



Crown
Melbourne
Limited

Table Games

Pai Gow

Rules

Version 6.1



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1 DEFINITIONS

1.1 In these Rules:

'Bank' means the hand against which all other players wager.

'Big/Small' side wager means a wager which, when offered, may be placed on Big or Small. A wager placed on Big will win when the total of the three Box Dice (or dice as described in Rule 14.2) is 11, 12, 13, 14, 15, 16 or 17 and a wager placed on Small will win if the total of the three Box Dice (or dice as described in Rule 14.2) is 4, 5, 6, 7, 8, 9 or 10. Both wagers will lose on any total other than that stated or on any triple.

'Box Dice' means three dice of the same colour, but of a different colour to the Cut Die, that are used to determine the first box to receive the tiles in a round of play.

'Chung' means a marker used to indicate who the Banker is in a round of play.

'Co-banking' means a player banking in partnership 50-50 with the house.

'Crown' means Crown Melbourne Limited, a casino operator as defined in section 3 of the *Casino Control Act 1991 (Vic)*.

'Cut Die' means a single die of a different colour to the Box Dice used to determine the style of cut to be used in a round of play.

'Dealer' means a person responsible for the operation of the game.

'Dice cup' means a cup like device with a non-transparent cover used to contain and shake the four dice used.

'Distinctive Marker' means an object used to identify a particular action or function including, but not limited to, designating seat or player status at a Pai Gow table. Each object will be distinctly designed and marked to denote its purpose.

'House' means Crown Melbourne Limited.

'House Banking' means that the House holds the bank for a round of play.

'House Way' means the way a Dealer will set their hand or that of a player or Player-Banker upon request.



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‘Laja’ means an additional mix of the tiles that may be performed by the Dealer, player or Player-Banker.

‘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.

‘Player-Banker’ means a player taking the bank.

‘Ranking’ means the classification of the order of the tiles.

‘Shuffle’ means a random mix of the tiles, conducted face-down upon the table.

‘Side Wager’ means a betting option which is an accessory to the main game and on which players may place a wager in addition to their regular Pai Gow wager, and where Rule 13 is in operation in addition to their Bonus wager or Tie wager.

‘Stand-off’ means a hand where the player’s wager neither wins nor loses for the purposes of regular Pai Gow.

‘TG Area Manager’ means the person responsible for the on-floor supervision of Table Games operations, service and Dealers within an allocated area.

‘TG Assistant Casino Manager’ means a senior manager responsible for the management of Table Games operations, service and employees.

‘TG Higher Duties Dealer’ means the person responsible for the supervision of routine operational matters relating to the conduct of gaming as may be required from time to time.

‘The Tile(s)’ means a domino or set of thirty-two (32) dominoes.

‘Tournament’ means a competition conducted in accordance with Rule 15.

‘Tournament Director’ means the person responsible for the overall management of a tournament.

‘Tournament Player’ means a player in a tournament.

‘Tournament Terms and Conditions’ means the Terms and Conditions approved for a tournament in accordance with Rule 15.

‘Traditional Cuts’ means one of the approved ways of cutting the tiles at the Player-Banker’s request.

‘**VCGLR**’ means Victorian Commission for Gambling and Liquor Regulation.

‘**Void**’ means a invalid game with no result or wager (as the context requires)

- 1.2 Unless a contrary intention appears, a TG Higher Duties Dealer (or above) 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 Pai Gow played at a particular gaming table.**
- 1.4 A reference in these Rules **to**:
 - 1.4.1 A bet; is a reference to the contingency or outcome on which a player may place a wager; and
 - 1.4.2 A wager; is to the money appropriated to such a bet in a particular case.

2 EQUIPMENT

- 2.1 Pai Gow will be played on a table having places for eight (8) or less seated players and the Dealer.
- 2.2 The table layout will be marked in a manner similar to that shown in [Diagram A](#) or [Diagram B](#) with:
 - 2.2.1 Areas for wagers, the number of areas being eight (8) or less; and
 - 2.2.2 May include features in addition to those shown in Diagram A and Diagram B (including areas for Side Wagers), if those features are not inconsistent with Diagram A and Diagram B; or these Rules.
- 2.3 The game will be played with thirty-two (32) tiles as shown in [Appendix 1](#).
- 2.4 Four (4) dice will be used for play. The dice will be:
 - 2.4.1 Precision made with faces of a minimum size of ten (10) millimetres square;
 - 2.4.2 Marked on each side from one (1) to six (6), so arranged that the sum of the sides of any pair of opposite sides is seven (7);

2.4.3 Coloured so that three (3) dice will be of one particular colour (the Box Dice) and one (1) die will be a different colour (the Cut Die).

2.5 Additional equipment used on the game includes:

2.5.1 A dome-shaped container (Dice Cup) to shake the dice.

2.5.2 Distinctive markers may be used for various purposes, e.g. to signify a betting area that has been removed from play.

2.5.3 A Chung to indicate the Banker.

3 THE TILES

3.1 The tiles will be checked, tile by tile, prior to the commencement of gaming and at the conclusion of gaming.

3.1.1 The tiles will be displayed on the table in rank order and checked by the TG Higher Duties Dealer (or above).

3.1.2 The tiles will remain displayed on the table until a player takes a place at the table.

3.2 Should any tile(s) be damaged or marked during play, the TG Area Manager (or above) will be notified and the tile(s) will be replaced by either an individual tile or a new set of tiles.

3.3 Prior to a set of tiles being removed from the table, the tiles will be checked again on the table, tile by tile, and set out in rank order.

3.4 The ranking of the tiles in both pair and individual order is illustrated in [Appendix 1](#).

3.4.1 When a hand is lower than Day High Nine (ranking 22), the value of the hand will be a single figure (zero to nine inclusive) and will be determined by totalling the count values of the tiles in the hand and, as required, subtracting ten.

3.5 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.

4 THE DICE

4.1 Four (4) dice as described in Rule 2.4 will be used to determine respectively the cut and the first box to receive the tiles in each



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round of play. The type of cut and the first box to receive the tiles are described in Table 2 – Random Cuts.

4.1.1 Where the Big/Small side wager is offered, the three Box Dice will be used to determine the Big/Small result.

4.2 The Dealer or the Player-Banker as the case may be, will 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.

4.3 All four (4) dice must come to rest with one surface flat to the base of the Dice Cup; otherwise the Dice Cup will be shaken again.

4.4 The Dealer will announce the three-dice total, the style of cut and if applicable, the Big/Small result; and

4.4.1 Settle all winning and losing Big/Small side wagers, if applicable; and

4.4.2 Count counter-clockwise commencing with the playing area designated by the Chung. That playing area will be counted as 1, 9 or 17; and

4.4.3 Announce the playing area to receive the first tiles.

4.5 The Dice Cup will then be placed in the area designated on the table for the Dice Cup.

5 THE SHUFFLE AND CUT

5.1 Before each round of play, the Dealer will shuffle the tiles.

5.2 The Dealer will stack the tiles into eight (8) groups of four (4) and place the tiles into the centre of the table.

5.3 The TG Assistant Casino Manager (or above) may allow any player to personally perform a Laja or request a Laja by the Dealer.

5.4 The tiles will be cut in accordance with the descriptions in [Appendix 2](#).

5.4.1 When the House banks, the Cut Die total will determine the type of cut to be used and the Box Dice total will determine the first box to receive tiles, as described in Table 2 – Random Cuts.

5.4.2 When a player accepts the bank or co-banks with the house, that player has the option to choose the cut. If that



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player declines to choose the cut, the Dealer will cut the tiles at the discretion of the TG Higher Duties Dealer (or above).

5.4.3 At the discretion of the TG Assistant Casino Manager (or above), when a player accepts the bank or co-banks with the house, other cuts may be accepted. Should this occur, the VCGLR on-site Inspectorate and Surveillance will be advised.

