

1. All bets are placed on the layout including the fortune bonus wager.
2. The Bonus Wager can be \$1 - \$25. Any Player betting \$5 or more on the Bonus Wager is automatically entered in the Envy Bonus.
3. The Bonus Wager may be larger than the Pai Gow Poker wager. Before cards are dealt the Dealer will mark all Bonus bets that qualify for the Envy Bonus (\$5.00 or more) in the Bonus area with the Envy Bonus button.
4. Once the old deck is placed in the Shuffle Master machine a number is generated randomly from the display in the middle of the layout. The number will be from 1-7 and will represent which spot on the layout will receive the first cards. 1 is the designation of the Dealer's hand and then 2-7 is the Player from right to left. 2 is the Player spot 1, 3 is the Player spot 2 etc...
5. Once all the hands have been dealt the Dealer will then spread the remainder cards face down to verify that there are four (4) remaining. If there are not four remaining then call the Floor Supervisor immediately and the hand will be called dead.
6. The Players will rank their cards and set the second highest hand in the front (two cards) and the high hand (five cards) at the back as indicated on the layout. Hands that are set making the second hand higher than the backhand is considered a foul hand and the Dealer is to call over the Floor Supervisor immediately.
7. The Dealer will always arrange and set the House hand after all Players' hands have been set. The House hand will be placed in front of the chip tray in full view before exposing Players' hands. The House will always play the printed House Way. The Floor Supervisor will have the final say as to how the House hand will be set. After the House hand is exposed, Players are not allowed to touch their cards.
8. After the Dealer sets the House hand he/she will turn over and spread the cards of the Players in a counter-clockwise rotation starting with the Player furthest to the Dealers right.
9. Player's hands have to beat both the high hand and the low hand to win. If one wins and one loses, the hand is a push. If both Players' hands are less than the Dealers the Player loses. The Bonus Wager is determined independent of the regular Pai Gow wager, if any five-card hand out of seven cards qualifies for a bonus payout, and then it wins regardless of the outcome of the regular Pai Gow wager. Procedures as follows:

DEALER BANK (CONT.)**Losing Pai Gow Hand:**

- Collect the losing Pai Gow wager first placing the wager in the middle of the table by the Bank hand. Then decide whether the Bonus payout is a winner or a loser. If it is a winner, pay the Bonus and push it back towards the Player to move it out of the way. If the Bonus bet is a loser, lock it up in the rack. Then collect the cards and place them in the discard rack unless the hand is a four of a kind or better, and then it must be left out till the end for the envy bonus payouts.

Push Pai Gow Hand:

- Leave the Pai Gow wager in the betting circle and indicate that it is a push. Then decide whether the Bonus payout is a winner or a loser. If it is a winner, pay the Bonus and push it back towards the Player to move it out of the way. If the Bonus bet is a loser, lock it up in the rack. Then collect the cards and place them in the discard rack unless the hand is a four of a kind or better, and then it must be left out till the end for the envy bonus payouts.

Winning Pai Gow Hand:

- Leave Pai Gow wager in the betting circle and indicate that it is a winner. Then decide whether the Bonus payout is a winner or a loser. If it is a winner, pay the Bonus and push it back towards the Player to move it out of the way. If the Bonus bet is a loser, lock it up in the rack. Pay the bet and collect 5% commission. (If hand is 4-of-a-kind or higher leave cards on table if there are envy bets)
10. The Bank wins on all absolute tie rankings. Absolute ties occur when all cards of either the banker's and the Player's second highest or highest hands are the same value or ranking.
 11. After all Players hands have been decided the Dealer will pay all winning bets going right to left. After the Dealer pays the bet the cards are to be collected and then move on to the next winning bet until all winning bets are paid. If a Player has a four of a kind or better the cards are to be left on the table spread near the Players bet.
 12. If after all winning bets are paid there is a four of a kind or better left out on the table, all the Players that have an Envy Bonus button in front of their Bonus wager circle will receive the envy bonus per the payout schedule. These bonuses are paid from right to left until all bonuses are paid. If there is more than one Envy bonus hand, then each is paid separately starting from right to left. A Player that has a four of a kind or better cannot receive an Envy payout on his/her own hand or the Dealer's hand.
 13. All winning bets will be charged a 5% commission and collected immediately by the Dealer. Commission will be charged in increments of 25 cents. Wagers will be made in increments of \$5.

