

Australian Capital Territory

Casino Control (Pai Gow) Approval 2019 (No 1)

Notifiable Instrument NI2019—804

made under the

Casino Control Act 2006, s 97 (Amendment of Rules for Authorised Games).

1 Name of instrument

This instrument is the *Casino Control (Pai Gow) Approval 2019 (No 1)*.

2 Commencement

This instrument commences on the day after the date of notification.

3 Revocation

I revoke NI2006-149 which was notified on the Legislation Register on 27 April 2006.

4 Approval

I approve the rules for the Authorised Game of “Pai Gow” as set out in the attached schedule.

Chantel Potter

Delegate

ACT Gambling and Racing Commission

12 December 2019

CASINO CANBERRA LIMITED

RULES

OF

PAI GOW

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A. DICTIONARY OF TERMS USED IN PAI GOW

(nb. terms defined in the dictionary are underlined throughout this document.)

Approved

Means approved in writing by the ACT Gambling and Racing Commission.

Bank

The hand against which all other players wager.

Box

An area marked on the layout for the player to place their wager.

Casino Operator

The organisation or person responsible for the conduct of gaming in the casino.

Casino Supervisor

A person responsible for the supervision of the operation of the game.

Chung

A marker used to indicate the bank.

Commission

An amount consisting of 5% of each winning wager which the dealer collects from a player or players as payment to the house.

Dealer

A person responsible for the operation of the game.

Dice Cup

An approved container for the shaking of the dice.

Hand

The four tiles dealt to a box.

High Part of the Hand

The two tiles that make up the higher value of the hand.

House

Means the casino operator.

House Way

Mandatory instructions which dictate the setting of a hand in accordance with **Rule 10**.

La Ja

An approved additional variation of the shuffle.

Low Part of the Hand

The two tiles that make up the lower value of the hand.

Player/Banker

A player who has agreed to accept the bank.

Point

A single red or white indentation on a tile.

Point Count

The value of two tiles forming part of the hand.

Priority Set Marker

A marker used to identify those hand(s) which shall be set prior to any other player viewing their hand.

Push

A wager which neither the player nor bank wins.

Round of Play

That part of the game which commences with the opening of the dice cup and concludes with the collection of all tiles by the dealer.

Session

A session is the number of rounds of play determined by the structure of the tournament.

Set

The action used to divide a hand into a high and low part.

Starting Marker

A marker used to denote which player is to make the first wager for a round of play.

Tile

An approved small oblong piece marked with points.

Tournament Chips

Chips that cannot be exchanged for money and that are distinguishable from all other casino chips and are used exclusively for the playing of tournaments.

Tournament Commission

The amount the casino operator collects from players as payment for conducting the game.

Tournament Director/Assistant

The person responsible for the conduct of the tournament.

Traditional Cut

An approved formation of the tiles.

Void

Neither the player's hand nor the banker's hand wins and any chips wagered or paid shall be returned as if the round of play had not occurred.

B. RULES OF PAI GOW

1. PAI GOW TABLE

1.1 A Pai Gow table shall be approved prior to use.

2. THE DICE AND TILES

2.1 Pai Gow shall be played with three identical dice and a set of 32 tiles.

2.2 The dealer shall check each tile before the start and at or after the conclusion of gaming.

2.3 The casino operator may change any or all of the tiles after any round of play. The casino supervisor and dealer shall check each replacement tile prior to its introduction to play.

3. RANKING OF THE TILES

3.1 The ranking of pairs, Wongs, Gongs and High Nines from highest to lowest is illustrated in **Appendix A**.

3.2 The ranking of individual tiles from highest to lowest is illustrated in **Appendix B**.

4. POINT COUNT

4.1 The point count shall be a single digit number from zero to nine inclusive and shall be determined by totalling the points of two tiles. If the total point count of the two tiles is a two-digit number, the left digit of the number shall have no value and the right digit shall constitute the point count total of either the low or high part of a hand.

4.2 A point count of 3 or 6 may be used for individual tiles which have a ranking of Gee Jun.

5. MINIMUM AND MAXIMUM WAGERS

5.1 The casino operator shall display the minimum and maximum wagers per box on a sign at or near the table and may change these limits provided that prior notice of the change is given to the players. These limits apply subject to **Rules 5.2** and **5.3** below

5.2 The casino operator may allow a player to wager in excess of the stated box maximum provided that a marker is placed adjacent to that box.

- 5.3 When a player takes the bank:
- (a) the displayed box minimum applies; and
 - (b) the displayed box maximum only applies to the house's wager.
- 5.4 The multiples of wagers permitted shall be displayed at the table.
- 5.5 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 5.6 Subject to **Rule 5.2**, wagers above the displayed maximum shall be paid or collected to the maximum.

