

**No. S136, Monday 5 July 1993**

**AUSTRALIAN CAPITAL TERRITORY**

**CASINO CONTROL ACT 1988**

**APPROVAL**

Under section 72(1) of the Casino Control Act 1988, I HEREBY  
APPROVE the rules set out in the attached schedule for the  
authorised game of PAI-GOW.

Dated this *2nd* day of *July* 1993



WILLIAM JOHN HARRIS  
Delegate of the Minister

# **CASINO CANBERRA LIMITED**

## **RULES OF**

## **PAI GOW**

**PAI GOW INDEX**

Diagram A

Diagram B

**TERMS USED IN PAI GOW**

1. PAI GOW TABLE
  2. BANK
  3. THE TILES
  4. THE DICE AND TUMBLER
  5. MINIMUM AND MAXIMUM WAGERS
  6. THE BANK
  7. WAGERS
  8. SHUFFLE AND CUT OF THE TILES
  9. PROCEDURE FOR DEALING THE TILES
  10. SETTING OF HANDS
  11. SETTING OF HANDS - THE HOUSE WAY
  12. FINAL SETTLEMENT
  13. IRREGULARITIES
  14. TABLE CLOSURE
  15. GENERAL PROVISIONS
- Appendix "A"
- Appendix "B"
- Appendix "C"
- Appendix "D"
- Appendix "E"