5.5 The TG Higher Duties Dealer (or above) has the option to re-shuffle at any time.

6 PAI GOW CUTS

Table 1 – Traditional Pai Gow Cuts

	Chinese	Orientation	English
1	Yat Dong Dong	right or left	One stack
2	Cup Say	top or bottom right or left	Tiger's Head
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 Fong May Tau	right or left	Dragon Head Phoenix Tail
7	Wui Fung Bank		Hong Kong Bank
8	Foot Say		Four Across

Table 2 – Random Cuts

TILE DELIVERY				TYPE OF CUT TO BE USED			
Pai Gow Box Dice Total	Crown Pai Gow Die Box	Pai Gow Die Box	Pai Gow Cut Total	Cut to be used - Chinese	Orientation	Cut to be used - English	
9 + 17	1	1	1	Long Fong May Tau	right or left	Dragon's Head/ Phoenix Tail	
10 + 18	2	2	2	Jung Quat	top or bottom	From the Heart	
3 + 11	3	3	3	Cup Say	top or bottom right or left	Tiger's Head	
4 + 12	4	4	4	Dai Pin	right or left	Big Slice	



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5 + 13	5	5	5	Wui Fung Bank		Hong Bank	Kong
6 + 14	6	6	6	Chee Yee	top or bottom	Chop the Ears	
7 + 15		7					
8 + 16		8					

7 HOUSE WAY

- 7.1 When the tiles comprise two ranking pairs of tiles, the two pairs will be set as two hands.
- 7.2 The following pairs will never be split:

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)

- 7.3 The following combinations of tiles will be split:

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

7.4 Wongs, Gongs and High Nines.

- 7.4.1 Where no other higher setting is possible, Wong, Gong or High Nine will always be set, even at the expense of the low hand.
- 7.4.2 High Nine will be set instead of Wong and Gong and Gong will be set instead of a Wong, when the option exists.
- 7.4.3 When the option exists between Teen and Day with the Wong, Gong or High Nine, the Teen will be set on the high hand.

7.5 Exceptions

- 7.5.1 Wong will be set over Gong and High Nine when the fourth tile is 11.
- 7.5.2 Where the option exists, two high ranking tiles will not be used in the same hand.
- 7.5.3 Gong will be set over High nine when the fourth tile is any four.
- 7.5.4 The low hand and the high hand will be set as close together as possible, unless the hands can be set to a higher value.
 - (a) Exceptions to this Rule are:
 - (i) Where the tiles comprise High 10, Low 10, 11 and any 7 or 8; the hands will be set as 0 and 8 or 0 and 9.
 - (ii) Where the tiles comprise High 8, High 10, 11 and any 7; the hands will be set as 7 and 9.



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- (iii) Where the tiles comprise High 6, 5 Gee Jun and Teen/Day; the hands will be set as 7 and 9.
- (iv) Where the tiles comprise High 4 Low 4, 5 and 6; the hands will be set as 0 and 9.
- (v) Where the tiles comprise High 6 and 5, Gee Jun any 7; the hands will be set as 2 and 9.
- (vi) Where the tiles comprise High 6, Low 6, 12 or 2 with any 4 or 5; the hands will be set as 0 and 8 or 1 and 8.
- (vii) Where the tiles comprise High 10, Low 10 any 6 with Teen/Day; the hands will be set as 0 and 8.

7.5.5 When the high hand is 8 or 9, where possible, the high tile will be used on the high hand.

(a) Exception:

- (i) Where the tiles comprise High 8, Low 8, 9 and High 10; the hands will be set as 7 and 8 with the High 8 on the Low Hand.

7.5.6 When the high hand is 7 or less, where possible, the high tile will be used on the low hand.

(a) Exceptions:

- (i) Where the tiles comprise High 8, Low 8 High 6 and any 7; the hands will be set as 4 and 5 with the High 8 on the High hand.
- (ii) Where the tiles comprise High 8, Low 8, any 7 and High 4; the hands will be set as 2 and 5 with the High 8 on the High hand.
- (iii) Where the tiles comprise High 10, Low 10 High 6 and 7; the hands will be set as 6 and 7 with the High 10 on the High hand.
- (iv) Where the tiles comprise High 8, Low 8, High 4 and 6; the hands will be set as 2 and 4 with the High 8 on the High Hand.

- (v) Where the tiles comprise High 4, Low 4, High 10 and 11; the hands will be set as 4 and 5 with the High 4 on the High Hand.

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

8 PLACEMENT OF WAGERS

- 8.1 Wagers will be accepted only in chips.
- 8.2 All wagers will be placed in the designated betting areas for wagers.
- 8.3 All wagers will be placed before the Dealer announces that no more bets are to be placed for that round of play.
 - 8.3.1 When the House is banking, the Dealer will announce that no more betting will take place immediately prior to tumbling the dice.
 - 8.3.2 Where there is a Player-Banker the Dealer will announce that no more bets may be placed immediately prior to the player nominating the cut to be used.
- 8.4 No wagers will be placed, changed or withdrawn after the Dealer has announced that betting has concluded for that round of play.
- 8.5 Wagers orally declared may be accepted but only 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
- 8.6 Upon accepting the bank, the Player-Banker will place a wager. The Dealer will ascertain that the Player-Banker has sufficient funds to cover the minimum requirements for that method.
- 8.7 The TG Higher Duties Dealer (or above) may permit up to five (5) players to wager on any one betting area.
- 8.8 Where more than one (1) player wagers on a betting area, the decisions with regard to the tiles dealt to that area will be called by:
 - 8.8.1 The player with the highest wager; or
 - 8.8.2 Where all wagers are of equal value and a table layout similar to that described in [Diagram A](#) is in use; the player whose wager is nearest the Dealer; or

- 8.8.3 Where all wagers are of equal value and a table layout similar to that described in [Diagram B](#) is in use; the player whose wager is furthest to the Dealer's right; or
- 8.8.4 Where all wagers are of equal value, the player controlling that betting area for the preceding round of play.
- 8.9 The Dealer will, prior to the commencement of a round of play, ascertain the player who will call the decisions with respect to any betting area, in accordance with Rule 8.8.
- 8.9.1 The Dealer will ensure that the player calling the decisions places their wager nearest to the Dealer's side of the table or furthest to the Dealer's right of the betting area, as applicable.
- 8.10 Where there is a Player-Banker, the Player-Banker's wager is the only wager allowed on the Player-Banker's betting area.
- 8.11 A player may wager on more than one **(1)** betting area **in accordance with Rule 8.3** but:
- 8.11.1 Where a player places a wager on more than one betting area, they will only be permitted to view one set of tiles. All other hands must be played 'blind', i.e. no person, including the player who placed the wager or the Dealer, will be permitted to view the tiles until the hand is settled in accordance with Rules 8.12 to 8.16 inclusive.
- 8.11.2 Where there is no other wager on the other area(s), the Dealer will set the tiles House Way.
- 8.12 When matching the Banker's and player's hands, 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's hand will win.
- 8.12.1 Where the Banker's hand and the player's hand are of the same total, only the highest ranking tile is considered in determining the hand.
- 8.13 A wager placed by a player will lose if:
- 8.13.1 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.
- 8.13.2 The Banker's high hand is higher than the high hand of the player and the player's low hand is zero.

- 8.13.3 The Banker and the player have identical hands.
- 8.14 A wager placed by the player will win if:
- 8.14.1 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.
- 8.14.2 The Banker and the player have the same value hand and the player's high tile is of a higher ranking than the Banker's high tile.
- 8.15 A stand-off occurs when only one of the Banker's hands is higher than the matching player's hand.
- 8.15.1 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.
- 8.16 On a game where a side wager is offered:
- 8.16.1 A player may only place a side wager where **there is a valid Pai Gow wager**.
- 8.16.2 Subject to Rule 8.16.1, a player who has placed a valid Pai Gow wager, and/or where Rule 13 is in operation, a valid Bonus or Tie wager on a specific betting area will have first entitlement to place a side wager.
- 8.16.3 Once players with first entitlement as described in Rule 8.16.2 have elected to place a side wager or not, subsequent entitlements will go to the remaining players.

9 PERMISSIBLE WAGERS

- 9.1 In respect of the game, the Dealer must ensure the display of the notices and signs for which Crown is responsible under section 66 of the *Casino Control Act 1991(Vic)*¹.

