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SPECIAL

Casino Control Act 1991 — section 60(1)
CASINO RULES NOTICE NO. 24 OF 2000
Rules of the Game — Rapid Roulette

By this notice, the Victorian Casino and Gaming Authority substitutes for the rules in respect of the game “Rapid Roulette”¹ those rules set out in the Schedule.

This notice operates with effect from 4.00am on 22 November 2000.

Dated 17 November 2000

BILL LAHEY

Director of Gaming and Betting
Director of Casino Surveillance

Schedule

RULES FOR RAPID ROULETTE

1. Definitions

1.1 In these rules—

“ATS” means an automated transaction station featuring a touch screen monitor—

(a) designed to allow a player to place wagers on a virtual Roulette layout in accordance with these rules; and

(b) approved as an item of gaming equipment;

“ATS chip account” means an account established under rule 6;

“Dealer” means that person, employed as a dealer by the casino operator, who is conducting the game;

“Casino Supervisor” means a person, other than the Game Supervisor or the Dealer, who is employed by the casino operator to be responsible for the supervision and management of gaming operations;

“game hardware” means all the computer equipment needed for the conduct of the game, including one or more ATSS, one or more printers, an SGC and routing, networking and communications devices and cabling;

“Game Supervisor” means that person, employed as a game supervisor by the casino operator, who is supervising the conduct of the game;

“game system” means the configuration of software and game hardware—

(a) necessary to conduct the game at any time when it is not connected to a central monitoring system; and

(b) approved as gaming equipment for the purposes of these rules—

but does not include a WND;

“individual spin” means a single spin;

“SGC” means a device in the nature of a streamlined game console—

(a) designed to enable the Dealer to enter all information required for the operation of the game system, including player buy-in amounts and confirmations, player payouts, outcomes of spins, permissible wagers; and

(b) designed to provide the Dealer with all information in the game system which the Dealer requires for the purpose of conducting the game; and

(c) approved as an item of gaming equipment;

“spin sequence” means a sequence of two, three or four consecutive spins;

¹ The Game of **Rapid Roulette** and its rules were approved by Casino Rules Notice No. 20 of 1999 published in the Victoria Government Gazette on 5 October 1999 (S147).

“tournament” means a competition conducted in accordance with rule 9;

“tournament conditions” means the conditions approved for a tournament in accordance with rule 9;

“Tournament Director” means the person appointed under rule 9.1.2(a) or for the time being deputising for the purposes of rule 9.1.2(b);

“tournament player” means a player in a tournament;

“wagering period” means the period determined under rule 5.1 or applying by operation of rule 5.2;

“WND” means a device—

(a) designed to display on a screen visible to all players at the gaming table the outcome of at least the most recent spin of the game; and

(b) approved as an item of gaming equipment.

1.2 Unless a contrary intention appears, a Game Supervisor or a Casino Supervisor may perform any function or exercise any power of the Dealer.

1.3 A reference in these rules to the game is a reference to the game of Rapid Roulette played at a particular gaming table.

1.4 A reference in these rules—

(a) to a bet is a reference to the contingency or outcome on which a player may place a wager; and

(b) to a wager is to the money appropriated to such a bet in a particular case.

1.5 A reference in these rules to an open ATS is a reference to an ATS in respect of which an ATS chip account is active.

1.6 A rule which is expressed to impose an obligation or a prohibition on an ATS, the SGC or the game system must be regarded as imposing an obligation on the Dealer and the casino operator to ensure that the ATS, SGC or game system operates in the manner described.

2. Equipment

2.1 The display of the touch screen monitor of an open ATS—

(a) must—

(i) contain all the elements of the design set out in Diagram A; and

(ii) contain any additional elements necessarily required by these rules; and

(iii) be of similar appearance to Diagram A; and

(b) may include features in addition to those shown in Diagram A, if those features are not inconsistent with Diagram A or these rules.

2.2 A gaming table for Rapid Roulette is made up of the following equipment—

(a) up to 24 ATs; and

(b) an SGC; and

(c) a game system (other than an SGC and one or more ATs); and

(d) a WND; and

(e) a roulette wheel; and

(f) a ball.

2.3 The roulette wheel mentioned in rule 2.2(e) must have 37 equally spaced compartments around its perimeter, one being marked with the numeral “0” and coloured green and the others marked with the numerals from “1” to “36”, arranged and coloured red and black as shown in Diagram B.

2.4 A ball used for the game must be made completely of a non-metallic substance and must not be less than 17 millimetres and not more than 22 millimetres in diameter.

3. Placement of wagers

- 3.1 A wager in respect of an individual spin is placed by a person appropriating money standing to the credit of a player's ATS chip account to a particular bet (as specified in rule 7.1) in the manner shown in Diagram C prior to the end of the wagering period for that spin.
- 3.2 A wager in respect of a spin sequence is placed by a person appropriating money standing to the credit of a player's ATS chip account to a particular bet as defined in rule 7.4 prior to the end of the wagering period for the first spin in that spin sequence.
- 3.3 The method by which a person appropriates money standing to the credit of a player's ATS chip account is by touching the display of the ATS so as—
- (a) to make one or more chips appear to move from one part of the display to another; or
 - (b) to make one or more chips appear on, or disappear from, the display with a corresponding change being made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.4 The player to whom the Dealer has given control of an ATS is solely responsible for the placement of the chips appearing on the ATS.
- 3.5 The wager or wagers placed on an ATS may only be settled in accordance with the appearance of the ATS at the time a wagering period expires.
- 3.6 An ATS must not allow a wager to be placed, changed or withdrawn after the expiry of the wagering period.
- 3.7 At the settlement of wagers for a spin, each open ATS must—
- (a) clear any losing wager, by causing the chips representing that wager to disappear from the display; and
 - (b) pay any winnings, by causing an appropriate number of chips to appear or by causing an appropriate adjustment to be made to the amount shown as standing to the credit of the player's ATS chip account.
- 3.8 Wagers may only be placed in accordance with rule 3.

4. Permissible Wagers

- 4.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which the casino operator is responsible under section 66(1)(d) and section 66(2) of the **Casino Control Act 1991**².
- 4.2 Each ATS is a location within the casino for the purposes of section 66(1)(d) and section 66(2) of the **Casino Control Act 1991**.
- 4.3 If—
- (a) a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the ATS must not display any chips in respect of that wager; and

2 Sections 66(1)(d) and 66(2) of the **Casino Control Act 1991** state:

66. Assistance to patrons

- (1) A casino operator must ensure that—

...

- (d) there is prominently displayed at each gaming table or location related to the playing of a game a sign indicating the permissible minimum and maximum wagers pertaining to the game played there.
- (2) A casino operator must ensure that a minimum wager indicated in respect of a game at a table or location is not changed to a higher minimum unless a sign indicating the new minimum and the proposed time of change is displayed at the table or location at least 20 minutes before the time of proposed change.

Penalty: 50 penalty units.

- (b) a player attempts to place an individual wager—
 - (i) in a multiple over the minimum which is not permitted; or
 - (ii) which is greater than the permitted maximum wager—the ATS must display only so many chips or such denomination of chips as is the next lowest permitted wager; and
- (c) by the end of the wagering period for an individual spin, a player has placed one or more wagers which are in aggregate less than the permitted aggregate wager (if any), those wagers must not be recognised by the ATS or the game system for the individual spin.

5. Dealing the Game

- 5.1 The casino operator must determine how long, at particular times, the wagering period will be for the game.
- 5.2 If the casino operator has not made a determination under rule 5.1, the wagering period is 30 seconds.
- 5.3 Each ATS must clearly display a countdown of the remaining portion of the wagering period for the next spin.
- 5.4 The Dealer—
 - (a) may spin the ball at any time after the start of the wagering period, if the Dealer reasonably believes that the ball will only come to rest after the wagering period expires; and
 - (b) if the ball has not been spun before the end of the wagering period, must spin the ball as soon as practicable after the wagering period expires.
- 5.5 When, after the ball is spun, it comes to rest, the Dealer must—
 - (a) announce the number of the compartment; and
 - (b) enter that outcome into the SGC.
- 5.6 When an outcome has been entered into the SGC, the game system must—
 - (a) display the outcome of the spin on each open ATS; and
 - (b) in respect of the wager or wagers placed on an ATS—
 - (i) if an amount has been won, automatically calculate and display the amount; and
 - (ii) automatically calculate and display the balance of the ATS chip account as a result of the outcome—in accordance with these rules.

6. ATS Chip Accounts

- 6.1 An open ATS must display the active ATS chip account for the ATS.
- 6.2 A person wishing to play the game must buy in either by the tendering to the Dealer an amount of cash, vouchers, authorised tokens or chips or by inserting an amount of cash into the ATS Note Acceptor.
- 6.3 If the Dealer accepts an amount tendered under rule 6.2, the Dealer—
 - (a) must give the player control of an ATS; and
 - (b) must activate an ATS chip account in respect of the ATS by crediting it with the amount tendered, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account.
- 6.4 Where a player inserts cash into an ATS Note Acceptor, the amount of cash will automatically be credited to the ATS chip account in respect of that ATS, thereby causing chips to appear on the display of the ATS or that amount to be shown as standing to the credit of the ATS chip account.

- 6.5 The person for the time being in control of an open ATS may at any time—
- (a) tender further amounts of cash, vouchers, authorised tokens or chips to the Dealer who must, as soon as practicable, credit the amount tendered to the player's ATS chip account; or
 - (b) insert a further amount of cash into the ATS Note Acceptor.
- 6.6 A player—
- (a) may leave the game at any time; and
 - (b) must leave the game if the Dealer, having reasonably formed the opinion that the player's continued presence would disrupt the game and thereby compromise its integrity, directs the player to leave the game.
- 6.7 If a player leaves the game, the Dealer must—
- (a) pay out the full value of the player's ATS chip account balance by tendering chips; and
 - (b) close the ATS chip account.

7. Settlement

- 7.1 The bets which can be placed in respect of an individual spin and the odds payable for them are—

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
Straight-Up	The ball comes to rest in the compartment designated by a chip on that square	35 to 1
Split	The ball comes to rest in one of the two compartments designated by a chip on the line between adjacent squares	17 to 1
Street	The ball comes to rest in one of the three compartments designated by a chip on a street	11 to 1
Corner	The ball comes to rest in one of the four compartments designated by a chip on the point where four squares meet (or—in the case of 0, 1, 2, 3—where 0, 1 and 1st 12 meet)	8 to 1
Six-Line	The ball comes to rest in one of the six compartments designated by a chip on the point where two streets meet	5 to 1
Column	The ball comes to rest in one of the twelve compartments designated by a chip on a column	2 to 1
Dozen	The ball comes to rest in one of the twelve compartments designated by the range 1-12, 13-24 or 25-36	2 to 1
Low	The ball comes to rest in one of the eighteen compartments designated by the range 1-18	1 to 1
High	The ball comes to rest in one of the eighteen compartments designated by the range 19-36	1 to 1
Even	The ball comes to rest in one of the eighteen compartments designated by an even number in the range 2-36	1 to 1

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
Odd	The ball comes to rest in one of the eighteen compartments designated by an odd number in the range 1-35	1 to 1
Red	The ball comes to rest in one of the eighteen compartments coloured red	1 to 1
Black	The ball comes to rest in one of the eighteen compartments coloured black	1 to 1

7.2 In rule 7.1—

- (a) a reference to a square is a reference to an area on the layout marked with a number in the range 0-36;
- (b) a reference to a street is a reference to the groups of three squares marked with—
- (i) the numbers 0, 1, 2; or
 - (ii) the numbers 0, 2, 3; or
 - (iii) any three consecutive numbers ending in a multiple of 3;
- (c) a reference to a column is a reference to the groups of numbers—
- (i) 1, 4, 7, 10, 13, 16, 19, 22, 25, 28, 31, 34;
 - (ii) 2, 5, 8, 11, 14, 17, 20, 23, 26, 29, 32, 35;
 - (iii) 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36;
- (d) a reference to a chip is a reference to a chip placed on the layout.

7.3 If the outcome of an individual spin is “0”—

- (a) only wagers placed on the bets of a Straight-Up on “0” or a Split, Street or Corner which involve a “0” and any of “1”, “2” or “3” are winning wagers;
- (b) all other wagers are losing wagers.