Diagram A

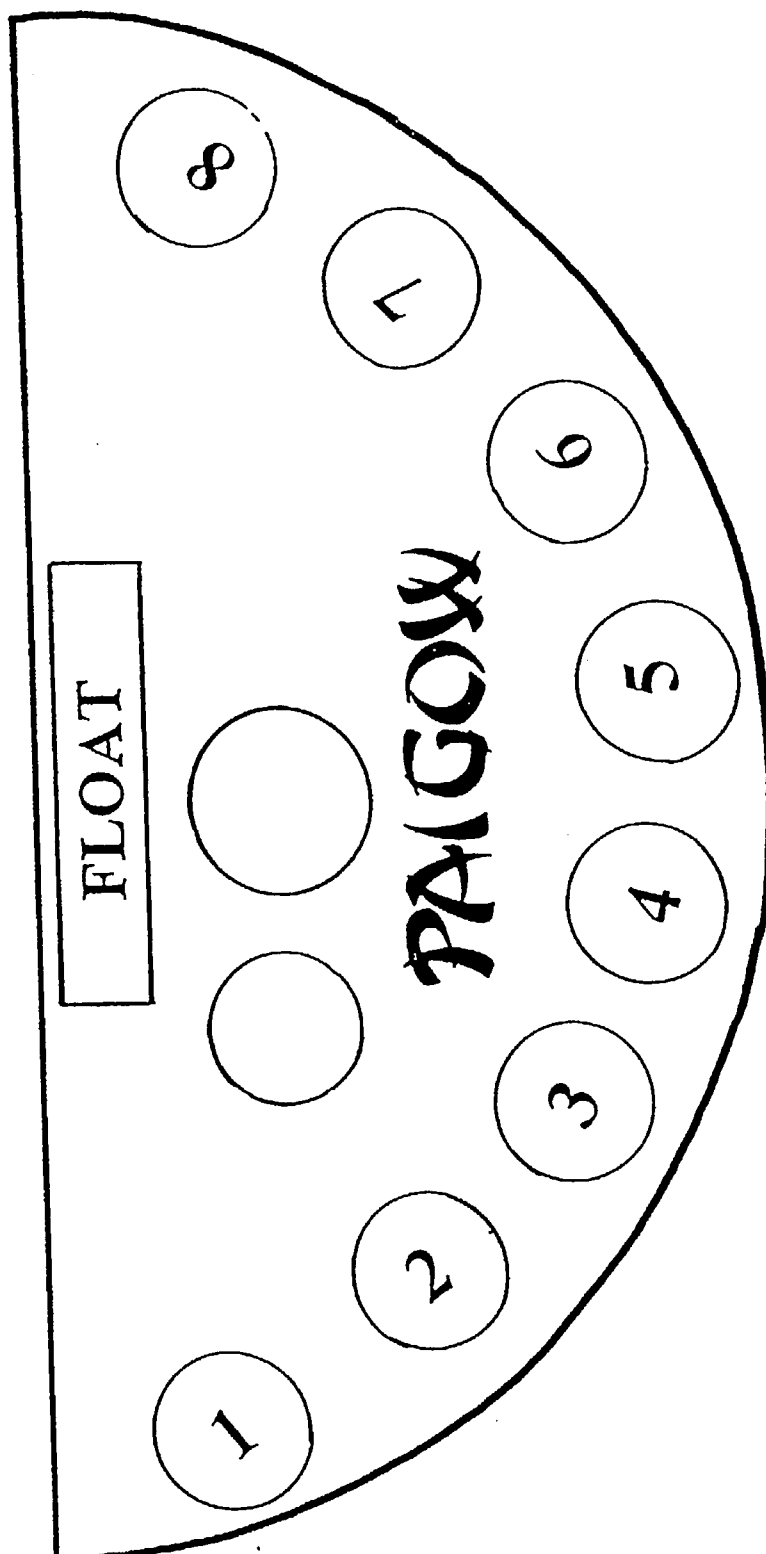
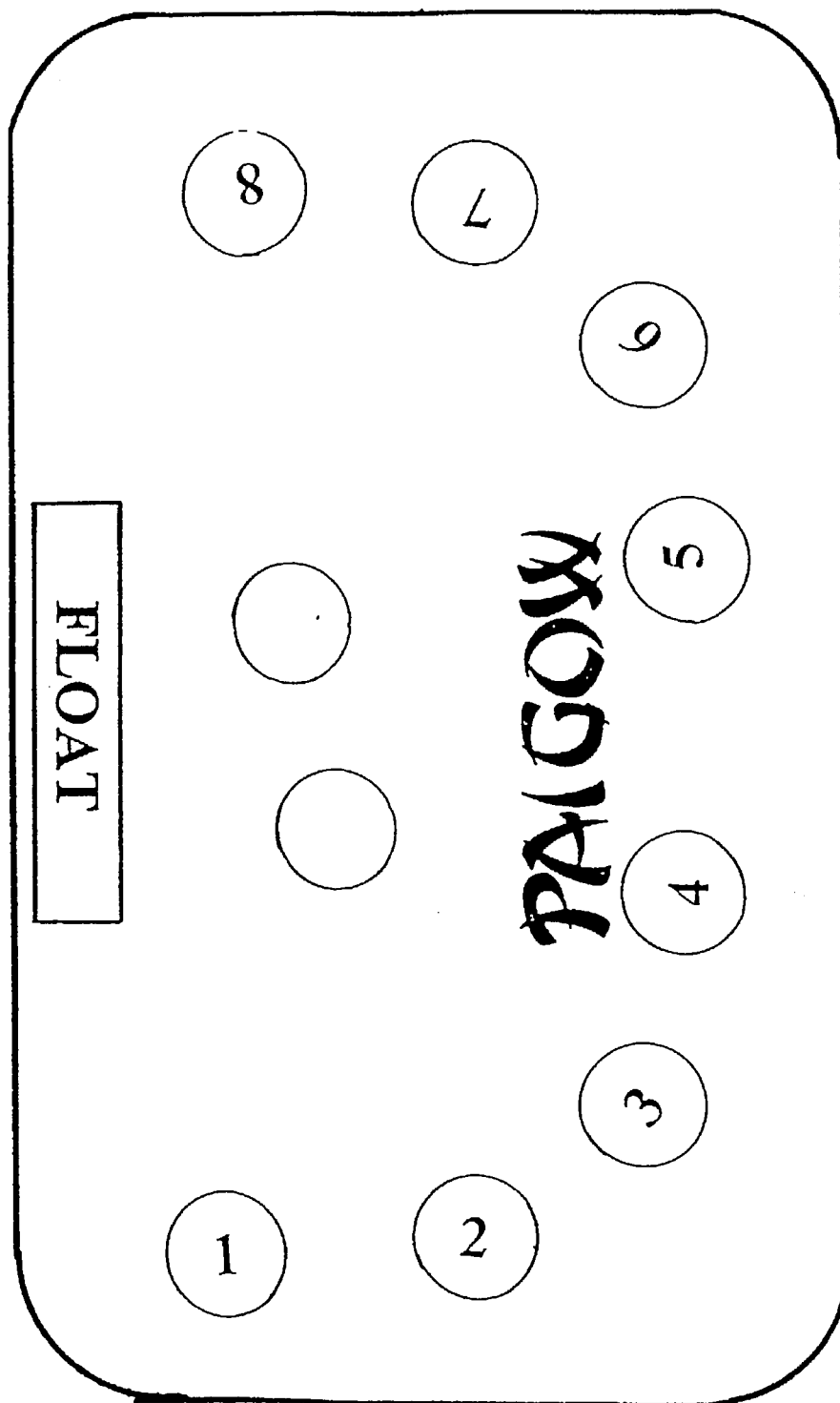