¹ Section 66 of the **Casino Control Act 1991(Vic)** states:

66. Assistance to patrons

- (1) A casino operator must—
- ...
- (c) display prominently 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.
- Penalty: 25 penalty units.
- (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

- 9.2 If—
- 9.2.1 A player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, the wager will be paid or collected after the result and the owner of the wager will be advised that further wagers under the minimum may be returned regardless of the result; and
 - 9.2.2 A player attempts to place an individual wager that is greater than the permitted maximum wager the wager will be paid or collected to the maximum.
 - 9.2.3 A player attempts to place an individual wager which is in a multiple over the minimum which is not permitted or where it is not possible to pay the wager exactly in chips it will be paid to the next highest amount to which payment can be made in chips.
- 9.3 Personal wagering limits that differ from the minimum and maximum wagers displayed on the table limit sign may be agreed for individual players and in such cases, the position occupied by the player will be denoted by a distinctive marker.
- 9.3.1 Where a new maximum limit is allocated to a player, they will be the only player to play on that betting area.
- 9.4 When a player is Banking, table minimums only will apply.
- 9.5 There is no maximum wager restriction for either the Player-Banker or players when play is conducted according to Rule 10.3.2.

10 DEALING THE GAME

10.1 Dealing the Tiles

- 10.1.1 After determining where to start, in accordance with Rule 10.3, the Dealer will deal four (4) tiles to each betting area. The tiles are dealt face-down in groups of four (4) to all betting areas whether or not anyone is seated at each position.

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.



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10.1.2 When all tiles are dealt, the Dealer will retrieve the tiles dealt to betting areas without wagers and place them undisclosed on the table, to the side of the float.

10.1.3 Under no circumstances will the Dealer be allowed to look at unused tiles until after the round is completed.

10.1.4 The players can view any unused tiles only after all payouts are completed. These tiles cannot be handled by the players.

10.2 Setting the Tiles

10.2.1 Tiles must remain over the table and in view of the Dealer. Players will not exchange tiles, or exchange information, or communicate information regarding their hand or hands. Any violation may result in the hand being declared Void.

10.2.2 The players arrange their own tiles into two (2) hands; a high hand and a low hand.

10.2.3 At the request of a player or Player-Banker, the Dealer will set that player's or Player-Banker's hands House Way.

(a) In this instance, the tiles will be stacked-up (four (4) tiles high) and the hands will be set by the Dealer only when it is time to settle the wagers at that betting area during final settlement. The hands may be checked by the TG Higher Duties Dealer (or above).

10.2.4 Once a player has placed the tiles on the table in front of **their** betting area, the tiles will be considered set and the player may not handle the tiles again.

10.2.5 Subject to Rule 10.2.3, only the player controlling a betting area is allowed to handle and set the tiles.

10.2.6 Where Rule 10.3.2(g) applies; the Player-Bankers may jointly decide the tiles.

10.2.7 No tiles will be exposed until all hands have been set; then the House or Player-Banker's tiles will be the first to be exposed.

10.2.8 After the tiles are exposed, the Dealer will set the low hand by a vertical placement of the tiles and the high hand by a horizontal placement of the tiles.



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10.2.9 Once the players' tiles have been opened, the Dealer will remove all losing wagers and pay all winning wagers in accordance with Rule 11.

10.2.10 Where a player is the only person wagering on a betting area they may concede their wager by indicating with a sweeping motion with their 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 loses and is removed.

10.3 The game may be dealt using one of the following banking methods:

10.3.1 House Banking

- (a) A Chung denoting 'House Bank' will be placed on the betting area furthest to the Dealer's right to indicate where the House tiles will be dealt.
- (b) After collecting all tiles not in play, the Dealer will move the House tiles to the front of the float.
- (c) After all players' have either set their hands or requested that their hands be set the House Way, the Dealer will:
 - (i) Open the House tiles and set the House hands in front of the float; and
 - (ii) Open each player's hands in turn, counter-clockwise, from the first active betting area furthest to the Dealer's right and match each hand to **their** hand.
- (d) Losing wagers will be picked up and placed into the float and the related tiles placed in the designated area for tiles.
- (e) The Dealer will pay all winning wagers counter-clockwise from right to left, picking up the tiles as payment is made and placing them in the designated area for tiles.
- (f) If a hand is a stand-off, the tiles will be removed and placed in the designated area and the wager will remain.

10.3.2 Player-Banker



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- (a) The bank will be offered counter-clockwise from right to left.
- (b) Except at the commencement of play, for a player to bank, **they** must have played the previous round.
- (c) For a player to bank, **they** must have sufficient funds to cover their minimum bank requirement.
- (d) Only players controlling the betting area have the option of accepting the bank.
- (e) A Chung will be placed on the Player-Banker's betting area and the Player-Banker's tiles will be dealt to that betting area.
- (f) 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 will nominate some other person to shake the Dice Cup on their behalf. Each three bank cycle is mutually exclusive.
- (g) At its discretion, the House may allow two (2) or more players to share the bank at one seated position.
- (h) If the Player-Banker fails to cover the total of declared wagers, the game will be conducted using an alternative playing procedure (either House Banking or Co-Banking).
- (i) The Player-Banker will set their hands after all other hands have been set and may expose the hands so set.
- (j) The Dealer will bring the Player-Banker's hands to the front of the float and ensure they are exposed to the player(s).
- (k) The Dealer will then open each player(s) hands in turn, counter clockwise from the Chung, and match each hand.
- (l) All losing players' wagers are picked up immediately and placed in the area on the table layout for losing wagers. The losing players' tiles



are picked up at the same time and placed in the designated area for tiles.

- (m) The Dealer will pay, in accordance with Rule 11, all winning wagers from any chips accumulated in the losing wager area, counter clockwise from the Chung, picking up the tiles as payment is made. The remaining chips from the losing wager area are handed to the Player-Banker, after commission has been deducted, in accordance with Rule 11.
- (n) If there are insufficient funds in the losing wager area to pay winning wagers, the shortfall will be taken from the Player-Banker's wager.
- (o) If a hand is a stand-off, the tiles will be removed and placed in the designated area and the wager will remain.

10.3.3 Co-Banking

- (a) When a player is offered the bank, **they** will indicate whether the House is to co-bank. If co-banking is requested, the Dealer will ensure the Player-Banker has sufficient funds to match 50% of the total amount wagered by players on that round of play.
- (b) The Dealer will take the Player-Banker's wager and place it together with an equivalent amount from the float in the area designated for the House wager.
- (c) The Dealer will place the Player-Banker's tiles in front of the float.
- (d) During Co-Banking, tiles must be set House Way. The Dealer will set the co-banking hands House Way after all other hands have been set.
- (e) The Dealer will open each player's hands in turn, counter clockwise from the Chung and match each hand.
- (f) All losing players' wagers are picked up immediately and placed in the losing wager area. The losing tiles are picked up at the same time and placed in the designated area.



- (g) The Dealer will pay in accordance with Rule 11, all winning wagers with chips accumulated in the losing wager area, counter clockwise from the Chung and picking up the tiles as payment is made.
- (h) Chips remaining in the losing wager area after settlement of all player wagers will 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 and then the excess portion is handed back after the deduction of commission.
- (i) If there are insufficient funds in the losing wager area to pay winning players' wagers, then the funds will be taken from the co-bank wager. Any funds remaining after the settlement of all wagers will be halved and the House portion will be placed in the float and the Player-Banker's portion will be returned to the Player-Banker.
- (j) If a hand is a stand-off, the tiles will be removed and placed in the designated area and the wager will remain.

11 SETTLEMENT

- 11.1 Winning wagers on all hands will be paid at odds of 1 to 1, less the commission of up to 5%.
- 11.2 Where the House elects to collect a commission of less than 5% that level of commission to be collected will be stated on a sign at or near the table and the VCGLR will be notified.
- 11.3 Where it is not possible to collect a commission exactly in chips, the next lowest amount collectable in chips will be taken.
- 11.4 Where offered, winning wagers placed on High and winning wagers placed on Low will be paid odds of 1 to 1.