6. THE BANK

- 6.1 In addition to the house acting as the bank, a player shall have the option of taking the bank. For a player to take the bank, the player must have sufficient funds to cover the total value of all other wagers.
- 6.2 The house shall take the bank at the commencement of play, and thereafter a player may request to take the bank. If two or more players request to take the bank in the same round of play, it will be offered anticlockwise around the table. Should no player wish to take the bank, the house will bank.
- 6.3 Two rounds of play is the maximum a player may take the bank, before it may be requested or offered around the table in accordance with **Rule 6.2**. In the event no other player wishes to take the bank, the house will take the bank for a minimum of one round of play.
- 6.4 No player/banker shall take the bank on box one.
- 6.5 A player/banker shall have set the tiles on the previous round of play on the box which they will take the bank.
- 6.6 Two or more players may combine their chips to take the bank.

7. WAGERS

- 7.1 Prior to the dice cup being opened by the dealer, each player shall:
- (a) place a wager; and
 - (b) unless playing in a tournament, be given the opportunity to place a wager on the Gee Jun Jackpot subject to **Rule 12**.
- 7.2 All wagers shall be made by placing gaming chips on the box. Non-negotiable gaming chips may only be wagered when the house banks.

- 7.3 No wagers shall be accepted on box one when the house is banking.
- 7.4 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 that wager.
- 7.5 Up to three players may wager on a box. Where more than one player wagers on a box, the decisions with regard to the setting of the hand shall be made in order of preference by:
- (a) the player seated at that box;
 - (b) the player with the highest wager on the box; or
 - (c) a player nominated by mutual agreement of the players wagering on that box.
- 7.6 A player may be permitted by the casino operator to wager on two boxes and make the decisions regarding the setting of those hands (subject to Rule 7.7) with the understanding that, if there are insufficient boxes at the table to accommodate patron demand, the player setting two hands shall give up a box.
- 7.7 A player setting two hands shall have one wager at least double the amount of the other wager and shall set the tiles for the highest wager first.
- 7.8 A player shall not wager on any other box for the round of play when taking the bank.
- 7.9 When there is a player/banker, the house shall wager either:
- (a) subject to rule 5.3(b), an amount equal to the wager on the box that was nominated in the previous round of play to take the bank in the current round of play; or
 - (b) the displayed table minimum.

The amount to be wagered by the house shall be determined by the player setting the player/banker hand. The wager shall be placed by the dealer on box one.

8. DEALING THE TILES

- 8.1 Before each round of play, the dealer shall shuffle the tiles face downwards on the table.
- 8.2 The dealer shall stack the tiles into eight groups of four in front of the float.

- 8.3 When the house acts as the bank, the player with the highest wager for that round of play may direct the dealer to La Ja the tiles. Only one La Ja shall be allowed for each round of play.
- 8.4 When a player takes the bank, only that player may request a La Ja.
- 8.5 When the house acts as the bank, the cut for the tiles shall be Yat Dong Dong (see **Appendix C**).
- 8.6 A player taking the bank shall have the option of requesting one of the traditional cuts as listed in **Appendix C**.
- 8.7 The casino operator shall determine the method of conducting a traditional cut.
- 8.8 The casino operator shall have the option to use a priority set marker before any round of play.
- 8.9 The dice cup shall be shaken by the dealer for each round of play. However, a player in a player/banker situation may elect to provide an additional shake of the dice cup.
- 8.10 The total of the three dice shall determine the box that receives the first set of tiles. The dealer shall count anticlockwise commencing with the box designated by the chung, that box shall be counted as 1, 9 or 17.
- 8.11 The dealer shall distribute four tiles face down in an anticlockwise direction starting with the box determined by **Rule 8.10**. The tiles dealt to boxes which do not contain a wager shall then be retrieved by the dealer.
- 8.12 In accordance with the above rules, the tiles delivered to box one shall be the house's hand.

9. SETTING OF THE TILES

- 9.1 A player shall be responsible for the setting of their hand into the two individual parts.
- 9.2 A player may request the dealer to set their hand according to house way.
- 9.3 Once the hand has been set and placed in front of the box containing the player's wager, it shall not be altered during that round of play.
- 9.4 When the house makes a wager on box one in accordance with **Rule 7.9**, that hand shall be set house way.

10. SETTING OF HANDS - HOUSE WAY

10.1 The dealer shall set a hand in the following house way. Hands shall be set in the following sequence, except for the hands listed in **Rule 10.2**:

(a) Pairs

Set pairs in the same part of the hand, unless they can be split to achieve the following outcomes:

- (i) Teen and Day to make 6 - 8 or higher;
- (ii) Nines to make 9 - 9 or higher;
- (iii) Eights to make 7 - 9, 8 - 8 or higher; and
- (iv) Sevens to make 7 - High Nine or higher.