Diagram B



## **TERMS USED IN PAI GOW**

The following words/terms when used in these rules shall have the following meanings unless the context clearly indicates otherwise.

### **THE TILE/TILES**

Shall mean a domino or set of 32 dominoes, as set out in rule 3.1.

### **CHUNG**

A marker used to indicate who is the banker in a round of play.

### **TUMBLER**

Shall mean a cup like device with a non-transparent cover used to contain and shake the 3 dice used.

### **RANKING**

Shall mean the classification of the order of the tiles.

### **HOUSE WAY**

Shall mean the way a dealer shall set his/her hand or that of a player or player/banker upon request.

### **HOUSE**

Shall mean Casino Canberra.

### **CO-BANKING**

Shall mean a player banking in partnership 50-50 with the house.

### **PLAYER/BANKER**

Shall mean a player banking and covering all declared wagers of other players.

### **TRADITIONAL CUTS**

Shall mean one of the approved ways of cutting at the players request.

### **LA JA**

Shall mean an additional variation of the shuffle.

**1. PAI GOW TABLE**

A Pai Gow table shall, on one side, have 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" and "B":-

- (a) numbered places for up to 8 players, and
- (b) two circles in front of the float tray for winning and losing wagers.

**2. BANK**

No person other than the Casino Operator shall have any share or interest in the bank unless otherwise provided for in these rules.

**3. THE TILES**

*NUMBER OF TILES*

- 3.1 Pai Gow shall be played with 32 dominoes, as set out in Appendix "A", with backs of the same colour and design, and one "Chung".

*CHECKING OF TILES*

- 3.2 The tiles shall be checked, tile by tile, by the dealer prior to the commencement of gaming and at the conclusion of gaming.

*FURTHER CHECK/REMOVAL OF TILES*

- 3.3 Tiles may be changed after any round of play if, for any reason, a tile or tiles become unfit for further use. If all the tiles are replaced under this rule the new tiles shall be checked, shuffled and cut in accordance with these rules.
- 3.4 At the completion of any round of play and prior to a shuffle, the tiles may be removed from the table for checking and replaced by new tiles, at the discretion of the Casino Operator.

*VALUE OF THE TILES*

- 3.5 A diagram of all "ranking" pairs in consecutive order is contained in appendix "A".

- 3.6 A diagram of Wongs, Gongs and High Nines is illustrated in appendix "B".
- 3.7 A diagram of single ranking tiles is illustrated in appendix "C".
- 3.8 A list of the traditional cuts is listed in appendix "E".
- 3.9 The point count, if no ranking hand is to be played, shall be the total of the two tiles forming the hand added together to total a single digit number from 0 to 9 inclusive. If the total of the tiles is a two digit number, the left digit of such number shall be discarded and the right digit shall constitute the point total of the hand.

#### **4. THE DICE AND TUMBLER**

- 4.1 There shall be a tumbler device, with cover, containing three (3) identical dice.
- 4.2 Subsequent to the cut the dice shall be shaken in a manner to ensure that all three dice tumble. The total of the three dice shall determine which box shall receive the first set of tiles. The dealer shall count anti-clockwise commencing with the box designated by the "Chung", that box shall be counted as 1, 9 or 17.

#### **5. MINIMUM AND MAXIMUM WAGERS**

- 5.1 The following rules apply with regard to minimum and maximum wagers:-
  - (a) the minimum and maximum wagers shall be displayed on a sign at or near the table;
  - (b) unless specified otherwise, wagers shall be required to be in multiples of the table minimum;
  - (c) wagers below the minimum shall be paid or collected after the result and the owner of the wager shall be advised that further wagers under the minimum shall be returned regardless of the result;
  - (d) wagers above the maximum shall be paid or collected to the maximum.
- 5.2 The Casino Operator may change any minimum or maximum limit, to a higher or lower minimum or maximum limit, provided that prior notice of the change is given to the players.