7.4 The bets which can be placed in respect of a spin sequence and the odds payable for them are —

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
Double	Player designates “Straight-Up” outcomes of each of two consecutive spins— <ul style="list-style-type: none"> ● If first spin, but not second spin, designated outcome occurs ● If all designated outcomes occur 	25 to 1 375 to 1
Treble	Player designates “Straight-Up” outcome of each of three consecutive spins— <ul style="list-style-type: none"> ● If the first spin, but not second or third spin, designated outcome occurs ● If first and second spin, but not third spin, designated outcome occurs ● If all designated outcomes occur 	25 to 1 250 to 1 5000 to 1

<i>Name</i>	<i>Definition</i>	<i>Odds</i>
Quad	Player designates “Straight-Up” outcomes of each of four consecutive spins— <ul style="list-style-type: none"> ● If first spin, but not second, third or fourth spin designated outcome occurs ● If first and second, spin but not third or fourth spin, designated outcome occurs ● If first, second and third spin but not fourth spin, designated outcome occurs ● If all designated outcomes occur 	12fi to 1 125 to 1 12,500 to 1 500,000 to 1

8. Irregularities

- 8.1 The Dealer must call “no spin” if—
- (a) the wheel is not rotating at the time the ball is spun; or
 - (b) the ball is spun in the same direction as the wheel is rotating; or
 - (c) he or she reasonably forms the opinion that the ball will not, before it comes to rest in a compartment, complete four revolutions around the track of the wheel; or
 - (d) a foreign object enters the wheel prior to the ball coming to rest; or
 - (e) the ball is propelled or falls out of the wheel; or
 - (f) the ball comes to rest before the end of the wagering period; or
 - (g) a person interferes with the ball or the rotation of the wheel; or
 - (h) the Dealer reasonably forms the opinion that a disruption or similar event, which would compromise the integrity of the game, has occurred or is occurring.
- 8.2 If the Dealer calls “no spin”, he or she may attempt to prevent the ball from coming to rest in one of the compartments.
- 8.3 If the Dealer calls “no spin”, that spin is of no effect, regardless of whether the ball comes to rest in one of the compartments.
- 8.4 If the Dealer reasonably forms the view that he or she has entered an incorrect outcome into the SGC, the Dealer must freeze all ATS chip accounts and cause the results to be recalculated based on the actual outcome.
- 8.5 If a player claims to the Dealer that an incorrect outcome has been entered into the SGC or that any part of the game system has malfunctioned, the Dealer must consider the claim and take whatever reasonable action is permitted by this rule.
- 8.6 The WND must be disregarded if the WND displays a number other than the actual outcome.
- 8.7 If an ATS experiences a malfunction—
- (a) prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed on the ATS for the relevant spin; and
 - (b) on or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.
- 8.8 If the game system (other than an ATS) experiences a malfunction (including by reason of physical damage)—
- (a) prior to the expiry of the wagering period, the Dealer must treat as void all wagers placed by all players for the relevant spin; and
 - (b) on or after the expiry of the wagering period, the Dealer must seek to confirm what wagers were placed through the analysis of available records and cause the appropriate adjustments to be made.

8.9 If the Dealer is unable, for the purposes of rules 8.7(b) and 8.8(b), to confirm the relevant wagers placed through the analysis of available records, the Dealer must void those wagers.

9. Tournament Play

9.1 General

9.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Rapid Roulette with an equal chance.

9.1.2 The casino operator—

- (a) must appoint a person who is qualified to be a Game Supervisor to be responsible generally for each tournament; and
- (b) may nominate one or more deputies (each of whom is qualified to be a Game Supervisor) to take that responsibility in the absence of the person nominated under paragraph (a).

9.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Director of Casino Surveillance.

9.2 Tournament conditions

9.2.1 The tournament conditions must include the following—

- (a) the amount of the entry fee, if any;
- (b) the amount to be credited to ATS chip accounts at the start of each round or session in the tournament, the amount of any applicable buy—in and the disposition of ATS account balances at the end of each session or round;
- (c) whether there is a minimum or compulsory wager for each spin in a session or round;
- (d) the structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables or ATSS to be active in each round or session, the method of progression from round to round or session to session; repechage, catch-up or secondary rounds or sessions;
- (e) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (f) in respect of eligibility for entry—
 - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (g) the terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (h) the basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy in is refundable in whole or in part;

- (i) the consequences of late arrival or non-attendance for a round or session in the tournament;
 - (j) the prizes;
 - (k) a statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Rapid Roulette and that, in the event of any inconsistency, the rules prevail.
- 9.2.2 The tournament conditions may exclude or modify the operation of rule 6.
- 9.2.3 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.
- 9.2.4 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.
- 9.2.5 The Tournament Director must be present during the whole of each session or round of play in a tournament.
- 9.3 *Conduct of Play*
 - 9.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.
 - 9.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 9.3.1 is used exclusively for tournament play.
 - 9.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his or her allotted position during any session or round.
 - 9.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.
 - 9.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of spins or the scheduled completion time—
 - (a) if the tournament player or players to progress to the following session from that gaming table or round have been determined; and
 - (b) if the tournament conditions provide for the disposition of ATS chip account balances in cash at the end of the session or round, if all the players at the gaming table agree.

DIAGRAM A

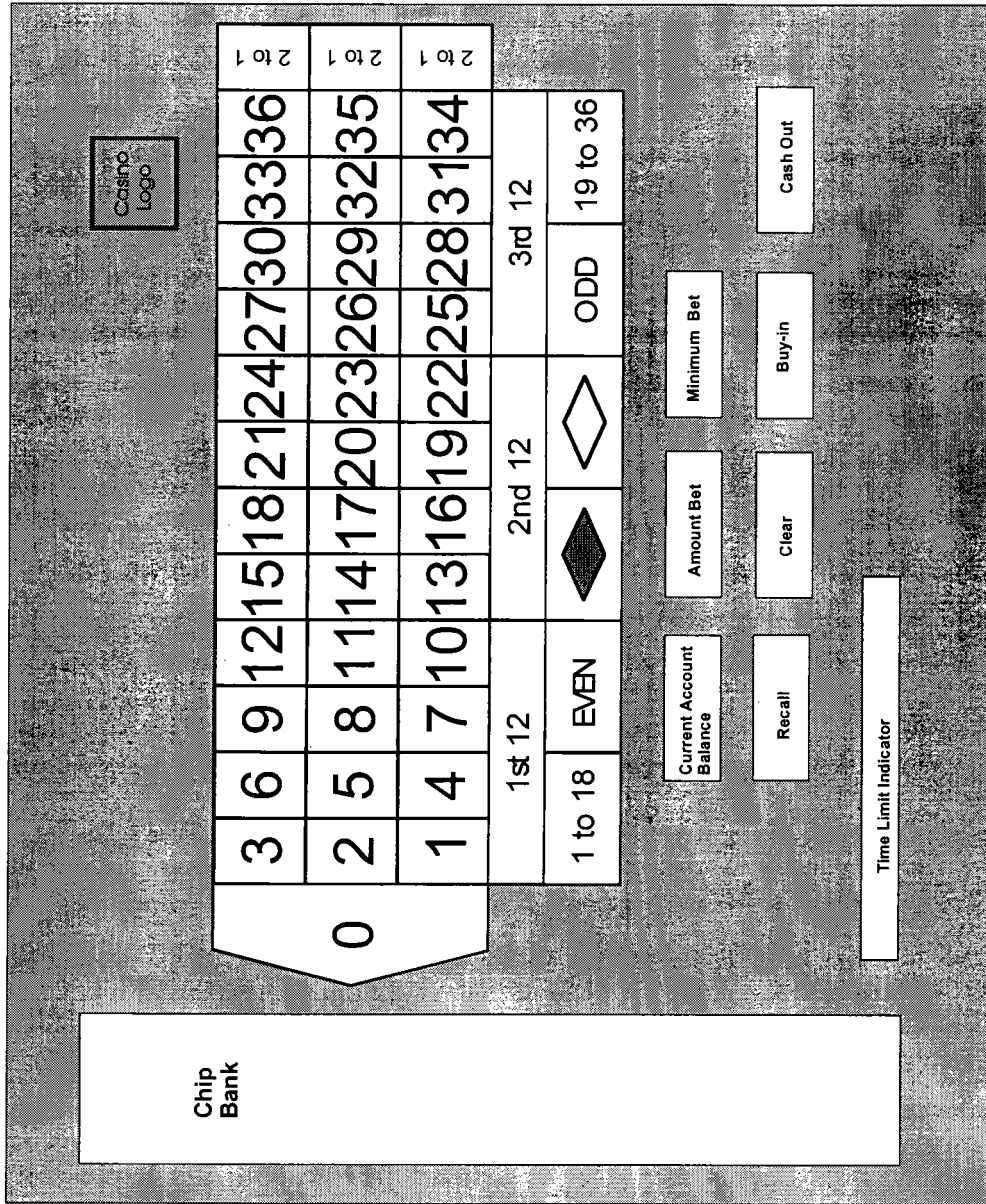


DIAGRAM B

LEGEND

-  Black
-  Red
-  Green

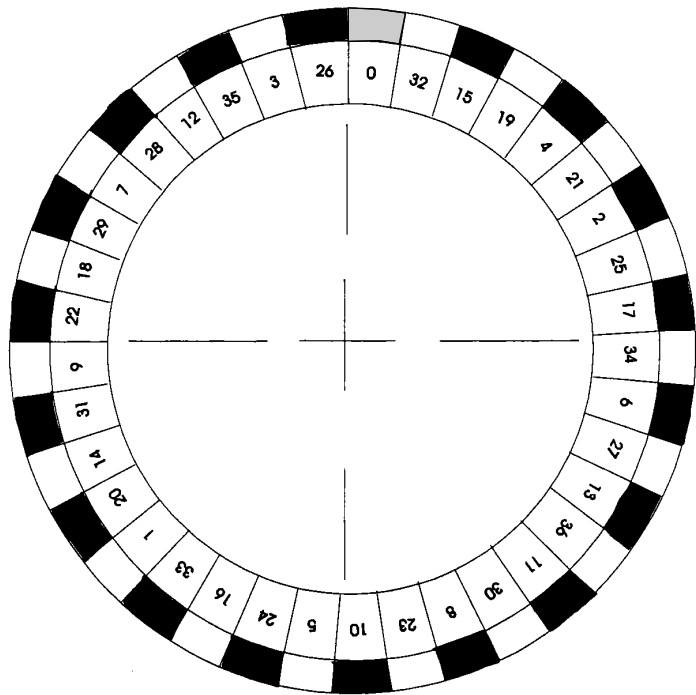
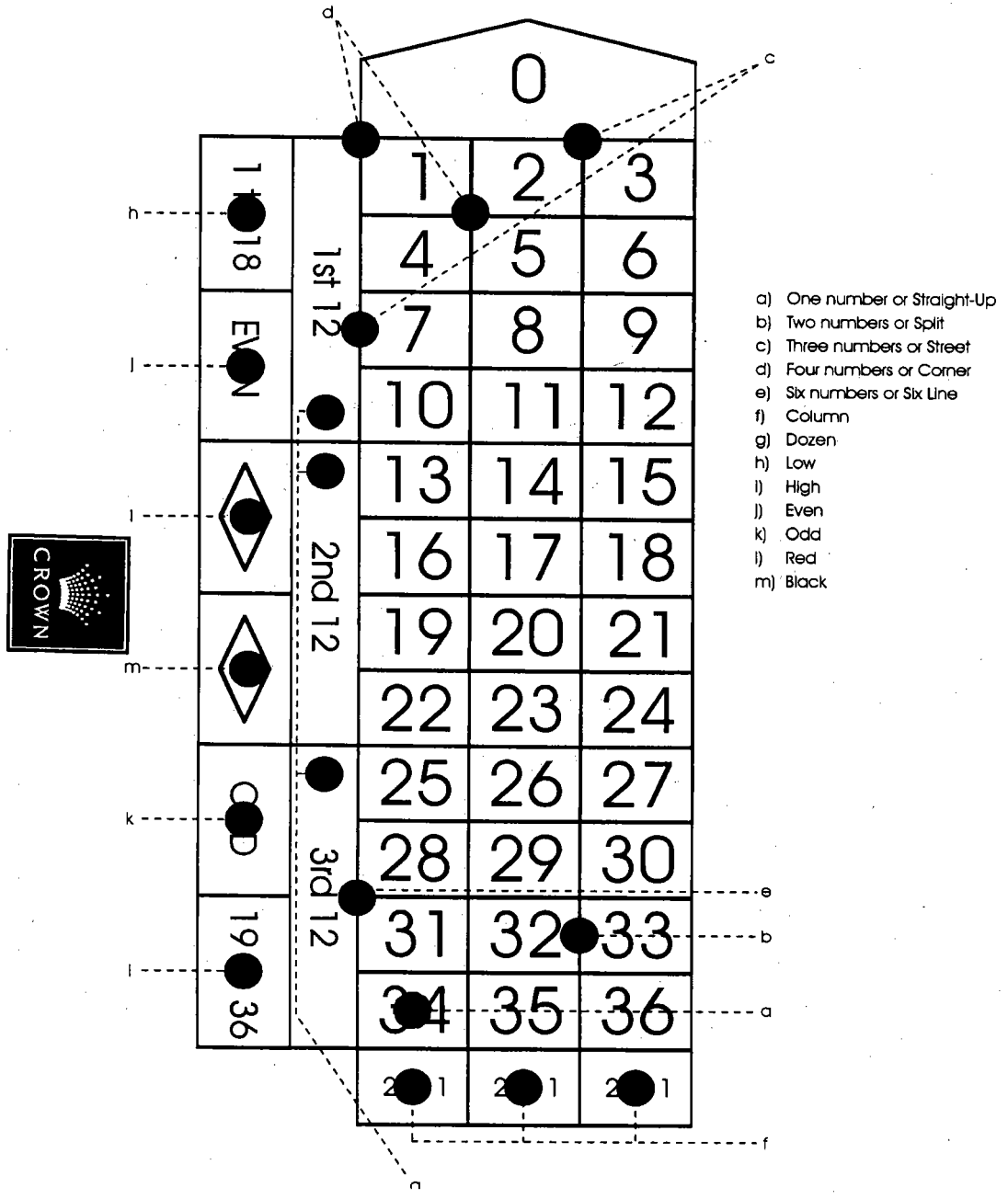


DIAGRAM C



Casino Control Act 1991—section 60(1)
CASINO RULES NOTICE NO. 25 OF 2000
Rules of the Game—Pai Gow

By this notice, the Victorian Casino and Gaming Authority substitutes for the rules in respect of the game “Pai Gow”¹ those rules set out in the Schedule.

