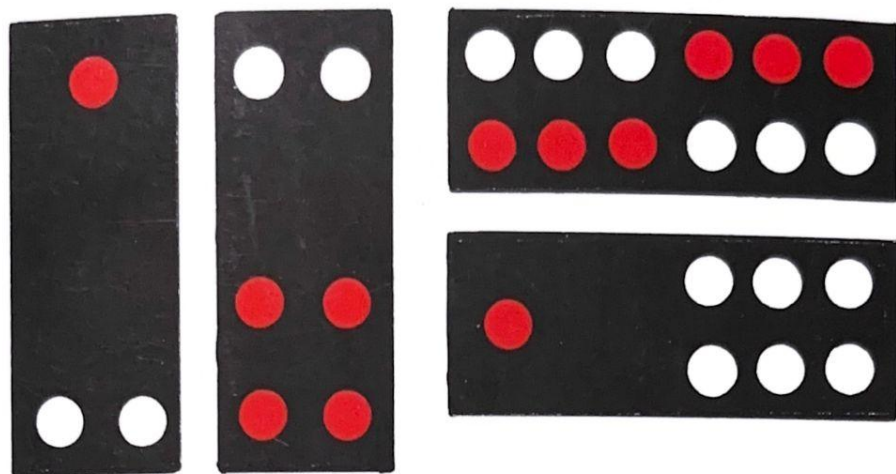
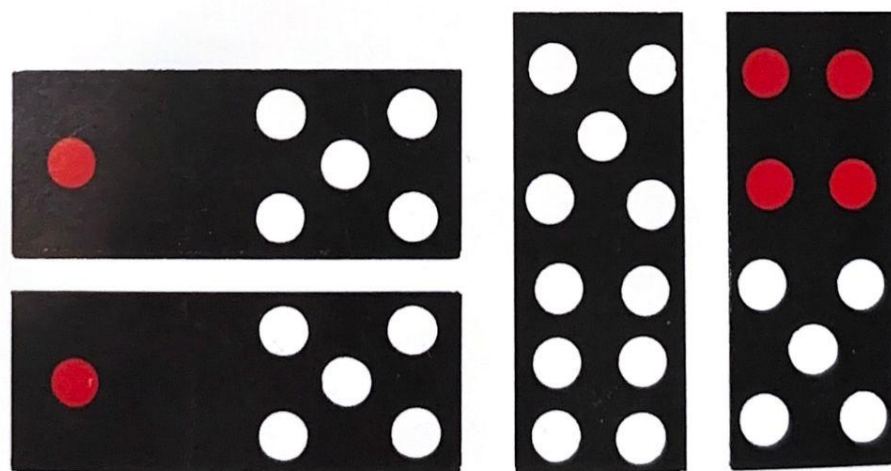




HOW TO PLAY PAI GOW



THE PAI GOW EIGHT STEP EVALUATION SEQUENCE.

These Eight Steps will allow you to evaluate any hand quickly. See Section 5 for details.

DECISION 1: Do you have TWO PAIRS of IDENTICAL DOMINOES? If so, play EACH PAIR as a hand, with the higher Ranking Pair as the High Hand.

DECISION 2: Do you have ONE PAIR OF IDENTICAL DOMINOES? If so, play the pair as the High Hand and the other dominoes as the Low Hand.

DECISION 3: Do you have the RANK 1 hand (Domino 1-2 with 2-4)? If so, play these as the High Hand, and the other two dominoes as the Low Hand.

DECISION 4: Do you have one of four MIXED PAIRS? If so, play the Mixed Pair as the High Hand; the others as the Low Hand.

DECISION 5: Do you have DOMINO 6-6 with a domino that totals 9 (3-6 or 4-5) or with a domino that totals 8 (2-6 or 3-5 or 4-4)? If so, play that Ranking Pair as the High Hand, and the others as the Low Hand.

DECISION 6: Do you have DOMINO 1-1 with a domino that totals 9 (3-6 or 4-5) or with a domino that totals 8 (2-6 or 3-5 or 4-4)? If so, play that Ranking Pair as the High Hand and the others as the Low Hand.

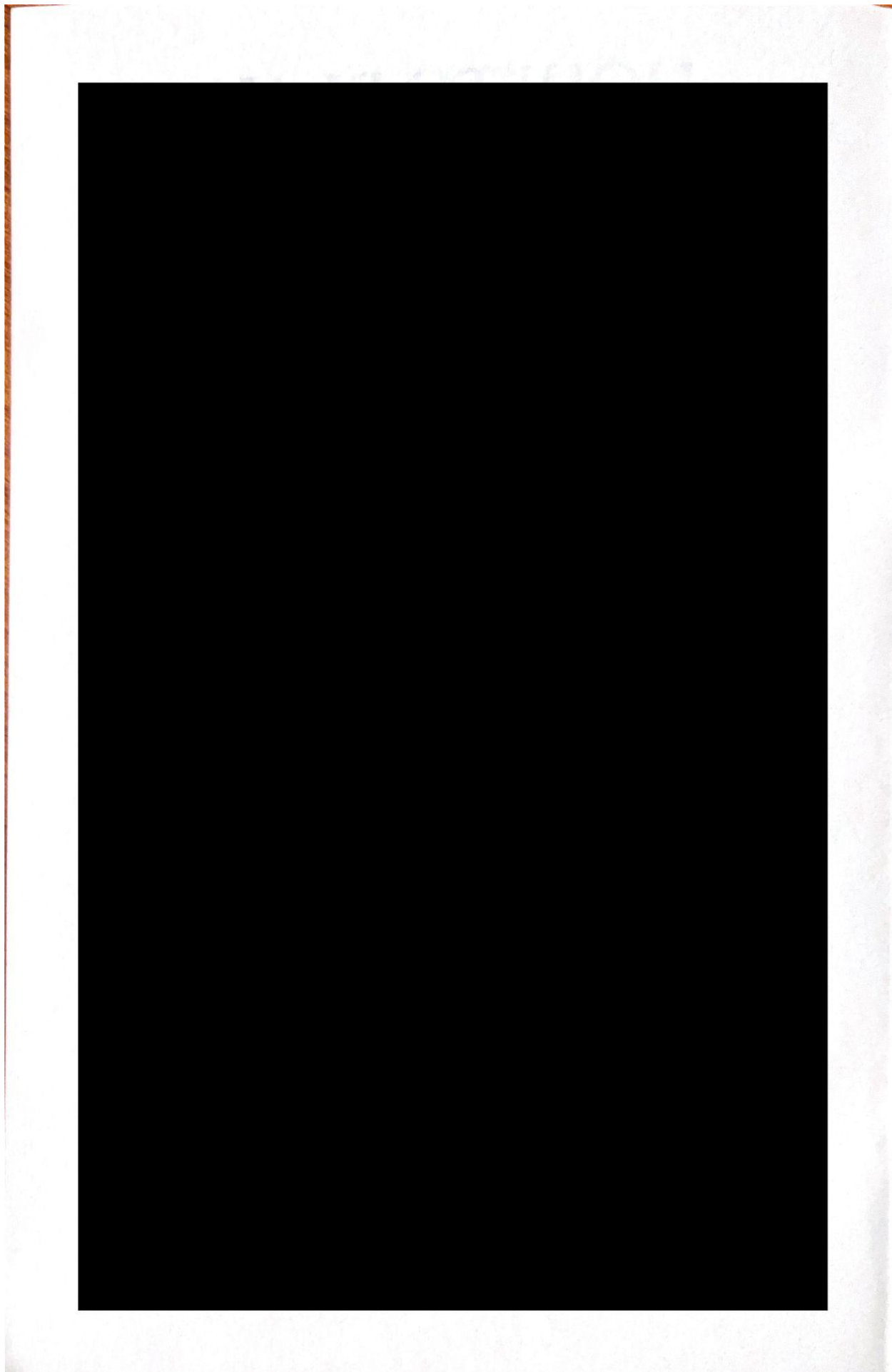
DECISION 7: Do you have two dominoes that TOTAL 9, one of which is DOMINO 6-6 or 1-1 or 4-4? If so, play those two dominoes as the High Hand (Value of 9), and use the other two dominoes to form the Low Hand.

DECISION 8: If you have none of the above possibilities, MAKE THE LOW HAND AS HIGH AS POSSIBLE. AVERAGE THE HANDS. Play the highest ranking domino on the Low Hand, and if you have a choice, do NOT play two high ranking dominoes on the same hand.