DEALER BANK(CONT.)**Additional Notes**

- ❑ If a Customer requests assistance from the Dealer to set their hand the House way will be recommended. The house Dealer takes no responsibility on any winning or losing hands.
- ❑ If a Customer requests assistance from another Player it is acceptable, however, that Player that is assisting must first set their own hand before assisting any Players. Tactfully discourage Players from looking at each other's hand or discussing their hands until all hands are set.
- ❑ When a Player surrenders his/her hand, the wager is treated as a losing bet; however, the Dealer need not expose the cards. The Dealer must verify the number of cards making sure there are seven (7).
- ❑ All seven cards qualify for all bonuses. If a Player decides to play the Bonus wager a normal Pai Gow wager must be played.
- ❑ Malfunction of shuffle machine voids all hands.
- ❑ Token bets are allowed on both the normal Pai Gow bet and the Bonus (see the chart in the token chapter). Dealers cannot lock up more than \$100 plus the bet on any bonus payout. Dealers never qualify for the Envy Bonus with the token bet.
- ❑ Royal Match is designated as the King & Queen in suit.

Fouled Hands

These are instances where a Player will cause his or her hand to become an automatic loser:

- a) The Player sets the cards with the second highest hand stronger than the high hand.
- b) The Player drops a card, takes the cards beyond the table rail or otherwise conceals the cards from the Dealer's vision.
- c) The Player voluntarily relinquishes his or her cards.

If you encounter a or b, call your Floor Supervisor immediately and wait for his or her decision before proceeding. You may politely inform your Players of the consequences of their action so they will not make the same mistake in the future.

Never suggest to your Players that your Floor Supervisor might let them have a "freebie" even if it is their first mistake.

PLAYER BANK

1. Each Player has the opportunity to be the banker, but the Player has the option to pass the bank. A Player will be allowed to bank once in each rotation. Ex. With one Player the Player may bank every other hand. With two Players, Player 1 may bank than house bank than Player 2 may bank if passed house will bank, and so on.
2. The Player must show the ability to cover the necessary bets when he is banking, whether it is chips or cash the Player should have that amount in front of them. The Floor Supervisor will make the final determination that the Player has enough to cover the bets on the table.
3. The Dealer will act as a Player when a Customer is the Player Bank. The Dealer will then bet an amount similar to the Player's last bet against the house and up to 10% higher. The Player Bank may bet less than their last bet as long as they meet the table minimum.
4. The Player bank can still bet the Bonus hand and if they bet \$5 or more they could receive the Envy Bonus on any other Player's hands, excluding the Dealer.
5. There has to be at least one hand in between each Player Banker that is banked by the House. There can never be 2 Player Bankers in a row.
6. When the number appears on the layout the Player Banker now becomes number 1 and going counter clockwise (right to left) the other Player's cards are determined.
7. The Player Bank is requested not to look at their cards until all other Players, besides the Dealer, have set their hands. The Dealer always sets his/her hand last. The Players are not allowed to touch their cards after the banker has exposed his/her hand.
8. The Player Bank wins on all absolute tie hands.
9. The Player Bank cannot set an automatic losing (foul) hand. If the Bank hand is set to an automatic loser, the house takes control of the hand and resets it house way. The Player Banker is still responsible for all outcomes.
10. During the Player Banker sequence, action between the house and the Player banker are determined first. If the house hand wins, the Dealer's cards are stacked face up to the right corner of the chip tray with the house wager placed on top. If the house hand loses, the house wager is placed in the center of the table (like all other losing bets) and the cards are placed into the discard rack. If the house and the Player Bank push, the wager is put immediately back into the chip tray and the Dealer's cards are put into the discard rack.
11. After the outcome of the house hand has been determined (win, lose or push) the Bonus wager must then either be paid or taken, then the Player Banker's hand will be moved to the center of the layout and placed in full view. The Dealer will then expose the rest of the Player's hands in a counter-clockwise rotation starting from the hand that is furthest right of the Dealer.