- 5.3 When the designated player is acting as the banker, only the table minimums will apply.
- 5.4 When the house is co-banking a maximum house liability will be displayed at or near the table, no box maximums will apply.
- 5.5 The Casino Operator may allow a player to wager in excess of the stated table maximum provided that a marker denoting the new maximum for that box is placed adjacent to that box. Multiple wagers on that box may only be accepted with the permission of the box owner.

## **6. THE BANK**

- 6.1 Acceptance of the bank is designated with a marker known as the "Chung".
- 6.2 In addition to the house taking the bank, a player or players may have the option of being the banker or co-banker.
- 6.3 A player must have played the previous round on the box on which he intends to take the bank, except for box one immediately after the house has taken the bank.
- 6.4 A player taking the bank must be able to cover all other players' wagers.
- 6.5 A player may elect the house to co-bank for 50% of the declared wagers against his/her hand.
- 6.6 Two or more players may combine their chips to bank and shall designate a player/players to handle the tiles. Neither player shall have a wager on any other hand for this round of play.
- 6.7 The dealer shall act as the bank at the commencement of play and re-opening of the game. Thereafter, the bank will be offered counter clockwise around the table. Should a player wish to take the bank, he/she has the option of holding the bank for a maximum of two hands, after which the bank will be offered to the next player.
- 6.8 Should no player wish to take the bank the house will bank.
- 6.9 When the house banks, the tiles for the bank's hand shall be delivered to box one. No other wagers shall be accepted on box one when the house is banking.

**7. WAGERS**

- 7.1 Once the dealer has called "NO MORE BETS", no player shall handle, remove or alter the original wager, or place an additional wager, until a decision has been rendered and implemented on the wager.
- 7.2 All wagers at Pai Gow shall be made by placing gaming chips, with the smaller denomination on top, on the appropriate areas of the Pai Gow layout. 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 calls "NO MORE BETS".
- 7.3 Where there is only one player at the table, that player may wager on two boxes against the house, providing one wager is at least double the amount of the other wager. In this instance, the player shall set the tiles on his/her highest wager first, once the said tiles are set, they may not be changed.
- 7.4 Up to three players may wager on any one box. Where more than one player wagers on a box, the decisions with regard to the tiles shall be called by:-
- (a) the player with the highest wager on the box; or
  - (b) the player seated at that box; or
  - (c) a player who has placed a wager on said box, who shall be nominated by mutual agreement of the other players.

**8. SHUFFLE AND CUT OF THE TILES**

- 8.1 The dealer shall shuffle the tiles face downwards on the table in preparation for each game.
- 8.2 The dealer shall stack the tiles into eight groups of four.
- 8.3 When the house holds the bank the tiles shall be cut in accordance with the house way cut. ( Yat Dong Dong ).
- 8.4 A player holding the bank or co-bank shall have the option of one of the approved variations of the cut.
- 8.5 The options of approved cuts shall be displayed on a sign on or near the table. See appendix "E".
- 8.6 No player shall touch any tile or tiles during the shuffle or cut.

**9. PROCEDURE FOR DEALING THE TILES**

- 9.1 The order of the deal shall be determined by the total of the dice. Commencing with the designated first box the dealer shall distribute four tiles facedown to all boxes in a clockwise direction. The tiles dealt to boxes which do not contain a wager shall then be retrieved by the dealer and placed in the designated area.
- 9.2 A player shall be responsible for the setting of his/her tiles into two individual hands to be referred to as the low hand and the high hand.
- 9.3 Players may not exchange tiles. Players may not exchange or communicate or cause to exchange or communicate information regarding their hand or hands except as provided to by rule 6.6. Any violation may result in their being excluded from that round of play and may forfeit their wager, or cause that round of play to be void.
- 9.4 Each player is responsible for keeping the face of his/her tiles concealed from all other players, whilst setting their tiles.
- 9.5 All tiles must remain within the playing area and in view of both the dealer and the inspector at all times.