12 IRREGULARITIES

- 12.1 If any tile is exposed during the stacking, the Dealer **may** perform a Laja **at the request of a TG Higher Duties Dealer (or above)**
.
- 12.2 Where the Dealer exposes two (2) or more tiles:



Table Games Pai Gow Rules

- 12.2.1 On the players hand, the player has the option of calling their hand void, before viewing their remaining tiles.
- (a) If the player elects to void their hand, the tiles shall be removed from the betting area and placed with the unused tiles and the player's wager shall be returned.
- 12.2.2 On the Player-Banker's hand, the Player-Banker has the option of calling their hand void, before viewing their remaining tiles.
- (a) If the Player-Banker elects to void **their** hand then that round of play will be void and the tiles re-shuffled.
- 12.3 If tiles are exposed in the House's hands, the game will continue.
- 12.4 If the Player-Banker exposes their own tiles, play will continue.
- 12.5 If prior to the Banker tiles being placed in the designated area for tiles at the completion of a round of play, 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 House Way has been set incorrectly, the TG Higher Duties Dealer (or above) must instruct the Dealer to alter the setting of the hand to reflect House Way.
- 12.6 When all betting areas are in play, the House is banking and players are believed to be communicating the value of the tiles they hold, the TG Area Manager (or above), may at their discretion, remove a betting area from play.
- 12.6.1 Where the situation described in **Rule 12.6** is suspected, the TG Assistant Casino Manager (or above) will be notified immediately and a decision made on whether to remove a playing area from subsequent rounds of play.
- 12.6.2 If a decision is made to remove a betting area from play, that betting area will be determined by the Dealer shaking the dice and having determined the total (of the dice) will count counter-clockwise from playing area one
- 12.6.3 If the dice total indicates the house, as determined by Rule 12.6.2, a further total will be determined until the result indicates an alternative playing area.
- 12.6.4 A TG Assistant Casino Manager (or above) will decide when a playing area taken out of play in accordance with Rule 12.6 may be reintroduced into play.



Table Games Pai Gow Rules

- 12.6.5 Where the situation described in Rule 12.6 continues, the TG Assistant Casino Manager (or above) may instruct the table to be closed without any further notice given to Players.
- 12.7 Should the Dealer distribute the tiles to the players incorrectly, the entire round of play will be declared void and all thirty-two (32) tiles will be re-shuffled.
- 12.7.1 If the error is discovered after the Dealer's hand has been exposed, all results will stand and hands will be settled in accordance with Rule 11.
- 12.8 Where a player(s) is suspected of communicating or receiving information regarding the value of any tile, a TG Assistant Casino Manager (or above) may direct the player(s) to set their tiles before any other player has viewed their hand.

13 BONANZA PAI GOW

- 13.1 Where the version of Pai Gow in play is 'Bonanza Pai Gow' the approved Rules of Pai Gow or Crown Pai Gow as the case may be 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.
- 13.2 Additional Definitions
- 13.2.1 '**Bonus wager**' is a wager which entitles the player to a bonus payout when dealt a qualifying Bonus hand as described in Tables 3 to 7 inclusive, depending on which alternative is offered by Crown.
- 13.2.2 '**Tie**' means a result where only one of the player's hands is higher than one of the matching Banker's hands.
- 13.2.3 '**Tie wager**' is a wager that wins when only one of the player's hands is higher than the matching Banker's hand. Winning Tie wagers are paid in accordance with Table 8 or 9, depending on which alternative is offered by Crown.
- 13.2.4 '**Surrender**' means that when offered, prior to the Dealer exposing the House hand; players will be provided with the option to forfeit half their original Tie wager.
- 13.3 Wagers
- 13.3.1 Prior to the tiles being dealt, players will be given the opportunity to place a Bonus wager and a Tie wager on the appropriate area of the table layout.



Table Games Pai Gow Rules

13.3.2 Except as provided in Rule 13.3.3, all eligible Bonanza Pai Gow wagers may be placed independently of each other. A player may place a wager on:

- (a) Regular Pai Gow;
- (b) The Bonus;
- (c) The Tie;
- (d) A combination of the wagers above.

13.3.3 Crown may require that where a player wishes to place a Bonus wager, **they** must also place a valid Pai Gow or Crown Pai Gow wager in the betting area corresponding to the Bonus wager. In such instances, a notice to that effect must be displayed at that table.

13.4 The Bonus Wager

13.4.1 To qualify for a bonus payout, the player must have a valid Bonus wager and subject to Rule 13.4.1(a), the four (4) tiles dealt to the player must form one of the eight (8) winning hands described in Tables 3 to 7 inclusive, depending on which alternative is offered by Crown. The Bonus wager will lose on all other outcomes.

- (a) When the player does not have a regular Pai Gow wager, **they** will qualify for one of the top five bonus payout hands (i.e. two pairs and above) when the tiles are set the following ways:
 - (i) Two Pairs – Highest pair in high hand and lowest pair in low hand.
 - (ii) 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 3 – Bonus Payout Option A

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



Table Games Pai Gow Rules

Two Pair	12 to 1
Gee-Jun, Teen or Day pair	5 to 1
One Pair	2 to 1
Wong	Even Money

Table 4 – Bonus Payout Option B

Winning Hand	Payout Odds
Player has Two Pair when the Dealer has Two Pair	250 to 1
Gee Jun Pair with Teen Pair	100 to 1
Gee Jun Pair with Day Pair	50 to 1
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	20 to 1
Two Pair	10 to 1
Gee Jun, Teen or Day Pair	4 to 1
Wong or One Pair	2 to 1

Table 5 – Bonus Payout Option C

Winning Hand	Payout Odds
Player has Two Pair when the Dealer has Two Pair	200 to 1
Gee Jun Pair with Teen Pair	80 to 1
Gee Jun Pair with Day Pair	40 to 1
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	20 to 1
Two Pair	10 to 1
Gee Jun, Teen or Day Pair	4 to 1
Wong or One Pair	2 to 1



Table 6 – Bonus Payout Option D

Winning Hand	Payout Odds
Player has Two Pair when the Dealer has Two Pair	250 to 1
Gee Jun Pair with Teen Pair	100 to 1
Gee Jun Pair with Day Pair	50 to 1
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	15 to 1
Two Pair	8 to 1
Gee Jun, Teen or Day Pair	4 to 1
Wong or One Pair	2 to 1

Table 7 – Bonus Payout Option E

Winning Hand	Payout Odds
Player has Two Pair when the Dealer has Two Pair	500 to 1
Gee Jun Pair with Teen Pair	100 to 1
Gee Jun Pair with Day Pair	50 to 1
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	15 to 1
Two Pair	8 to 1
Gee Jun, Teen or Day Pair	3 to 1
Wong or One Pair	2 to 1

13.4.2 Regardless of the value of the Dealer's hand, the player will be paid the appropriate bonus payout as described in Tables 3 to 7 inclusive, depending on which alternative is offered by Crown, if **they are** dealt a qualifying Bonus hand while having a valid Bonus wager.

13.4.3 With the exception of the five highest-ranking Bonus hands, the player is eligible for a bonus payout as described in Tables 3 to 7 inclusive, depending on which alternative is offered by Crown, if any two of their four tiles can form a pair or Wong.

- (a) Should the hand comprise both one pair and a Wong, then only the highest qualifying bonus hand will be paid.

13.4.4 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.

13.5 The Tie

13.5.1 To qualify for a Tie wager payout, the player must have placed a valid wager on Tie and:

- (a) Where Tie Wager Payout Option A (as described in Table 8) is offered by Crown, a Tie wager will win when the Dealer's hand and the player's hand tie, and will lose on all other outcomes.
- (b) Where Tie Wager Payout Option B (as described in Table 9) is offered by Crown, a Tie wager will win when the player's hand is a Lucky Duck or Two Pair and/or when the Dealer's hand and the player's hand tie.

Table 8 – Tie Wager Payout Option A

Winning Hand	Payout Odds
Tie with the Low Hand at least a Gong	25 to 1
Tie	1 to 1

Table 9 – Tie Wager Payout Option B

Winning Hand	Payout Odds
Lucky Duck (a high 6, a Low 6 with any 7 and any 4)	3 to 1
Two Pair	2 to 1
Tie	1 to 1
Surrender	50% of Original Tie bet

13.5.2 Where a player has a regular Pai Gow wager and a Tie wager, the way that the player sets their tiles will determine the outcome of both wagers. Under no circumstances will the player be able to set their tiles separately for both wagers.

- (a) Players will be responsible for setting their own tiles with respect to a wager placed on the Tie or;
- (b) At the request of a player, the Dealer may set the player's tiles the House way in accordance with Rule 10.2.3(a).

13.5.3 Surrender

- (a) When the option to surrender is offered:
 - (i) After the tiles have been dealt, in accordance with Rule 10.1, the player may elect to surrender their Tie wager;
 - (ii) If the player surrenders, a distinctive marker will be placed on the top of the surrendered wager;
 - (iii) All surrenders will be collected in the final settlement; and
 - (iv) Where the player controlling the betting area decides not to surrender, other players wagering on that betting area may choose to surrender.

