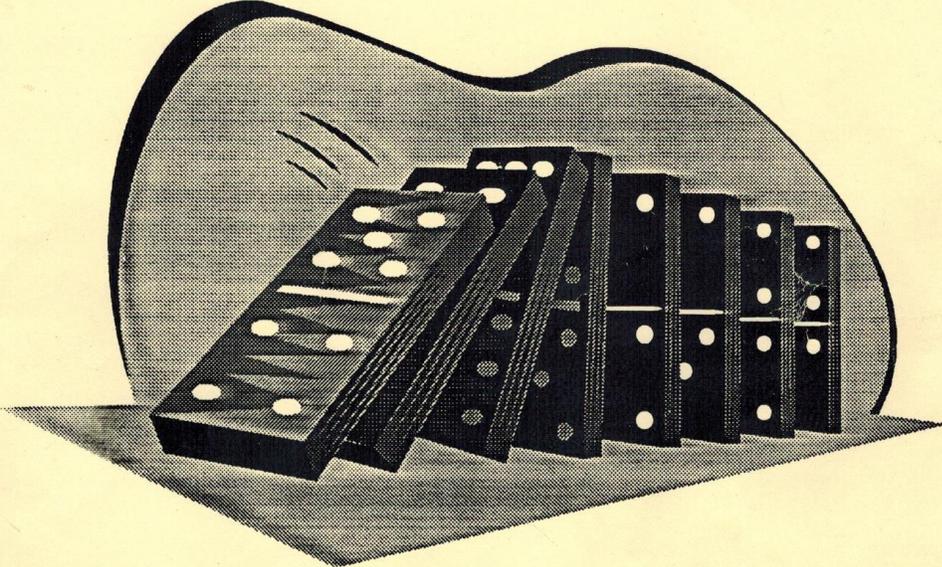




RESORT CASINO

GAME PROCEDURES AND INSTRUCTION MANUAL

PAI GOW TILES



REV 02/97

GENERAL CODE OF ETHICS FOR ALL DEALERS

TABLE OF CONTENTS

SECTION	PAGE
GENERAL CODE OF ETHICS FOR ALL DEALERS	1
GENERAL HOUSE RULES	3
OPENING THE TABLE	6
BANKER SELECTION	7
WAGERS	8
SHUFFLING THE TILES	9
DICE	10
DELIVERY OF THE TILES	12
SETTING THE HANDS (house/banking)	13
SETTING THE HANDS (player/banking)	14
READING THE HANDS (house/banking)	15
READING THE HANDS (player/banking)	17
PAYOFFS & COMMISSIONS	20
IRREGULARITIES	23
PAI-GOW HOUSE WAY (written)	24
PAI-GOW HOUSE WAY (illustrated)	27

1. Exercise patience with Players, especially new Dealers, who are just learning a game. Politely answer their questions they may have and advise them should they need help. However, NEVER tell a Player how to bet or win.
2. Never argue with a Player. Immediately notify a supervisor of any problem with a Player or with the game.
3. Always thank a Player for his or her patronage when that Player leaves the table.
4. Always thank a Player for his or her tips, bets or gratuities.
5. Never argue with a Pit Manager or Supervisor, either on or off the floor.
6. Never bring anything into the game area. Merchandise must be tucked in a garment bag.

GENERAL CODE OF ETHICS FOR ALL DEALERS

The casino environment, first and foremost, is one of entertainment. It is every employee's responsibility to ensure that each casino guest enjoys his or her experience. Therefore, it is imperative that all Dealers maintain a positive, professional, responsible, and inviting attitude at all times. First impressions play a significant role in determining whether a Player will have a positive experience or not. To that end, each Dealer MUST comply with the recommended code of ethics.

Enjoy the game. Enjoy the Players. Enjoy your fellow employees, for a positive Dealer is most often a good Dealer.

A Dealer must:

1. **Be on time for the assigned shift (10-15 minutes before the scheduled start time).** Be on time when returning from breaks. Relief Dealers are responsible for ensuring that all other Dealers on their relief "string" are present before leaving the pit for first break.
2. **Report for duty dressed in accordance with the uniform dress code i.e., Dealer shirt, apron etc.** Each Dealer should ensure his uniform is clean, ironed, and presentable.
3. **Greet each and every new Player with a smile, a nod, and a verbal greeting.** Wish each Player luck and continually encourage him throughout the game.
4. **Establish direct EYE CONTACT with each Player as eye contact is essential to ensure a positive rapport with Players.**
5. **Maintain positive body language, facial expressions, and good posture.** A SMILE is utmost in making a Player feel welcome.
6. **Be pleasant and courteous not only toward Players, but toward fellow employees as well.** Always cooperate with Pit Managers, Supervisors, Co-Dealers, and Pit Personnel.
7. **Exercise patience with Players, especially new Players, who are just learning a game.** Politely answer any questions they may have and assist them should they need help. However, NEVER tell a Player how to bet his money.
8. **Never argue with a Player.** Immediately notify a Supervisor of any problem with a Player or with the game.
9. **Always thank a Player for his or her patronage when that Player leaves the table.**
10. **Always thank a Player for his or her token bets or gratuities.**
11. **Never argue with a Pit Manager or Supervisor while on a game.**
12. **Never bring anything into the pit area.** Handbags must be locked in a garment bag.