**10. SETTING OF HANDS**

- 10.1 Two tiles combined shall constitute a hand formed from a given set of four tiles. Two hands must be made from the four given tiles to form a low hand and a high hand.
- 10.2 Once the hands have been set, face down on the layout in two hands, they shall not be altered until a decision has been rendered and implemented with respect to the wager on that hand of play.
- 10.3 No tile or tiles shall have the face exposed until all hands have been set.
- 10.4 Neither dealer nor player(s) shall be permitted to view unplayed tiles until settlement of all wagers is completed.
- 10.5 A player may request the dealer to set his/her hand according to the house way. In such case the player shall take responsibility for any subsequent result.

**11. SETTING OF HANDS - THE HOUSE WAY**

- 11.1 The dealer shall set his/her hands in the following basic ranking subject to exceptions.
- (a) Play the pairs.
  - (b) Play 2 or 12 with 7, 8 or 9.
  - (c) Play two small tiles that equal 7, 8 or 9.
  - (d) Play the biggest tile with the smallest.
- 11.2 A copy of the exceptions for the setting of hands the house way shall be available for inspection upon request. See appendix "D".

**12. FINAL SETTLEMENT**

- 12.1 To determine a winning player's hand, that hand must have both their low hand tiles, and their high hand tiles, of a greater value or ranking than the bank's corresponding low hand and high hand tiles.
- 12.2 A stand off occurs when one and only one of the player's hands is of a higher value or ranking than the corresponding banker's hands.
- 12.3 Where the player has the same total on both hands as the bank, only the highest ranking individual tile from each hand will be considered to determine the winning result.
- 12.4 Where 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.
- 12.5 Where the low hand from both the player and banker totals zero, the banker's hand wins regardless of who holds the highest ranking tile.
- 12.6 Winning wagers on all player's hands shall be paid at the odds of even money less 5% commission.
- 12.7 Player/banker's hand shall be paid at the odds of even money less 5% commission after establishing all other winning and losing wagers.
- 12.8 Player/banker shall be charged 5% commission on any profits made over and above their original bank wager for that round of play. Where the commission charged cannot be paid in full from the table float,

it shall be charged to the lower multiple only. This shall only apply in co-banking situations.

- 12.9 The Casino Operator may, with the approval of the Casino Surveillance Authority, charge less than the 5% commission provided for in rules 12.6, 12.7 and 12.8.

### **13. IRREGULARITIES**

- 13.1 Where any of the three dice are not lying flat on the base of the dice cup, this shall be declared void and the dice cup shall be re-shaken.
- 13.2 Where one or more tiles are exposed during the shuffle and/or stacking, the dealer must re-shuffle all 32 tiles.
- 13.3 The inspector shall have the option to re-shuffle if he/she deems it necessary due to exposed tiles or suspected tile tracking.
- 13.4 Where any tiles are exposed in the house's hand, the hand must be played.
- 13.5 Where the player/banker exposes his/her own tiles the hand must be played.
- 13.6 Where the dealer exposes one tile on a player's hand, the hand must be played.
- 13.7 Where the dealer exposes two or more tiles on a player's hand, the player has the option of calling his/her hand void, before viewing the remaining tile/tiles.
- 13.8 Should the house's hand be set contrary to the house way, the hand shall be re-set correctly, and the hand reconstructed to the initial deal. This rule shall also apply for player and player/banker requesting house way.
- 13.9 Should the dealer distribute the tiles to the players incorrectly, this shall be declared a void hand and all 32 tiles shall be re-shuffled.

### **14. TABLE CLOSURE**

- 14.1 The hours of gaming shall be as determined by the Minister.
- 14.2 Subject to rule 14.1, the Casino Operator may close any table prior to the close of gaming, provided that prior notice of closure of the table is given to the players, subject to prior notification to a Government Casino Inspector.