For the purpose of **Rule 10.1(a)** no pair shall be split if so doing would result in a point count/ranking for the low hand being lower than if the pair had not been split.

(b) Wongs, Gongs and High Nines

The order to set Wongs, Gongs and High Nines in the high part of the hand shall be High Nine, Gong, Wong, unless Chong ranking 3 or better is not achieved on the low hand, then the order shall be Gong, Wong, High Nine.

(c) Point Count and Individual Tile Ranking

The order to set hands not listed above shall be to set the highest possible point count in the low part of the hand unless Chong ranking 3 or better is not achieved in the low part of the hand; in which case:

- (i) set the highest point count on the high part of the hand; and
- (ii) if a point count of 7 or higher is not achieved on the high part of the hand make the point count of the high part and low part of the hand as close together as possible; and

if the point count of the low part and high part of the hand is not altered and:

- (i) the high part of the hand has a point count of 7 or less, the highest ranking tile shall be set in the low part of the hand; or
- (ii) the high part of the hand has a point count of 8 or higher, set the highest ranking tile in the high part of the hand; or

- (iii) two Chong ranking tiles or higher are in the same part of the hand, do not set the two high ranking tiles together.

10.2 For hands containing the listed tiles, **Rule 10.1** shall not apply, and the hands shall be set as follows:

- (a) Teen, Teen, 9 and 11 or Day, Day, 9, and 11, set the hand 3-Wong;
- (b) high 8, high 10 and 11 with any 7, set the hand 7-9;
- (c) Gee Jun, 6, 5 and Teen or Day, set the hand 7-9;
- (d) Gee Jun, 4, 5, and any tile not making a pair, set the 4 and 5 in the high part of the hand;
- (e) high 8, low 8, 9 and low 10, set the high 8 in the low part of the hand;
- (f) high 6, low 6 and Gee Jun with any 7, set the high 6 in the low part of the hand;
- (g) Teen or Day, 8, 9 and 11, set the hand 9-Wong;
- (h) high 6, 11, low 6 and 5, set the high 6 in the high hand;
- (i) high 8, 9, low 8 and low 4, set the high 8 in the high hand.

11. SETTLEMENT OF WAGERS

11.1 A winning hand shall be determined in the following order and shall be higher than the bank's hand for both the high and the low part of the hand:

- (a) the tiles ranking (as determined by **Rule 3.1**); and
- (b) point count.

11.2 In the event the point count of the bank's high or low part of the hand is equal to the player's corresponding part of the hand, the highest ranking individual tile will be considered to determine the winning result.

11.3 A push occurs when one part of the player's hand is higher and one part is lower than the bank's hand.

11.4 A losing hand shall be determined in the following order and shall be lower than the bank's hand for both the high and the low part of the hand:

- (a) the tiles ranking (as determined by **Rule 3.1**); and
 - (b) point count.
- 11.5 The bank shall win the high and/or low part of hands that have an equal point count and the same high tile as the corresponding part of the player's hand.
- 11.6 When the bank's and player's low part of hands each total zero, the bank shall win the low part of hands.
- 11.7 A player shall have the option to instruct the dealer to take their wager without displaying their hand.
- 11.8 Winning wagers on all players' hands shall be paid at odds of 1 to 1 less commission.
- 11.9 Winning wagers on all hands wagered by the house in accordance with **Rule 7.9** shall be paid at even money.
- 11.10 If the bank is held by a player/banker, winning wagers shall be paid at odds of 1 to 1 less commission and the commission shall go to the house.
- 11.11 The house shall deduct commission from any profits made by the player/banker for that round of play.

12. GEE JUN JACKPOT

- 12.1 The casino operator may conduct the Gee Jun Jackpot as outlined in these rules. The house shall not wager on the Gee Jun Jackpot.
- 12.2 There shall be only one Gee Jun Jackpot wager per box.
- 12.3 The Gee Jun Jackpot wager shall be an approved amount and must be accompanied with a wager subject to **Rule 7**.
- 12.4 A player who has a wager on a box and who makes the decision with regards to the setting of the hand shall have the option for that round of play to place a wager on the Gee Jun Jackpot.
- 12.5 In the event of two wagers on a box and the player designated by **Rule 12.4** declines to place a wager on the Gee Jun Jackpot then the player with the other wager will have the option for that round of play to place a Gee Jun Jackpot wager.
- 12.6 In the event of three wagers on a box and the player designated by **Rule 12.4** declines to place a wager on the Gee Jun Jackpot then the decision regarding a Gee Jun Jackpot wager for that round of play shall

be by mutual agreement by those players wishing to place a wager on the Gee Jun Jackpot.

- 12.7 Losing wagers on the Gee Jun Jackpot shall form part of either a jackpot prize pool or a reserve pool. The distribution of wagers to the prize pools shall be approved.