HOW TO PLAY PAI GOW

OVERVIEW AND PURPOSE

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The purpose of this book is to teach you to play the game of PAI GOW well enough to be recognized as a skillful player, and to compete with confidence. The rules and guidelines presented here will show you the best way to play the game.

PAI GOW is a game that seems to follow no rhyme or reason. Anyone watching a PAI GOW session who is NOT familiar with it will confirm this impression. There seems to be no pattern to the decisions players make. But, despite this apparent complexity, PAI GOW is relatively easy to learn.

Each player receives four dominoes, and forms two hands (two dominoes per hand). The "best hand" is called the High Hand and the other hand is called the Low Hand.

Given four dominoes, there are only 3 ways to group them to form two hands. The goal in learning how to play PAI GOW is to determine which of the three possible ways to form a High and Low Hand is the correct one to use.

A set of PAI GOW dominoes consists of 32 dominoes of a given type. Thus, there are an exact number of possible combinations of four dominoes that you could be "dealt". That number is 8,130!

HOW TO PLAY PAI GOW is the result of an extensive computer analysis of ALL 8,130 possible combinations of four dominoes that you could be dealt. It is relatively easy to learn the best way to divide any set of four dominoes into two hands.

Fortunately, all 8,130 possibilities can be grouped into SIX categories, and a single "rule of thumb" can be used for each TYPE OF HAND. These rules or guidelines will teach you how to handle almost 95% of all the PAI GOW combinations you could receive. The other 5% can be handled with a single additional guideline.

The heart of this book and the key to learning how to play PAI GOW, is the EIGHT STEP DECISION SEQUENCE in Section 5. These eight steps guide you through the evaluation process for EVERY SET OF FOUR DOMINOES you could ever be dealt.

It would be very beneficial to have a set of PAI GOW dominoes in front of you as you read this book. The back cover contains a "paper set" of PAI GOW dominoes. All you have to do is cut them out.

Of course, a real set would be better, but a "casino quality" set might cost from \$30 to \$80. You could take two regular sets of dominoes, drop red finger-nail polish in the appropriate spots, and have a much less expensive set. Your knowledge and retention of the material will be much better with a set on hand as you read the book.

After you have read the material and practiced at home, observe the action at any casino game. Stand behind one person and see if you would make the same decisions he or she makes. Notice how the Dealer forms his or her two hands. Observe the pattern of betting, payoffs, and general activity.

Then sit down to play the game, using the table MINIMUM as your bet size. This is the best way to learn how to play PAI GOW. In fact, it is the only way to really learn how to play AFTER you have read the material in this book. If you need any help as you are playing, you will receive all you need from other players or the Dealer.

You should receive a great deal of personal satisfaction from learning how to play PAI GOW. The guidelines that have been presented here are sound, and should make you a good player in a short period of time.



INTRODUCTION TO PAI GOW

A LOOSE TRANSLATION for the words PAI GOW would be something like "making nines". This gives you some clue as to how the game is played. The objective in PAI GOW is to form pairs of dominoes to get totals as close to nine as possible, or to get pairs of dominoes that form one of the 20 Ranking Pairs (to be explained in Section 3).

THE SETTING for PAI GOW is similar to that for a game of Blackjack or Poker. There is a dealer and seats for up to seven (7) players. The similarity continues as some players refer to the dominoes as "cards", and they often "peek" at their dominoes as they might "peek" at their cards in a game of Blackjack or Poker.

PAI GOW IS PLAYED with 32 dominoes, 21 different dominoes and 11 duplicates. Each Player receives four (4) dominoes, and all 32 dominoes are "dealt out" even when there are less than 7 players. Four dominoes are dealt to each vacant player position, and are left there until the hand is played.

THE GOAL OF PAI GOW is to form two good hands (two dominoes per hand) using the four dominoes. The best hand is called the High Hand, and the other hand is called the Low Hand. Sometimes the High Hand is called the "Back Hand" and the Low Hand is called the "Front Hand". For our purposes, the two hands will only be referred to as High Hand and Low Hand. Learning how to play PAI GOW means learning how to form the best two hands using the four dominoes you are dealt.

THE 32 DOMINOES ARE SHUFFLED AND EIGHT STACKS OF FOUR ARE FORMED. Before the dominoes are dealt, each player places his or her bet in the appropriate box in front of their location. House limits apply and are indicated on the table.

THREE DICE ARE ROLLED AND THE TOTAL DETERMINES WHO GETS THE FIRST DOMINOES. COUNTING STARTS FROM THE BANKER (who is NOT

INTRODUCTION TO PAI GOW

always the dealer) and proceeds around the table in a Counter Clockwise manner. If the dice total 3, the second POSITION to the right of the Banker gets the FIRST stack of dominoes, and the others are dealt in counter clockwise sequence. If the dice total 8, then the seventh POSITION from the Banker gets the first dominoes. If the dice total 18, the first POSITION from the Banker gets the FIRST stack of dominoes. ETC. Below is a list of the totals on the dice that determine what position receives the FIRST stack of dominoes.

Dice Totals:	1st Stack Goes to:	Dice Totals:	1st Stack Goes to:
3 & 11	= Position 2	4 & 12	= Position 3
5 & 13	= Position 4	6 & 14	= Position 5
7 & 15	= Position 6	8 & 16	= Position 7
9 & 17	= The Banker	10 & 18	= Position 1

Four dominoes are dealt to each player and to each vacant player position on the table. Although the casino provides a Dealer who is usually the Banker, each player has an option to become the Banker on any hand. (More on "banking the hand" in Section 6.)

Once you have made your decision on a High Hand and a Low Hand, you stack each hand and place them (face down) out in front of your money. When all players have made their decisions (formed their two hands) the Banker turns over his or her dominoes and also forms a High Hand and a Low Hand. A comparison is made to determine WINS, LOSSES and TIES.

A PLAYER WINS when the Players' High Hand is HIGHER than the High Hand of the Banker, AND the Low Hand of the Player is ALSO HIGHER than the Low Hand of the Banker. Thus, the goal is to be able to form two

hands that are both "High" even though one is referred to as the "Low" Hand.

PAYOFFS ARE EVEN MONEY ONLY, except that the house collects a 5% commission from each winning bet. This commission is taken from each payout as it is paid.

A PLAYER LOSES when the Bankers' High Hand is higher than the High Hand of the Player, AND the Banker's Low Hand is also higher than the Low Hand of the Player. The Banker also wins all ties on either the High or the Low Hand.

When the Banker beats EITHER ONE, BUT NOT BOTH, of the Player's hands then it is a "standoff" and no money changes hands.

In order to play PAI GOW you need to become familiar with the individual dominoes that are used, know which dominoes form ranking pairs, and know how to form two hands from the four dominoes you are dealt, so you have either the best chance to win, or if you don't win, to at least achieve a "standoff", a tie.

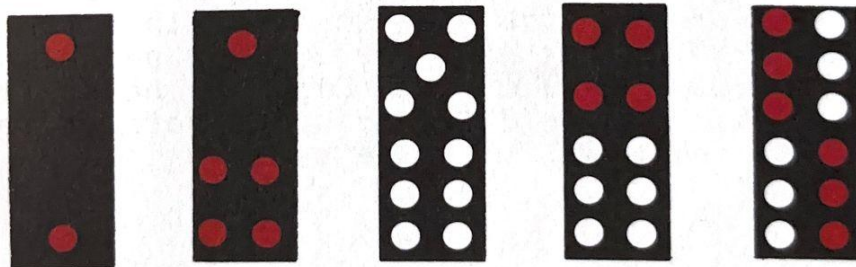
The following section describes the 32 dominoes used in PAI GOW. This is followed by a description of the 20 Ranking Pairs that represent the highest hands that can be formed with two dominoes. Then guidelines are presented for forming two hands from every one of the 8,130 possible sets of four dominoes that you might be dealt.

THE 32 INDIVIDUAL DOMINOES

The back cover illustrates all 32 dominoes used in PAI GOW. It might be helpful to review them briefly before reading this section. Please note that the back cover has been prepared so that you can cut out the dominoes, therefore having a set to use for practice.