**15. GENERAL PROVISIONS**

- 15.1 A player shall not, either alone or in concert with any other person, use or have in his/her possession or control at or near the 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 of the changing probabilities or the playing strategies to be used.
- 15.2 Where the Casino Operator is satisfied that a player has contravened any provisions of the rules, the Operator may:-
- (a) declare that any wager made by the player shall be void; and
  - (b) direct that the player shall be excluded from further participation in the game.
- 15.3 The Casino Operator may invalidate the outcome of a game if:-
- (a) the game is disrupted by civil commotion, fire, riot, brawl, robbery, an Act of God, or
  - (b) any fraudulent act is perpetrated by a player or a dealer or both,
- that, in the sole opinion of the Operator, affects the outcome of the game.
- 15.4 Where the outcome of a game is invalidated, all wagers made by players for that particular hand shall be refunded.
- 15.5 Complainants in all unresolved disputes shall be advised of the presence of, and their right to consult a Government Casino Inspector.
- 15.6 In any dispute arising from these rules or not covered by the provision of these rules, the decision of the Casino Operator shall be final, subject to a review by the Chief Casino Inspector, if requested.
- 15.7 A player shall not be advised by an employee of the casino on how to play his/her hand, except to ensure compliance with these rules.
- 15.8 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.

- 15.9 No onlooker or any player playing at the table may advise or influence another player's decisions of play except as provided for in rules 6.6 and 13.8.
- 15.10 When a notice at the table requires wagers to be in multiples of the minimum, winning wagers which are not in multiples of the minimum and cannot be paid in full from the table float shall be paid to the lower multiple only. If there is no notice at the table requiring wagers to be in multiples of the minimum, wagers which cannot be paid in full shall be paid to the next higher payable amount.
- 15.11 Players are not permitted to have side bets against each other.
- 15.12 A copy of these rules shall be made available, upon request.
- 15.13 Each player at a Pai Gow table shall be responsible for correctly computing the point count of their hand.

# APPENDIX "A"

The Pairs (Bo's) are ranked as follows

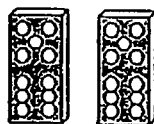
Dominoes Chinese Names Ranking Listing Name



Gee Jun

1st

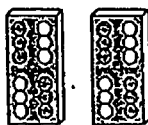
Gee



Foo

9th

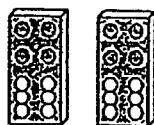
11



Teen

2nd

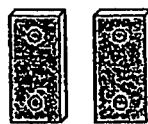
12



Ping

10th

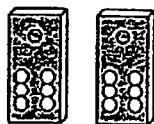
Low 10



Day

3rd

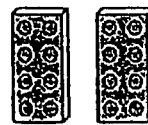
2



Tit

11th

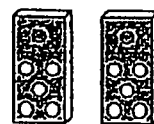
High 7



Yun

4th

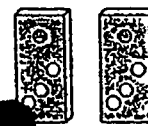
High 8



Look

12th

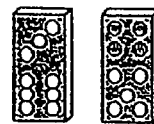
Low 6



Gor

5th

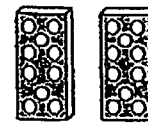
High 4



Chop Gow

13th

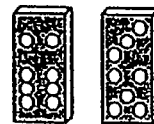
9



Mooy

6th

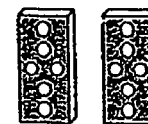
High 10



Chop Bot

14th

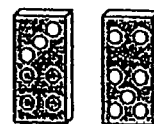
Low 8



Chong

7th

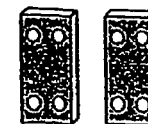
High 6



Chop Chit

15th

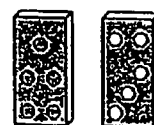
Low 7



Bon

8th

Low 4



Chop Ng

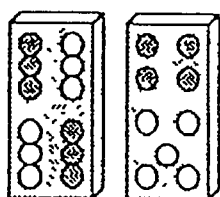
16th

5

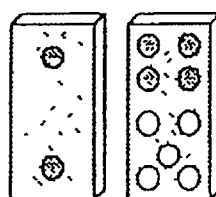


APPENDIX "B"

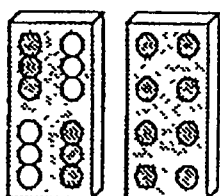
The Wong, Gong and High Nine are ranked as follows



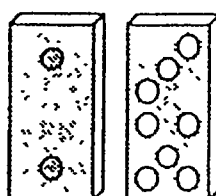
Teen Wong 1st



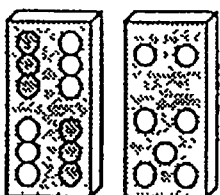
Day Wong 2nd



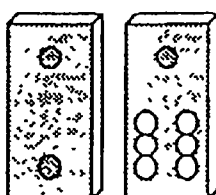
Teen Gong 3rd



Day Gong 4th



Teen High Nine 5th



Day High Nine 6th

APPENDIX "C"

