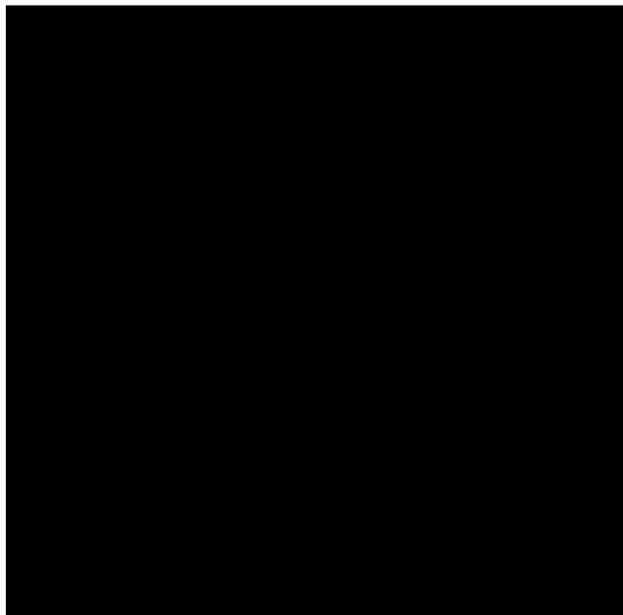




PAI GOW POKER

GENERAL

1. A Pai Gow deck consists of 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. 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 manipulation by the players. Dealers should make a diligent effort when checking new cards to find defects and alert the Floor Supervisor if any damage occurs in the deck during inspections of the cards or during the course of play.
3. Decks will be changed every two or three 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 the back of the deck for any flaws or marks. Should any abnormalities appear, the Floor Supervisor will be notified immediately and the cards or deck replaced.
5. A cut card will be used at all times.
6. Offer the cut to each player in turn starting with your right and moving to the left.
7. When offering the cards for the cut, maintain physical and visual contact at all times.
8. The Player Banker has the option to cut first. If the Player Banker does not cut, the other players may do so.
9. 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.
10. At least five cards must be cut, otherwise, offer the cards to be cut. Explain the five-card minimum cut rule to the players if necessary.
11. If no one wishes to cut, the Dealer must cut the cards. Always try to cut in the center of the deck to avoid any possible disputes.
12. When handling the deck, keep it flat and low. Do not flash the bottom.

SHUFFLE

1. See Shuffle Master.
2. After the cards have been shuffled and cut, the cards are stacked. If three or more cards are exposed the Dealer must re-shuffle.
3. If cards are exposed in the Dealer's hand, the hand must be played.
4. When a player is banking and the Dealer exposes one or more cards of any player's hand, the player has the option to call the hand dead before looking at the remaining cards. When the house is banking, the hand will play (call the Floor Supervisor before acting).

5. If the player bank exposes their cards, then the hand will play.

DEALER BANK

1. Seven hands will be dealt with seven cards each all in front of the chip tray. There are always seven hands dealt no matter the number of players. The remaining four cards will be verified and placed in the discard rack. If the remaining cards do not total four, an error has been made in the stacking procedures. Notify the Floor Supervisor and reshuffle.
2. 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 from left to right and so on until seven stacks of seven cards are in front of the chip tray.
3. 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.
4. After all bets are placed, the Dealer will shake the three dice in the dice cup and the dice total will determine which player will receive the first stack (the Banker is always one, eight and fifteen).
5. The cards will be handed to the players in a counter clockwise rotation. If a player receives any amount of cards other than seven, their hand is declared dead. If a player Banker or hours Banker receives any amount of card other than seven, all hands are dead.
6. The players will rank their cards and set the second highest hand in the front (2 cards) and the high hand (5 cards) at the back as indicated on the layout. Each hand must be played on its merit, as set by the player. Hands that are set making the second hand higher than the backhand are automatic losers.
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 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. If during the take and pay procedure, it is discovered that the house hand was set wrong, all hands must be backed up and the house hand set correctly. The Floor Supervisor must be notified immediately. When back up hands, remember all previous winning hands will still be on the layout while the tie and losing hands will be in the discard holder in the order they were picked up. All hands must be spread in front of each player before any outcome can be changed. Call Floor Supervisor before backing up the cards.
9. After the Dealer sets the house hand they will turn over and spread the cards of the players in a counter clockwise rotation starting with the player furthest to the Dealer's right.
10. The Dealer will announce all win, lose and push hands. The push hands will be collected immediately and placed in the discard holder. The winning hands will be left spread face up by the player's circle and next to the wager.
11. The losing hands will be placed into the discard holder with the wager moved to the center of the table. They will be collected after all the hands are determined and placed into the chip tray. All winning bets will be paid with clean money.

12. 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.
13. If customer requests assistance from another player, it is acceptable. That player must set his or her own hand before helping anyone else set theirs. Tactfully discourage players from looking at each other's hand or discussing their hands until all hands have been set.
14. The cards can only be handled by one player and the cards must stay over the table at all times. If more than one player plays in one betting circle, the seated player has the final say as to how the hand will be set.
15. If a player refuses to let the Dealer count and verify a currency bet, the money will play to the table limit. Some players are very superstitious, so be careful not to handle their money unnecessarily.
16. The bank wins on all absolute tie rankings. Absolute ties occur when all card have either the Banker's and player's second highest or highest hands are the same value or ranking.
17. The Dealer will collect the cards after the winning bet has been paid, acting on each hand individually.
18. All winning bets will be charged 5% commission and collected immediately by the Dealer. Commission will be charged in increments of 25 cents. All commission amounts will be rounded down on odd amounts. Players are allowed to bet in odd increments (ex: \$8 = 50 cents).
19. When a player surrenders his hand, the wager is treated as a losing bet; however, the Dealer does not expose the cards. The Dealer must verify the number of cards making sure there are seven.