This notice operates with effect from 4.00am on 22 November 2000.

Dated 17 November 2000

BILL LAHEY
Director of Gaming and Betting
Director of Casino Surveillance

Schedule

RULES FOR PAI GOW

1. Definitions

1.1 In these rules the following meanings apply:-

- 1.1.1 “Bank” means the hand against which all other players wager.
- 1.1.2 “Casino Supervisor” means a person other than a Game Supervisor who is responsible for the supervision and management of gaming operations.
- 1.1.3 “Chung” means a marker used to indicate who is the Banker in a round of play.
- 1.1.4 “Co-banking” means a player banking in partnership 50-50 with the house.
- 1.1.5 “Dealer” means a person responsible for the operation of the game.
- 1.1.6 “Dice cup” means a cup like device with a non-transparent cover used to contain and shake the three dice used.
- 1.1.7 “Game Supervisor” means the person responsible for the supervision of the operation of the game.
- 1.1.8 “House” means Crown Casino.
- 1.1.9 “Houseway” means the way a Dealer shall set his/her hand or that of a player or Player/Banker upon request.
- 1.1.10 “Laja” means an additional mix of the tiles that may be performed by the Dealer, player or Player/Banker.
- 1.1.11 “Matching” means comparing the player’s high hand with the House or Player/Banker’s high hand and the player’s low hand with the House or Player/Banker’s low hand as the case may be.
- 1.1.12 “Player/Banker” means a player taking the bank.
- 1.1.13 “Ranking” means the classification of the order of the tiles.
- 1.1.14 “Shuffle” means a random mix of the tiles, conducted face down upon the table.
- 1.1.15 “Stand Off” means a hand where the player’s wager neither wins nor loses for the purposes of regular Pai Gow.
- 1.1.16 “The “Tile/s” means a domino or set of thirty two dominoes.
- 1.1.17 “Traditional Cuts” means one of the approved ways of cutting the tiles at the Player/Banker’s request.

¹ The Game of **Pai Gow** and its rules were approved by Notice published in the Victoria Government Gazette on 24 April 1997 (S44).

2 Equipment

- 2.1 The Pai Gow table shall have on one side, places for players and, on the opposite side, a place for the Dealer. The tablecloth shall be marked in a manner similar to that shown in diagram “A” or “B” with the name and/or logo of the casino imprinted thereon.
- 2.2 Pai Gow is played with thirty-two dominoes hereinafter referred to as “tiles”, (See Appendix 1):
- 2.3 Three dice shall be used. They shall be precision made with faces of a minimum size of ten millimetres square. The sides of the dice shall be marked from one to six, so arranged that the sum of the sides of any pair of opposite sides is seven.
The dice shall be shaken inside a dome-shaped container. (Dice Cup) (See Diagram C.)
- 2.4 Plus or minus buttons, with values from +4 to -4, may be used to change the point of delivery of the tiles.
- 2.5 “OFF” Button to signify a playing area removed from play.
- 2.6 A sign displaying table limits.
- 2.7 Chung to indicate the Banker.

3 The Tiles

- 3.1 The ranking of the tiles in both pair and individual order, is shown in Appendix 1.
- 3.1.1 When a hand is lower than Day High Nine (ranking 22) the value of the hand shall be a single figure (zero to nine inclusive) and shall be determined by totalling the count values of the tiles in the hand and, as required, subtracting ten.
- 3.2 Gee Jun, Ranked No 1 pair, are as individual tiles the lowest ranked tiles. Those individual tiles may be used as either a three or a six.
- 3.3 The tiles shall be checked, tile by tile, prior to the commencement of gaming and the conclusion of gaming.
- 3.3.1 The tiles shall be displayed on the table in rank order and finally checked by the Game Supervisor.
- 3.3.2 The tiles shall remain so displayed until a player takes a place at the table.
- 3.4 Should any tiles be damaged or marked during play, the Casino Supervisor shall be notified and the tiles shall be replaced by either an individual tile or a new set of tiles.
- 3.5 Prior to a set of tiles being removed from the table the tiles shall again be checked on the table tile by tile and set out in rank order.

4 The Table of Play — Houseway

- 4.1 The Houseway is as shown. (See Appendix 2)

5 Computer

A computer may be used by the House to check the correct setting of the Houseway.

6 The Bank

- 6.1 In addition to the House, only players controlling the playing area have the option of accepting the bank.
- 6.2 Each bank consists of a first and second round of play. Players are allowed one “Bank” per playing area. At its discretion the House may allow up to the three “Banks” per playing area. For each additional “Bank” the Player/Banker shall nominate some other person to shake the dice cup on his/her behalf. Each three bank cycle is mutually exclusive.
- 6.3 At its discretion the House may allow two or more players to share the bank at one seated position.
- 6.4 When the House banks a “Chung” denoting “House Bank” shall be placed on playing area one to indicate the House tiles.

- 6.5 Acceptance of the bank by a Player/Banker is indicated with a marker button called the “Chung”.
- 6.6 For a player to bank they must have played the previous round. (Except at the commencement of play).
- 6.7 For a player to bank or co-bank he or she must have sufficient funds to cover his/her minimum bank requirement for each method of play.
- 6.8 The bank shall be offered counter clockwise from playing area one.

7 The Shuffle and Cut

- 7.1 Before each round of play, the Dealer shall shuffle the tiles face down on the table.
- 7.2 The Dealer shall stack the tiles into eight groups of four and place the tiles into the centre of the table.
- 7.3 The Game Supervisor may allow any player to personally perform a Laja or request a Laja by the Dealer.
- 7.3.1 After a player Laja, the Banker cannot request another shuffle.
- 7.3.2 After a player Laja and before the bank determines a cut, the tiles will be presented to the bank, where they may wish to perform their own Laja.
- 7.4 The tiles shall be cut in accordance with the descriptions in Appendix 3.
- 7.5 At the discretion of the Casino Supervisor, other cuts may be accepted in which case the V.C.G.A Inspector and the Surveillance Department shall be advised.
- 7.6 When the House banks, the dice total shall determine both the type of cut to be used and the first box to receive the first tiles as described in Appendix 3.
- 7.7 When the player accepts the bank or co-banks with the house, that player has the option of the cut. If that player declines to choose the cut the Dealer shall cut the tiles at the discretion of the Game Supervisor.

8 The Dice

- 8.1 The Player/Banker shall shake the dice cup during which time the dice must tumble. The dice cup is then placed in the centre of the table and the cover removed.
- 8.2 After the total is called by the Dealer:—
- 8.2.1 The Dealer shall count counter clockwise commencing with the playing area designated by the Chung.
- 8.2.2 That playing area shall be counted as 1, 9 or 17.
- 8.2.3 The Dealer shall then announce the playing area to receive the first tiles and style of cut to be used.
- 8.3 Prior to the dice cup being shaken, the Player/Banker may decide to adjust the delivery of the tiles by nominating a plus or minus value (between -4 and +4) before the dice are disclosed. The nominated value shall be shown on a marker button placed in a central position on the table. This is known as “stealing the cut”.
- 8.3.1 When a player decides to adjust the delivery of the tiles (stealing the cut) and the player chooses not to nominate a cut, the designated cut shall be calculated by adding the total of all three dice and subtracting or adding the nominated plus or minus value.
- 8.4 The dice cup shall then be placed in its designated area on the table. (See Diagram D).
- 8.5 All three dice must come to rest with one surface flat to the base of the dice cup otherwise the dice cup shall be shaken again.
- 8.6 After the three dice total has been determined and stealing the cut is applied to that total, upon reaching a total of ‘0’ the delivery of tiles will defer to box ‘8’. Upon reaching a total of ‘-1’ the delivery of tiles and the designated cut will defer to box ‘7’.

9 Wagers

- 9.1 Wagers shall be accepted only in chips placed in the respective wagering areas.
- 9.2 All wagers shall be placed before the Dealer announces that no more bets are to be placed for that round of play.
- 9.2.1 When the House is banking the Dealer shall announce that no more betting shall take place immediately prior to tumbling the dice.
- 9.2.2 Where there is a Player/Banker the Dealer shall announce that no more bets may be placed immediately prior to the player nominating the cut to be used.
- 9.3 No wagers shall be placed, changed or withdrawn after the Dealer has announced that betting has concluded for that round of play.
- 9.4 Wagers orally declared shall only be accepted if accompanied by chips or cash which must be immediately converted to chips and placed on the layout before the Dealer announces that no more bets may be placed.
- 9.5 Upon accepting the bank, the Player/Banker shall make a wager dependent on method of play. The Dealer shall ascertain the Player/Banker has sufficient funds to cover the minimum requirements for that method.
- 9.6 The Player/Banker may request the House to co-bank for 50% of the declared players' wagers. In this event the House shall set the tiles the Houseway.
- 9.7 The Game Supervisor may permit up to three players to wager on any one playing area.
- 9.8 When the player is Banker, the Player/Banker's wager is the only wager allowed on the Player/Banker's playing area.
- 9.9 A player may wager on more than one playing area but:—
- 9.9.1 may control the tiles on one playing area only; and
- 9.9.2 where there is no other wager on the other area/s, the Dealer shall set the tiles the Houseway.

10 Minimum and Maximum Wagers

- 10.1 The minimum and maximum wagers permitted per playing area when the House is banking or co-banking shall be displayed on a notice at or near the table.
- 10.2 When a player is banking, table minimums only shall apply.
- 10.3 There is no maximum wager restriction for either the Player/Banker or players when play is conducted according to rule 12.2.2.
- 10.4 When the House is banking, if, after determining the result, a player's wager against the House is found to be below the minimum or above the maximum, then according to that result, a below minimum wager shall be paid or collected by the Dealer in accordance with 10.6 of this rule, and an above maximum wager shall be paid or collected by the Dealer up to the permitted maximum only.
- 10.5 A player making a below minimum wager which is paid or collected, shall be advised by the Dealer that the wager made was below the table minimum and that any further wagers less than the table minimum made by that player shall be returned regardless of the result.
- 10.6 A Casino Supervisor may alter the limits on a gaming table at any time except that a minimum wager can only be changed to a higher minimum if a sign showing the proposed new minimum has been displayed at the table for at least 20 minutes before the time of the proposed change.
- 10.7 A gaming shift manager may allow a player to wager in excess of the stated maximum wager permitted on that table provided that a marker denoting the new maximum for that playing area is placed adjacent to the playing area.
- 10.8 In accordance with rule 10.7, where a new maximum limit is allocated to a player, he or she shall be the only player to play on that playing area.

11 Methods of Play

- 11.1 The game may be played with the House holding the bank for each round of play as described in rule 12.2.1.
- 11.2 The game may be played with a Player/Banker covering all wagers and the House taking no part as described in rule 12.2.2.
- 11.3 The game may be played with a Player/Banker “Co-Banking” with the House for 50% of the total wagers placed up to the displayed maximum. During “Co-Banking” tiles must be set Houseway as described in rule 12.2.3.

12 The Play*12.1 General Conditions*

- 12.1.1 After determining where to start, in accordance with rule 8, the Dealer shall deal four tiles to each playing area. The tiles are dealt face down in groups of four to the playing areas whether or not anyone is seated at that position.
- 12.1.2 When all tiles are dealt, the Dealer shall retrieve the tiles dealt to playing areas without wagers and place them undisclosed on the right-hand side of the float.
- 12.1.3 The players arrange their own tiles into two hands, the high hand and the low hand.
- 12.1.4 At the request of a player or Player/Banker, the Dealer shall set that player or Player/Banker’s hands according to the Houseway. In such a case the hands shall be checked by the Game Supervisor.
 - 12.1.4.1 If a player requests their hand to be set Houseway, and the player then touches their tiles, the player assumes all responsibility for the setting of tiles.
- 12.1.5 The players hands are considered set, once the Dealer removes the Chung from the Banker’s tiles.
- 12.1.6 Only the player controlling a playing area is allowed to handle and set the tiles.
- 12.1.7 Where the provisions of rule 6.3 apply the Player/Bankers may jointly decide the tiles.
- 12.1.8 Where more than one player wagers on a playing area the decisions with regard to the tiles dealt to that area shall be called by:
 - 12.1.8.1 the player with the highest wager; or
 - 12.1.8.2 where all wagers are of equal value, the player whose wager is nearest the Dealer.
- 12.1.9 The Dealer shall, prior to the commencement of a round of play, ascertain the player who shall call the decisions with respect to any playing area in accordance with rule 12.1.8.
- 12.1.10 The Dealer shall ensure that the player calling the decisions places his wager in the portion of the playing area nearest to the Dealer’s side of the table.
- 12.1.11 The tiles must remain within the table area and in view of the Dealer and players may not exchange tiles or exchange or communicate or cause to exchange or communicate information regarding their hand or hands.
- 12.1.12 No tiles shall be exposed until all hands have been set then the House or Player/Banker’s tiles shall be the first to be exposed, then set.