13.6 Player-Banker

13.6.1 Where a player is acting as Player-Banker, **they** may place a Bonus wager.

- 13.6.2 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.
- 13.6.3 Where a player is acting as Player-Banker or co-banking with the House, **they** may not place a Tie wager.
- 13.6.4 Where there is a Player-Banker, no player wagering at the table may place a Tie wager.
- 13.6.5 Where a player is co-banking with the House, players may place a Tie wager.
- 13.7 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 will be made in the following order:
- 13.7.1 Regular Pai Gow
- 13.7.2 The Tie
- 13.7.3 The Bonus
- 13.8 Dealing the Tiles
- 13.8.1 Where only Bonus wagers have been placed on a round of play, the Dealer must deal a hand to themselves before exposing the players' tiles. The Dealer is not required to expose their hand unless requested to do so by a player.
- 13.9 Settlement of Wagers
- 13.9.1 The Dealer will expose and set the tiles in a betting area and:
- (a) Remove any losing regular Pai Gow, Tie or Bonus wagers, and where all wagers placed in that betting area have lost, remove the tiles and place them in the designated area.
 - (b) Leave any winning regular Pai Gow wagers, Tie wagers, Bonus wagers and any Surrender wagers in the betting area and leave the tiles exposed and set in front of the betting area.
 - (c) Once all betting areas have been actioned as described in (a) and (b) above; in each betting area as applicable, pay all winning Bonus wagers, pay all winning Tie wagers or action surrendered Tie

wagers and then pay any winning regular Pai Gow wagers. Once all wagers have been actioned, the tiles will be placed in the designated area.

14 CROWN PAI GOW

14.1 Where the version of Pai Gow in play is 'Crown Pai Gow', the approved Rules of Pai Gow will apply, except where the Rules are inconsistent with the Rules of 'Crown Pai Gow', in which case the Rules of 'Crown Pai Gow' will prevail.

14.2 Additional Definitions

14.2.1 In the Rules of Crown Pai Gow the following meanings apply:

- (a) **'Box Die'** means a single die which is a different colour to the Cut Die described in (b) below, used to determine the first box to receive the tiles in a round of play as described in Table 2 – Random Cuts.
- (b) **'Cut Die'** means a single die as defined in Rule 1.1, used to determine the style of cut to be used in a round of play as described in Table 2 – Random Cuts.
- (c) **'Big/Small Die'** means a single die which is of a different colour to both the Box Die and the Cut Die described above, which together with the Box Die and the Cut Die will be used to determine the Big/Small result.

14.3 The Dice

14.3.1 Two Dice will be used as described in Rule 14.2.1(a) and (b) and where the Big/Small side wager is offered a third die as described in 14.2.1(c)

14.3.2 After the Dice Cup has been shaken, all dice must come to rest with one (1) surface flat to the base of the Dice Cup; otherwise the Dice Cup will be shaken again. The Dealer will announce:

- (a) The number appearing on the uppermost face of the Cut Die and the corresponding style of cut to be used; and
- (b) The number appearing on the uppermost face of the Box Die; and

- (c) The first betting area to receive the tiles.
 - (i) Where there is a Player-Banker, the betting area where the Player-Banker places their banking wager will be determined as box 1 and a Chung will be placed in that box to denote this. The tiles will be dealt counter-clockwise commencing with the playing area as designated by the Box Die relative to the new position of the Chung.
- (d) If applicable, the Big/Small result.

14.4 Dealing the Game

14.4.1 After determining where to start, the Dealer will deal four (4) tiles to each betting area. The tiles are dealt face-down in groups of four (4) to all the betting areas, whether or not anyone is seated at each position. The remaining tiles will be placed, undisclosed to the side of the float.

14.4.2 When all tiles are dealt, the Dealer will retrieve the tiles dealt to betting areas without wagers and place them undisclosed together with the unused tiles to the side of the float as described in Rule 10.1.2.

15 PAI GOW TOURNAMENT PLAY

15.1 Crown may conduct tournaments in which all tournament players have the opportunity to play the variation of Pai Gow being offered with an equal chance.

15.2 For each tournament conducted by Crown, Crown must:

15.2.1 In accordance with **Rule 15.4**, document relevant Terms and Conditions;

15.2.2 Prior to a tournament being conducted and entries having been taken:

- (a) Make the relevant Terms and Conditions available to patrons; and
- (b) Advise the VCGLR on-site inspectorate of the intention to conduct the tournament.

15.2.3 Appoint a Tournament Director who must be present for the duration of the tournament.

- (a) The Tournament Director may, at their discretion, appoint one (1) or more Deputies whom may act as designees of the Tournament Director.

15.2.4 Designate the gaming tables to be used in the conduct of the tournament.

15.2.5 Ensure that, during the conduct of a tournament, a gaming table designated under Rule 15.2.4 is used exclusively for tournament play.

15.3 Prior to the commencement of play in a tournament:

15.3.1 The Tournament Director must brief the tournament players on the Terms and Conditions of the tournament and be satisfied that they understand.

15.3.2 Tournament players may be provided with instruction on how to play the game. This instruction may comprise a demonstration by the Dealer and/or participation in a number of 'practice hands'.

15.4 The Tournament Terms and Conditions referred to in Rule 15.2.1 must include the following information at a minimum:

15.4.1 Tournament Details:

- (a) Information pertaining to:
 - (i) When the tournament will be conducted.
 - (ii) The amount of the entry fee, buy-in re-buy or add-on, if any.
 - (iii) The minimum and maximum number of tournament players.
 - (iv) The location of the tournament.
- (b) A statement to the effect that the Tournament Director may alter the starting time of any round or session, if reasonable notice has been given to the tournament players.
- (c) A statement to the effect that the VCGLR will be notified of any change to the tournament details prior to the tournament.

15.4.2 Conditions of Entry



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- (a) In respect of eligibility for entry:
 - (i) A statement to the effect that participation in the tournament constitutes an acceptance of the Terms and Conditions for the tournament.
 - (ii) A statement to the effect that only persons entitled to enter and remain in the casino and gamble are eligible to enter the tournament.
 - (iii) If Crown is reserving the right generally to deny entry to a tournament, a statement that Crown may refuse any application.
 - (iv) If Crown is applying general selection criteria to determine eligibility to enter a tournament, details of those criteria.
 - (v) Where a tournament is a charitable or media event, a statement to the effect that with the prior approval of the Chief Operating Officer or Chief Executive Officer of Crown Melbourne Limited, certain Crown Employees, Contractors or Associates may be permitted to participate in the tournament. No employee will be eligible to win a prize. In circumstances where an employee is a place-getter in a tournament and would have been entitled to a prize, the next eligible place-getter will stand in that employee's stead.
- (b) In respect of the Terms and Conditions:
 - (i) A statement to the effect that all tournament players must abide by the Terms and Conditions or risk disqualification.
 - (ii) Information detailing how the Terms and Conditions will be made available to tournament players.
 - (iii) If the Tournament Director requires each tournament player to sign a copy of the Tournament Terms and Conditions, a statement to this effect.
- (c) The method of entry into the tournament;

- (d) The terms of entry (including the period within which an applicant may withdraw without financial penalty and/or nominate a substitute).

15.4.3 Tournament Format

- (a) Information regarding how the tournament will be structured including:
 - (i) The number and/or duration of rounds or sessions, or the basis on which the number and/or duration of rounds or sessions will be determined;
 - (ii) The number of gaming tables to be active in each round or session, or the basis on which the number of gaming tables to be active in each round or session will be determined;
 - (iii) If applicable, the method of progression from round to round or session to session;
 - (iv) If there is one or more opportunities for an eliminated tournament player to buy back into the tournament, details of the method and timing of those opportunities; and
 - (v) If a repechage, catch-up or secondary round(s) or session(s) is offered, details of how a tournament player qualifies to participate, or alternately, a statement to the effect that the Tournament Director may determine if there will be any repechage, catch-up or secondary rounds, whichever is appropriate to the circumstances.
- (b) A statement to the effect that all tournament players will be allocated the same starting bank of chips and will be advised of the amount prior to the commencement of the Tournament.
- (c) As applicable, the disposition of tournament chips at the completion of the tournament.