There are 21 unique dominoes and 11 duplicates. Each domino is similar to a "regular" set, with some minor exceptions. There are NO BLANKS in this set. The LEAST number of dots on any domino is two, double one (1-1). The MOST number of dots on any domino is twelve, double six (6-6). (Note: This is the way each domino will be shown in the text, that is, 1-1, 1-4, 5-6, 4-6, 6-6, etc.). (SEE BELOW)

Some PAI GOW dominoes contain the color red, which is different from a normal set of dominoes. Every place one (1) or four (4) occurs it is colored red; and the upper-left and bottom-right half of the domino containing double sixes (6-6) are also colored red. All other spots are white, like regular dominoes.



SOME PAI GOW DOMINOES CONTAIN RED DOTS

The individual value of a domino is NOT based upon the number of dots on it. The value of each domino is based upon the Chinese meaning for it, which you do not need to know to play PAI GOW.

EXHIBIT 1 illustrates the 21 unique dominoes and gives the INDIVIDUAL ranking or value of each one. The highest ranking

EXHIBIT 1 RANKING OF THE 21 UNIQUE DOMINOES



DOMINO
RANK 1



DOMINO
RANK 2



DOMINO
RANK 3



DOMINO
RANK 4



DOMINO
RANK 5



DOMINO
RANK 6



DOMINO
RANK 7



DOMINO
RANK 8



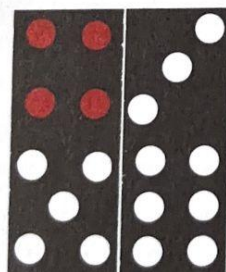
DOMINO
RANK 9



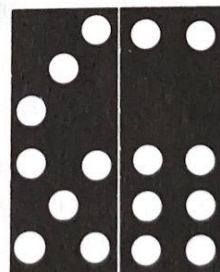
DOMINO
RANK 10



DOMINO
RANK 11



DOMINO
RANK 12



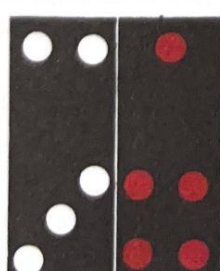
DOMINO
RANK 13



DOMINO
RANK 14



DOMINO
RANK 15



DOMINO
RANK 16



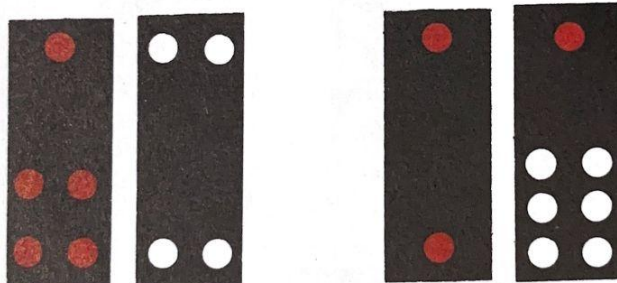
DOMINO
RANK 17

Individual domino rankings are used to "break ties". These 21 UNIQUE dominoes with duplicates of the first 11, form a 32 piece PAI GOW set.

THE 32 INDIVIDUAL DOMINOES

domino is the double six (6-6). The lowest ranking individual domino is the 1-2. Some dominoes are equal in value: 3-6 and 4-5 are equal in value; 2-6 and 3-5 are equal; 2-5 and 3-4 are equal; and dominoes 1-4 and 2-3 are equal in value.

The purpose of assigning a value to each individual domino is to "break ties". When two hands total the same amount, the highest ranking INDIVIDUAL domino determines the winner. For example, suppose the Banker has a High Hand of (1-4 & 2-2 = 9). The player has (1-1 & 1-6 = 9), for a tie. The player wins, since domino 1-1 is a higher ranking domino than either 1-4 or 2-2.



BANKER'S HAND PLAYER'S HAND
The Player wins this tie.

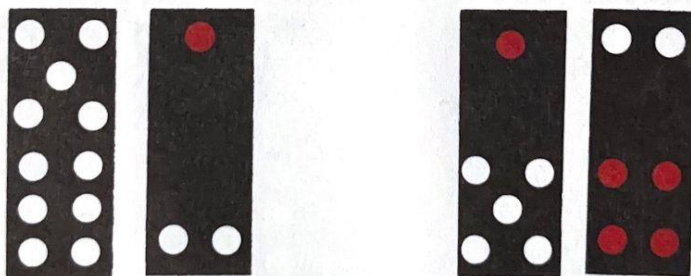
If the highest ranking dominos in each of the tie hands are equal in rank, the Banker wins the tie. The second domino is not compared. THE BANKER WINS ALL TIES WHEN THE HANDS EQUAL ZERO. RANKING DOMINOES ARE NOT CHECKED WHEN TIE HANDS TOTAL ZERO!

Each domino has one or more names. The highest ranking individual domino, the double six (6-6) is called TEEN and DOUBLE HEAVEN. Domino (1-1) is called DAY and DOUBLE EARTH. Domino 4-4 is called RED EIGHT, HIGH EIGHT and DOUBLE PEOPLE. WHITE EIGHTS or LOW EIGHTS are (2-6 and 3-5). HIGH TEN is domino 5-5, distinguishing it from the LOW TEN (4-6). Domino 2-2 is named WHITE FOUR; domino 1-3 is called RED DOT FOUR.

THE 32 INDIVIDUAL DOMINOES

It is helpful to know each domino by name (See Page 12) especially dominoes 6-6 (TEEN) and 1-1 (DAY). These are the most powerful dominoes, since they can be used to make several ranking pairs.

Individually, dominoes 1-2 and 2-4 rank very low. But these two dominoes are "wild", and therefore very useful. Each one can be counted as either 3 or 6, whichever count will improve the hand. For example, a hand consisting of domino 5-6 with 1-2 would be counted as 7 ($11 + 6$) and NOT counted as 4 ($11 + 3$), since a hand with a NUMBER VALUE of 7 is better than a hand with a NUMBER VALUE of 4. (ONLY THE LAST DIGIT IS USED FOR TOTALS OVER 9! A HAND TOTALING 10 OR 20 ONLY COUNTS AS ZERO!) A hand composed of dominoes 1-5 and 2-4 would count as having a NUMBER VALUE of 9 ($6 + 3$) instead of being counted as 2 ($6 + 6$), for the same reasons.



NUMBER VALUE = 7 NUMBER VALUE = 9

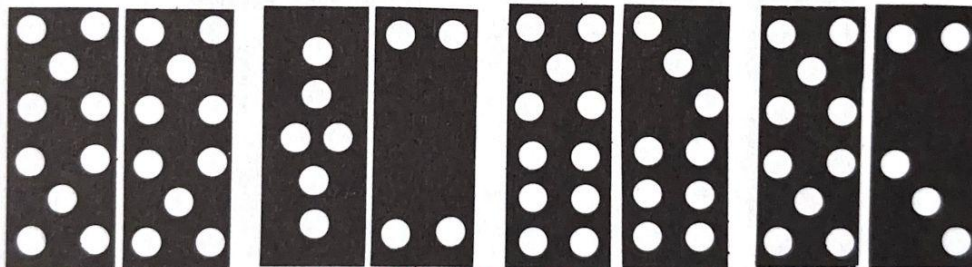
In addition to being "wild", dominoes (1-2 and 2-4) form the highest ranking hand, Rank 1. Thus, WATCH FOR THESE TWO DOMINOES, since they add flexibility to your decisions in forming hands.

With this brief description of the individual dominoes serving as an overview of PAI GOW, we will now discuss various ways the dominoes can be played together to form Ranking Pairs.

EVERY HAND (2 dominoes) can take only two forms: (1) the hand consists of two dominoes that represent one of the 20 hands that have a pre-assigned RANKING VALUE, or (2) the hand will NOT have such a pair and the spots are added together to get a NUMBER VALUE, ranging from a high of 9 to a low of zero (0).

The higher the RANKING VALUE, the better the hand. Rank 1 is the highest RANKING VALUE and Rank 20 is the lowest RANKING VALUE.

The higher the NUMBER VALUE when there is NO ranking pair, the better the hand. REMEMBER, ONLY THE LAST DIGIT IS USED FOR TOTALS THAT ARE ABOVE 9. For example, two dominoes that total ten (3-3 & 2-2) will only be counted as 0. Two dominoes that total 20 will also only be counted as 0 (5-6 & 3-6). Two dominoes that total 15 will only be counted as 5 (5-5 & 2-3). ETC.