- 12.1.13 After the tiles are exposed the Dealer shall signify the low hand by a vertical placement of the tiles and the high hand by a horizontal placement of the tiles to the Dealer.
- 12.1.14 Under no circumstances shall the Dealer be allowed to look at unused tiles until after the round is completed.
- 12.1.15 Upon opening and matching each hand, the Dealer shall declare whether the player has won (Jung) lost (Che) or stand off (Jowl) in accordance with rule 13.
- 12.1.16 Stand offs are indicated by the Dealer tapping the table twice next to the player's tiles after which the player's tiles are placed in the designated area on the table.
- 12.1.17 The players can view any unused tiles only after all payouts are completed. These tiles cannot be handled by the players.
- 12.1.18 Where a player is the only person wagering on a playing area he or she may concede his/her wager by indicating with a sweeping motion with his/her hand toward the Dealer. The tiles are then picked up by the Dealer and placed in the designated area without being exposed and the player's wager is lost and removed.

12.2 *Playing procedures*

- 12.2.1 When the House is banking:
 - 12.2.1.1 A Chung denoting "House Bank" will be placed on playing area one and the House tiles dealt to that area. After collecting all tiles not in play the Dealer shall move the tiles from playing area one to the front of the float.
 - 12.2.1.2 The players shall place their wagers in the designated areas before the tiles are cut.
 - 12.2.1.3 The Dealer shall arrange and set the House hands after all player's hands have been set.
 - 12.2.1.4 The Dealer shall expose the House hands in front of the float before exposing the player's hands.
 - 12.2.1.5 The House hands shall be set with the low hand in a vertical position to the Dealer and the high hand in a horizontal position to the Dealer.
 - 12.2.1.6 The Dealer shall open each player's hands in turn, counter clockwise, from playing area one and match each hand.
 - 12.2.1.7 Losing wagers are picked up and placed into the float and the related tiles placed in the designated area.
 - 12.2.1.8 The Dealer shall pay all winning wagers counter clockwise from playing area one, picking up the tiles as payment is made and placing them in the designated area.
 - 12.2.1.9 If a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.
- 12.2.2 When the Player/Banker is banking and the House does not play:
 - 12.2.2.1 A Chung will be placed on the Player/Banker's playing area and the Player/Banker's tiles shall be dealt to that playing area.
 - 12.2.2.2 The players shall place their wagers in the designated areas before the tiles are cut.

- 12.2.2.3 The Player/Banker shall place a wager. If the Banker fails to cover the total of declared wagers the game shall be conducted by using an alternative playing procedure.
 - 12.2.2.4 The Player/Banker shall set his/her hands after all other hands have been set and may expose the hands so set.
 - 12.2.2.5 The Dealer shall bring the Player/Banker's hands to the front of the float and ensure they are exposed to the players.
 - 12.2.2.6 The Dealer shall then open each players' hands in turn, counter clockwise from the Chung, and match each hand.
 - 12.2.2.7 All losing wagers are picked up immediately and placed in the losing wager area. (see diagram "D") The losing tiles are picked up at the same time and placed in the designated area.
 - 12.2.2.8 The Dealer shall pay, in accordance with rule 13.9, all winning wagers from the losing wager area, counter clockwise from the Chung, picking up the tiles as payment is made. The remaining total from the losing wager area is handed to the Player/Banker, less commission, in accordance with rule 13.9.
 - 12.2.2.9 If there are insufficient funds in the losing wager area to pay winning wagers, the shortfall shall be taken from the Player/Banker's wager.
 - 12.2.2.10 If a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.
- 12.2.3 When the Player/Banker and the House Co-bank:
- 12.2.3.1 On being offered the bank, the Player/Banker shall indicate whether the House is to co-bank. If co-banking is requested the Dealer shall ensure the Player/Banker has sufficient funds to match 50% of the total amount wagered by players on that hand.
 - 12.2.3.2 The Dealer shall take the Player/Banker's wager, together with an equivalent amount from the float and place it in the area designated for the House wager. (See diagram "D")
 - 12.2.3.3 The Dealer shall place the Player/Banker's tiles in front of the float.
 - 12.2.3.4 The Dealer shall set the co-banking hands the Houseway after all other hands have been set.
 - 12.2.3.5 The Dealer shall open each player's hands in turn, counter clockwise from the Chung and match each hand.
 - 12.2.3.6 All losing wagers are picked up immediately and placed in the losing wager area. (see diagram "D") The losing tiles are picked up at the same time and placed in the designated area.
 - 12.2.3.7 The Dealer shall pay in accordance with rule 13.9 all winning wagers from the losing wager area, counter clockwise from the Chung picking up the tiles as payment is made.
 - 12.2.3.8 Chip values remaining in the losing wager area after settlement of all player wagers shall be divided equally between the co-Bankers. The House portion of such excess and the original wager are returned to the float. The Player/Banker's original wager is handed back then the excess portion less commission is handed back.

- 12.2.3.9 If there are insufficient funds in the losing wager area to pay winning hands then the funds shall be taken from the co-bank wager. Any funds left after settlement of all winning and losing wagers shall be halved and the House portion placed in the float and the Player/Banker's portion handed back.
- 12.2.3.10 If a hand is a stand-off, the tiles shall be removed and placed in the designated area and the wager shall remain.

13 Settlement

- 13.1 A wager on the Banker's hands wins if the Banker's high hand is higher than the high hand of the player and the Banker's low hand is higher than the low hand of the player.
- 13.2 A wager on the player's hands wins if the player's high hand is higher than the high hand of the Banker and the player's low hand is higher than the low hand of the Banker.
- 13.3 A stand-off occurs when only one of the Banker's hands is higher than the matching player's hands.
- 13.4 If either the high or low hand from both the Banker and player is zero, the Banker's hand wins regardless of ranking.
- 13.5 If the Banker and the player have identical hands, the Banker's hand wins.
- 13.6 If the Banker and the player have the same value hand and the player's high tile is of a higher ranking, the player wins.
- 13.7 If the Banker and the player have the same value hand and the Banker's high tile is of equal ranking to the player's high tile the Banker wins.

(NOTE: Only the highest ranking tile is considered in determining the hand.)

- 13.8 Winning wagers on the House hands shall be paid at odds of 1 to 1.
- 13.9 Winning wagers on all other hands shall be paid at odds of 1 to 1, less the commission of up to 5%.
- 13.10 Where the House elects to collect a commission of less than 5% that level of commission to be collected shall be stated on a sign at or near the table and the V.C.G.A Inspector notified.
- 13.11 Where it is not possible to collect a commission exactly in chips, the next lowest amount collectable in chips shall be taken.

14 Irregularities

- 14.1 If any tile is exposed during the stacking the Dealer shall perform a Laja.
- 14.2 Where the Dealer exposes two or more tiles:—
- 14.2.1 on the players hand, the player has the option of calling his/her hand void, before viewing his/her remaining tiles.
- 14.2.2 on the Player/Banker's hand, the Player/Banker has the option of calling his/her hand void, before viewing his/her remaining tiles. If the Player/Banker chooses to void his/her hand pursuant to 14.2.2 the tiles shall be reshuffled.
- 14.3 The Game Supervisor has the option to re-shuffle at any time.
- 14.4 If tiles are exposed in the house's hands, the hands must be played.
- 14.5 If the Player/Banker exposes his/her own tiles, play shall continue.
- 14.6 If prior to the Banker tiles being placed on the Right hand side of the table, it is brought to the attention of the Dealer that the House hand, or the hand of a player/s requesting their hand be set Houseway has been set incorrectly, subject to rule 12.1.4.1, the Games Supervisor or above must alter the setting of the hand to reflect Houseway.
- 14.7 When all playing areas are in play, the House is banking and players are believed to be communicating the value of the tiles they hold, the House may, at its discretion, remove a playing area from play.

- 14.8 Where the situation described in 14.7 is suspected, the Casino Supervisor shall be notified immediately and a decision made on whether to remove a playing area from subsequent rounds of play. The V.C.G.A Inspector shall be advised.
- 14.9 If a decision is made to remove a playing area from play, that playing area shall be determined by the Dealer shaking the dice and having determined the total (of the dice) shall count counter clockwise from playing area one. (refer to 8.2.). A marker button denoting "Off" is placed on that playing area.
- 14.10 If the dice total indicates the house, as determined by rule 14.9, a further total shall be determined until the result indicates an alternative playing area.
- 14.11 A Casino Supervisor shall decide when a playing area taken out of play in accordance with sub-rule 14.7 may be reintroduced into play.
- 14.12 Should the Dealer distribute the tiles to the players incorrectly, this shall be declared a void hand and all thirty-two tiles shall be re-shuffled.

15 General Provisions

- 15.1 A person shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near a gaming table or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 15.2 Where a player has contravened any provision of the rules a Casino Supervisor may:—
- 15.2.1 declare that any wager made by the player(s) shall be void;
 - 15.2.2 direct that the player(s) shall be excluded from further participation in the game;
 - 15.2.3 seize any monies won by that player/s while in possession of a prohibited device and retain such monies pending completion of an investigation;
 - 15.2.4 confiscate the prohibited device; and
 - 15.2.5 cause the person(s) in possession of the prohibited device to be detained until such time as an authorised person has attended and assumed responsibility for the situation.
- 15.3 A Casino Supervisor may invalidate the outcome of a game if:-
- 15.3.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God; or
 - 15.3.2 any fraudulent act is perpetrated by any person, that affects the outcome of the game.
- 15.4 Where the outcome of a game is invalidated, all wagers made by the players for that particular result shall be refunded.
- 15.5 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 15.6 The Casino Supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 15.7 A seated player who abstains from wagering for three consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 15.8 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a VCGA Inspector.
- 15.9 In any dispute arising from these rules or not covered by the provisions of these rules, the decision of the Casino Supervisor shall be final, subject to a review by the VCGA Chief Casino Inspector, if requested.

15.10 Players are not permitted to have side wagers against each other.

15.11 A copy of these rules shall be made available, upon request.

16 Tournament Play

16.1 General

16.1.1 The casino operator may conduct tournaments in which all tournament players have the opportunity to play Pai Gow with an equal chance.

16.1.2 The casino operator—

- (a) must appoint a person who is qualified to be a Game Supervisor to be responsible generally for each tournament; and
- (b) may nominate one or more deputies (each of whom is qualified to be a Game Supervisor) to take that responsibility in the absence of the person nominated under paragraph (a).

16.1.3 A tournament may only be conducted if the conditions for the tournament, complying with these rules, have been approved in writing by the Director of Casino Surveillance.

16.2 Tournament conditions

16.2.1 The tournament conditions must include the following—

- (a) the amount of the entry fee, if any;
- (b) the amount of tournament chips to be allocated to each entrant at the start of each round or session in the tournament, the amount of any applicable buy-in and the disposition of tournament chips at the end of each session or round;
- (c) whether there is a minimum or compulsory wager for each hand in a session or round;
- (d) the structure of the tournament, including the number and duration of rounds or sessions and the number of gaming tables to be active in each round or session, the method of progression from round to round or session to session, *repechage*, catch-up or secondary rounds or sessions;
- (e) whether or not secret wagers are permissible, the number of allowable secret wagers in a session or round of play and details of how to make a secret wager;
- (f) whether there is one or more opportunities for an eliminated tournament player to buy back into the tournament, and the method and timing of those opportunities;
- (g) in respect of eligibility for entry—
 - (i) a statement that only persons entitled to enter the casino and gamble are eligible to enter the tournament; and
 - (ii) if the casino operator is reserving the right generally to deny entry to the tournament, a statement that the casino operator may refuse any application; and
 - (iii) if the casino operator is applying general selection criteria to determine eligibility to enter the tournament, those criteria;
- (h) the terms of entry (including the period within which an applicant may withdraw without financial penalty), the application form and the minimum and maximum numbers of tournament players;
- (i) the basis on which a tournament player may be disqualified from the tournament or on which a tournament player may retire from the tournament and whether or not any entrance fee or buy in is refundable in whole or in part;

- (j) the consequences of late arrival or non-attendance for a round or session in the tournament;
 - (k) the prizes;
 - (l) a statement that the tournament is conducted by the Tournament Director in accordance with the tournament conditions and the applicable rules of Pai Gow and that, in the event of any inconsistency, the rules prevail.
- 16.2.2 The tournament conditions may exclude or modify the operation of certain provisions of the Pai Gow rules.
- 16.2.3 Prior to the commencement of play in a tournament, the Tournament Director must brief the tournament players on the conditions of the tournament and be satisfied that they understand.
- 16.2.4 The Tournament Director may require each tournament player to sign a copy of the tournament conditions.
- 16.2.5 The Tournament Director must be present during the whole of each session or round of play in a tournament.

16.3 *Conduct of Play*

- 16.3.1 The Tournament Director must designate the gaming tables to be used in the conduct of the tournament.
- 16.3.2 The casino operator must ensure that, during any session or round of a tournament, a gaming table designated under rule 16.3.1 is used exclusively for tournament play.
- 16.3.3 A tournament player may nominate, subject to the approval of the Tournament Director and any applicable tournament condition, a substitute player to take his/her allotted position during any session or round.
- 16.3.4 The Tournament Director may alter the starting time of any session, if reasonable notice has been given to the tournament players.
- 16.3.5 The Tournament Director may conclude the play of a session or round at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time—
- (a) if the tournament player or players to progress to the following session from that gaming table or round have been determined; and
 - (b) if the tournament conditions provide for the disposition of tournament chips in cash at the end of the session or round, if all the players at the gaming table agree.