PLAYER BANK (CONT.)

12. The procedures are as follows:
13. On losing bets, the checks will be moved to the center of the table.
14. All losing bets that were placed in the center of the table will be totaled and used to pay any winning bets. If bets collected will not cover all wagers to be paid, the Player Banker must make up the difference. The Player Banker must hand in to the Dealer any additional monies before any bets can be paid.
15. The Dealer will collect the cards after the winning bet has been paid and place them in the discard rack, acting on each hand individually, unless there is a four of a kind or better, the cards are to be left on the table for the Envy bonus payout.
16. All winning bets are charged a 5% commission, which the house collects and places in the chip tray. If the Player Banker has any monies remaining after all winning bets have been paid, the Player Banker is charged commission on the net win only. The Player banker pays no commission if monies paid out exceeds monies collected.

WAGERING ON ANOTHER PLAYER'S HAND

1. Up to four (4) Players are allowed to play on one betting circle, however, table limits do apply per betting circle. Multi-bets are subject to approval by the Floor Supervisor.
2. After the original Player has declared his/her bet, the other Players then make bets up to the remaining balance of the table limit.
3. When playing multi-bets on one hand, each Player is responsible for his/her own bet and commission.
4. Only the original Player (seated at the spot) is allowed to handle the cards and set the hand.
5. The 5% commission that is charged by the house on all winning bets is collected separately on each individual Player's bet.
6. The seated Player has the option to let anyone else play on his/her hand, but only the seated Player will touch the cards and decide how to set the hand.
7. Wagers on other Players fortune bets will not be permitted.

MANUAL DEALING

1. In the event that the shuffle machine breaks down, these procedures for shuffling and using the dice will be in effect.
2. Seven hands will be dealt with seven cards each, all in front of the chip tray.
3. The Dealer will always deal the seven stacks starting from the left to the right. The second card will be dealt from right to left, the third card will be dealt left to right and so on until seven stacks of seven cards are in front of the chip tray.
4. The first hand will be indicated by moving that stack slightly toward the Player, approximately two inches, with the last stack turned horizontally. The House will always start the first stack furthest right.
5. In the case of a Player Banker, they must designate the starting stack that he/she wants. The indicated stack will be moved slightly toward the Players, with the last stack turned horizontally.
6. The Dealer banker will shake the dice after the seven hands have been dealt in front of the chip tray.
7. When the Player banks, the Dealer will hand the dice cup to the Player bank after all bets are made. The Player Bank will then indicate which hand is to be dealt first then shake the dice.
8. The Dealer will always be the one to uncover the dice cup. If the Player banker inadvertently uncovers the cup, the Dealer will ask for another shake.
9. The dice will remain uncovered and unmoved until the hands are dealt out and unseen hands placed in the discard rack. The Dealer will then cover the dice, shake the cup and place the cup to the right side of the layout.
10. The total of the dice will determine which circle gets the first hand. It will count counter-clockwise and starts with the Bank as #1. The bank will always get the first hand if the dice total 1,8, or 15.
11. When shaking the dice, the Dealer will use one hand to shake the cup at least three (3) times.
12. Dealer will announce the dice total in a regular speaking voice when the dice are uncovered.
13. If a die lands on top of another die or a die is cocked, there will be a "No Dice". The banker will then shake the dice again. Do not move the dice before calling the total.

COMMISSION

1. The Dealer is responsible for collecting 5% commission on all winning bets.
2. All bets will be paid before the 5% commission is charged
3. All commissions must be proved by the Dealer in front of the chip tray.
4. Minimum commission will be 25 cents.
5. Commissions will be collected in 25-cent increments, or at the discretion of the Floor Supervisor. Players will wager in \$5.00 increments.