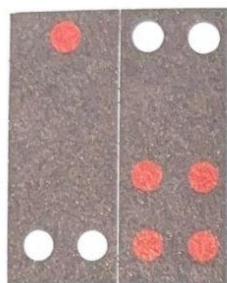


RANK 6 NUMBER VALUES 0 & 5

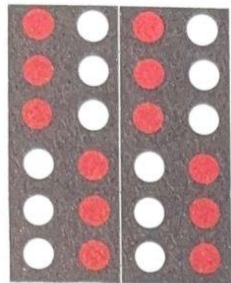
EVERY HAND WILL HAVE either one of the 20 RANKING VALUES or one of the ten NUMBER VALUES ranging from 9 to zero (0). Although there are many combinations of dominoes that can total to numbers 9 through 0, there are only specific ways the 20 ranking pairs can be formed.

EXHIBIT 2 illustrates the first 16 ranking pairs. There is only one combination of dominoes to form each of these pairs. The 32 dominoes forming these

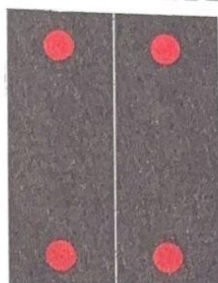
EXHIBIT 2 THE TOP 16 RANKING PAIRS.



PAIR
RANK 1



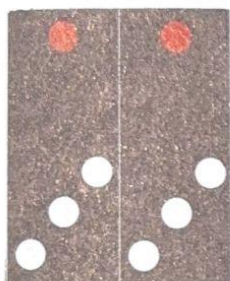
PAIR
RANK 2



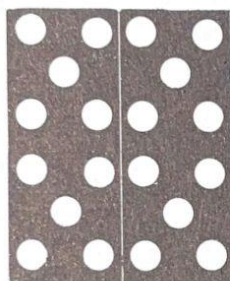
PAIR
RANK 3



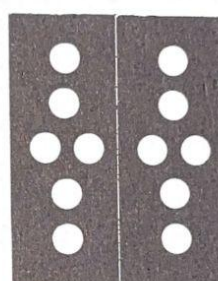
PAIR
RANK 4



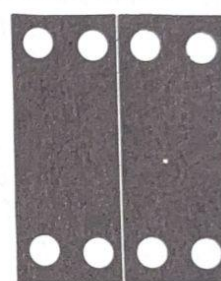
PAIR
RANK 5



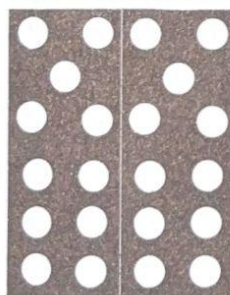
PAIR
RANK 6



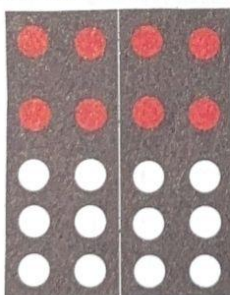
PAIR
RANK 7



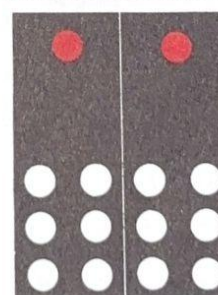
PAIR
RANK 8



PAIR
RANK 9



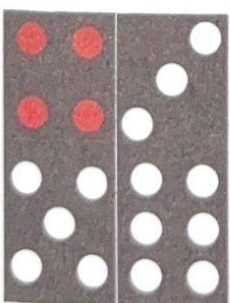
PAIR
RANK 10



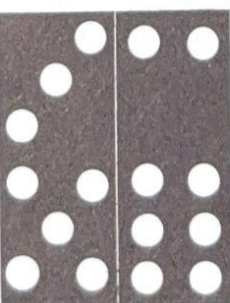
PAIR
RANK 11



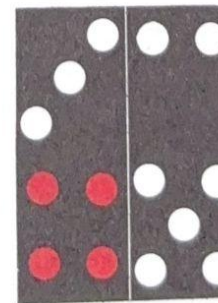
PAIR
RANK 12



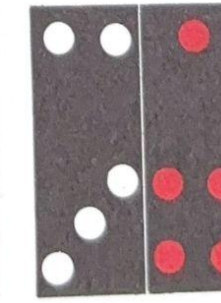
PAIR
RANK 13



PAIR
RANK 14



PAIR
RANK 15



PAIR
RANK 16

Ranking Pairs represent the complete PAI GOW set of dominoes.

The best two dominoes you can get to form a hand are (1-2 & 2-4). This is the number 1 ranking hand, and is higher than any other pair of dominoes. The next best hand consists of (6-6 & 6-6), the identical pairs of double sixes. This is Ranking Pair two (2), and is higher than any other hand except Rank 1. If you are dealt these four dominoes (1-2, 2-4, 6-6, 6-6) you would have ONE OF ONLY TWO GUARANTEED WINNERS in PAI GOW. (Rank 1 with Rank 3 is the other sure winner.) If you have the Rank 1 hand (1-2 & 2-4) you cannot lose, but your Low Hand may lose and you could end up with a tie.

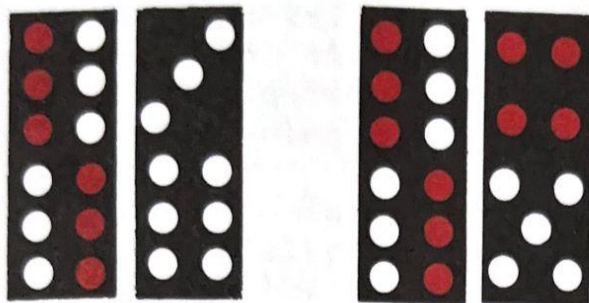
RANKING HANDS 2 through 12 consist of pairs of IDENTICAL DOMINOES. These hands are relatively easy to recognize, and you should have absolutely no difficulty identifying them.

RANKING HANDS 13 through 16 consist of Mixed (Chop) Pairs. These are NOT identical pairs, but they do add to the same number value (3-6 & 4-5 = 9), (2-6 & 3-5 = 8), (2-5 & 3-4 = 7), and dominoes (1-4 & 2-3 = 5). These ranking pairs are often overlooked, so check your dominoes carefully so you don't overlook these pairs.

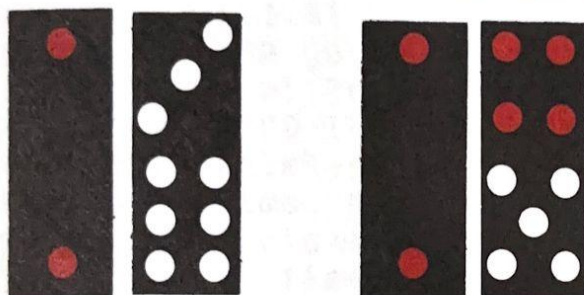
NOTICE HOW CLOSELY THE FIRST 16 RANKING PAIRS AGREE WITH THE VALUES FOR EACH INDIVIDUAL DOMINO. With the exception of the Rank 1 hand, the Ranking Pairs follow the same sequence as the Individual domino rankings. (Compare EXHIBITS 1 AND 2.)

EXHIBIT 3 illustrates Ranking Pairs 17 - 18 - 19 and 20. These ranking pairs combine the two highest ranking dominoes (6-6 and 1-1) with either a domino totaling 9 or one totaling 8. Since Ranks 17 through 20 are NOT identical pairs, it takes a lot of practice to recognize them immediately.