13. GEE JUN JACKPOT PAYOUTS

- 13.1 The house is liable for all Gee Jun Jackpot payouts regardless of whether the house acted as the bank for that round of play.
- 13.2 Subject to **Rule 13.3**, the payouts for Gee Jun Jackpot winning wagers shall be as follows:

Gee Jun (pair), Teen (pair). 100% of the jackpot amount displayed at the time of the winning hand.

Gee Jun (pair), Day (pair) 10% of the jackpot amount displayed at the time of the winning hand.

Teen (pair), Day (pair) 10% of the jackpot amount displayed at the time of the winning hand.

Teen, high 10, low 10 and 11 \$100 bonus payout.

High 6, low 6, low 4 and any 7 \$100 bonus payout.

- 13.3 The casino operator's maximum liability for any major jackpot payout shall be limited to the amount of the applicable jackpot prize pool, as re-calculated following any earlier major jackpot win, at the time the winning hand is determined (ie when the dice are exposed) and whether the table signage has been adjusted or not.

For the purpose of this rule a "major jackpot" refers to a winning hand paying either 100% or 10% of the jackpot amount, as per **Rule 13.2**.

14. COLLUSION

- 14.1 A player shall protect the identity of their tiles which shall remain within the playing area and in view of both the dealer and the casino supervisor.

- 14.2 Players may not:

- (a) exchange tiles;
- (b) exchange or communicate or cause to exchange or communicate information regarding their hand; or
- (c) speak any other language apart from English while the tiles are being set.

Any violation of this rule may result in the player being excluded from that round of play, or cause that round of play to be void.

15. IRREGULARITIES

- 15.1 The dice cup shall be re-shaken when any of the three dice are not lying flat on the base of the dice cup when opened.
- 15.2 A misdeal occurs if the dealer exposes one or more tiles during the shuffle or cut.
- 15.3 Where a misdeal occurs the round is declared void and there shall be a new shuffle and cut in accordance with **Section 8** of these rules.
- 15.4 The casino supervisor may require a re-shuffle if it is deemed necessary due to suspected tile tracking.
- 15.5 Where any tiles are exposed in the house's hand, the hand shall be played.
- 15.6 Where the player/banker exposes any of their own tiles the hand shall be played.
- 15.7 Where the dealer exposes one tile on a player's hand, the hand shall be played.
- 15.8 Where the dealer exposes two or more tiles on a player's hand, the player has the option of calling their hand void as long as the decision is made before viewing the remaining tile(s).
- 15.9 Should the house's hand be set contrary to house way, the hand shall be re-set correctly. This rule shall also apply for a player and player/banker requesting house way.
- 15.10 Where a player is not present to set their tiles, the dealer shall set the tiles according to house way.
- 15.11 In the event a dispute arises from a player instructing the dealer to take their wager without displaying their hand, that hand where possible shall be reconstructed in accordance with these rules and the disputed hand displayed.
- 15.12 If during a round of play an error of tile placement is detected, that round of play shall be reconstructed in accordance with these rules.
- 15.13 If an error of tile placement is detected to have occurred in a round of play after the next round of play has commenced, the round of play in which the error occurred shall remain as played.

16. TABLE CLOSURE

- 16.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 2006*.
- 16.2 Subject to **Rule 16.1**, the casino operator may close any table before the close of gaming provided that notice is given to the players.

17. GENERAL PROVISIONS

- 17.1 The casino operator may invalidate the outcome of a game if the game is disrupted by civil commotion, fire, riot, brawl, robbery, or any like disturbance.
- 17.2 Where a person has contravened any provision of these rules, the casino operator may:
- (a) declare that any wager made by that player void; and
 - (b) direct that the player be excluded from further participation in the game.
- 17.3 The casino operator may declare a round of play void if it is impractical to continue or a person commits a fraudulent act that affects the outcome for that particular round of play.
- 17.4 Where the outcome of a round of play is void, the casino operator must refund wagers made by players for that particular round of play.
- 17.5 The casino operator's decision in any dispute arising from these rules is final, subject to a review by the ACT Gambling and Racing Commission if requested.
- 17.6 An employee of the casino shall:
- (a) not advise a player on how to play his/her hand, except to ensure compliance with these rules;
 - (b) not give or allow any advantage to a person, or cause or allow a change in any probabilities of the game by any means other than that covered by these rules; and
 - (c) commensurate with their responsibilities, ensure that the game is conducted in accordance with the approved procedures.
- 17.7 A seated player who abstains from betting for three consecutive rounds of play whilst all other seats at that table are in use may be required to vacate that seat.
- 17.8 A person shall not instruct or influence another player's decisions of play.
- 17.9 Players are not permitted to have side bets with each other.