PLAYER BANK

1. Each player had the opportunity to be the Banker but the player had the option to pass the bank.
2. The player must show the ability to cover the necessary bets when he is banking, whether it be 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 player Banker will be offered the cut before the game starts.
4. The Dealer will act as 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.
5. The player bank can only bank on one hand in each rotation. Each player had a chance to take the bank in turn (rotating bank). If that player does not wish to bank, then the house will bank. Two players will not bank consecutively. There will always be a house bank between each player bank.
6. The player bank must designate the starting stack that he wants before the individual shakes the dice. The indicated stack will be moved slightly toward the players, with the last stack turned horizontally.
7. The player bank is requested no to look at their cards until all other players, besides the Dealer, have set their hands. The Dealer always sets their hand last. The players are not allowed to touch their cards after the Banker has exposed his hand.

8. The player bank wins on all absolute tie hands.
9. The player bank cannot set an automatic losing hand. If the bank hand is set as an automatic loser, the house takes control of the hand and resets it the 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 had 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, the player Banker's hand will be proved by the Dealer and paid individually with the 5% commission being collected during the take and pay process.
12. On losing bets, the cards will be placed into the discard rack with the bets moved to the center of the table, the winning hands will be spread by the circle next to the wager.
13. The Dealer starting, and moving, counterclockwise, will pay winning bets. Each bet will be proven by the Dealer and paid individually with the 5% commission being collected during the take and pay process.
14. In case of a tie hand, the Dealer will announce and pat the table next to the bet to signal a tie hand, the cards will be collected and placed in the discard rack.
15. 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.
16. 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.
17. Again, 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 exceed monies collected.

WAGERING ON ANOTHER PLAYER'S HAND

1. Up to four 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 their bet, the other players may 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 their own commission.
4. Only the original player (seated player 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 their hand but only the seated player will touch the cards and decide how to set the hand.

SHAKING THE DICE

1. The Dealer Banker will shake the dice after seven hands have been dealt in front of the chip tray.
2. 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 and then shake the dice.
3. 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 and may explain to the player that the Dealer must uncover the cup.
4. The dice will remain uncovered and unmoved until the hands are dealt 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.
5. The total of the dice will determine which circle gets the first hand. It will count counterclockwise and starts with the bank as #1. The bank will always get the first hand if the dice total is one, eight or fifteen.
6. When shaking the dice, the Dealer will use one hand to shake the cup at least three times.
7. Dealer will announce the dice total in a regular speaking voice when the dice are uncovered.
8. If a die lies on top of another die or a die is cocked, there will be "No Dice." The Banker will then shake the dice again. Do not move the dice before calling the dice total.
9. After the dice are exposed, players are not allowed to change their bets.

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 proven by the Dealer in front of the chip tray.
4. Minimum commission will be 25 cents.
5. Commission will be collected in 25-cent increments, or at the discretion of the Floor Supervisor. Players should wager in \$5 increments but can wager in odd increments.

HOUSE WAYS

NO PAIR – use 2nd and 3rd highest ranked cards for the second highest hand.

ONE PAIR – always use the pair as the high hand and use the two highest-ranking cards for 2nd highest hand.

TWO PAIR – always split unless you have an ace or joker, then keep the two pair together in the high hand and play the ace/joker in the 2nd high hand.

THREE PAIR – always play the highest pair for the 2nd highest hand.

THREE OF A KIND – always play in high hand. Exception: With three aces play one of the aces in the 2nd highest hand and two aces in the high hand.

TWO THREE OF A KIND – play a pair of the highest three of a kind for the 2nd highest hand.

ALL STRAIGHTS, FLUSHES AND STRAIGHT FLUSHES –

With no pair – if given a choice to play either a straight, flush or straight flush, play the hand that allows the highest two cards to be played in the 2nd highest hand.

With one pair – play the pair in the 2nd highest hand if a straight, flush or straight flush can be preserved in the high hand.

With two pair – use 2 pair rule

With three pair – use 3 pair rule

With three of a kind – play pair in second highest hand

With full house – use full house rule

FULL HOUSE –

Three of a kind and pair – always split and play pair in 2nd highest hand.

Three of a kind and 2 pair – play highest of the pair in second highest hand.

Three of a kind and 4 pairs – play highest three of a kind as pair in 2nd highest hand.

FOUR OF A KIND –

2s – 6s – never split

7s – 10s – split unless an ace can be played on the 2nd highest hand, then keep the four in the high hand

Faces – Aces – always split

FOUR OF A KIND WITH A PAIR – play pair in second highest hand.

FIVE ACES – always split and play 2 aces in second highest hand. Exception: Five aces with a pair of kings, play the kings in the 2nd high hand and the aces in the high hand.

NOTE: The Dealer Banker or player Banker cannot set an automatic loser. The hand will be reset the house way. An ace – two – three – four – five straight is considered the 2nd highest straight.

TOKE BETS – Maximum toke bet on Pai Gow Poker is \$100.

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