DEALER CODE OF ETHICS

13. **Never smoke, chew gum, or eat in the Pit.**
14. **Never curse, use distasteful language, or make sarcastic remarks on the game or in the Pit.**
15. **Never take anything directly from a Player's hand. The Player will first place money on the layout.**
16. **Never hand anything directly to a Player.**
17. **Never turn away from the gaming table.**
18. **Never casino gaze. Keep eyes on the layout (table) at all times. Game security must be maintained at all times.**
19. **Never enter other pit areas without the expressed permission of the Pit Manager.**
20. **Save a Player's seat (chair) when asked to do so and never remove the seat marker until a Supervisor says to do so.**
21. **Keep conversations which are not game related to a minimum. No conversations should take place with relief Dealers unless game related, and certainly no conversations between Dealers from other tables should ever take place.**
22. **Leave the pit promptly through designated exits.**
23. **Take breaks in designated areas only. Dealers must not loiter in public areas. Aprons may be removed in designated break areas only.**
24. **Face the front of the game at all times. Never turn or walk away from the game.**
25. **Never handle Players' or house money unnecessarily. On a dead game, Dealers may not go to the bankroll for any reason unless instructed to do so by a Supervisor.**
26. **Discourage friends or relatives from conversing with you and do not allow them to play on the same game while you are dealing.**
27. **Always follow a Supervisor's instructions and corrections without question while on the game. If there is a question, address it after leaving the table. If the dispute is not resolved, bring it to the Pit Manager's attention.**
28. **Ensure that Players do not keep anything on the table except their drinks and cigarettes. The Dealer should ask Players politely to remove pocketbooks, purses, bags, etc., from the table. If a Player resists, the Dealer must notify a Supervisor to handle the situation.**
29. **TAKE PRIDE IN HIS WORK.**

GENERAL HOUSE RULES

1. Each active player has the option to be the player/banker, every other hand.
2. All wagers must be placed before the dice cup is opened.
3. Wagers may not be made, withdrawn, or added to, once the dice cup has been opened.
4. Each Player is responsible for his own gaming chips.
5. All wagers must be within the minimum and maximum limit allowed on the table.
6. A Player making a wager that is less than the table minimum may receive action on that round of play only. The Dealer will advise the Player that his wager must be at least the table minimum and that any further wagers less than the table minimum will be invalid and will not receive action.
7. Any amount over the maximum table limit will not receive action.
8. The Dealer is not allowed to have any influence on the outcome of a Player's hand. Selection of tile delivery, shaking the dice, or giving an option on the setting of a hand are examples of influence. If requested the Dealer or Supervisor may set a Player's tiles according to the "House Way". The hands may not be set in any other way.
9. The Dealer is not allowed to pay or waive the collection or commission for any Player.
10. Wagers must be placed within the wagering areas. Only gaming chips placed within the Players' designated wagering areas are valid and eligible to receive action. A Player stating "money covers" (or other call bets) will not receive any action.
11. No side bets or proposition bets allowed.
12. Any Player wagering on a previous round has the option of being the Player/Banker on the next round in turn, except the house must bank at least every other hand. No one may be the Player/Banker on a Player position on which there was no wager the previous round.

GENERAL HOUSE RULES

13. The Banker chooses the style of delivery. The Dealer arranges the eight stacks of four tiles according to the style of delivery requested by the Player/Banker. Only styles of delivery approved by [REDACTED] are acceptable. When the House banks, the Dealer must set the tiles the House Way.
14. If a Player makes a claim, protests or disputes an action of the Dealer, or if the Dealer makes a mistake, the Supervisor must always be notified, regardless of the amount of money involved.
15. The Dealer must watch the Players' hands and be attentive to conversations. Be alert for suspicious actions or irregular play.
16. A Player may help another Player set a hand only if the Player helping has already set his hand. If the Player who is assisting has a betting interest in the Player's hand that requested assistance, the hand with the largest wager must be set first.
17. Discourage any Player from discussing or exposing his tiles or hands until the other Players have set their hands. Also, discourage any Player from looking at other Players' tiles, if it is believed that the player is attempting to gain advantage.
18. English is the primary language for Pai-Gow at [REDACTED]. However, because Pai Gow is a multi-ethnic game, various languages are often spoken at the table. In the case of questions or disputes - House Rulings and interpretations will be explained in English, as well as other relevant languages.
19. Always keep the game moving at a good pace, but do not unnecessarily rush the Players. [REDACTED]
20. The Dealer, when required to "call out" reference buy-ins, markers, etc., must be certain to receive acknowledgement from the Supervisor.
21. Unused or surrendered tiles must not be exposed, until the round of play is complete. They may be exposed before beginning a new shuffle.
22. When opening the game, the dealer will expose the tiles, in ranking order, and the dice cup will be left uncovered, so the first player can visually inspect them.

OPENING THE TABLE

1. Upon completion of the opening table procedure, the opening Dealer will check to ensure that all the following gaming equipment is present and in satisfactory condition:
 - a. Tiles: 32 regulation Pai-Gow tiles consisting of 11 matching pairs and 5 non-matching pairs.
 - b. Dice/Cup/Cover Dice container, or shaker, and its cover: Three (3) dice of the same size, shape and color and with the sum of opposite sides of each die totalling seven (7).
 - c. Banker Button
 - d. House Way Buttons (if applicable).
 - e. Collection Buttons (if applicable).
 - f. Good Luck Button (optional).
2. Tiles must be inspected by the Dealer before they are put into play. The Dealer must check the fronts, backs, sides, edges and corners of all the tiles for any flaws, marks, or discrepancies. If a game is in progress and a new set of tiles is put into the game, the Supervisor will be primarily responsible for ensuring that the new tiles are satisfactory.
3. Tiles will be changed at the start of each shift or at the discretion of the Supervisor.
4. Anytime that a set of tiles is put into a game, Surveillance must be called to scan the tiles to ensure that they are not transparent.
5. It is the Dealer's responsibility to ensure that game tiles remain in satisfactory condition. During play, tiles may become marked, scratched, nicked, etc. The Dealer must make a diligent effort to notice and report any discrepancies, and always notify a Supervisor of any marked tiles.
6. The Dealer must inspect the dice visually for any defects (corners, edges, interiors). All three dice should have the same serial#. Opposite sides of each die must total seven (7).

BANKER SELECTION

1. The House will be the first banker when a table is opened for play. The Banker will be counted as 1, 9, or 17 during this round of play.
2. If the Player designated to be the next Banker refuses, the Bank will be offered to one Player at a time, in a counter-clockwise direction from the originally designated Player, until a Player accepts the bank.
3. If no Player accepts the bank, the House will be the banker.
4. The House may option to pass the bank (if Players are requesting to bank) or take the bank in turn.
5. A Player who is offered the Player/Banker has the following options and may:
 - a. refuse to be the Player/Banker.
 - b. bank for one round of play
6. A Player/Banker must be able to cover all wagers placed by the other players at the table and the house wager if the player wishes to play against the house.
7. **The House will never co-bank.**
8. The banker button will always be displayed at the Banker's position.
9. The option to bank always rotates counter-clockwise.