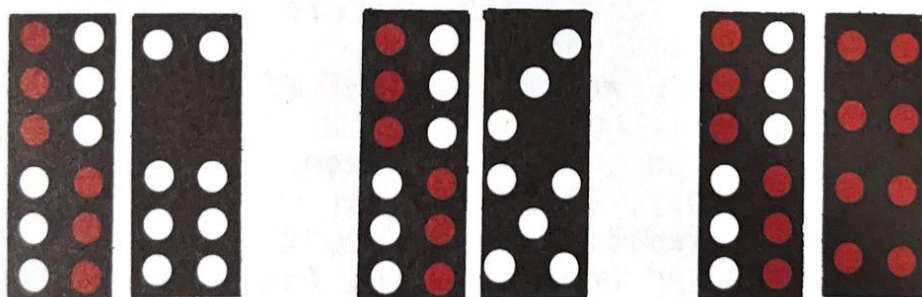
EXHIBIT 3 RANKING PAIRS 17 - 18 - 19 and 20



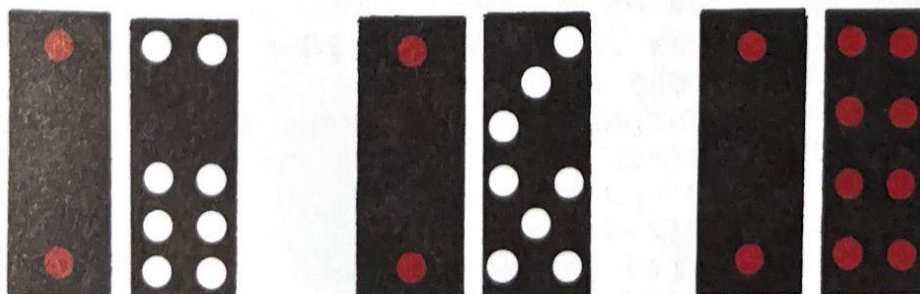
RANK 17 PAIRS: DOMINO 6-6 WITH 3-6 or 4-5



RANK 18 PAIRS: DOMINO 1-1 WITH 3-6 or 4-5



RANK 19 PAIRS: DOMINO 6-6 WITH 2-6, 3-5, 4-4



RANK 20 PAIRS: DOMINO 1-1 WITH 2-6, 3-5, 4-4

Pair 17 can be formed two ways: (6-6 & 3-6) and (6-6 & 4-5). Pair 18 represents the same general format, except domino 1-1 is used with either of the dominoes totaling nine (1-1 & 3-6), (1-1 & 4-5).

Pairs 19 and 20 also use dominoes 6-6 and 1-1. Ranking Pair 19 consists of (6-6 & 2-6), (6-6 & 3-5) and (6-6 & 4-4). Ranking Pair 20 consists of the same three dominoes that total eight (8), but with domino 1-1: (1-1 & 2-6), (1-1 & 3-5) and (1-1 & 4-4).

IT IS ESSENTIAL THAT YOU RECOGNIZE AND MEMORIZE ALL 20 RANKING PAIRS IN THE CORRECT ORDER BEFORE YOU CAN PLAY PAI GOW. When you can recognize the 20 Ranking Pairs, and know the individual value of each domino, you are prepared to learn how to evaluate any four dominoes that you might be dealt.

The next section covers the evaluation of all possible hands. You might want to review EXHIBITS 1, 2, and 3 (and the list of domino names given below) before proceeding.

DOMINO NAMES WHICH IT MIGHT BE CALLED

6-6	Teen, Double Heaven
1-1	Day, Double Earth
4-4	Red 8, High 8, Double People
1-3	Red Dot 4, Goose, Plant, Harmony
5-5	Long 10, High 10, Plum Flower
3-3	Long 6, High 6, White 6
2-2	Long 4, White 4
5-6	Ox Head, Axe
4-6	Low 10, Red Head 10
1-6	Long Leg 7
1-5	Red Mallet, Big Head 6
3-6 & 4-5	Mixed 9
2-6 & 3-5	Mixed 8
2-5 & 3-4	Mixed 7
2-4	Wild Card, Two-Four
2-3 & 1-4	Mixed 5
1-2	Wild Card, One-Two

Once you receive your four dominoes, you are faced with the decision of forming two hands, each hand consisting of two dominoes. The best hand is called the High Hand, and the other hand is called the Low Hand. Ideally, both hands will be "high".

With any FOUR dominoes there are only THREE POSSIBLE WAYS to arrange them to form two hands:

	HAND 1		HAND 2
Way #1	Domino 1 with 2	+	Domino 3 with 4
Way #2	Domino 1 with 3	+	Domino 2 with 4
Way #3	Domino 1 with 4	+	Domino 2 with 3

To play PAI GOW, you must learn which of these three possible arrangements is best for any given set of four dominoes that you might be dealt. Fortunately, only a few rules are needed to guide most of your decisions.

With 32 dominoes in a PAI GOW set, there are exactly 8,130 different combinations of four dominoes that you could be dealt. Every one of the 8,130 different combinations has been classified into one of six TYPES OF HANDS, representing 28 groups.

In the paragraphs that follow, rules are presented for handling virtually 95% of the decisions you have to make to form two hands. Exceptions to these rules will be presented in the next section.

EXHIBIT 4 lists the SIX TYPES OF HANDS into which all 8,130 possible combinations of four dominoes have been placed. It also places the hands into one of 28 Groups into which every possible hand can be classified. The discussion for evaluating any hand will follow the outline of EXHIBIT 4, taking each TYPE OF HAND in sequence.

TYPE I HANDS

TYPE I HANDS contain 55 hands, each hand containing TWO IDENTICAL PAIRS of dominoes. For example the four dominoes 6-6, 6-6, 5-5, and 5-5 consists of two

EXHIBIT 4 PAI GOW HANDS BY TYPE-OF-HAND

TYPE	GROUP		NUMBER
I	Group 1	2 ID Pairs	55
		TYPE I TOTAL	55
II	Group 2	6-6 & 6-6	190
II	Group 3	1-1 & 1-1	190
II	Group 4	4-4 & 4-4	190
II	Group 5	1-3 & 1-3	190
II	Group 6	5-5 & 5-5	190
II	Group 7	3-3 & 3-3	190
II	Group 8	2-2 & 2-2	190
II	Group 9	5-6 & 5-6	190
II	Group 10	4-6 & 4-6	190
II	Group 11	1-6 & 1-6	190
II	Group 12	1-5 & 1-5	190
		TYPE II TOTAL	2,090
III	Group 13	1-2 & 2-4	171
III	Group 14	3-6 & 4-5	170
III	Group 15	2-6 & 3-5	169
III	Group 16	2-5 & 3-4	168
III	Group 17	1-4 & 2-3	167
		TYPE III TOTAL	845
IV	Group 18	6-6 & 3-6	149
IV	Group 19	6-6 & 4-5	149
IV	Group 20	6-6 & 2-6	117
IV	Group 21	6-6 & 3-5	117
IV	Group 22	6-6 & 4-4	102
		TYPE IV TOTAL	634
V	Group 23	1-1 & 3-6	132
V	Group 24	1-1 & 4-5	132
V	Group 25	1-1 & 2-6	102
V	Group 26	1-1 & 3-5	102
V	Group 27	1-1 & 4-4	88
		TYPE V TOTAL	556
VI	Group 28	NO PAIRS	3,950
		TYPE VI TOTAL	3,950
		GRAND TOTALS	8,130

NOTES: There are 8,130 possible combinations of four dominoes that you might be dealt. A Group is identified by the RANKING PAIR it contains. Group 28 has NO ranking pairs.

IDENTICAL PAIRS of dominoes. If you are dealt these four dominoes you have a very easy "decision" to make in order to form two hands. Play the IDENTICAL PAIR of double sixes (RANK 2) together as the High Hand, and the IDENTICAL PAIR of double fives (RANK 6) as the Low Hand. Put the two hands out in front of your money (face down) and you have "played the hand".

Receiving two identical pairs does not happen often. With only 55 such hands possible out of a total of 8,130 hands, you will be dealt two identical pairs only 1 time in about 150 hands. Deciding how to play these two identical pairs is extremely easy. Each pair represents one hand, and the higher Ranking Pair is the High Hand.

TYPE II HANDS

TYPE II HANDS represent 2,090 hands, each hand containing ONE IDENTICAL PAIR of dominoes. For example, 1-1, 1-1, 5-6, and 3-4 is a combination of four dominoes that contains one identical pair, the pair of double 1's (called DAY). When you receive four dominoes which contain an identical pair, play the identical pair as the High Hand, and the other two dominoes as the Low Hand. In the example above, play dominoes 1-1 and 1-1 as the High Hand (Rank 3); play the 5-6 with the 3-4 as the Low Hand (NUMBER VALUE of 8). Remember, any combination that totals 10 or more is counted as the last digit only. Thus, 5-6 (11) plus 3-4 (7) totals 18, and is valued as 8.

When you receive any four dominoes containing one IDENTICAL PAIR, your decision process is relatively easy. The High Hand is the Identical Pair and the other two dominoes form the Low Hand. There are EXCEPTIONS to this rule, and these exceptions will be handled in the next section on guidelines for splitting any

Ranking Pair. For now, we will only cover decisions that handle most situations.