17.10 Upon request the casino operator shall make a copy of these rules available.

18. TOURNAMENT PLAY

18.1 During tournament play, the rules for playing Pai Gow shall apply, except where the rules are inconsistent with the rules for tournament play in this **Rule 18**, in which case the rules for tournament play shall prevail.

18.2 Prior to a tournament, involving one or more sessions of Pai Gow, being conducted, and entries being taken, the casino operator shall:

- (a) in accordance with **Rule 18.3**, document the tournament conditions;
- (b) make the tournament conditions available to patrons; and
- (c) notify and provide the ACT Gambling and Racing Commission with a copy of the tournament conditions.

18.3 The tournament conditions, referred to in **Rule 18.2**, shall include:

- (a) information pertaining to:
 - (i) the tournament starting date and time and the method to enter the tournament (including any criteria that determines eligibility to enter);
 - (ii) how the tournament will be structured, including:
 - (A) the number and/or duration of sessions, or the basis on which the number and/or duration of sessions will be determined;
 - (B) the number of gaming tables to be active in a session, or the basis on which the number of gaming tables to be active in a session will be determined. In the case of a tournament which is to have a “sit-and-go” format, information will be provided as to when a session of the tournament is to commence and how players will be allocated to a gaming table during the conduct of the tournament;
 - (C) if applicable, the method of progression from session to session;
 - (D) if applicable, whether tournament players are to compete in a number of sessions of Pai Gow, or session(s) of Pai Gow and session(s) of other authorised games, and be allocated points, and/or awarded prizes, at the conclusion of a session;

- (E) if applicable, whether a repechage or catch-up session may or shall be offered and details of how a player qualifies to participate in a repechage or catch-up session;
 - (F) whether one or more opportunities for an eliminated player to buy back into the tournament is permitted, and the method, timing and cost of a re-buy opportunity; and/or
 - (G) whether an add-on is permitted, and the method, timing and cost of an add-on opportunity;
- (iii) the entry fee and tournament commission;
 - (iv) the amount of tournament chips each player will receive for the entry fee at the commencement of a session, and, if applicable, a re-buy or add-on;
 - (v) the minimum and maximum number of players;
 - (vi) restrictions on player groups;
 - (vii) the table limits;
 - (viii) where tournament players are to compete against each other to progress from session to session:
 - (A) the criteria for how tournament players may be eliminated from the tournament; and
 - (B) how the place-getter(s) in a session of the tournament shall be determined in the event of two or more players holding an equal value of tournament chips at the completion of the session;
 - (ix) where tournament players are to compete against each other in a number of sessions of Pai Gow, or session(s) of Pai Gow and session(s) of other authorised games:
 - (A) if applicable, any criteria for how tournament players may be eliminated from the tournament; and
 - (B) in the event of two or more players holding an equal value of tournament chips at the completion of a session, how the respective places of those players in the session shall be determined, or, as applicable, whether the points allocated to a particular finishing place in the session shall be combined and divided equally between those players;
 - (x) the breakdown of the prize pool or a description of how the breakdown of the prize pool shall be calculated;

- (xi) details for how the prize pool for the tournament shall be distributed, including, in the event of two or more players:
 - (A) holding an equal value of tournament chips at the completion of a final session; or
 - (B) having the same cumulative points total with respect to the sessions played,

and contesting the same distribution(s) of the prize pool, whether:
 - (C) the relevant prize(s) shall be combined and divided equally between those players; or
 - (D) the players are to be given additional rounds of play to determine their respective places in the tournament; and
 - (b) a statement that the tournament shall be conducted by the Tournament Director/Assistant in accordance with the tournament conditions and the applicable rules of the game and that, in the event of any inconsistency, the rules prevail.
- 18.4 The Gaming Shift Manager shall nominate a person, known as the Tournament Director/Assistant.
- 18.5 The Tournament Director/Assistant may require each tournament player to agree in writing with the applicable rules and tournament conditions prior to accepting entry into the tournament.
- 18.6 Subject to **Rule 18.3(a)(ii)(F)**, the Tournament Director/Assistant shall allow players one entry only into the tournament.
- 18.7 The Tournament Director/Assistant shall allocate each player for a session, a table and seat position by ballot before the commencement of that session, and the player is restricted to playing in the assigned position for the duration of that session. The Tournament Director/Assistant may alter the starting time of any session, if reasonable notice has been given of the change.
- 18.8 The Tournament Director/Assistant shall determine the number of players allocated to any one table.
- 18.9 Where a player does not take their allocated seat prior to the specified starting time for the commencement of their session, the player shall be deemed to have forfeited their position. The entry fee paid by the player is forfeited and remains as part of the prize pool.
- 18.10 Where a player has not taken their seat prior to the commencement of their first session in a tournament, the Tournament Director/Assistant may offer that seat to a reserved player on payment of the specified entry fee for the tournament.