FORTUNE PAYOUT SCHEDULE

7-Card Straight Flush/No Joker*	8000 to 1	\$5,000 Envy-Bonus
Royal Flush Plus Royal Match*	2000 to 1	\$1,000 Envy-Bonus
7-Card Straight Flush W/Joker*	1000 to 1	\$ 500 Envy-Bonus
Five Aces	400 to 1	\$ 250 Envy-Bonus
Royal Flush	150 to 1	\$ 50 Envy-Bonus
Straight Flush	50 to 1	\$ 20 Envy-Bonus
Four of a Kind	25 to 1	\$ 5 Envy-Bonus
Full House	5 to 1	
Flush	4 to 1	
Three of a Kind	3 to 1	
Straight	2 to 1	

*Maximum Aggregate Payoff Per Round \$25,000

PROGRESSIVE PAYOUT SCHEDULE

HAND	
7-Card Straight Flush	100%
Five Aces	10%
Royal Flush	500 to 1
Straight Flush	100 to 1
Four of a Kind	75 to 1
Full House	4 to 1

*Semi-wild Joker completes a Straight Flush, Straights, Flush or can substitute for an Ace.

*Semi-wild Joker can be used in any progressive hand.

ROCKIN' HOUSE WAYS

NO PAIR: Use the second and third highest ranked cards as the second highest hand.

ONE PAIR: Always play the pair in the high hand and use the two highest ranked cards for the second highest hand.

TWO PAIRS: **JACKS AND SEVENS OR BETTER:** Always Split.

LESS THAN JACKS AND SEVENS: If an Ace is present, keep pairs together in the high hand. Play the Ace in the second highest hand.

THREE PAIRS: Always play the highest pair as the second highest hand.

THREE-OF-A-KIND: Always play in high hand.

EXCEPTION – With three Aces play one of the Aces in the second highest hand and two Aces in the high hand.

TWO THREE-OF-A-KINDS: Play a pair of the highest three-of-a-kind for the second highest hand.

STRAIGHTS, FLUSHES & STRAIGHT FLUSHES

Note: An "Ace-2-3-4-5" Straight is considered the second highest Straight.

WITH NO PAIR: When given a choice to play either a Straight, Flush or a Straight Flush, play the hand that allows the highest two cards to be played in the second highest hand.

WITH ONE PAIR: Play the pair as the second highest hand if a Straight, Flush or Straight Flush can be preserved in the high hand.

WITH TWO PAIRS: Use two pair rule.

WITH THREE PAIRS: Use three pair rule.

WITH THREE-OF-A-KIND: Play a pair in second highest hand.

WITH FULL HOUSE: Use Full House rule.

FULL HOUSE

THREE-OF-A-KIND AND PAIR: Always split and play the pair as the second highest hand.

THREE-OF-A-KIND AND TWO PAIRS: Play higher of the pairs in the second highest hand.

2 THREE-OF-A-KINDS: Play the highest three of a kind as a pair in the second highest hand.

FOUR-OF-A-KIND

TWOS THRU SIXES: Never split. Always play in the high hand.

SEVENS THRU TENS: If an Ace can be played in the second highest hand, keep the Four-of-a-Kind in the high hand, otherwise split.

JACKS AND HIGHER: Always split.

FOUR OF A KIND WITH A PAIR (OR THREE OF A KIND): Play pair in second highest hand.

FIVE ACES: Always split and play two Aces in the second highest hand.

EXCEPTION – Five Aces with a pair of Kings: Play the Aces in the high hand and the Kings in the second highest hand.

The material included in this PDF document constitutes a 'fair use' of any copyrighted material as provided for in Section 107 of the U.S. Copyright law which allows for education, teaching (including multiple copies for classroom use), scholarship, or research and is not deemed an infringement of copyright in the eyes of the law.

§ 107 . Limitations on exclusive rights: Fair use⁴⁰

Notwithstanding the provisions of sections 106 and 106A, the fair use of a copyrighted work, including such use by reproduction in copies or phonorecords or by any other means specified by that section, for purposes such as criticism, comment, news reporting, teaching (including multiple copies for classroom use), scholarship, or research, is not an infringement of copyright. In determining whether the use made of a work in any particular case is a fair use the factors to be considered shall include—

- (1) the purpose and character of the use, including whether such use is of a commercial nature or is for nonprofit educational purposes;
- (2) the nature of the copyrighted work;
- (3) the amount and substantiality of the portion used in relation to the copyrighted work as a whole; and
- (4) the effect of the use upon the potential market for or value of the copyrighted work.

The fact that a work is unpublished shall not itself bar a finding of fair use if such finding is made upon consideration of all the above factors.