About 25% of all hands you receive will contain one identical pair. Thus, one in four hands you receive can be easily handled, using the simple rule explained above.

TYPE III HANDS

TYPE III HANDS number 845 hands and represent about 10% of all the possible combinations that you might be dealt. This category contains five Groups, and is similar to TYPE II HANDS. Four groups in this category contain what is called a "Mixed Pair", sometimes called a "Chop Pair". These are Groups 14-15-16 and 17.

A MIXED pair differs from an IDENTICAL pair since MIXED dominoes add to the same total but are NOT identical dominoes. For example, dominoes 3-6 and 4-5 both total 9, but do not look EXACTLY alike. Dominoes 2-6 and 3-5 both total 8, but are NOT IDENTICAL dominoes. The other two Mixed Pairs are: (1-4 and 2-3) and (2-5 and 3-4).

When you receive any of the Mixed Pairs listed as TYPE III HANDS, play that pair as the High Hand and the other two dominoes as the Low Hand. This is the same "decision process" used with TYPE II HANDS. The only difference is that you are dealing with a MIXED Pair of dominoes instead of an IDENTICAL Pair.

The other two dominoes may also form a Ranking Pair, and you should be alert to this possibility. For example, you may be dealt (3-6 & 4-5) RANK 13, and dominoes (1-4 & 2-3) Rank 16. These are two good hands, since you will NOT receive two Ranking Pairs very often.

Group 13 represents a special case since it appears that the two dominoes do not equal the same total. But, these two dominoes are "wild". Each one can count as 3

or as 6. If you play domino 1-2 with domino 5-6 you do NOT get a total of 4 (3 + 11). You get a total of 7 (6 + 11), because domino 1-2 would be counted as 6 (instead of 3) to make a better hand. (A hand totaling 7 is better than one that totals 4!)

Domino 1-2 with domino 2-4 forms the highest Ranking Pair of dominoes (called RANK 1, Supreme, King Pair or Jee Joon). This pair is the highest High Hand that you can make. When you have these two dominoes, and you play them as the High Hand, you cannot lose. You may tie or you may win, but you cannot lose since no two dominoes are higher in rank than domino 1-2 with domino 2-4.

TYPE IV HANDS

TYPE IV HANDS represent 634 hands that include the domino 6-6 (called TEEN). These hands and the ones in the next category that contain the domino 1-1 (called DAY), will require the most thought. Both dominoes 6-6 and 1-1 are very powerful, presenting many options.

Groups 18 and 19 are combinations that form RANK 17 (WONG), hands which contain domino 6-6 and one of the two dominoes that total 9 (3-6 and 4-5). This is a good High Hand, and you will usually play the 6-6 with the domino totaling 9 as the High Hand.

Groups 20, 21 and 22 are combinations forming RANK 19 (GONG), hands which contain domino 6-6 and one of the three dominoes that total 8 (2-6, 3-5 and 4-4). This is also a good hand, and you will usually play the 6-6 with the domino totaling 8 as the High Hand.

Decision situations arise when you have the 6-6 domino, and dominoes totaling 8 and 9. Then you have to make a decision, since you can obviously only play one of them with the 6-6. What creates further decision situations is when you have domino

6-6 and the other three dominoes total 7, 8, and 9. With these dominoes, you can form a "High-9" with the (6-6 and 7), or a WONG with the (6-6 and 9), or a GONG with the (6-6 and 8). These combinations and others will be discussed in the following section on pair splitting decisions.

TYPE V HANDS

TYPE V HANDS contains 556 unique hands that all have one thing in common: they include domino 1-1 (called DAY). The problems and situations that you face with hands in this category are similar to those you face with TYPE IV HANDS, since dominoes 6-6 and dominoes 1-1 both count as 2! The only difference between the two dominoes is that domino 6-6 has a higher INDIVIDUAL RANKING than domino 1-1.

Groups 23 and 24 are combinations that form RANK 18 (WONG), hands that contain domino 1-1 and one of the two dominoes that total 9 (3-6 and 4-5). This is a good High Hand, and you will usually play the 1-1 and 3-6 or 4-5 together as the High Hand.

Groups 25, 26 and 27 are combinations forming RANK 20 (GONG), hands which contain domino 1-1 and one of the three dominoes that total 8 (2-6, 3-5 and 4-4). This is a good hand, and you will usually play the 1-1 with the domino totaling 8 as the High Hand.

As with the previous category of hands, decision situations arise when you are dealt dominoes that total 7, 8 and 9 with domino 1-1. These situations will also be discussed in the next section.

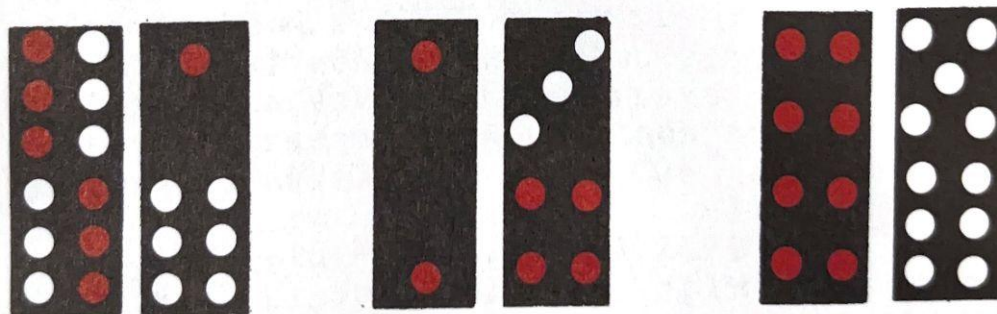
TYPE VI HANDS

TYPE VI HANDS represent 3,950 unique hands, just under 50% of all the possible combinations of four dominoes that can be dealt. The hands in this category contain NONE of the 20 Ranking Pairs. There are NO combinations of the domino 6-6 with an 8 or

9, nor are there any combinations of domino 1-1 with an 8 or 9.

The best possible set of hands that can be made with the domino combinations in this category is a High Hand with a NUMBER VALUE of 9 and a Low Hand with a NUMBER VALUE of 9 as well. This could occur with dominoes (5-6 with 4-4) for one hand, and (1-5 with 1-2) as the other hand. Many other combinations of dominoes will produce the same result. When you have 9-High and 9-Low, you stand a good chance of winning, or an excellent chance of tying.

The conservative approach to TYPE VI HANDS is a single rule to follow. TRY TO FIND TWO DOMINOES THAT TOTAL NINE (9) AND WHICH INCLUDE ONE OF THESE THREE DOMINOES: 6-6, 1-1, or 4-4. (SEE BELOW.) If you are able to form such a High Hand, do so and play the other two dominoes as the Low Hand.



If you are NOT able to form a High Hand of 9 which includes one of these three high ranking dominoes, then TRY TO GET THE LOW HAND AS HIGH AS POSSIBLE, possibly averaging the hands. That is, play the biggest domino (in number of spots on it) with the smallest domino, and use the other two dominoes as the other hand. The hand with the highest NUMBER VALUE is the High Hand, and the other will be the Low Hand.

When you can NOT form a High Hand of 9, then you want to get the Low Hand as "high" and as "strong" as possible. This

will give you a chance to win the Low Hand to achieve a tie, since a High Hand that is less than 9 is likely to lose.

Making the Low Hand as STRONG as possible means placing the highest ranking domino on the Low Hand. In case of a tie, a high domino on the hand gives you a chance to break the tie in your favor.

THERE IS A GENERAL RULE REGARDING WHERE TO PLAY YOUR HIGHEST RANKING DOMINO. If your High Hand is 8 or 9, then play the highest ranking domino on the High Hand. If the High Hand is 7 or less, play the highest ranking domino on the Low Hand.

A second rule regarding high ranking dominoes is: DO NOT WASTE TWO HIGH DOMINOES ON THE SAME HAND. If you have a choice and can separate the two high dominoes, play one on each hand.

A MORE CONSERVATIVE approach to TYPE VI HANDS is to only form a High Hand of 9 if it INCLUDES either a TEEN (6-6) or a DAY (1-1). If you do NOT have this type of High Hand, then average the hands as described above. This approach will generally produce a stronger Low Hand, and is an attempt to play for a tie.

An AGGRESSIVE method of play is to try to form a High Hand that totals 7, 8, or 9 before averaging the hands. Players who use this approach sometimes only form the High Hand of 7, 8 or 9 if it includes either a TEEN (6-6) or a DAY (1-1).

