

PAI GOW TILES

The rules for Pai Gow Tiles at this casino, set out below, are our commitment to the players in ensuring that the gambling we offer is 'Fair and Open'. In the event of a dispute resulting from any ambiguity in the rules, the decision shall always be in the player's favour until that ambiguity has been resolved.

- The game uses 32 dominoes which form pairs and are ranked individually, please see chart below. The colours of the spots on the dominoes have no bearing on the outcome of the game.
- A player must place their bets before any tiles are dealt. No bets can be changed or altered once the tiles have been dealt to the players.
- All dominoes are shuffled and eight stacks of four are formed. Three dice are rolled to determine who gets the first stack of dominoes. Counting starts from the Dealer and goes around the table from position 1 to position 7. If the dice total 3, the second position to the right of the banker gets the first stack of dominoes, and the others are dealt in anticlockwise direction. If the dice total 8 the Banker gets the first dominoes, etc.
- Each player's POSITION receives four dominoes, and all 32 dominoes are dealt out irrespective of the number of players at the table.
- Players must determine the best possible combination of their four dominoes to form two Pai Gow Tiles High and Low Hands (each containing two tiles).
 - 10 or more, then only the last digit is used.
- NB the Gee Joon dominoes 1-2 and 2-4, are also WILD; each one can count as either 3 or 6. However, when played individually, these are the lowest ranking tiles.
- When all the players have set their tiles and placed them face down on the table, the Dealer will reveal their tiles and form them into a High and Low Hand. The Dealer must organise their dominoes (tiles) in a predetermined way. This is referred to as the 'House Way' which will be available or displayed near/at the table.
- The Dealer will then compare their hands against the players' hands.
- If both the Player's High and Low Hands are higher than both the Dealer's High and Low Hands the player wins and is paid out 19 to 20 (even money less 5%).
- If both the Player's High and Low Hands are lower than both the Dealer's High and Low Hands, then their Pai Gow tile wager is lost and surrendered to the House.
- If either one, but not both of the Player's High and Low Hands are higher than either one, but not both of the Dealer's High and Low Hands, then this is a stand - off. i.e. if one of the Player's hands beats one of the Dealer's hand but loses to the other
- If the player and banker hands both add to the same total, the highest ranking domino in the hand breaks the tie. (Every domino has a ranking value, similar to the ranking sequence in cards, see individual Ranking Chart). The Dealer wins all ties when the ranking dominoes also tie. If both Low Hands equal zero, the Dealer wins that hand; individual dominoes are NOT compared
- All players' tiles must at all times remain in full view of the Dealer within the perimeters of the layout and be placed on the table before the Dealer starts to take and pay.
- Players may not exchange or communicate information concerning their respective tiles. Violation of this rule may result in the hand being declared void.

THE RANKINGS OF HANDS IN ORDER ARE AS FOLLOWS:

- Ranking Pair 1 is the best possible hand, with dominoes 1-2 and 2-4 (Gee Joon).
- Next are Pairs 2 through to 12 called Bo's, followed by Mixed Pairs, 13 through to 16.
- Next are Pairs 17 & 18, Wongs containing a domino 6-6 or 1-1, with a domino totalling 9.
- Next are Pairs 19 & 20, Gongs containing a domino 6-6 or 1-1, with a domino totalling 8.
- Then Pairs 21 & 22, High Nines containing a domino 6-6 or 1-1, with a domino totalling 7
- Finally, with no ranking pair, highest value of a hand is 9. This is the total of the spots on the dominoes. If the total is

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- It is the player's own responsibility to establish the value of their own hands.
- If an incorrect number of tiles are dealt to either the Dealer or to a player, a misdeal will be called.
- An exposed tile may not constitute a misdeal; the Dealer will turn the tile over and continue the deal.
- Each player has the option to become the Banker (Player/Banker); they must have sufficient funds to cover all wagers made on the table.
- The Player/Banker will roll the dice to determine who receives the first stacks, working from their position and the Player/Banker may choose one of the predesignated ways to cut the tiles.
- All participants will pay 5% commission on winnings from the hand (commission paid on profit for the Player/Banker)
- A player may only be Player/Banker once during a single rotation.
- The Player/Banker can request the Dealer to place a bet against him up to the House maximum, total bets on the table must not exceed twice the House maximum unless authorisation is given from management.
- If the Dealer inadvertently sets their dominoes (tiles) other than the 'House Way', the hand will be re-set to the 'House Way' as soon as possible. Any player(s) hand of dominoes which has already been dealt WILL be re-assessed accordingly.

A PLAYERS GUIDE TO THE HOUSE EDGE

The House Edge is a measure of how much the House expects to win, expressed as a percentage of the player's wager. For example, in a wager with a House Edge of five percent the player will lose, on average over time, £5 for every £100 wagered. House Edges vary by region, casino and game. In some games, player betting or skills decisions can affect the Edge, but it's important to keep in mind that the House always has some advantage against the typical player.

THE HOUSE EDGE FOR PAI GOW TILES IS 2.39%

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PAI GOW RANKING CHART BO (PAIRS)

INDIVIDUAL RANKING

1 GEE JOON SUPREME		2 TEEN HEAVEN		3 DAY EARTH		4 YUN MAN	
5 NGOR GOOSE		6 MOOY PLUM		7 CHONG LONG		8 BON CHAIR	
9 FOO AXE		10 PING RED TEN		11 TIT LONG SEVEN		12 LOOK BIG HEAD SIX	
13 CHOP GOW MIXED 9s		14 CHOP BAHT MIXED 8s		15 CHOP CHIT MIXED 7s		16 CHOP NG MIXED 5s	

WONGS

TEEN GOW WONG		OR		DAY GOW WONG		OR	
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GONGS

19 GONG							
20 DAY GONG		OR		OR		OR	

HIGH NINES

21 HIGH 9							
22 DAY HIGH 9		OR		OR		OR	

1 TEEN		2 DAY		3 YUN		4 NGOR		5 MOOY		6 CHONG	
7 BON		8 FOO		9 PING		10 TIT		11 LOOK		12 CHOP GOW	
13 CHOPBA		14 CHOPCHIT		15 CHOPNG		16 GEE JOON		Note: Low six can be used as 3. Low three can be used as 6.			

'KNOW WHEN TO STOP BEFORE YOU START'

For more information and advice visit www.begambleaware.org and for help and advice with a gambling problem contact Gamcare: 0808 802 0133.

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