17 **Bonanza Pai Gow**

- 17.1 Where the version of Pai Gow in play is “Bonanza Pai Gow” the approved rules of Pai Gow will apply, except where the rules are inconsistent with the rules of “Bonanza Pai Gow”, in which case the rules of “Bonanza Pai Gow” will prevail.

17.2 *Equipment*

- 17.2.1 The table cloth will be marked in a manner similar to that shown in Diagram E with:
- 17.2.1.1 areas for regular Pai Gow wagers, the number of playing areas being eight;
 - 17.2.1.2 areas for Bonus wagers, the number of playing areas being eight; and
 - 17.2.1.3 areas for Tie wagers, the number of playing areas being eight.
- 17.2.2 the name and or logo of the casino imprinted thereon.

17.3 *Additional Definitions*

- 17.3.1 “Bonus wager” is a wager that entitles the player to a bonus payout when dealt a qualifying Bonus hand as described in Table 1.
- 17.3.2 “Tie” means a hand that wins when one of the player’s hands is higher than the matching Banker’s hand.
- 17.3.3 “Tie wager” is a wager that wins when only one of the players hands is higher than one of the matching Bankers hand.

17.4 *Wagers*

- 17.4.1 Prior to the tiles being dealt players shall be given the opportunity to place a Bonus wager and a Tie wager on the appropriate area of the table layout.
- 17.4.2 All eligible Bonanza Pai Gow wagers may be placed independently of each other. A player may place a wager on:
- 17.4.2.1 regular Pai Gow;
- 17.4.2.2 the Bonus;
- 17.4.2.3 the Tie;
- 17.4.2.4 a combination of the wagers above.

17.5 *The Bonus Wager*

- 17.5.1 To qualify for a bonus payout the player must have a valid Bonus wager and subject to rule 17.5.1.1, the four tiles dealt to the player must form one of the eight winning hands described in Table 1. The Bonus wager shall lose on all other outcomes.
- 17.5.1.1 When the player has no regular Pai Gow wager he or she will qualify for one of the top five bonus payout hands (ie two pair and above) when the tiles are set the following ways:
- (a) Two Pairs — Highest pair in high hand and lowest pair in low hand.
- (b) High 6, Low 6 + Any 4 and Any 7 – High 6, Low 6 in high hand and any 4 + any 7 in low hand.

Table 1 Bonus Payout Schedule

Winning Hand	Payout Odds
Gee-Jun and Teen pair	200 to 1
Gee-Jun and Day pair	60 to 1
Teen and Day pair	30 to 1
H6/L6 + Any 7, Any 4	20 to 1
Two Pair	12 to 1
Gee-Jun, Teen or Day pair	5 to 1
One Pair	2 to 1
Wong	Even Money

- 17.5.2 Regardless of the value of the Dealer’s hand, the player will be paid the appropriate bonus payout as described in table 1, if he or she is dealt a qualifying Bonus hand while having a valid Bonus wager.

- 17.5.3 With the exception of the five highest-ranking Bonus hands the player is eligible for a bonus payout as described in table 1, if any two of his/her four tiles can form a pair or Wong.
- 17.5.3.1 Should the hand comprise of both one pair and a Wong, then only the highest qualifying bonus hand will be paid.
- 17.5.4 Where the player has a Bonus wager and a regular Pai Gow wager, the Bonus payout will be made regardless of how the player set the high and low hands.
- 17.6 The Tie*
- 17.6.1 A Tie wager shall win when the Dealer's hand and the player's hand tie, and shall lose on all other outcomes.
- 17.6.2 A winning Tie wager will be paid at odds of 1 to 1 or where the value of the player's low hand is at least a Gong shall be paid at odds of 25 to 1.
- 17.6.3 Where a player has a regular Pai Gow wager and a Tie wager, the way that the player sets his/her hand shall determine the outcome of both hands. Under no circumstances will the player be able to set his/her hand separately for both wagers.
- 17.6.3.1 Players will be responsible for setting their own tiles with respect of a wager placed on the Tie.
- 17.7 Player/Banker*
- 17.7.1 Where a player is acting as Player/Banker they may place a Bonus wager.
- 17.7.2 Where there is a Player/Banker, all winning Bonus wagers are paid by the House. The Player/Banker is only responsible for paying winning regular Pai Gow wagers.
- 17.7.3 Where a player is acting as Player/Banker or co-banking with the House they may not place a Tie wager.
- 17.7.4 Where there is a Player/Banker no player wagering at the table may place a Tie wager.
- 17.7.5 Where a player is co-banking with the House, players may place a Tie wager.
- 17.8 Where in one playing area there is a wager placed on regular Pai Gow, the Tie, and the Bonus or one or more of these wagers the decision with regards to the tiles shall be made in the following order:
- 17.8.1 regular Pai Gow
- 17.8.2 the Tie
- 17.8.3 the Bonus
- 17.9 Dealing the Tiles*
- 17.9.1 Where only Bonus wagers have been placed on a round of play, the Dealer must deal a hand to him/herself before exposing the player's tiles. The Dealer is not required to expose his/her hand unless requested to do so by a player.
- 17.10 Settlement of Wagers*
- 17.10.1 All losing wagers with respect to regular Pai Gow, the Tie or the Bonus shall be collected immediately the player's tiles have been exposed and set. All losing tiles shall then be picked up and placed in the designated area.
- 17.10.2 All winning wagers with respect to regular Pai Gow, the Tie or the Bonus shall remain and the tiles left exposed on the table. Winning wagers are paid after all player's tiles have been exposed and losing wagers and tiles removed from the table.

17.11 Table Minimums and Maximums

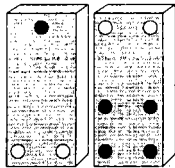
17.11.1 The minimum and maximum Bonus wager permitted shall be displayed on a sign at the table.

17.11.2 The minimum and maximum Tie wager permitted shall be displayed at a sign on the table.

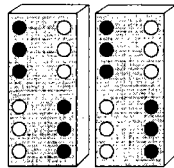
APPENDIX 1

RANKING in Number Order

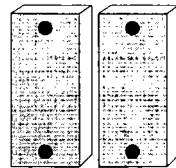
Pairs



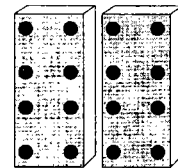
No 1: Gee Jun (Gee)



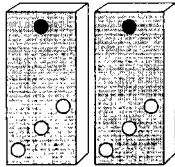
No 2: Teen (12)



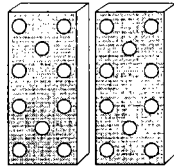
No 3: Day (2)



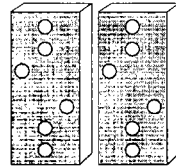
No 4: Yun (High 8)



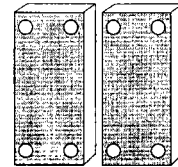
No 5: Ngor (High 4)



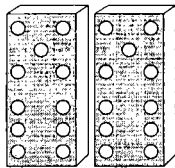
No 6: Mooy (High 10)



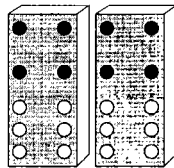
No 7: Cheung Sum (High 6)



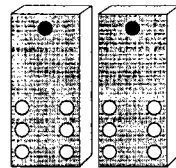
No 8: Ban Tang (Low 4)



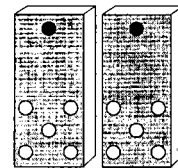
No 9: Foo Tau (11)



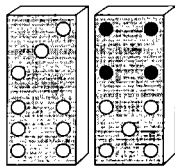
No 10: Hoong Tau Sap (Low 10)



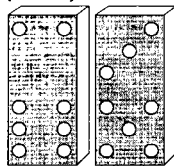
No 11: Ko Klok Chaat (High 7)



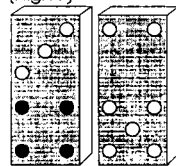
No 12: Lim Lum Lok (Low 6)



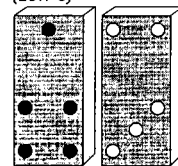
No 13: Chap Gow (9)



No 14: Chap Paat (Low 8)

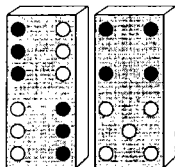


No 15: Chap Chaat (Low 7)

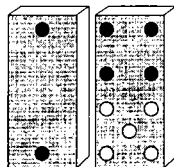


No 16: Chap Ng (5)

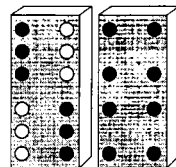
Wongs Gongs and Highs



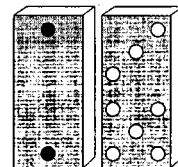
No 17: Teen Wang



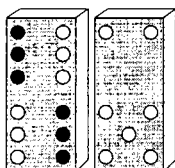
No 18: Day Wang



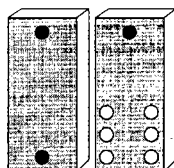
No 19: Teen Gong



No 20: Day Gong

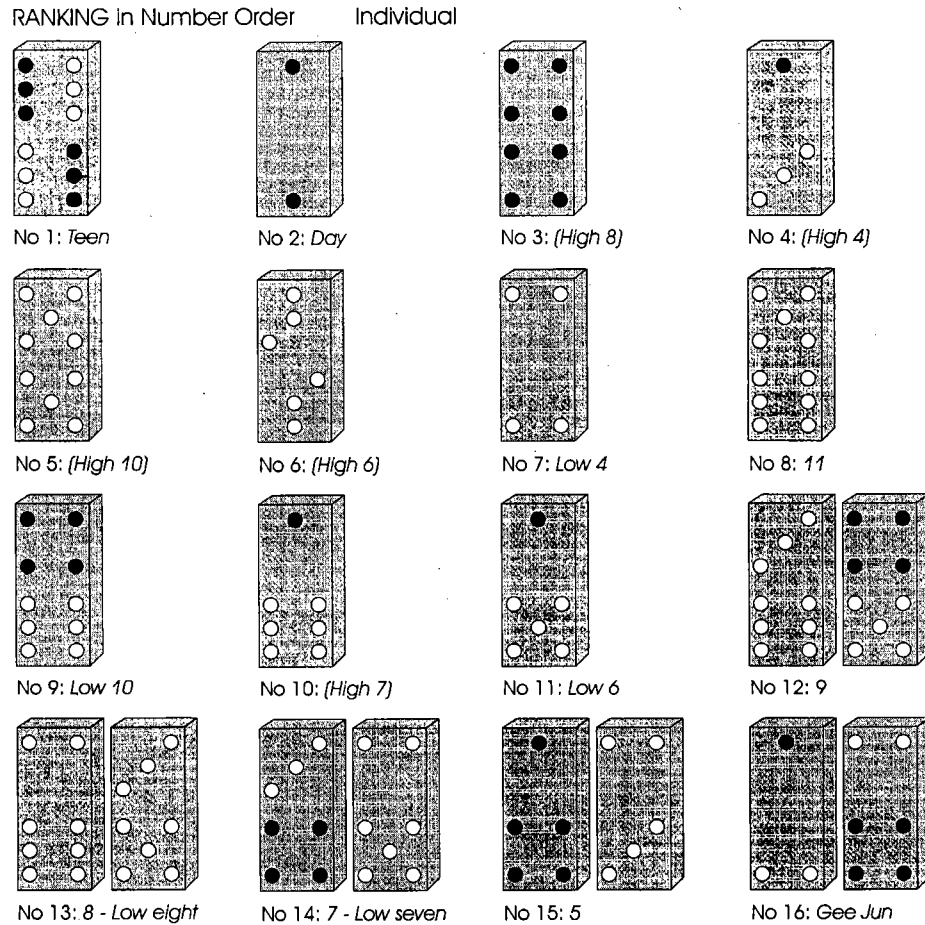


No 21: Teen High Nine



No 22: Day High Nine

APPENDIX 1 Cont..



1/2 or 2/4 3 or 6 (Note: Gee Jun as individual tiles are the lowest ranked. they can be used as a 3 or 6).

APPENDIX 2
HOUSEWAY

- 1 When having two ranking pairs to tiles, play the two pairs as two hands.
- 2 Never split the following pairs:

NGOR (HIGH FOUR)	FOO TAU (ELEVEN)
MOOY (HIGH TEN)	HOONG TAU SAP (LOW TEN)
CHEONG SUM (HIGH SIX)	LIM LUM LOK (LOW SIX)
BAN TANG (LOW FOUR)	CHAP NG (MIXED FIVES)
- 3 Split:

GEE JUN (SUPREME)	WITH ANY 6 AND 6, 5, 4
TEEN (TWELVE) OR	9 AND 8, 7, 6, 5, 4
DAY (TWO) WITH ANY	8 AND 8, 7, 6, 5, 4
	7 AND 7, 6, 5, 4

CHAP GOW (NINES) WITH:	TEEN AND DAY TEEN/DAY AND 10 10 AND 10
YUN, CHAP PAAT (EIGHTS),	TEEN AND DAY TEEN/DAY AND 11, 10 10 AND 11, 10 11 AND 9
KO KIOK CHAAT AND CHAP CHAAT (SEVENS)	TEEN AND DAY TEEN/DAY AND 11, 10 10 AND 11

4 Wongs, Gongs and High Nines.

- 4.1 If no other higher play is possible, always play Wong, Gong or High Nine even at the expense of your low hand.
- 4.2 High Nine is played instead of Wong and Gong and Gong is played instead of a Wong when given a choice.
- 4.3 Also when given a choice between Teen and Day with the Wong, Gong or High Nine, play the Teen on the high hand.