NOTE: IF YOU DON'T KNOW HOW TO PLAY A HAND, TURN YOUR DOMINOES FACE UP AND ASK THE DEALER TO SET THE TWO HANDS THE "HOUSE WAY". MOST DEALERS WILL GLADLY HELP YOU.

In summary, all six TYPES OF HANDS can be handled by learning a very few decisions. It is possible to learn how to play every one of the 8,130 possible combinations by using an EIGHT STEP DECISION SEQUENCE, the subject of the next section.

AN EIGHT STEP DECISION SEQUENCE

As you begin learning how to play PAI GOW, it is best to adopt a STANDARD ROUTINE FOR EVALUATING YOUR DOMINOES. This insures that you don't overlook any possibilities, such as one of the MIXED PAIRS (3-6 & 4-5), (2-6 & 3-5), (2-5 & 3-4), or (1-4 & 2-3).

Use this EIGHT STEP DECISION SEQUENCE until you master the decision process and can quickly recognize Ranking Pairs, Mixed Pairs, Ranks 16 to 20 (WONGS and GONGS), The Supreme Pair (1-2 & 2-4), Etc. Don't deviate from the sequence of steps until you can quickly evaluate any hand.

DECISION 1: Do you have TWO PAIRS OF IDENTICAL DOMINOES? If so, play each pair as a hand, with the higher Ranking Pair as the High Hand.

DECISION 2: Do you have ONE PAIR OF IDENTICAL DOMINOES (Ranks 2 through 12)? If so, play the pair as the High Hand and the other dominoes as the Low Hand. (For the moment we will still ignore decisions on splitting pairs, to be discussed later.)

DECISION 3: Do you have a RANK 1 hand (1-2 with 2-4)? If so, play these as your High Hand, and the other two dominoes as the Low Hand.

DECISION 4: Do you have one of the four MIXED (Chop) PAIRS (RANKS 13 - 16)? If so, play the Mixed Pair as the High Hand and the other dominoes as the Low Hand.

DECISION 5: Do you have a TEEN (6-6) with either domino that totals 9 (3-6 or 4-5 = RANK 17) or with any domino that totals 8 (2-6 or 3-5 or 4-4 = RANK 19)? If so, play the Ranking Pair as the High Hand, and the others as the Low Hand.

DECISION 6: Do you have a DAY (1-1) with either domino that totals 9 (3-6 or 4-5 = RANK 18) or with any domino totaling 8 (2-6 or 3-5 or 4-4 = RANK 20)? If so, play the Ranking Pair as the High Hand and the other dominoes as the Low Hand.

AN EIGHT STEP DECISION SEQUENCE

DECISION 7: Do you have two dominoes that total 9, AND which include domino 6-6, 1-1 or 4-4? If so, play those two dominoes as a High Hand of 9, and the other two dominoes form the Low Hand.

DECISION 8: If you have none of the above possibilities, then MAKE THE LOW HAND AS HIGH AS POSSIBLE. Make the two hands as close together in total as possible. TRY TO AVERAGE THE HANDS. Put the highest ranking domino on the Low Hand to strengthen it, and if you have a choice, do NOT play two high ranking dominoes on the same hand.

If you follow this EIGHT STEP DECISION SEQUENCE while you are learning, you should be able to play well, and play very quickly. After you gain proficiency, you should be able to evaluate your four dominoes without having to strictly follow this sequence of decisions.

NOTE: REMEMBER, IF YOU JUST DON'T KNOW HOW TO PLAY A HAND, TURN YOUR DOMINOES FACE UP AND ASK THE DEALER TO PLACE THE TWO HANDS THE "HOUSE WAY".

Exceptions to the above rules arise when you have a Ranking Pair and it is one that you might want to Split. The following section covers these exceptions. However, while you are learning to play, you might decide to NEVER SPLIT any Ranking Pair so your DECISION SEQUENCE is easier to learn.

GUIDELINES FOR SPLITTING PAIRS

Normally when you receive two dominoes that form one of the 20 Ranking Pairs, you play them as the High Hand, and play the other two dominoes as the Low Hand. But, there are times when it is to your advantage to "split the pair", to form two hands that have a better chance of winning.

EXHIBIT 5 lists the 20 Ranking Pairs, showing those you NEVER split, and those you MIGHT split if certain conditions can be met. Ranking Pairs 5, 6, 7, 8, 9, 10, 12 and 16 are NEVER SPLIT. All other Ranking Pairs may be split under certain conditions.

Any decision to split a Ranking Pair produces a High Hand LOWER IN VALUE than the Ranking Pair. Thus, the only good reason to split a Ranking Pair (to lower a High Hand) is to improve the Low Hand, increasing your chances for a win. Whether a pair is split or not involves two factors: (a) what is the MINIMUM Low Hand that can be achieved? and (b) what is the MINIMUM High Hand that results from the split.

There is NOT unanimous agreement as to when a Ranking Pair should be split. For example, some PAI GOW players will never split the highest Ranking Pair (1-2 & 2-4) since there is no way to lose the hand. The worse that can happen is a TIE. Thus, if you are a conservative player, you might decide to adopt this policy with a Rank 1 hand. Such an approach would be supported by many PAI GOW players.

Moreover, players who are aggressive will split a Ranking Pair under conditions that are less demanding than those given in EXHIBIT 5. In the paragraphs that follow, pair splitting decisions will be offered that have wide-spread support, but are basically conservative decisions. Also, to simplify the decision process, guidelines for splitting have been modified for both High and Low hands to develop the following

EXHIBIT 5 PAI GOW PAIR SPLITTING GUIDELINES

THESE RANKING PAIRS MAY BE SPLIT, IF THE LOW
HAND WILL TOTAL 7-8 or 9 AND THE HIGH HAND
TOTALS 9 OR BETTER (A GONG OR A WONG).

RANK 1	1-2 & 2-4
RANK 2	6-6 & 6-6
RANK 3	1-1 & 1-1
RANK 4	4-4 & 4-4
RANK 11	1-6 & 1-6
RANK 13	3-6 & 4-5
RANK 14	2-6 & 3-5
RANK 15	2-5 & 3-4
RANK 17	6-6 any 9
RANK 18	1-1 any 9
RANK 19	6-6 any 8
RANK 20	1-1 any 8

THESE RANKING PAIRS SHOULD NOT BE SPLIT

RANK 5	1-3 & 1-3	Do not split.
RANK 6	5-5 & 5-5	Do not split.
RANK 7	3-3 & 3-3	Do not split.
RANK 8	2-2 & 2-2	Do not split.
RANK 9	5-6 & 5-6	Do not split.
RANK 10	4-6 & 4-6	Do not split.
RANK 12	1-5 & 1-5	Do not split.
RANK 16	1-4 & 2-3	Do not split.

NOTE 1: THESE GUIDELINES ARE VERY
CONSERVATIVE. AGGRESSIVE players might
split a pair when a Low Hand of 6 with a
High Hand of 8 can be made. RANK 6 might be
split with an 8 and 9, to form 8-Low and
9-High. RANK 9 might be split with domino
4-4 and 2-6 or 3-5 (9-High & 9-Low).

NOTE 2: If you have a Ranking Pair and
your other two dominoes total 6 or higher
than you may not gain much by splitting.

NOTE 3: Many players never split any
RANK 1 hand, since that hand cannot lose.

NOTE 4: An ULTRA-CONSERVATIVE player
might never split any Ranking Pair. A NEW
player might begin with this strategy.

single guideline for determining when to split a pair.

THE ONLY TIME YOU MIGHT SPLIT ANY RANKING PAIR IS WHEN YOU CAN CREATE TWO HANDS THAT RESULT IN A LOW HAND AT LEAST "7-HIGH" WITH A HIGH HAND AT LEAST "9-HIGH".

This guideline covers the following Ranking Pairs: Rank 1, 2, 3, 4, 11, 13, 14, 15, 17, 18, 19, and 20. Any one of these Ranking Pairs might be split if the result is a Low Hand that totals 7 or higher, AND a High Hand that totals 9 or Higher - such as a WONG or a GONG. (Remember, expert or aggressive players might make slightly different decisions than these.)

These principles for splitting Ranking Pairs suggest that if you have a Ranking Pair, and your other two dominoes already total 7 or higher, then you will probably not gain anything by splitting the Ranking Pair. Remember, any time you split a Ranking Pair you are creating a High Hand that is LOWER than the original pair!