- 18.11 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.
- 18.12 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 18.13 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.
- 18.14 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a round of play shall be eliminated from the tournament and must vacate their seat.
- 18.15 A starting marker shall be used to indicate the player who must make the first wager for that round of play. Other players shall place their wagers in order and in a clockwise direction from the first player. Once a wager has been placed and a player's opportunity to wager (refer rule 18.16) has been completed the wager may not be changed. A wager placed out of order shall stand and the player in question shall be advised that further infringement may result in the wager being declared void.
- 18.16 A player's opportunity to wager begins when they are asked by the dealer to place a wager and ends when the dealer asks the next player to place their wager.
- 18.17 During a tournament, players are not allowed to wager on jackpot alternatives.
- 18.18 Players shall not seek advice from other tournament players or persons not involved in the tournament.
- 18.19 The Tournament Director/Assistant may offer the players the opportunity to take a break during the tournament and shall specify the amount of time allowed for the break.
- 18.20 The Tournament Director/Assistant may determine the speed at which the tournament shall be played and may give direction to players in order to achieve that rate of play.
- 18.21 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.

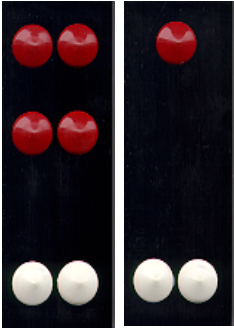
Entry fee/prize pool for tournament

- 18.22 The casino operator may charge tournament players an entry fee for the tournament and may retain an amount of the total entry fees as tournament commission.

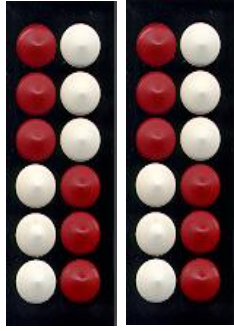
- 18.23 The value of the entry fees (less any tournament commission), and any re-buys and add-ons received by the casino operator for the tournament, shall be:
- (a) included in the prize pool for distribution in accordance with the tournament conditions; and
 - (b) returned to the tournament players by way of prizes.
- 18.24 Subject to **Rule 18.25**, no entry fees (including tournament commission), re-buys and add-ons are refundable to any person.
- 18.25 The casino operator reserves the right to cancel the tournament without liability. In the event of cancellation, the casino operator shall refund all entry fees (including tournament commission), re-buys or add-ons, in full.

Appendix "A"