WAGERS

1. The minimum and maximum wagers permitted are posted on the table and are always be in effect when the House is banking.
2. No wagers may be made, withdrawn, or added to once the dice cup has been opened.
3. There is no maximum wager limit for either the Players or the Player/Banker when a Player is banking. Table minimums only shall apply.
4. Wagers may be made with [REDACTED] gaming chips only. All wagers must be placed within the player wagering areas.
5. A Player may wager on two spots, but set one hand, the one with the largest wager, or the first one counter-clockwise from the banker and the other must be set Houseway.
6. The M . P . G . E . may participate in the actual play of the game. Each player will have the opportunity to alternate with the M.P.G.E. as a banker of the game. When taking the bank, player/banker must have sufficient funds to cover all players' wagers against the bank. **BACKLINE** betting and **CO-BANKING** is not allowed.
7. The dealer will place a wager against a player/banker in an amount equal to the player/bankers last wager against the house bank, unless the player/banker requests a reduced amount or no wager.
8. If a Player wagering on two different wagering areas has placed the second wager more than one position away from the first wager, he may not reach across another Player's wagering area to set the tiles. The Dealer will set the tiles houseway. At the end of the hand, the Dealer will transfer any winning or pushed wagers to the Player.
10. Once it has been determined which position is to receive the first hand, the Dealer will place the first set of four tiles on the right side of the stack, in the box of the determined start hand. The dealer will continue this procedure until all 2 sets of 4 tiles have been delivered.

SHUFFLING AND CUTTING THE TILES

1. Before each round of play, the Dealer will shuffle the tiles thoroughly by washing the tiles in front of the table tray.
2. The Dealer will ensure that all the tiles are intermixed so as to avoid the tracking of individual tiles.
3. The Dealer will always have the option to re-shuffle if it is believed that a Player is tracking. The Dealer **must**, however, notify the Supervisor.
4. If a tile is exposed during shuffle or stacking, the Dealer must re-shuffle the tiles.
5. When the shuffle is completed, the Dealer will stack the tiles in front of the table tray.
6. When the stacking is completed, the tiles must be in eight stacks of four tiles each.
7. The Player/Banker may either accept the tiles as they are stacked or request that the Dealer cut the tiles.
8. After the shuffle, stacking, and cut is completed, a Player/Banker may dictate how the tiles are to be delivered. The Player/Banker may option to wait and announce the delivery style after the dice are shaken, but **it must be before the dice cup is opened.**
9. When the House is dealing, the Dealer will always deliver the tiles the "House Way".

DELIVER DICE THE TILES

1. The dice cup must be protected at all times. The Dealer must never lose visual contact with the dice cup.
2. The dice cup must be shaken with only one hand and must always be visible.
3. The Dealer will always shake the dice cup once before presenting it to a Player/Banker and once again before storing it in the table tray.
4. The dice cup must always be shaken at least three times by the Banker or designee.
5. When a Player is banking, either the Player/Banker or a designee may shake the dice cup. A designee may not be a [REDACTED] employee.
6. When the House is banking, only the Dealer may shake the dice cup.
7. Only the Dealer may uncover the dice cup. If anyone else uncovers the dice cup, the Dealer must recover the dice cup, shake it once, and have the person who shook the dice cup shake it again. Announce that only the Dealer may uncover the dice cup.
8. **When the House is banking**, the Dealer will remove the dice cup from the table tray, shake it **three** times, and set it in the center of the table. The Dealer will always announce "**NO MORE WAGERS**" before uncovering the dice cup.
9. The Dealer will uncover the dice cup and announce the total of the three dice. Be careful when uncovering the dice cup so as to not disturb the dice. Leave the dice exposed until the total is announced. The Dealer will then determine which Player's position from which to start and will continue counter-clockwise until a Player's position matches the total of the three dice. The Dealer is counted as 1,9 & 17, when banking.
10. Once it has been determined which position is to receive the first hand, the Dealer will place the first set of four tiles on the right side of the stack, in the box of the determined start hand. The dealer will continue this procedure until all 8 sets of 4 tiles have been delivered.

SHUFFLING AND ROLLING THE DICE

11. **When a Player is banking**, the Dealer will remove the dice cup from the table tray, shake it **once**, and place it in front of the Player/Banker. The Player/Banker or designee must shake the dice cup at least three times and place it on the table. The Dealer should try to leave the dice cup where the banker or designee placed it. If the cup is not in such a position that the Dealer can uncover it smoothly and comfortably, the Dealer may either request the "shaker" to move the dice cup more towards the center of the table, or the Dealer may slide the cup towards the table center so that it may be viewed by all. When sliding the dice cup, the Dealer must be gentle so as to not disturb the dice.
12. Always announce **"No More Wagers before uncovering the dice cup."**
13. Never uncover the dice cup until the Player/Banker has clearly announced the requested style of delivery.
14. The Dealer may now uncover the dice cup and announce the total of the three dice. Starting with the Player/Banker as position #1, and counting counter/clockwise, the Dealer will continue to count the Players' positions until the count matches the total of the three dice. The Player/Banker is counted as 1,9 &17, when banking.
15. This position will be designated as the **first hand**. This position will receive the first set of tiles.
16. After all tiles are delivered, the Dealer may now cover the dice cup, shake it once, and return it to the table tray.