5 Exception:

- 5.1 Play Wong over Gong and High Nine when the fourth tile is 11.
- 5.2 If you have a choice, do not play two high ranking tiles in the same hand.
- 5.3 Play Gong over High nine when the fourth tile is any four.
- 5.4 Bring the low hand and the high hand as close together as possible unless the hands can be set to a higher value.

EXCEPTIONS:

High 10, Low 10, 11 any 7 or 8. Play 0 and 8 or 0 and 9.

High 8, High 10, 11 any 7. Play 7 and 9.

High 6, 5 Gee Jun any 2 and 12. Play 7 and 9.

High 4 Low 4, 5 and 6. Play 0 and 9.

High 6 and 5 Gee Jun any 7. Play 2 and 9.

High 6, Low 6, 12 or 2 with any 4 or 5. Play 0 and 8 or 1 and 8.

High 10, Low 10 any 6 with 2 and 12. Play 0 and 8.

- 5.5 When the high hand is 8 or 9, where possible, play the high tile on the high hand.

EXCEPTIONS:

High 8 Low 8, 9 and High 10. Play 7 and 8 with High 8 on the Low Hand.

- 5.6 When the high hand is 7 or less, where possible, play the high tile on the low hand.

EXCEPTIONS:

High 8, Low 8 High 6 with any 7. Play 4 and 5 with High 8 on the High hand.

High 8, Low 8, any 7 and High 4. Play 2 and 5 with High 8 on the High hand.

High 10 Low 10 High 6 and 7. Play 6 and 7 with High 10 on the High hand.

High 8 Low 8 High 4 and 6. Play 2 and 4 with High 8 on the High hand.

High 4 Low 4 High 10 and 11. Play 4 and 5 with High 4 on the High hand.

**APPENDIX 3
PAI GOW CUTS**

	Chinese	Orientation	English
1	Yat Dong Dong	right or left	One stack
2	Cup Say	top or bottom right of left	Tiger
3	Chee Yee	top or bottom	Chop The Ears
4	Dai Pin	right or left	Big Slice
5	Jung Quat	top or bottom	From the Heart
6	Long Tau Fong May	right or left	Dragon Head Phoenix Tail
7	Wui Fung Bank		Hong Kong Bank
8	Foot Say		Four Across

RANDOM CUTS

Box	Dice	Chinese	Orientation	English
1	9+17	Jung Quat	top or bottom	From the Heart
2	10+18	Cup Say	top or bottom right or left	Tiger
3	3+11	Chee Yee	top or bottom	Chop the Ears
4	4+12	Dai Pin	left or right	Big Slice
5	5+13	Long Tau Phong May	left or right	Dragon Head Phoenix Tail
6	6+14	Yat Dong Dong	right or left	One Stack
7	7+15	Wui Fung Bank		Hong Kong Bank
8	8+16	Foot Say		Four Across

YAT DONG DONG/ONE STACK

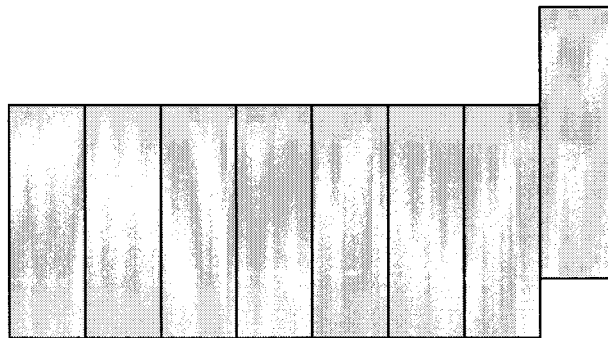
Yat Dong Dong can be delivered from the left or right.

SETTING UP

The first stack of tiles on the right is pushed forward to indicate the cut style and the side to be delivered from.

Yat Dong
Dong

One Stack



Top View

DELIVERY ORDER

(From the right)

8	7	6	5	4	3	2	1
8	7	6	5	4	3	2	1
8	7	6	5	4	3	2	1
8	7	6	5	4	3	2	1

Dealer's View

DELIVERY

The first stack of four tiles on the right (pushed forward) will be delivered first (indicated #1), followed by second stack of tiles (indicated #2). The remaining tiles will be delivered from right to left in the order indicated above.

CUP SAY/TIGER HEAD

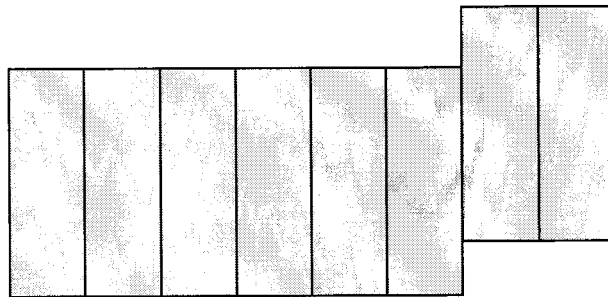
Cup Say can be delivered from the left or right and from the top or bottom (Di Chut). The examples shown below are dealt from the right.

SETTING UP CUP SAY

The first two stacks are pushed forward to indicate the cut style and the side from which delivery takes place.

Cup Say

Tiger Head



Top View

DELIVERY ORDER

(From the right)

7	7	5	5	3	3	1	1
7	7	5	5	3	3	1	1
8	8	6	6	4	4	2	2
8	8	6	6	4	4	2	2

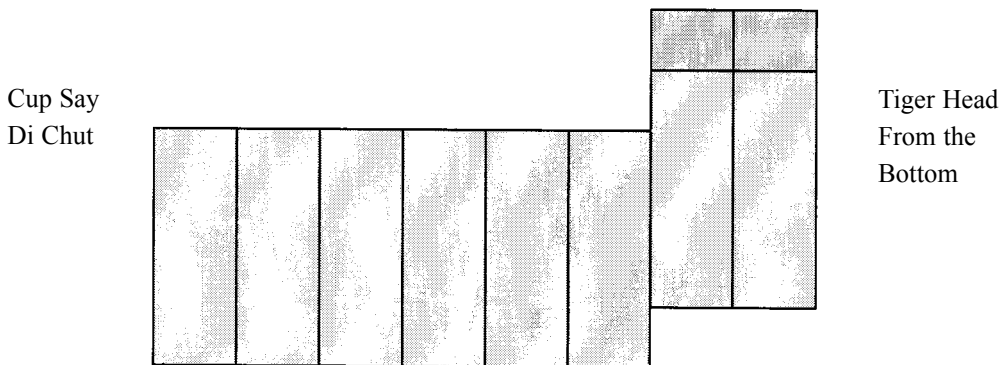
Dealer's View

DELIVERY

The first four tiles from the top of the two out-jogged stacks are delivered first (indicated #1). The remaining four tiles are then delivered (indicated #2). The remaining tiles will be delivered from right to left in the same manner and in the order indicated above.

SETTING UP CUP SAY DI CHUT (From the Bottom)

The first two stacks are pushed forward to indicate the cut style and the side from which delivery takes place. The first four tiles to be delivered will come from the bottom of the two out-jogged stacks. This is indicated by pulling the top four tiles of the two out-jogged stacks back slightly.



Top View

DELIVERY ORDER

(From the right, from the bottom)

8	8	6	6	4	4	2	2
8	8	6	6	4	4	2	2
7	7	5	5	3	3	1	1
7	7	5	5	3	3	1	1

Dealer's View

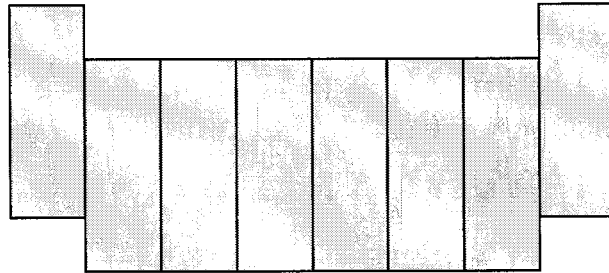
DELIVERY

The four tiles from the bottom of the two out-jogged stacks are delivered first (indicated #1). This is achieved by taking the out-jogged stacks intact (8 tiles) to the box designated to receive first tiles, depositing the four bottom tiles (indicated #1) at the box, then delivering the remaining four tiles (indicated #2) directly to the next box to receive tiles. The remaining tiles are delivered following the same procedure and in the order indicated above.

CHEE YEE / CHOP THE EARS

SETTING UP CHEE YEE

The first stack on the left and the first stack on the right are pushed forward slightly towards the players to indicate the cut style.



Top View

1	3	5	7	7	5	3	1
1	3	5	7	7	5	3	1
2	4	6	8	8	6	4	2
2	4	6	8	8	6	4	2

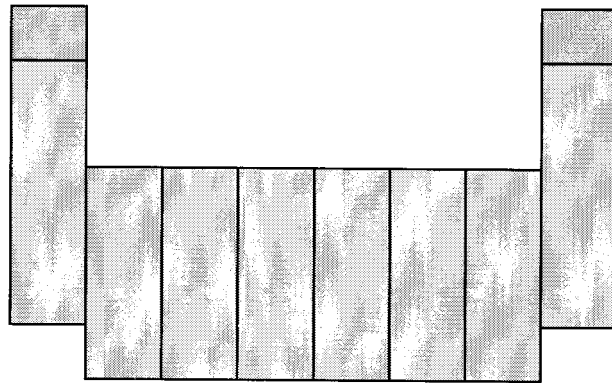
Dealer's View

DELIVERY

The first four tiles to be delivered are the two top tiles from each of the out-jogged stacks. Delivery is achieved by placing the two out-jogged stacks together, at a point several inches in front of the main block of tiles, then delivering the top four tiles, followed by the bottom four tiles (indicated #1 and 2). The remaining tiles will be delivered from the outside-in, following the same procedure and in the order indicated above.

SETTING UP CHEE YEE DI CHUT

The first stack of tiles on the left and on the right are pushed forward towards the players to indicate the cut style. The first four tiles to be delivered will come from the bottom of the two out-jogged stacks. This is indicated by pulling the top two tiles of each out-jogged stack back slightly.



Top View

DELIVERY ORDER (From the bottom)

2	4	6	8	8	6	4	2
2	4	6	8	8	6	4	2
1	3	5	7	7	5	3	1
1	3	5	7	7	5	3	1

Dealer's View

DELIVERY

The first four tiles to be delivered are the lower two tiles from each of the out-jogged stacks. Delivery is achieved by placing the two out-jogged stacks together at a point several inches in front of the main block of tiles. From there the complete block (8 tiles) will be delivered to the box that receives first tiles, depositing the bottom four tiles (#1). The top four tiles (#2) are then delivered directly to the next box to receive tiles. The remaining tiles will be delivered from the outside-in following the same procedure and in the order indicated above.

DAI PIN / BIG SLICE

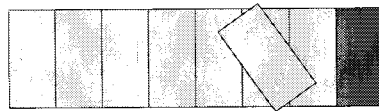
Dai Pin can be delivered from the left or right. The example below is from the right.

SETTING UP

The top tile from the far right stack is placed diagonally across the top of the second, third and fourth stacks of tiles from the right-hand side. This gives a visual indication of the side the first tiles are to be delivered from. (The diagonally-placed tile is returned to its original position prior to delivery.)

Dai Pin

Big Slice



DELIVERY ORDER (From the right)

2	2	2	2	1	1	1	1
4	4	4	4	3	3	3	3
6	6	6	6	5	5	5	5
8	8	8	8	7	7	7	7

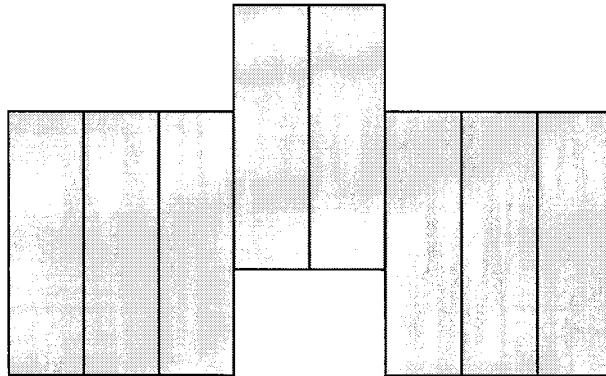
Dealer's View

DELIVERY

The top tiles from the first four stacks of tiles are delivered first (indicated #1). The top tiles from the next four stacks (indicated #2) are delivered next. The remaining tiles are delivered following the same procedure and in the order indicated above.

**JUNG QUAT/FROM THE HEART
SETTING UP JUNG QUAT**

The middle two stacks of tiles are pushed forward (towards the players) to indicate the cut style.