The Rank 1 hand deserves a few comments. Most players will either not split the hand, or do so only if the other two dominoes total 4 & 6 (NUMBER VALUE OF ZERO), 5 & 6 (NUMBER VALUE OF 1), or dominoes totaling 6 & 6 (NUMBER VALUE OF 2). This means the two hands formed by the split will be one of these three combinations: 7-low with 9-high; 8-low with 9-high; or 9-low with 9-high.

The rationale behind splitting the Rank 1 hand with these particular dominoes is that you cannot possibly win any hand where the low hand totals zero (the Banker takes all ties at the zero level), and winning with a low hand totaling 1 or 2 is unlikely. Thus, the logic for splitting is to produce two hands that have a chance of winning, instead of staying with the Rank 1 hand with a very low hand and probably

settling for a tie. Obviously, those who split a Rank 1 hand are aggressive players. Those who are more conservative will not split the Supreme Hand. Such players are content with a guaranteed tie, and still some possibility of a win.

If you are the Banker, you might view possible-split hands in a different light. This is especially true when you have a Low Hand of zero. The Dealer wins all tie hands when both total zero. As a Player you might want to avoid having a Low Hand of zero, but as the Banker you could win with that hand.

If you are ultra-conservative in your play, you might initially decide to never split ANY Ranking Pair. Obviously such a decision reduces your chances for winning, but increases the percentage of times you tie the Banker. Such a strategy might be a useful way to BEGIN playing PAI GOW, adding splitting decisions after you become more skilled in the game.

CLOSING COMMENTS ON PAI GOW

PAI GOW is a game that at first glance seems very difficult to understand and learn. However, a systematic approach to the game and time spent in practice should convince you that it is not a game that is difficult to play. It will, however, take a great deal of time, practice and playing time at the PAI GOW table to master the game.

Ideally, you should have your own set of casino quality PAI GOW dominoes. This will permit you to practice alone, away from the pressures of the game, and to learn how to quickly recognize Ranking Pairs and various combinations that occur frequently. Since casino quality dominoes may cost from \$30 to \$80 or more, you may wish to try two alternate methods of practice.

The back cover of this book is designed so you can cut it apart and have a practice set of paper PAI GOW dominoes. Not nearly as good as the real thing, they will at least get you familiar with the differences between PAI GOW dominoes and "regular" dominoes.

Another alternative is to buy TWO sets of regular dominoes, place a drop of red nail polish in the appropriate dots, and you will have your own PAI GOW set. You must have TWO sets of regular dominoes, since one set will not have the duplicate pairs that you need. The total cost should only be about \$10!

With your dominos, form all the Ranking Pairs and study them in proper order. Then deal yourself four dominoes, put them in order from left to right by the number of dots on them, and attempt to make two hands. Use the Eight Step Decision Sequence listed in Section 5.

Continue dealing yourself groups of four dominoes, place them in order by number of dots on them, and follow the sequence of

decisions religiously until you become proficient at FORMING the hands properly. Don't attempt to deal a second hand to the Banker to COMPARE hands until you are comfortable at FORMING hands.

Once you are comfortable at FORMING High and Low Hands, then deal out a second hand (the Banker) and try COMPARING them. It will take some time until you can compare them quickly, but the time you spend in practice will make you feel more comfortable when you sit down for your first "live" session in a casino.

Unlike Blackjack, PAI GOW allows any player to be the Banker, and to play against every other player. You must have enough money to cover the TOTAL AMOUNT BET BY EVERY OTHER PLAYER. If you don't have enough money (or the desire) to bank the hand completely, you can go 50-50 with the casino.

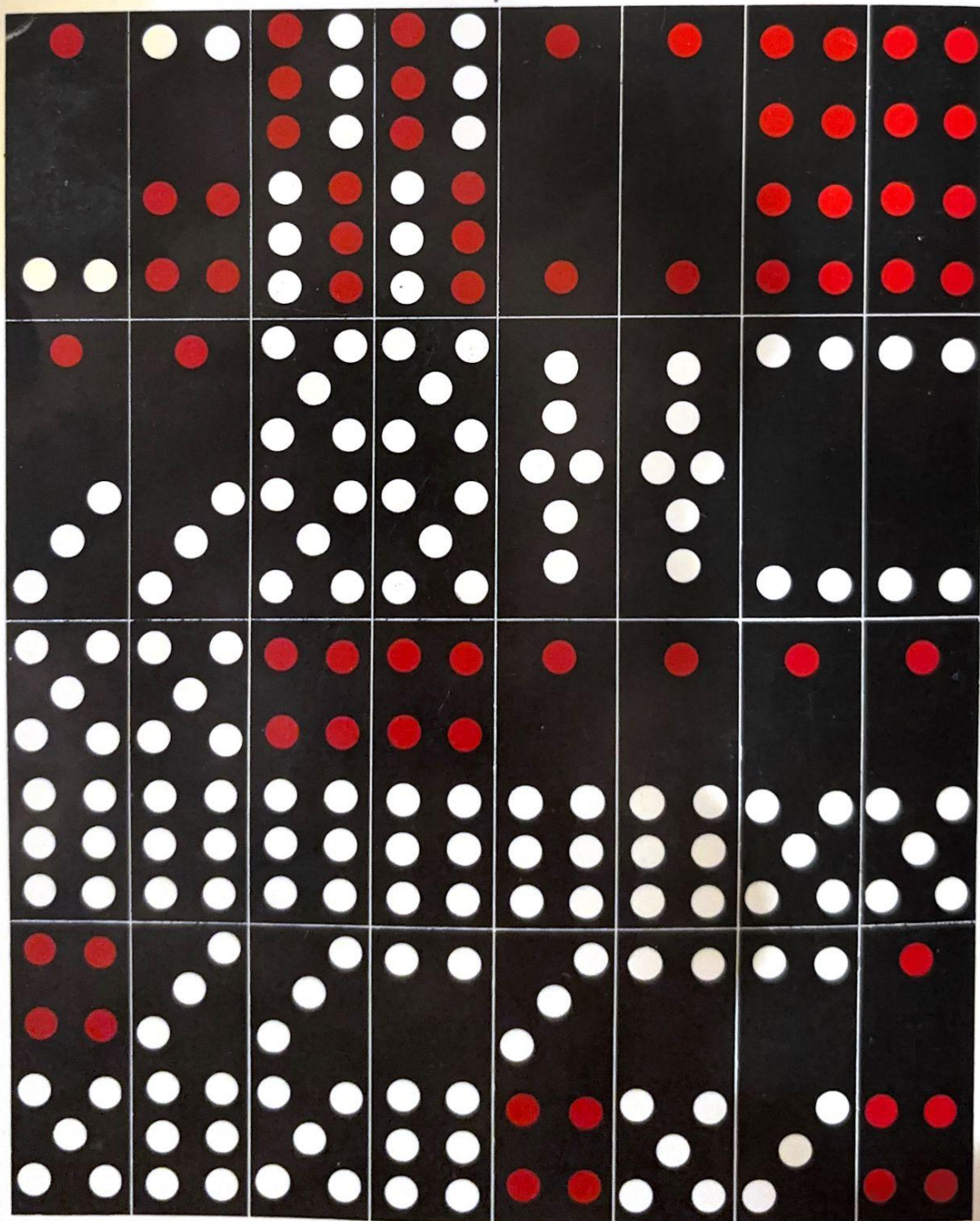
You should not attempt to "bank the hand" until you become comfortable with your ability to form the hands. But, later on you may want to become the Banker since there are TWO advantages.

First, the Banker is playing against every other player, so you get much more action on each hand. You can win a lot more as well as lose a lot more per hand.

Second, the Banker takes all zero ties for the Low Hand, with no regard to the highest ranking individual domino. Also, the Banker takes all ties when the hands are equal and the highest ranking dominoes are the same. This is the biggest advantage to being the Banker.

Finally, don't be afraid to sit down for your first session after you have practiced sufficiently. You will probably receive all the help you need from the other players, and even the dealer may help you in some of the casinos.

These 16 Ranking Pairs of PAI GOW DOMINOES,
 from Rank 1 to Rank 16, form a complete SET
 of 32 PAI GOW DOMINOES. Cut these dominoes
 out so you can use them for practice.



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