DELIVERY OF THE TILES

1. At the opening of the table, the house will be the first banker and at a minimum every other round of play. The option for a player to bank the game will rotate counter clockwise, starting with the first player position. The next option to bank will be offered to the second player position and so forth. Only a player who has wagered on the previous round of play may have the option to accept the bank.
2. When the House is banking, the delivery will always be the "House Way".
3. When a Player is banking, the tiles will be delivered in the manner requested by the Player/Banker. There are only five styles of delivery that the player/banker may request.
 - a. House way - The first stack on the dealers right will be pushed forward and it will be the first stack delivered. The remaining stacks will be delivered from right to left.
 - b. Yin Ja - (from left to right). The first stack on the dealers left will be pushed forward and it will be the first stack delivered. The remaining stacks will be delivered from left to right.
 - c. Cup Say - (Tiger) The first two stacks on the dealers right will be pushed forward. The first four tiles delivered will come from the top of the two out jogged stacks. The four remaining tiles will be delivered next. The remaining stacks will be delivered from right to left in the same manner. (This type of delivery may be conducted from left to right in the same manner (Yin, Cup Say).
 - d. Jung Quat--The middle two stacks will be pushed forward. The first four tiles will come from the top of the two out-jogged stacks. The four remaining tiles will be delivered next. The remaining stacks will be pushed together and delivered in the same manner.
 - e. Long Tau/Fong May--(Dragon Head Phoenix Tail) The row of eight stacks will be divided into two rows of four stacks of tiles. The first two stacks on the dealers right will be placed on the two remaining stacks on the right side creating two stacks of sixteen tiles. The first four tiles delivered will come from the top of the high stack. The next four tiles will be from the top of the four lower stacks. The remaining tiles will be delivered in the same manner, alternating from higher stacks to the lower stacks. (This type of delivery may be conducted from the left side in the same manner).
4. If the Player/Banker refuses to select a delivery style, the Dealer will deliver the tiles the "House Way".

DELIVERY OF THE TILES

5. Starting with the position that was designated to receive the first hand, the Dealer will deliver the tiles, counter-clockwise, until all eight hands have been dealt. The Dealer will always deliver all eight hands, one hand to each position, regardless of the actual number of Players at the table.
6. Immediately after delivering all the tiles, the Dealer will cover the dice cup, then retrieve all the tiles (or hands) that were delivered to a position at which there were no wagers placed. These tiles are not in play for this round of play. The Dealer will kill these hands by placing them face-down, four tiles across, in front of the table tray, on the left side, making certain not to expose any of them.
7. When initially, delivering the tiles, the Dealer will "cap" the Banker's hand with either the "banker button" or the "good luck button". The Player/Banker should be discouraged from handling the bank hand until after all Players' hands are set.
8. **It is very important for the Player/Banker to announce the delivery style clearly BEFORE the dice are uncovered.** Never change the style of delivery, once the delivery has been started. If a dispute should arise, the Dealer will stop the delivery and call the Supervisor. The Dealer must be very clear on the style of delivery requested before opening the dice cup.

SETTING THE HANDS - House Banking

1. **When the House (Dealer) is banking**, all hands will be set in the following manner and order:

- a. The Players will always set their hands first. Each hand must be set in two stacks of two tiles each.

EXCEPTION:

If a Player requires the Dealer's assistance with setting his hand, the Player must set his tiles in a stack of four. The Dealer will set the Player's hand the "House Way", after the Banker's (house) hand has been set, and in the normal counter clockwise rotation of opening and reading hands.

- b. The Dealer will announce "All Hands Set", before opening the Banker's hand.

- c. The Dealer will then expose the house hand and set it the "House Way".

- d. The Dealer will set the house hand with the highest hand placed perpendicular to the table tray, and the lowest hand set above the high hand, parallel to the table tray, in the form of a "T".

- e. Once the Banker's hand has been exposed, no one may set or reset a hand. Any hand that has not been set, will be set the "House Way".

SETTING THE HANDS - Player/Banking

WHEN A PLAYER IS BANKING - all hands will be set in the following manner and order:

- A. The Players will always set their hands first. Each hand must be set in two stacks of two tiles each.

EXCEPTION:

If a Player requires the Dealer's assistance on the setting of his hand, the Player must set his tiles in a stack of four. The Dealer will set the Player's hand the "HouseWay" after the Banker's hand has been set, and in normal counter-clockwise rotation of opening and reading hands.

- B. The Dealer will announce "All Hands Set", before opening the banks hand.
C. The Player/Banker will now set the Banker's hand.

EXCEPTION:

If the House (Dealer) has wagered against the Player/Banker, the House hand will be set last. After the Player/Banker has set the bank's hand, the Dealer will set the House hand Houseway. The Dealer will set the House's highest hand perpendicular to the table tray with the lowest hand set above the high hand, parallel to the table tray, thus forming a "T".

- D. The Dealer will now open the Player/Banker's hand and compare it to the House's (Dealer) hand.

EXCEPTION:

If the Player/Banker has requested the Dealer's assistance in setting the banks hand, and the House (Dealer) has a wager against the Player/Banker, the Dealer will set the Player/Banker's hand the "House Way", after the Dealer sets the House's hand. The Player/Banker must set the bank's hand in a stack of four. The Player/Banker's hand must be set the "HouseWay".

- E. If the Dealer has not placed a wager against the Player/Banker and after all Players' hands have been set, the Player/Banker opens the bank tiles, the Dealer will not 'suggest' how to set the tiles. If the Player/Banker appears uncertain as to how to set the bank's hand, the Dealer may show the player/banker the Houseway. The Player/Banker must make the decision on how to set the bank hand, unless the "House Way" is requested.
F. Once the Banker's hand has been opened, no one may set or reset a hand. Any hand that has not been set will be set the "House Way".

READING THE HANDS - House Banking

WHEN THE HOUSE IS BANKING - after all Players' hands have been set and the Dealer has opened and set the House hand, the Dealer will open, read, and compare all the Players' hands against the House hand, in the following manner and order:

- a. Starting with the first Player position, and proceeding **counter-clockwise**, the Dealer will open and read all hands. When opening each Player's hand, the high hand and the low hand will be placed perpendicular to each other, in the form of a "T".
- b. The Dealer will compare the lowest hand of each Player to the lowest hand of the Banker, and the highest hand of each Player to the highest hand of the Banker. The Dealer will announce whether each Player won, lost, or pushed.
- c. **To Win:** a Player's hand (four tiles) must be set in two sets of two so that when compared to the Banker's two sets of two, they are both superior in ranking.
- d. **To Lose:** a Player's hand (four tiles) must be set in two sets of two so that when compared to the Banker's two sets of two, they are both lesser in ranking.
- e. **To Push:** a Player's hand (four tiles) must be set in two sets of two so that when compared to the Banker's two sets of two, one set is of superior ranking and one set is of lesser ranking.
- f. **A Copy:** is when one of the Player's two sets totals the same as a respective set of the Banker's two sets, (specifically, highest vs. highest or lowest vs. lowest), and each contains the identical high ranking tile. The Banker wins all "copy" hands.