Top View

DELIVERY ORDER

7	5	3	1	1	3	5	7
7	5	3	1	1	3	5	7
8	6	4	2	2	4	6	8
8	6	4	2	2	4	6	8

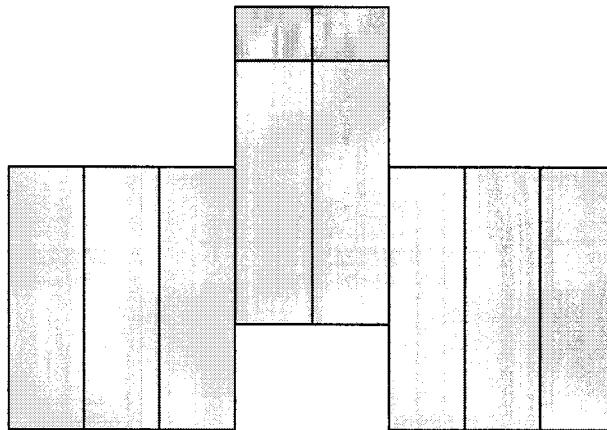
Dealer's View

DELIVERY

The first four tiles to be delivered come from the top of the two out-jogged stacks. Delivery is achieved by carefully moving the two out-jogged stacks to a position in front of the main block of tiles. From there the top four tiles (indicated #1) will be delivered to the designated box, followed by the bottom four tiles (indicated #2). The remaining tiles are pushed together, then the middle two stacks moved in front of the tiles and delivered in the same manner. The remaining tiles are delivered following the same procedure and in the order indicated above.

SETTING UP JUNG QUAT (From the Bottom)

The middle two stacks of tiles are pushed forward (towards the players) to indicate the cut style. The first four tiles to be delivered will come from the bottom of the two out-jogged stacks. This is indicated by pulling the top four tiles of the two out-jogged stacks back slightly.



Top View

DELIVERY ORDER

8	6	4	2	2	4	6	8
8	6	4	2	2	4	6	8
7	5	3	1	1	3	5	7
7	5	3	1	1	3	5	7

Dealer's View

DELIVERY

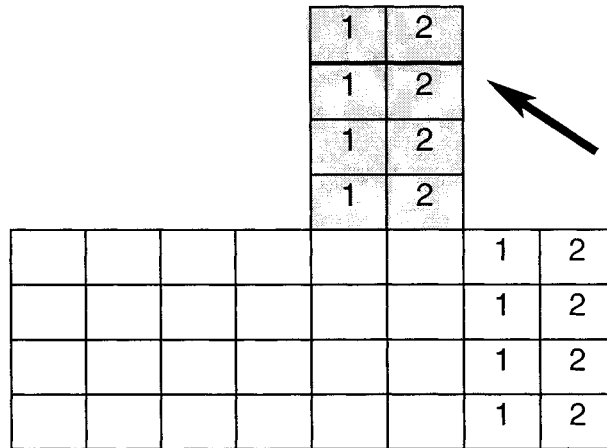
The first four tiles to be delivered come from the bottom of the two out-jogged stacks. Delivery is achieved by carefully moving the two out-jogged stacks to a position in front of the main block of tiles. The two stacks of tiles will then be placed in front of the box designated to receive first tiles, depositing the bottom four tiles (indicated #1) at the box, then delivering the remaining four tiles (indicated #2) directly to the next box to receive tiles. The remaining tiles are delivered, following the same procedure and in the order indicated above.

LONG TAU / FONG MAY - DRAGON'S HEAD / PHOENIX TAIL

Either of these styles can be set up from the left or right.

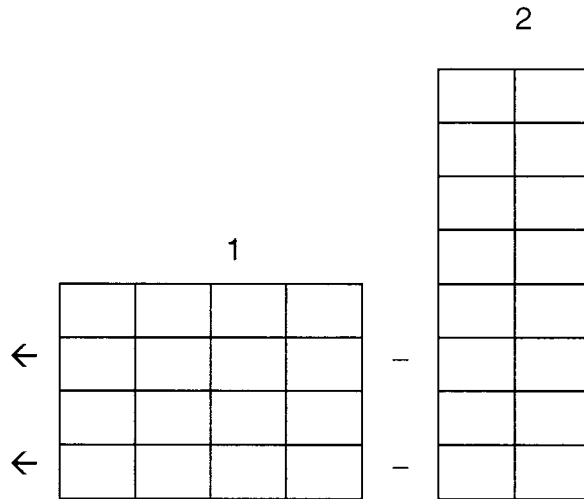
SETTING UP

Step One: Move the tiles marked 1 and 2 in one block with your right hand to the position indicated.



Dealer's View

Step Two: Move the tiles marked 1 to left using your left hand, leaving a 2" gap between the two blocks of tiles. The tiles are now ready to deliver.



Dealer's View

DELIVERY ORDER

Long Tau / Dragon's Head

2	2	2	2
4	4	4	4
6	6	6	6
8	8	8	8

1	1
1	1
3	3
3	3
5	5
5	5
7	7
7	7

Dealer's View

DELIVERY

The first four tiles will be delivered from the highest of the two blocks of tiles (indicated #1). The next four tiles will be delivered from the lower block of tiles (indicated #2). The remaining tiles will be delivered in the same manner, alternating from the highest and lowest block of tiles as indicated above.

DELIVERY

Fong May / Phoenix Tail

As there is no visible difference between Long Tau and Fong May, Fong May is identified by a diagonal placement of one tile across the lower stack of tiles. This gives a visual indication to the players and the Inspector of the cut style in play. (The diagonal tile is returned to its original position prior to delivery).

1	1	1	1
3	3	3	3
5	5	5	5
7	7	7	7

2	2
2	2
4	4
4	4
6	6
6	6
8	8
8	8

Dealer's View

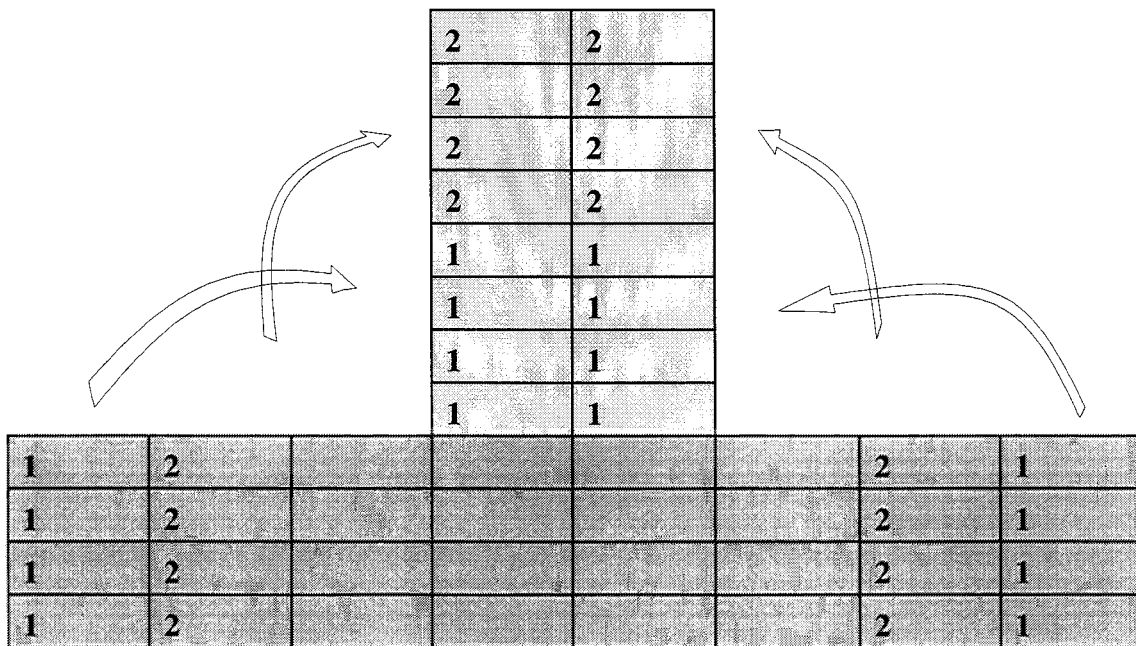
DELIVERY

The first four tiles will be delivered from the lower of the two blocks of tiles (indicated #1). The next four tiles are delivered from the higher block of tiles (indicated #2). The remaining tiles are delivered in the same manner, alternating between the lowest and highest in the order indicated above.

WUI FUNG BANK / HONG KONG BANK

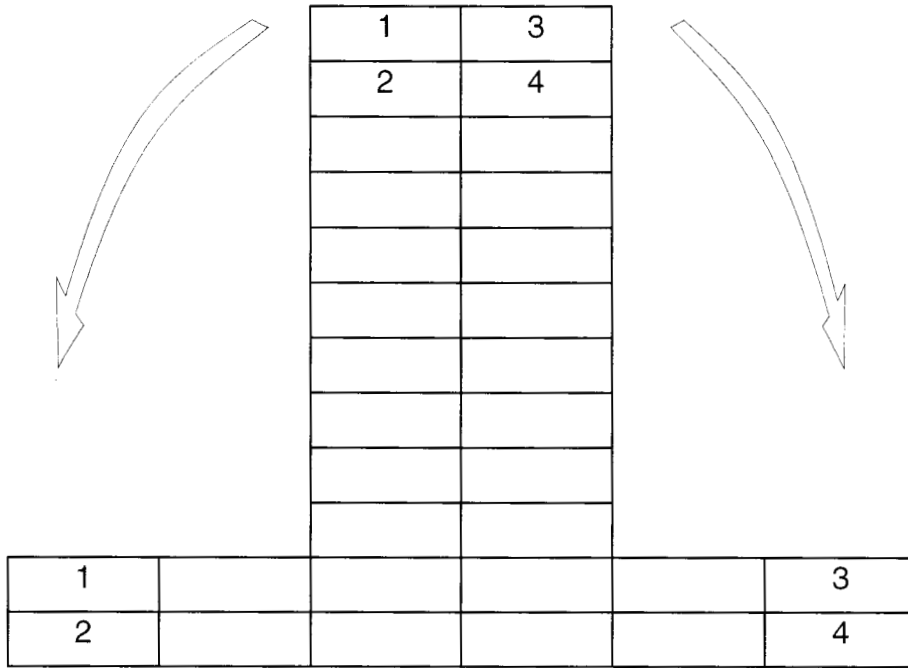
SETTING UP

Step One: Move the tiles marked 1 from each side and using both hands simultaneously place them in the position indicated. Repeat with the tiles marked 2, placing them on top of the tiles marked 1.



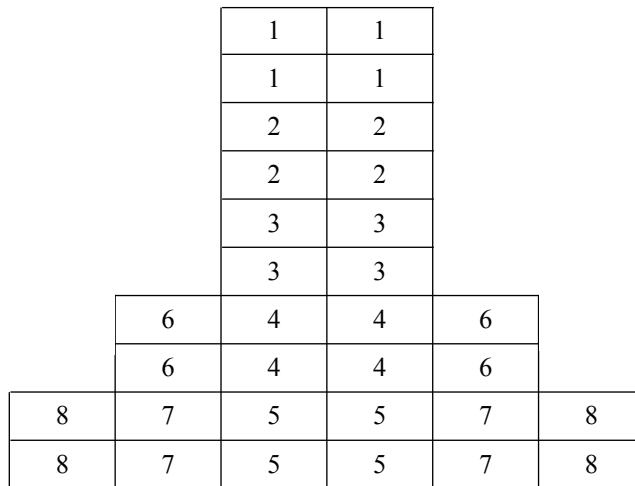
Dealer's View

Step Two: Move the tiles marked 1 and 2 with your left hand and 3 and 4 with your right, and move them to the position indicated.



Dealer's View

DELIVERY ORDER



Dealer's View

DELIVERY

The first four tiles will be delivered from the two higher stacks (indicated #1). The remaining tiles will be delivered in the order indicated. After the fifth lot of tiles have been delivered, the remaining stacks will be pushed together and the remaining tiles delivered in the same manner.

FOOT SAY / FOUR ACROSS

SETTING UP

Step One: Move the tiles indicated 1 and 2 from each end using both hands simultaneously, and place them in the positions indicated.

		1	2	2	1				
		1	2	2	1				
		1	2	2	1				
		1	2	2	1				
1	2							2	1
1	2							2	1
1	2							2	1
1	2							2	1

Dealer's View

DELIVERY ORDER

1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8

Dealer's View

DELIVERY

The top four tiles will be delivered first. The remaining tiles will be delivered in the order indicated above.