15.4.4 Wagers

- (a) The type of chips to be used for tournament play, other than cash chips.

- (b) If there is a minimum or compulsory wager for each round of play in a session or round, what the minimum or compulsory wager is, or how it will be determined.
- (c) If 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.

15.4.5 Elimination

- (a) The criteria for how tournament players will be eliminated from the tournament.

15.4.6 Winners

- (a) The criteria for how the winner(s) will be determined.

15.4.7 Prize pool

- (a) The prize pool or a description of how the prize pool will be calculated; and
- (b) Details for how the prize pool will be distributed.

15.4.8 Conduct of Play

- (a) The circumstances under which a tournament player may:
 - (i) Be penalised and any relevant penalties;
 - (ii) Be disqualified from the tournament;
 - (iii) Nominate a substitute; and
 - (iv) Have **their** entry fee or buy-in refunded in whole or in part.
- (b) The consequences of:
 - (i) Late arrival or non-attendance for a round or session in the tournament;
 - (ii) Absence from the tournament;
 - (iii) Use of a mobile phone or similar device during play;
 - (iv) Nominating a substitute;



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- (v) Disqualification, including action regarding tournament chips in the player's possession; and
 - (vi) Retirement from the tournament.
- (c) A statement that the tournament is conducted by the Tournament Director in accordance with the Tournament Terms and Conditions and the applicable Rules of Pai Gow and that in the event of any inconsistency, the Rules of the relevant variation of Pai Gow prevail.
- (d) A statement to the effect that the Tournament Director may conclude tournament play at a particular gaming table prior to the completion of the scheduled number of hands or the scheduled completion time:
 - (i) If the tournament player(s) to progress to the next round or session have been determined; or
 - (ii) If the Tournament Terms and Conditions provide for the disposition of tournament chips in cash at the end of the round or session, if all the players at the gaming table agree.
- (e) A statement to the effect that entrants' personal information collected during the tournament will be handled in accordance with Crown's Privacy Policy (available on request or on Crown's web site), unless otherwise provided for in these Terms and Conditions.
- (f) A statement to the effect that, subject to entrants' permission, Crown reserves the right and license to use entrants' names, suburbs, photographs, images and likenesses for the purpose of promoting and advertising Crown and the Crown Entertainment Complex.
- (g) A statement to the effect that the Tournament will be conducted by the Tournament Director in accordance with the Terms and Conditions and the Rules of Pai Gow.

- (h) A statement to the effect that in the event of a dispute relating to any Tournament, the decision of the Tournament Director is final.
- (i) A statement to the effect that to the maximum extent permitted by law and without affecting any rights which cannot be excluded under the *Fair Trading Act 1999* (Vic) and the *Competition and Consumer Act 2010* (Cth), Crown (including the Tournament Director) will not be liable for any losses whatsoever that may arise from any decision of the Tournament Director.
- (j) A statement to the effect that a casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by the VCGLR, pursuant to legislative requirements and the Rules of Pai Gow.

16 GENERAL PROVISIONS

- 16.1 A person will not, with respect to a game of Pai Gow or part thereof, use or intend to use (either alone or in concert with any other person) any device for the purpose of recording, projecting or analysing an outcome or the changing probabilities or the playing strategies to be used.
- 16.2 Where a player has contravened any provision of the Rules, a TG Assistant Casino Manager (or above) may:
 - 16.2.1 Declare that any wager made by the player(s) will be Void;
 - 16.2.2 Direct that the player(s) will be excluded from further participation in the game;
 - 16.2.3 Withhold payable winnings from the player(s) if reasonably suspected to have been won while the player(s) were in possession of a prohibited device until the Casino Operator has completed an investigation and made a determination; and
 - 16.2.4 Detain the person(s) in a suitable place in or near the casino and, in any event, not contrary to section 81(3) of the Casino Control Act 1991, until the arrival of a police officer, if reasonably suspected to be in possession of a device prohibited under section 80 of the Casino Control Act 1991 or to be contravening or attempting to contravene section 81, 82, 83 or 83A of the Crimes Act



Table Games Pai Gow Rules

1958 or a prescribed provision of the Casino Control Act 1991.

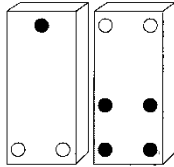
- 16.3 A TG Assistant Casino Manager (or above) may declare the outcome of a game or any wager Void if any fraudulent act is perpetrated by any person in relation to the operation of the game.
- 16.4 A TG Higher Duties Dealer (or above) may declare Void the outcome of a game if the game is disrupted by circumstances outside of Crown's reasonable control. Including (but not limited to): forces of nature, action or inaction by a government agency, civil commotion, fire, riot, brawl, robbery or an Act of God.
- 16.5 Where the outcome of a game is declare Void, all wagers made by the players for that particular result will be refunded.
- 16.6 A player will not be advised by an employee of the casino on how to play, except to ensure compliance with these Rules.
- 16.7 No onlooker or any player wagering at any table may, unless requested by a player, influence another player's decisions of play.
- 16.8 The TG Higher Duties Dealer (or above) may close a gaming table at which players are present provided a minimum of three (3) hands' notice is given to the players.
- 16.9 A seated player who abstains from wagering for three (3) consecutive rounds whilst all other seats at that table are in use may be required to vacate that seat.
- 16.10 In any dispute arising from these Rules or not covered by the provisions of these Rules, the decision of the TG Area Manager (or above) will be final.
- 16.11 Complainants in all unresolved disputes will be advised of the presence of, and their right to consult, an inspector appointed under the *Casino Control Act 1991 (Vic)*.
- 16.12 A casino patron who has a complaint relating to the conduct of gaming or betting in the casino by Crown is entitled to have the complaint investigated by the VCGLR pursuant to legislative requirements and the Rules of Pai Gow
- 16.13 Players are not permitted to have side bets against each other.
- 16.14 A copy of these Rules will be made available, upon request.

APPENDIX 1 – RANKING IN NUMBER ORDER

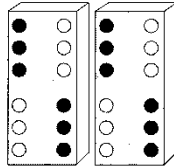
APPENDIX 1

RANKING in Number Order

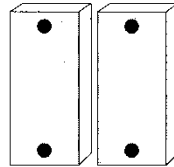
Pairs



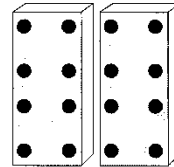
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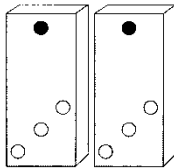
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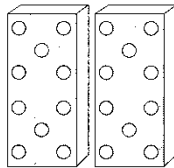
No 3: *Day (2)*



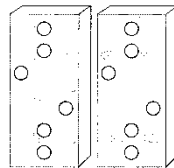
No 4: *Yun (High 8)*



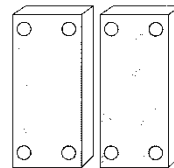
No 5: *Ngor (High 4)*



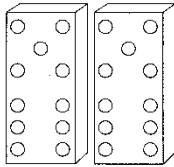
No 6: *Moay (High 10)*



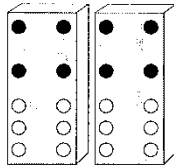
No 7: *Cheung Sum (High 6)*



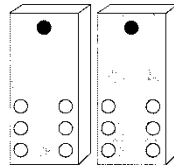
No 8: *Ban Tang (Low 4)*



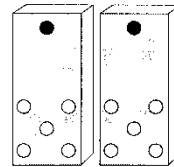
No 9: *Foo Tau (11)*



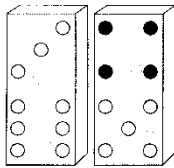
No 10: *Hoang Tau Sap (Low 10)*



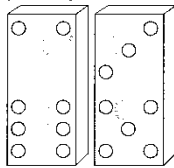
No 11: *Ko Kiok Chaat (High 7)*



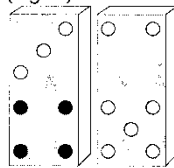
No 12: *Lim Lum Lok (Low 6)*



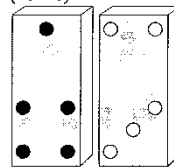
No 13: *Chap Gow (9)*



No 14: *Chap Paat (Low 8)*

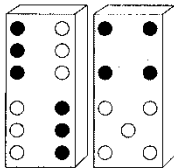


No 15: *Chap Chaat (Low 7)*

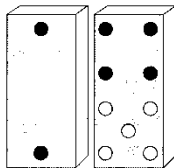


No 16: *Chap Ng (5)*

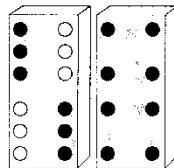
Wongs Gongs and Higs



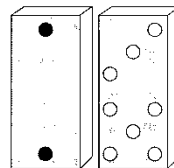
No 17: *Teen Wong*



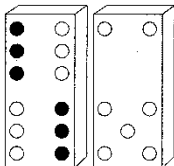
No 18: *Day Wong*



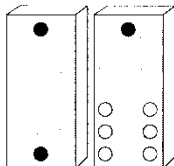
No 19: *Teen Gong*



No 20: *Day Gong*



No 21: *Teen High Nine*



No 22: *Day High Nine*

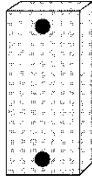
APPENDIX 1 Cont..