EXCEPTION: when the Player and the Banker have a "copy" and the total of the "copy" is zero (0), the Bank wins, regardless of which set has the highest ranking tile.

- g. For **losing hands:** the Dealer will remove the losing wager and place it in the tray. The Dealer will then stack the losing Player's high hand on top of the low hand and place the losing hand face up in front of the rack on the right side in a row of 4.
- h. For **pushes (ties):** the Dealer will kill the Player's hand by removing it and placing it face-up, four tiles across, in front of the table tray, on the right side. The Player's wager may either be pushed towards the Player, out of the wagering circle or left as it is. Push hands will be placed on top of one another as they are killed.

i. For **winning hands**: the winning hands are left face-up in front of the wagering area. Winning wagers will be paid after all the Players' hands have been opened, read, and compared and the losers and pushes have been acted on.

2. Once the Banker's hand has been opened, any Player's hand that has not been set, the hand will be set the "House Way".

3. If a Player elects to surrender his hand, the Dealer will, in turn, remove the losing wager, place it in the tray, and then kill the surrendered hand. The hand will be placed face-down, four tiles across, in front of the table tray, on the left side. The tiles will not be exposed at this time.

READING THE HANDS - Player/Banker

1. **When a Player is banking**, after all Players' hands have been set, and the Player/Banker's hand has been set, and the Dealer has set the House hand - the Dealer will open, read, and compare all hands against the Player/Banker's hand, in the following manner and order:
 - a. **If the Dealer has wagered** against the Player/Banker, the Dealer will always compare the House hand against the Player/Banker's hand first.
 - b. The Dealer will then start with the first position counter-clockwise from the banker and continuing counter-clockwise, open, read, and compare each Player's hand against the Player/Banker's hand. When opening each hand, the high hand and the low hand will be placed perpendicular to each other, in the form of a "T".
 - c. The Dealer will compare the lowest hand of the Player to the lowest hand of the Player/Banker's hand and the highest hand of the Player to the highest hand of the Player/Banker's hand. The Dealer will announce whether the Player has won, lost, or pushed.
 - d. **To Win:** a Player's hand (four tiles) must be set in two sets of two, so that when compared to the Player/Banker's two sets of two, they are both superior in ranking.
 - e. **To Lose:** a Player's hand (four tiles) must be two sets of two, so that when compared to the Player/Banker's two sets of two, they are both lesser in ranking.
 - f. **To Push:** a Player's hand (four tiles) must be set in two sets of two, so that when compared to the Banker's two sets of two, one set is of superior ranking and one set is of lesser ranking.
 - g. **A Copy:** is when one of the Player's two sets totals the same as a respective set of the Player/Banker's two sets (specifically, highest vs highest or lowest vs. lowest) and each contains the identical high ranking tile. The Banker wins all "copy" hands.

EXCEPTION: When a Player and the Banker have a "copy" and the total of the "copy" is zero (0), the Banker wins, regardless of which hand has the highest ranking tile.

2. **If the Dealer has placed a wager** against the Player/Banker, the procedure will be as follows:
 - a. If the **Dealer won:** the Dealer will move the winning hand, (leaving it open and in a "T"), to the upper right hand corner area of the table tray, and then place the Dealer's winning wager next to it.

READING THE HANDS - Player/Banker

- b. If the **Dealer lost**: the Dealer will move the losing wager to the center of the table, then stack the losing hand, (the highest hand on top of the lowest hand), and place it face up in a row of 4 in front of the table tray on the right side.
- c. If the **Dealer pushed**: the Dealer will return the "pushed" wager to the table tray and then kill the Dealer's hand by placing it face-up, four tiles across, in front of the table tray, on the right side.
- d. The Dealer will then relocate the Player/Banker's hand, by centering it on the table surface, approx. 6" above the top edge of the table tray. The Player/Banker's highest hand will be placed perpendicular to the table tray, with the lowest hand placed across the top of the highest hand, parallel to the table tray, in the form of a "T".
- e. The Dealer will now, starting with the first position, and continuing counter-clockwise, open, read, and compare each Player's hand against the Player/Banker's hand.

READING THE HANDS - Player/Banker

3. **If the Dealer has not placed a wager** against the Player/Banker, procedures (#2 A.B.C) above, will be eliminated, and the Dealer will always start reading with the "first hand", after the Player/Banker's hand has been set. The procedure will be as follows:
 - a. If the **Player won**, the Dealer will leave the Player's wager in the Player's wagering area and will leave the winning hand exposed, and set in a "T".
 - b. If the Player lost, the Dealer will place the losing wager in the center of the table. Then stack the losing hand (highest on top of the lowest) and place it face up in a row of 4 in front of the table tray, on the right side.
 - c. If the **Player pushed**, the Dealer will kill the 'pushed' hand by placing it face up, four tiles across, in front of the table tray, on the right side.
4. Once the Player/Banker's hand has been opened, any Player's hand that has not been set will be set the "House Way".
5. If a Player elects to surrender their hand, the Dealer will, in turn, remove the losing wager, placing it in the center of the table and then kill the surrender hand. The hand will be placed face down, four tiles across, in front of the table tray, on the left side. The tiles will not be exposed at this time.