DIAGRAM A

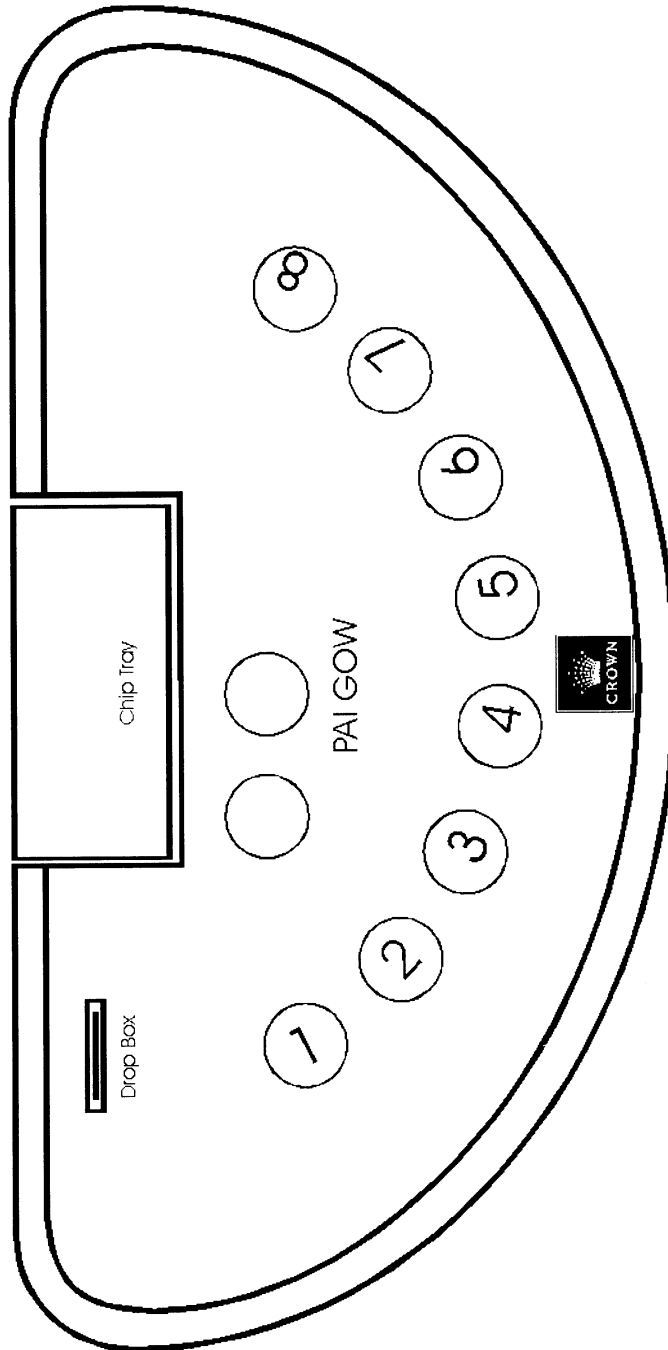


DIAGRAM B

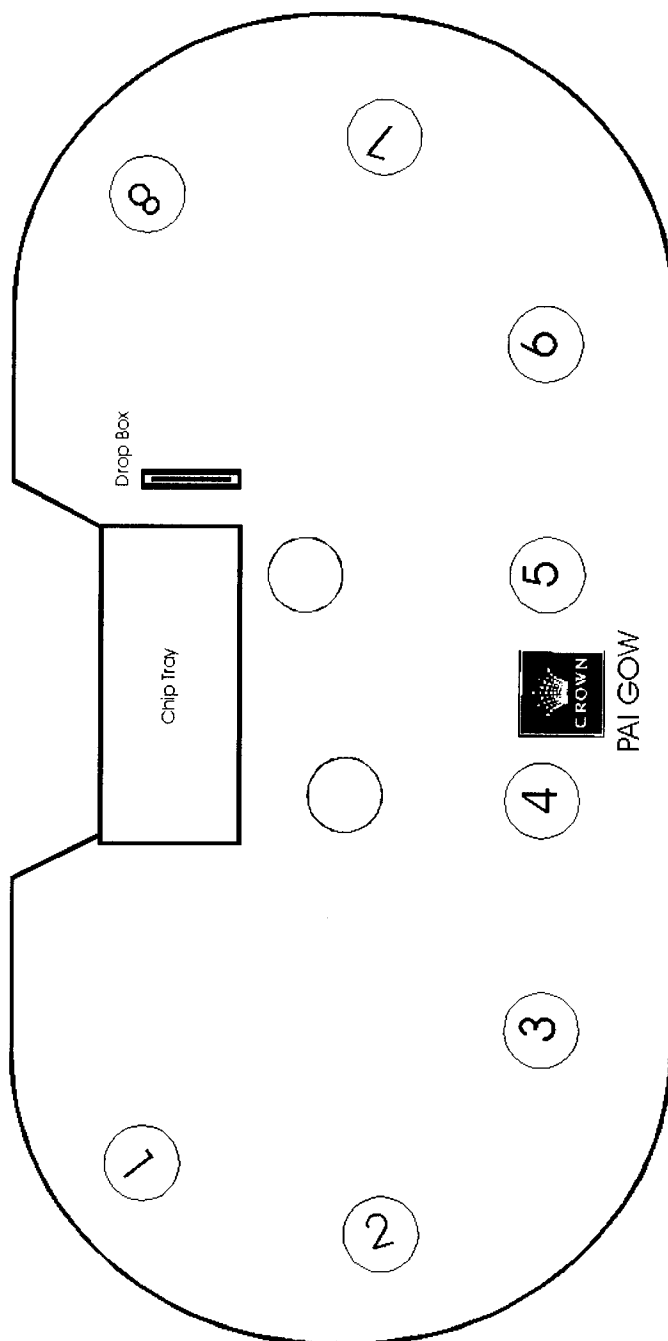
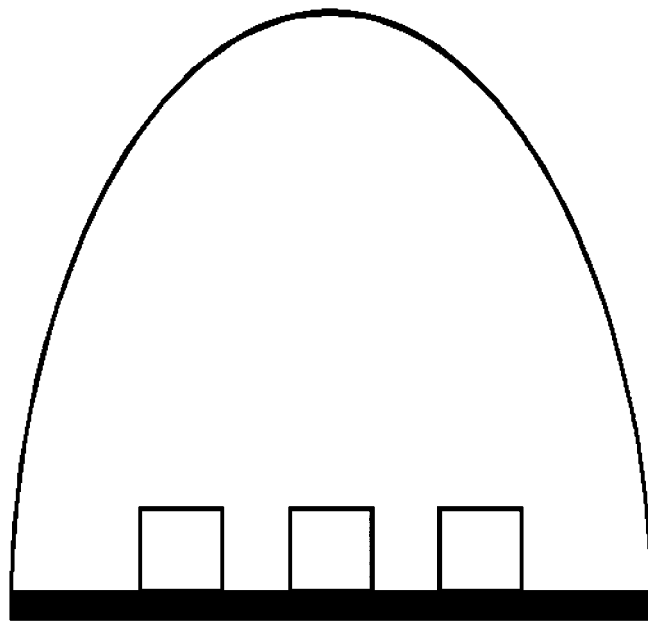
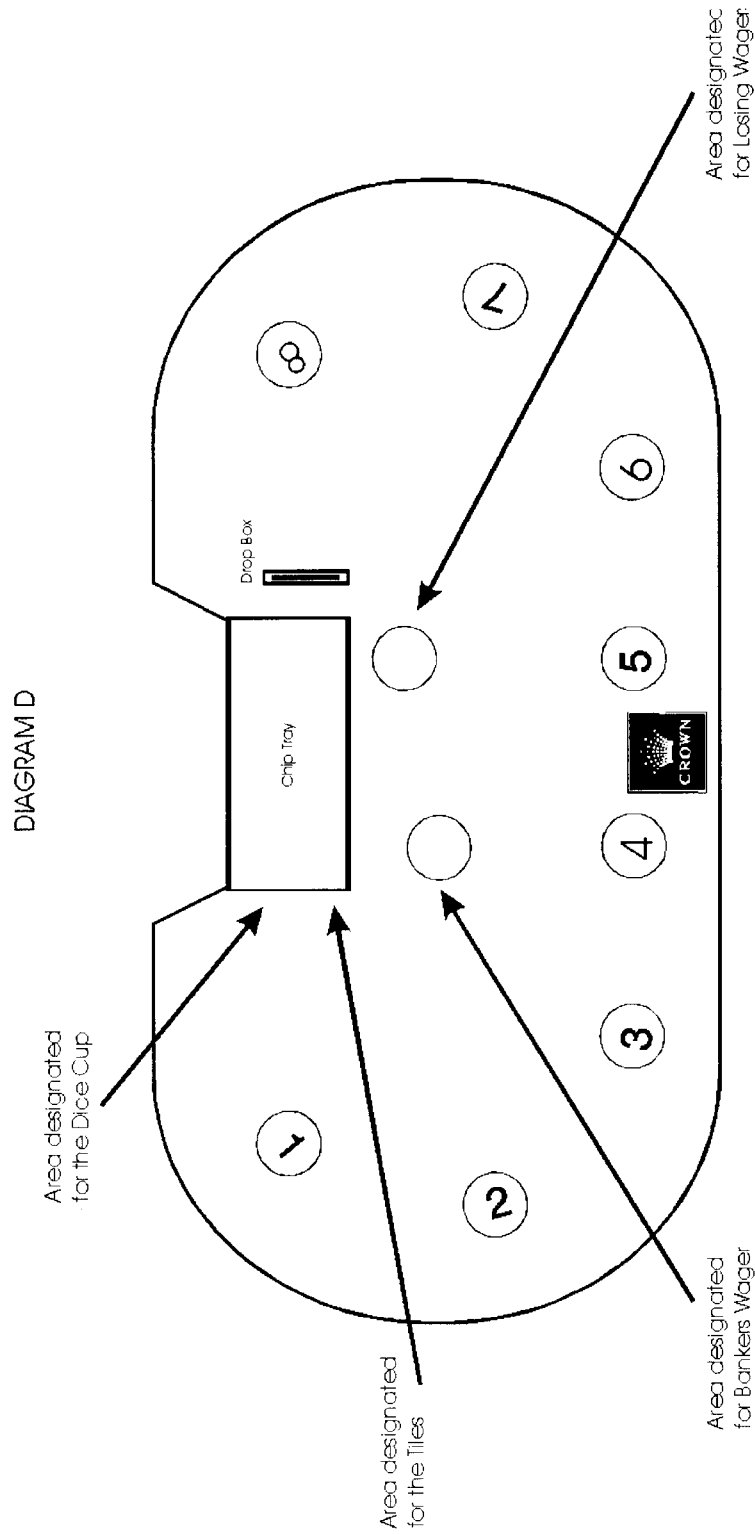


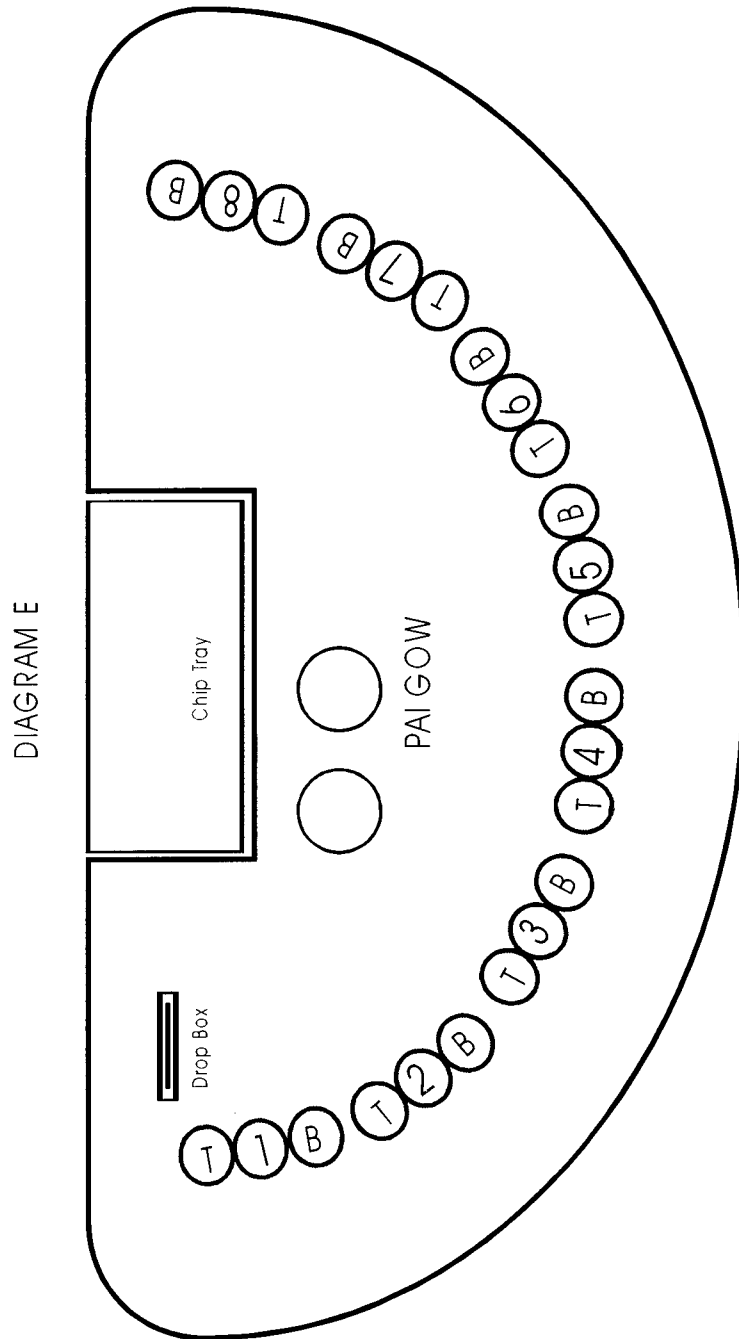
DIAGRAM C



Side View

PAI GOW





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