RANKING in Number Order

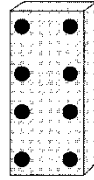
Individual



No 1: Teen



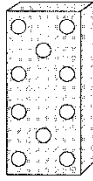
No 2: Day



No 3: (High 8)



No 4: (High 4)



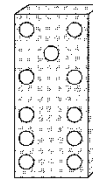
No 5: (High 10)



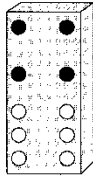
No 6: (High 6)



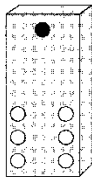
No 7: Low 4



No 8: 11



No 9: Low 10



No 10: (High 7)



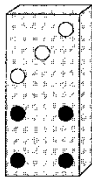
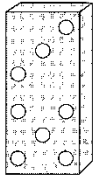
No 11: Low 6



No 12: 9



No 13: 8 - Low eight



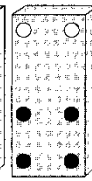
No 14: 7 - Low seven



No 15: 5



No 16: Gee Jun



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).

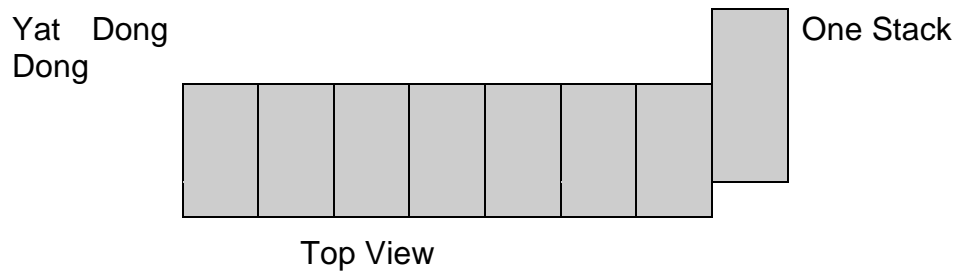
APPENDIX 2 – DESCRIPTION OF TILE CUTS

YAT DONG DONG - ONE STACK

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

SETTING UP YAT DONG DONG

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



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

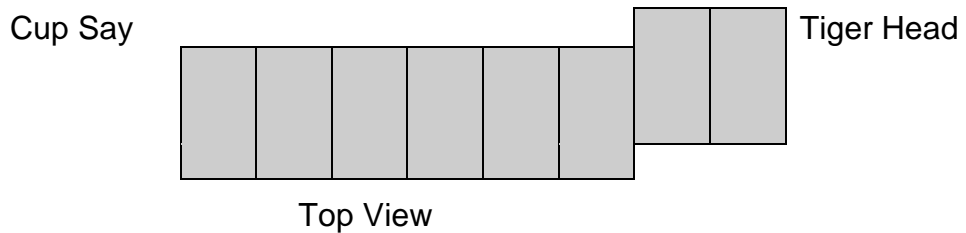
The first stack of four tiles on the right (pushed forward) will be delivered first (indicated #1), followed by second stack of tiles (indicated #2). The remaining tiles will be delivered from right to left in the order indicated above.

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.



DELIVERY ORDER

(From the right,
from the top)

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

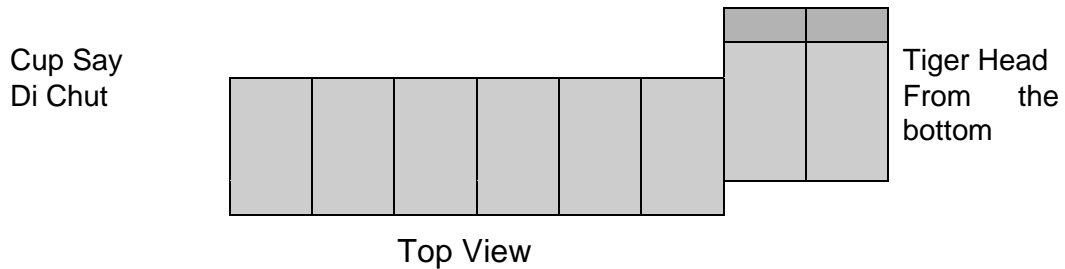
DELIVERY

The first four tiles from the top of the two protruding 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 protruding stacks. This is indicated by pulling the top four tiles of the two protruding stacks back slightly.



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

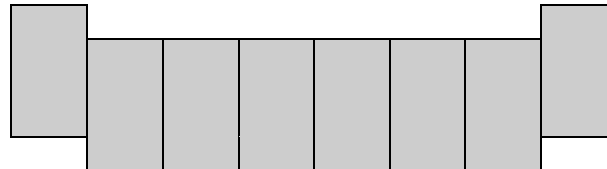


CHEE YEE - CHOP THE EARS

Chee Yee can be delivered from the outsides.

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

DELIVERY ORDER

(From the outsides,
from the top)

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

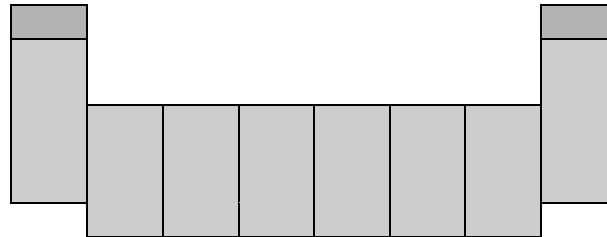
Dealer's View

DELIVERY

The first four tiles to be delivered are the two top tiles from each of the protruding stacks. Delivery is achieved by placing the two protruding 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 (From the Bottom)

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 protruding stacks. This is indicated by pulling the top two tiles of each protruding stack back slightly.



Top View

DELIVERY ORDER

(From the bottom) the outsides,

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

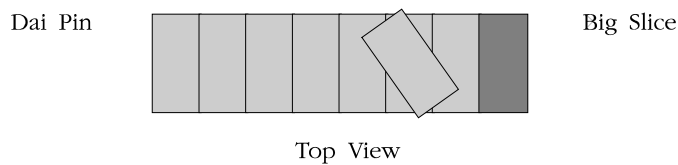
The first four tiles to be delivered are the lower two tiles from each of the protruding stacks. Delivery is achieved by placing the two protruding stacks together at a point several inches in front of the main block of tiles. From there the complete block (8 tiles) will be delivered to the betting area that receives first tiles, depositing the bottom four tiles (#1). The top four tiles (#2) are then delivered directly to the next betting area 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 DAI PIN

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 from which the first tiles are to be delivered. (The diagonally-placed tile is returned to its original position prior to delivery.)



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

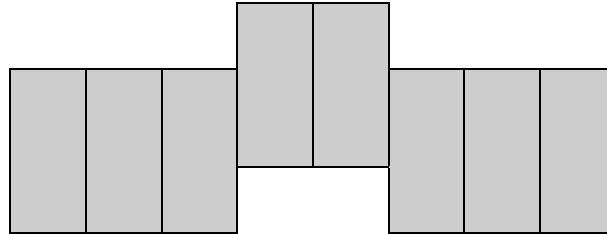
DELIVERY

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

(From the centre)

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

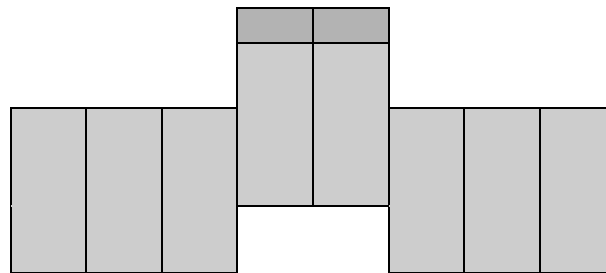
Dealer's View

DELIVERY

The first four tiles to be delivered come from the top of the two protruding stacks. Delivery is achieved by carefully moving the two protruding 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 betting area, 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 DI CHUT (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 protruding stacks. This is indicated by pulling the top four tiles of the two protruding stacks back slightly.