PAYOFFS & COMMISSIONS

1. **When the House (Dealer) is banking**, and after all hands have been opened, read and compared against the Banker's hand, the Dealer will proceed with the payoffs and commissions, in the following manner and order:
 - a. For the winning wagers, and prior to actually paying them, the Dealer will either, break down the Player's winning wager, or fan it, in order to clearly expose the total value of the wager. The Dealer will then remove the appropriate chips from the table tray and place them on the table layout, in the front of the table tray.
 - b. The Dealer will clearly announce the commission amount to be removed from the wager, then take the commission and place it by the drop slot.
 - c. The Dealer will kill each winning hand, after it is paid and the commission is taken, by placing it face-up, four tiles across, in front of the table tray, on the right side.
 - d. The Dealer will continue (as above in A,B,C), until all winning wagers have been settled, commissions have been taken, and the hands have been killed.
 - e. The Dealer will then place all the commissions taken into the table tray.
2. The Dealer is responsible for collecting the commission on all winning wagers.
3. All wagers and commissions must be either proved by separating various denominations or fanned clearly.
4. Commissions may never exceed 10%.
5. Prepaid commissions are not acceptable. Minimum commission is .25
6. All winning wagers must be paid with clean money from the tray.

PAYOFFS & COMMISSIONS

1. **When a Player is banking**, and after all hands have been opened, read and compared against the Player/Banker, then the Dealer will proceed with the payoffs and commissions, in the following manner and order:
 - a. **If the Dealer has placed a wager and won.** The total of the winning wager will be announced, clearly displayed and paid. The Dealer will place the house's original wager and payoff into the table tray - then kill the Dealer's hand by placing it face up in a row of 4 in front of the tray on the right side.
 - b. If the Dealer has placed a wager and won, starting with the first winning wager counter-clockwise from the Player/Banker, the total of the winning wager will be announced, clearly displayed and paid. The Dealer will place the houses original wager and payoff into the tray.
 - b. Starting with the first hand counterclockwise from the banker, the Dealer will verify each winning wager, either by proving it (separating various denominations) or by fanning it clearly, announce the winning total, and pay the wager.
 - c. The payoff amount will be removed from either the Player's bank or the accumulated losing wagers (if applicable), and displayed clearly on the table surface.
 - d. The Dealer will announce the commission total, remove it from the winning wager, and place it by the drop slot.
 - e. The Dealer will kill each winning hand, after it is paid and the commission is taken, by placing it face-up, four tiles across, in front of the table tray, on the right side.

PAYOFFS & COMMISSIONS

- A. **If the Player/Banker won:** the Dealer, after setting all wagers will take the commission, then return the Banker's winnings to the Player/Banker.
 - B. **If the Player/Bankers lost:** either all or part of the Player's bank the Dealer will return any remainder of the bank to the Player/Banker. No commission will be taken.
2. The dealer is responsible for collecting the commission on all winning wagers.
 3. All wagers and commissions must be either proved (by separating various denominations) or fanned clearly.
 4. Commission may never exceed 10%.
 5. Pre-paid commissions are not acceptable. Minimum commission will be .25 cents.

IRREGULARITIES

1. If the dice are cocked or a die lies on top of another die, or the dice are disturbed, or are unable to be read for any reason, the cup will be recovered, shaken once by the Dealer and returned to the Banker or designee to be reshaken.
2. Any attempt to switch, pass, hold out, or mark tiles will cause a hand to be declared dead and the forfeiture of that wager. Any Player found guilty of such actions will be barred from the gaming facility and may be subject to prosecution.
3. Any Player removing a losing wager may be barred from the gaming facility and/or subject to prosecution.
4. Any Player who removes a winning wager from the wagering area may be paid the minimum wager if the correct amount cannot be determined.
5. Once the first Player's hand is opened by the Dealer, the Player/Banker's hand may not be reset.
6. A hand that has been mis-read by the dealer, will play at true value, if it can be retrieved intact.
7. If one tile in any hand is exposed by the dealer, the hand must be played. The round is totally dead if a Gee, 2 or 12 tile is exposed, by the dealer.
8. Should the Dealer expose two or more tiles of any hand, the exposed hand is a Dead hand.
9. Should a tile leave the table and drop to the floor, the tile plays. After that round of play, the entire set of 32 tiles will be checked to insure their completeness.
10. When all playing areas are in play and the House is banking, if players are believed to be signalling or communicating the value of the tiles in play, the House may, at its discretion, remove a wagering area from play.
11. If any of the above occur a Floor Supervisor should be notified.

PAI-GOW HOUSE WAY

1. **PAIRS:** Always play pairs together

NEVER SPLIT PAIRS OF 4 - 5 - 6 - 10 - 11

EXCEPTIONS;

- A. Split Gee-Jun with 6-4, 6-5 or 6-6
- B. Split 2's or 12's to make 6-8, or better
(also split when third & fourth tiles are 9 & 11, Play 3, Wong).
- C. Split 9's with 10's, 2's or 12's
- D. Split 8's with 10's, 11's, 2's or 12's
(also split when third & fourth tiles are 9 & 11).
- E. Split 7's with 10's, 11's, 2's or 12's

2. **PLAY WONGS, GONGS & HIGH 9'S** (Play 2 or 12 with a 9.8 or 7)

Play high 9 over Wong and Gong, or Gong over Wong, when given a choice. When given a choice between a 12 or 2, play the 12 in the high hand.

EXCEPTIONS;

- a. **Play Wong over Gong** when the fourth tile is 11.
- b. **Play Wong over high Nine** when the fourth tile is 11.
- c. **Play Gong over High 9** when the fourth tile is any 4
or
when the third & fourth tiles are low 8 & 5

PAI-GOW HOUSE WAY

3. PLAY HANDS AS CLOSE TOGETHER AS POSSIBLE

Make the Low Hand as high as possible, whenever possible. Play either two low tiles together to make a high hand of 8 or 9, or play a low tile with a high tile.

EXCEPTIONS:

1. When given a choice, always play the highest ranking tile on low hand, if the hands total 7-9 or less. However, if the hands total 8-9 or more, then play the highest ranking tile on the high hand, (if hands total 7-8, and contains both a 2 & a 12, play 12 on the high hand).
2. If by bringing both hands close together, the low hand is not at least the value of long 3, and by playing the hands as far apart as possible, the High Hand can be played as 7, or better, then split apart and make the High Hand as strong as possible.