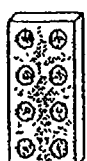
Individual Domino Rankings



1st



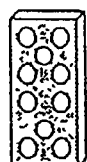
2nd



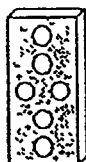
3rd



4th



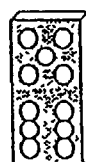
5th



6th



7th



8th



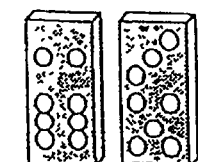
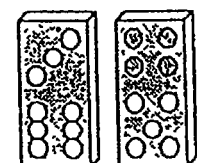
9th



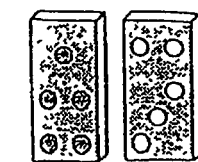
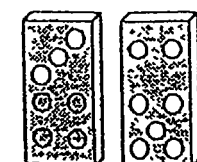
10th



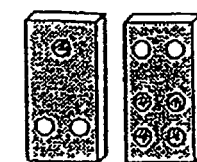
11th



13th



15th



## APPENDIX "D"

### House Way Rules

- 1) When having two ranking pairs play the two pairs as two hands.
- 2) Only split the following pairs providing no higher play is possible.  

Teen (12)	Day (2)	7's, 8's and 9's
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  - a) Split Teen and Day to make 6 - 8 or better also with 9 and 11
  - b) Split 9's - to make 9 - 9 or better
  - c) Split 8's - to make 7 - 9 or 8 - 8 and better
  - d) Split 7's - to make 7 - Day nine or better
- 3) Wongs, Gongs and High Nines
  - a) If no pair play is possible, play a High Nine, Gong or Wong in that order
  - b) Always play Gong ahead of Wong and High Nine ahead of Gong and Wong
  - c) Always play Gong and Wong over the High Nine, when Chong ranking 3 is not achieved on the low hand

### EXCEPTIONS

- a) Play Wong over Gong and High Nine when fourth tile is 11
- b) Play the highest tile with the lowest tile to balance the hands unless a higher hand can be achieved
- c) If the low hand is not chong 3 or better pump up the high hand. If 7 or better is not achieved on the high hand balance up
- d) When the high hand is 7 or less, where possible, play the high ranking tile on the low hand
- e) When the high hand is 8 or 9, where possible play the high ranking tile on the high hand

- f) When given a choice do not play two high ranking tiles on the same hand

#### **INDIVIDUALS**

- a) With a 7, a high 8, a high 10 and 11 play 7 - 9
- b) With a high 4, high 8, a low 8 and a 6 or 7, play the high 8 on the high hand
- c) With a 3, a 6, a 5 and a 2 or 12 play 7-9 instead of 8-8
- d) With a 3, a 4, a 5, and any tile not making a pair play the nine
- e) With a high 8, low 8 and a 9 with any 10 play high 8 in the low hand

**APPENDIX "E"**

**TRADITIONAL CUTS**

Yat Dong Dong  
Cup Say  
Foot Say  
Chee Yee  
Long Tau Fung May

Die Pin  
Pong Yun  
Hong Kong Bank  
China Bank  
Jung Quat  
Harbour Bridge  
Seung Gwai Pak Moon  
Bo Bo Go Sing  
Gum Un Que  
Ghan Dong Ping Say  
Chong Wan Sup Lok  
Yat Kai Sum May  
Ghan Dong Cup Say  
Sydney Tower  
Arn Lok Peng Sar

House Way (Left or right)  
Tiger (Left or right and top or bottom)  
Four Across  
Chop The Ears (Top or bottom)  
Dragon Head Phoenix Tail (Head or Tail  
and Left or Right)  
Big Slice (Left or right)  
Buddha's Signal (Left or right)  
Honk Kong Bank  
China Bank  
Take The Heart (Top or bottom)  
Sydney Bridge  
Ghost Closing The Door  
Boy Walks Up Stairs (Left or right)  
Double Bridge  
Kangaroo Jump (Left or right)  
Sixteen Across (Top or bottom)  
Chicken Three Ways (Left or right)  
Striped Tiger (Left or right)  
Sydney Tower  
Flying Dragon (Head or Tail and Left or  
Right).