Top View

DELIVERY ORDER

(From the centre,
from the bottom)

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 protruding stacks. Delivery is achieved by carefully moving the two protruding 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.



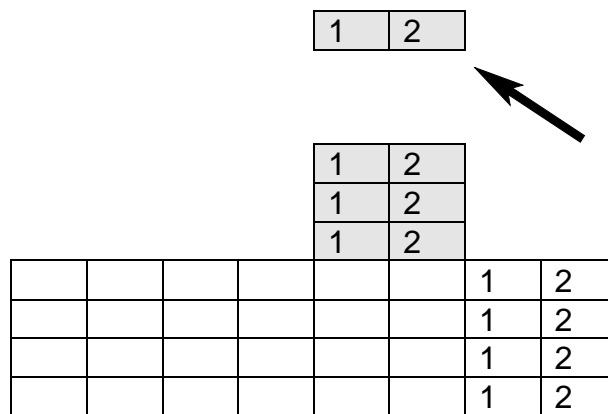
LONG TAU/FONG MAY - DRAGON'S HEAD/PHOENIX TAIL

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

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

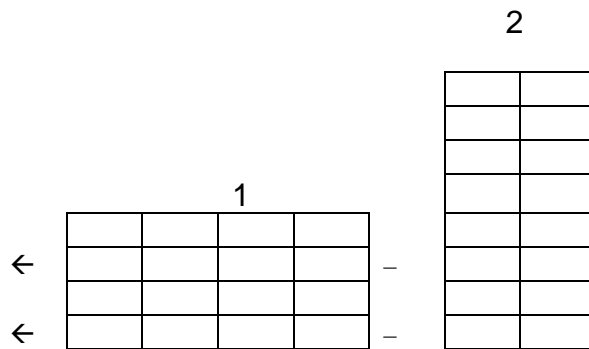
SETTING UP

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 higher 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 higher and lower block of tiles as indicated above.

DELIVERY ORDER - 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 TG Higher Duties Dealer (or above) 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 lower and higher in the order indicated above.

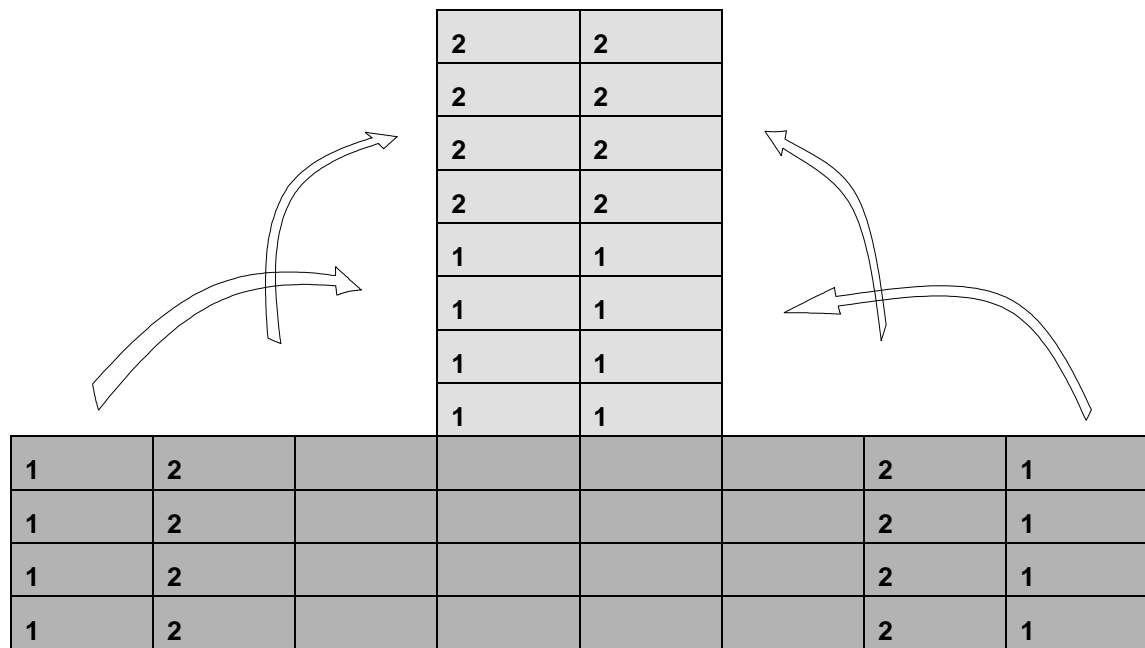


WUI FUNG BANK - HONG KONG BANK

Wui Fung Bank can be delivered from the top, then from the centre.

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.

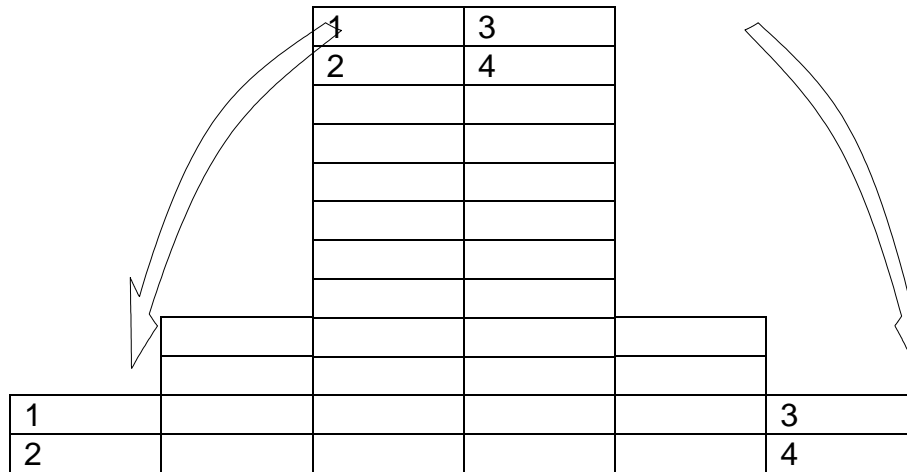


Dealer's View



Table Games Pai Gow Rules

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



Dealer's View

DELIVERY ORDER

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

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

Foot Say can be delivered from the top.

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

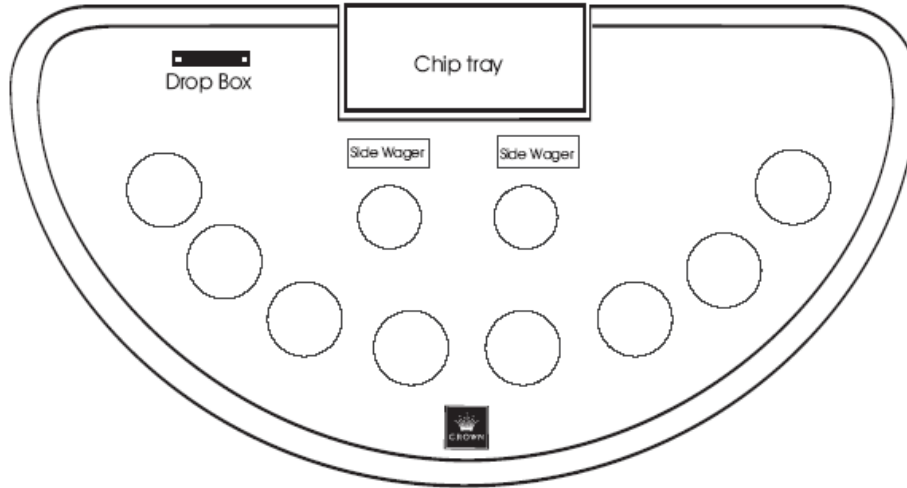


DIAGRAM B