ADDITIONAL EXCEPTIONS: to high tile Low Hand

	<u>Tiles</u>	<u>Play</u>
1.	high 8, low 8, high 4, any 7 high 8, low 8, low 4, any 7	2-high 5 high 2-5
2.	high 8, low 8, any 6, any 7	high 4-5
3.	high 10, low 10, high 6, any 7 high 10, low 10, low 6, any 7	6-high 7 high 6-7
4.	high 10, low 10, high 6, low 8 high 10, low 10, low 6, low 8	6-high 8 high 6-8
5.	high 10, low 10, high 6, 9 high 10, low 10, low 6, 9	6-high 9 high 6-9
6.	high 10, high 8,11, low 7 high 10, low 8, 11, low 7 low 10, high 8,11, low 7	7-high 9 8-8 8-8
7.	high 4, low 4, any 7,5	1-high 9
8.	high 4, low 4, low 8, 5 high 4, low 4, high 8,5	2-high 9 3-8
9.	high 4, low 4, Gee 5. high 4, low 4, 9, 5	high 7-9 4-8
10.	12(or2), any 6, 5, Gee	7-9

[REDACTED] PAI-GOW HOUSE WAY [REDACTED]

Tiles

Play

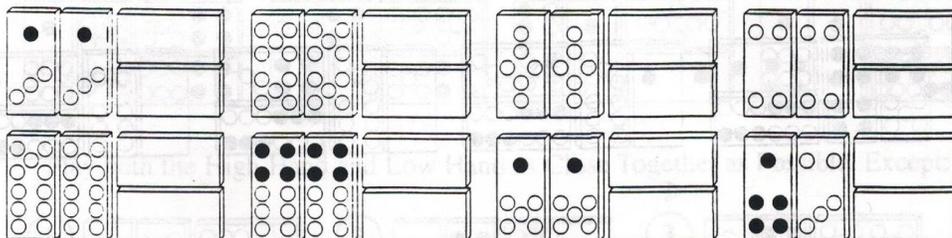
- | | | |
|-----|--|---|
| 11. | Gee, any 4, 6, any 7 | 3-7
(if not a long 3 play as (1-9)) |
| 12. | Gee, any 5, 6, any 7 | 3-8
(if not a long 3, play as (2-9)) |
| 13. | high 6, low 6, 11, Gee
high 6, low 6, low 10, Gee | 7-high 9
high 6-9 |
| 14. | high 10, low 10, 11, 9
high 10, low 10, 11, 8
high 10, low 10, 11, 7
high 10, low 10, 11, any 6
high 10, low 10, 11, 5 | 1-high 9
0-9
0-8
0-7
high 1-5 |
| 15. | high 8, low 8, any 7, 9 | high 5-7 |

11. 4/7, 3/8, 0/0

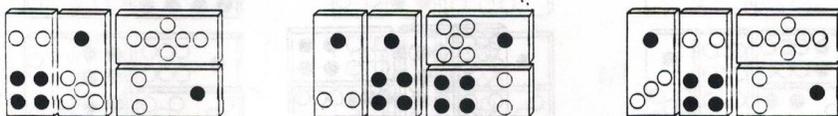
12. 2/3, 1/2, 0/1

PAIR RULE

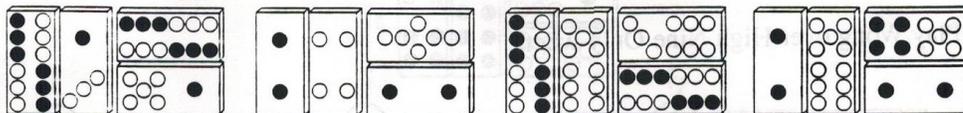
1. The Following Pairs Must Never Be Split:



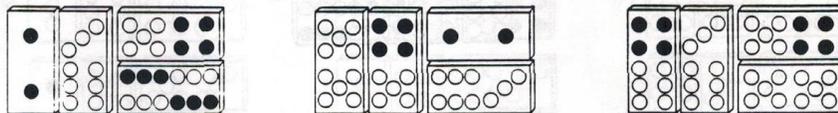
Split Gee Jun When holding the Tiles 6-6, 6-5, 6-4:



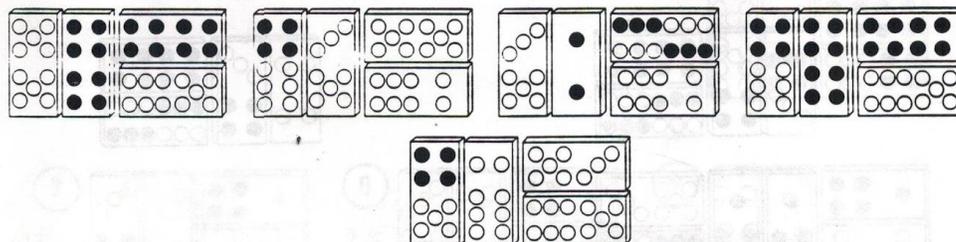
Split Teen and Day Pairs to make 6/8 or better (And when the 3rd-4th tiles are 9 and 11):



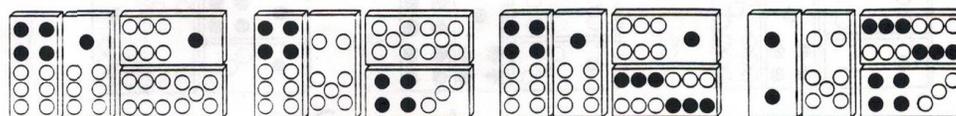
Split 9's with Teen, Day and any 10:



Split 8's with Teen, Day, 11 and any 10 (And when the 3rd-4th tiles are 11 and 9):

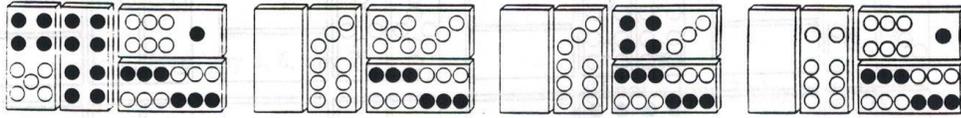


Split 7's with Teen, Day, 11 and any 10:

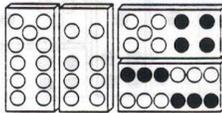


WONG, GONG AND HIGH NINE

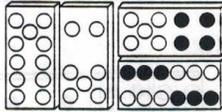
2. Play Gong over Wong High Nine over Wong and High Nine over Gong:



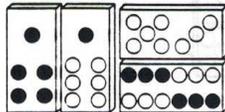
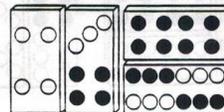
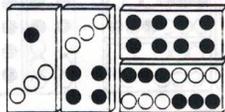
Play Wong over Gong Only when:



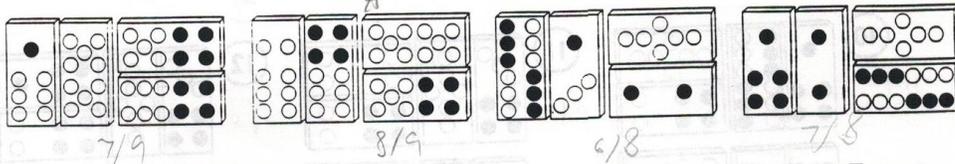
Play Wong over High Nine Only when:



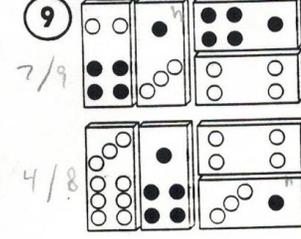
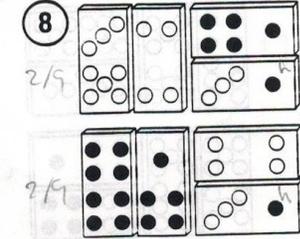
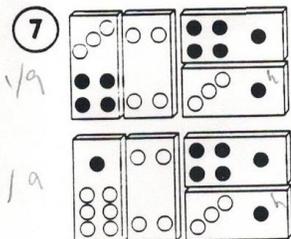
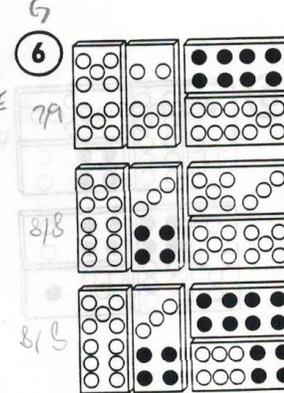
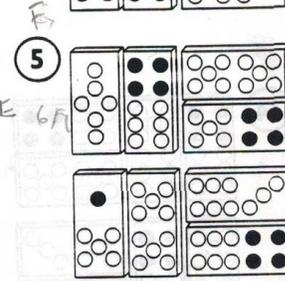
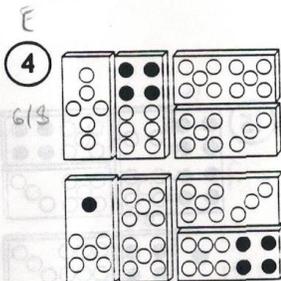
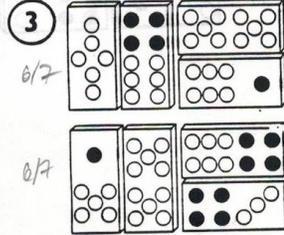
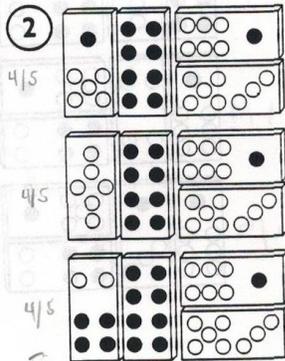
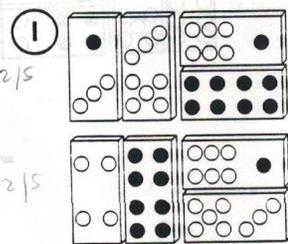
Play Gong over High Nine Only when:



3. Play the Highest Ranking Tile On the High Hand, Except:

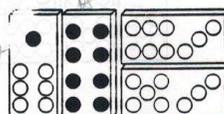
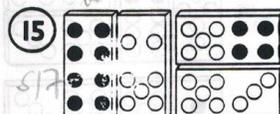
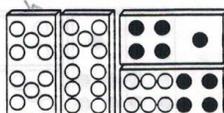
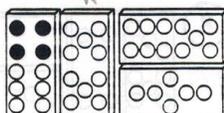
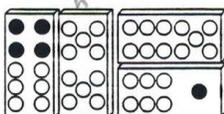
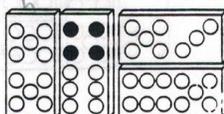
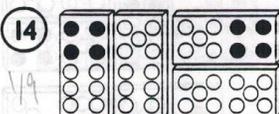
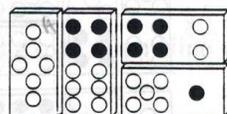
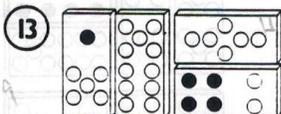
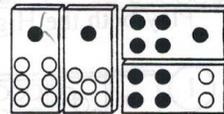
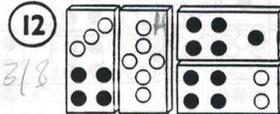
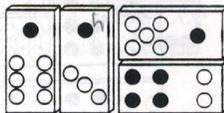
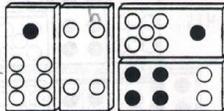
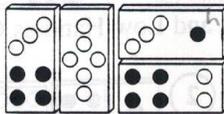
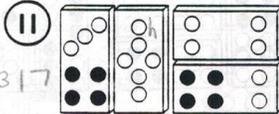
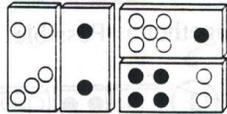
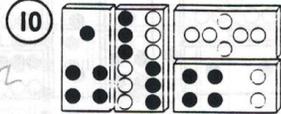


Play both the High Hand and Low Hand as Close Together as Possible, Except:



WONG GONG AND HIGH NINE

Exceptions Continued:



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.