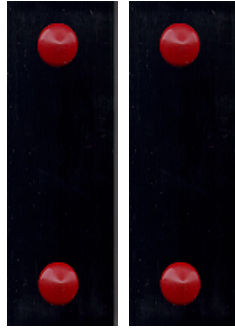
(1)
Gee Jun



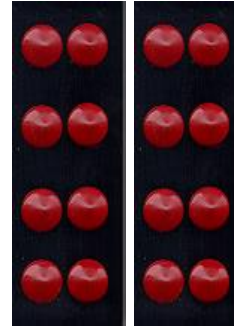
(2)
Teen



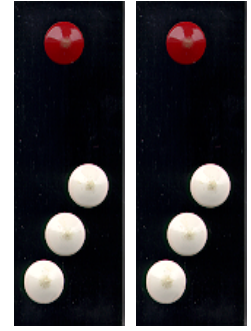
(3)
Day



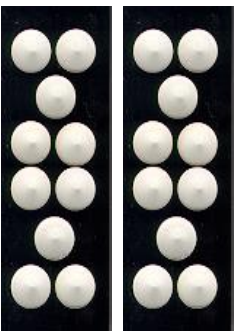
(4)
Yun



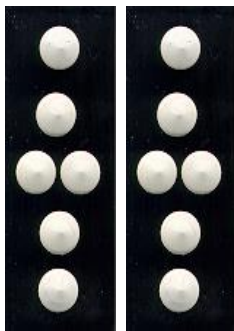
(5)
Gor



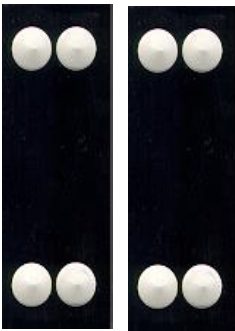
(6)
Mooy



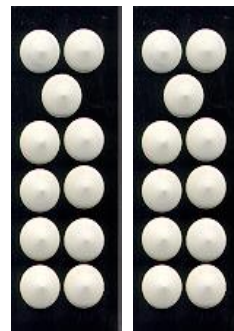
(7)
Chong



(8)
Bon



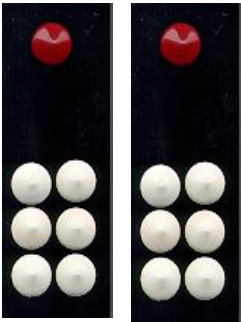
(9)
Foo



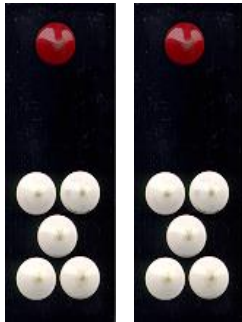
(10)
Ping



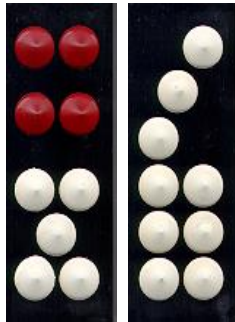
(11)
Tit



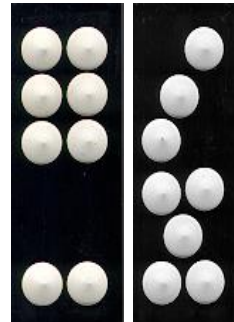
(12)
Look



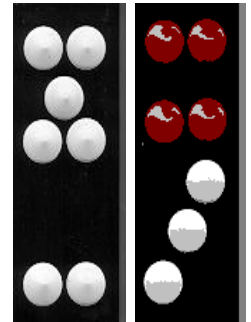
(13)
Chop Gow



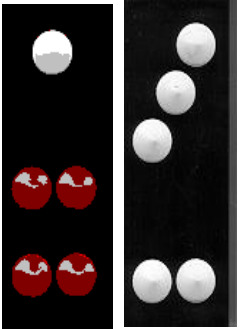
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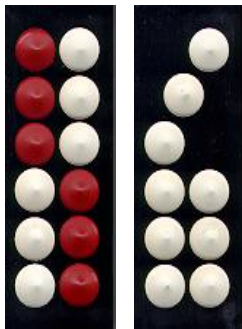
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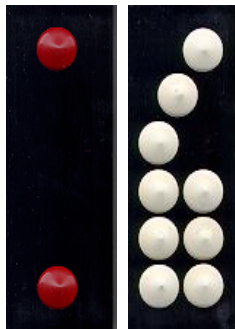
(16)
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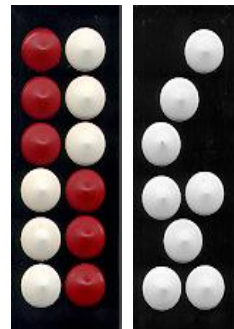
(17)
Teen Wong



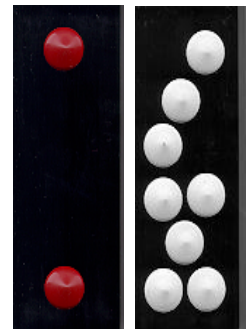
(18)
Day Wong

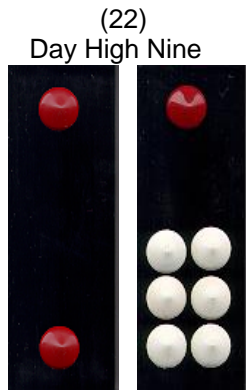
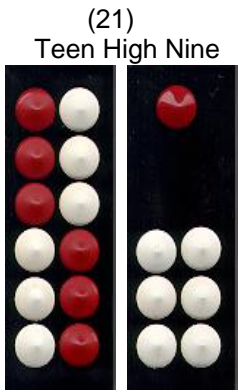


(19)
Teen Gong

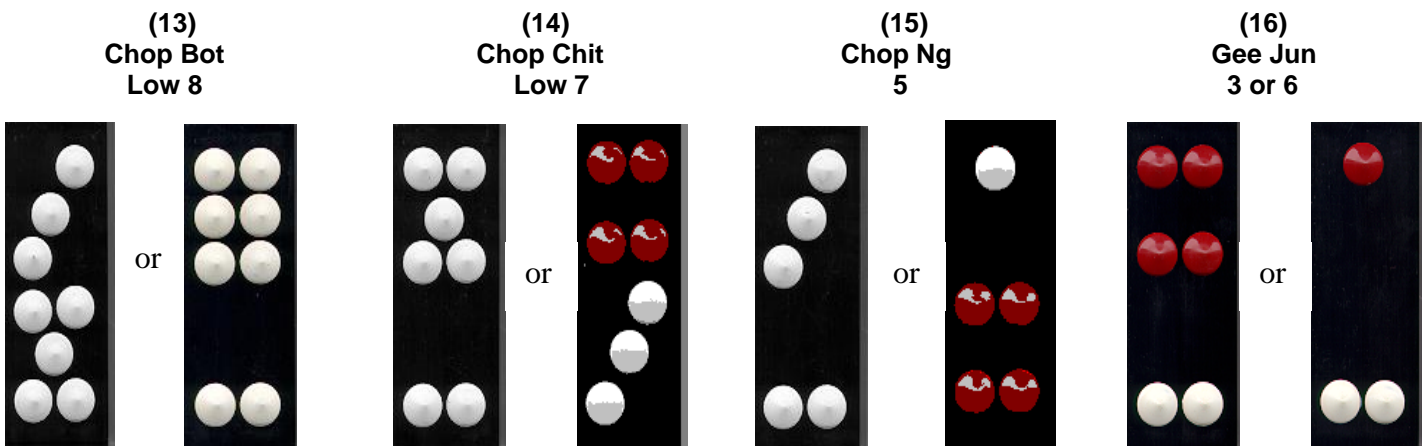
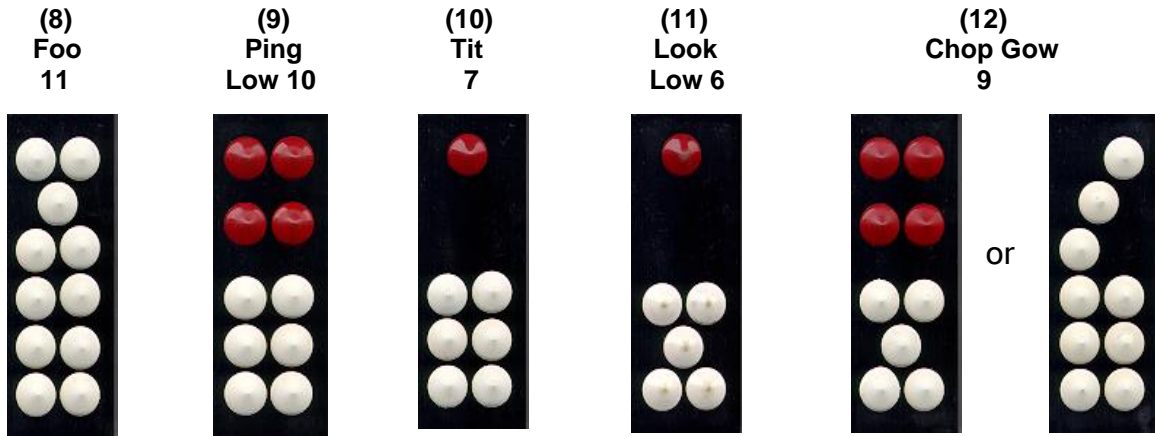
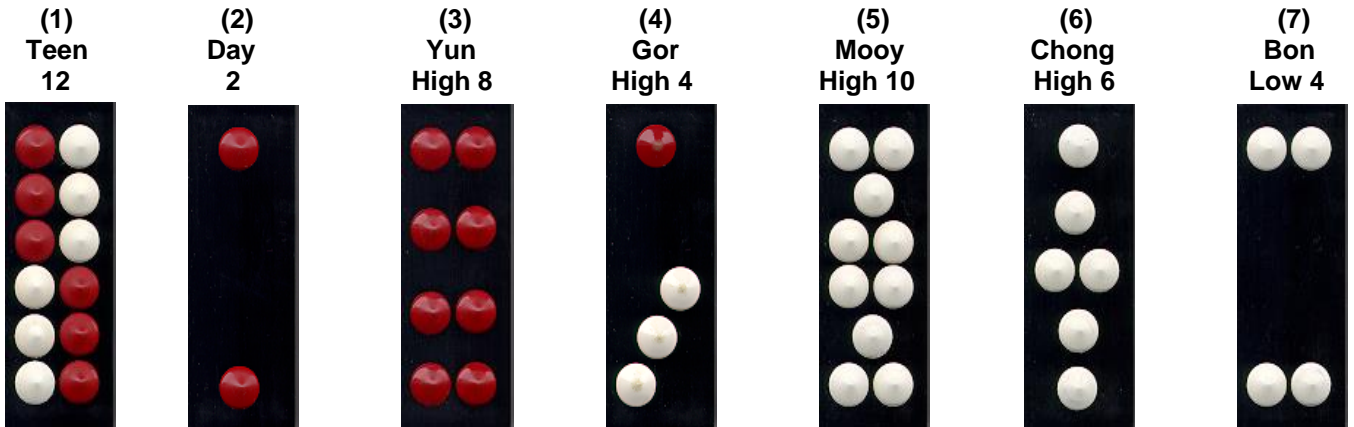


(20)
Day Gong





Appendix "B"



Appendix "C"

TRADITIONAL CUTS

Yat Dong Dong	House Way	(Left or Right)
Cup Say	Tiger	(Left or Right, Top or Bottom)
Chee Yee	Chop The Ears	(Top or Bottom)
Die Pin	Big Slice	(Left or Right)
China Bank	China Bank	
Jung Quat	Take The Heart	(Top or Bottom)