

INTRODUCTION TO PAI GOW TILES

Pai Gow is an ancient Chinese betting game played with Chinese dominoes also called tiles.

The object of the game is to beat the Banker. The Banker can be any Player or the Dealer. Any Player who wishes to Bank must accept responsibility for all wagers made during that round of play. The Banking option will be offered to each Player, in turn, rotating in a counterclockwise direction. The Banking Player must have enough chips to cover all wagers placed in that round and must have wagered in the previous round that the Dealer acted as Banker. No Player will be required to accept the Bank and the Dealer will act as Banker when all Players decline.

Pai Gow is played with a set of 32 Chinese tiles, which form 16 permissible pairs. A hand with any permissible pair is ranked higher than a hand that does not contain a pair. The highest-ranking hand is the Supreme Pair, followed by Matched Pairs, and Unmatched or Mixed Pairs. The next highest-ranking hands are special combinations known as Wongs and Gongs. Hands consisting of Wongs or Gongs are ranked lower than Pairs.

Wongs are formed with the highest-ranking single tile, 12, and either 9 (Teen Wong) or the second-highest tile, 2, and either 9. Please refer to the Single Tile Ranking Chart.

Gongs are formed with the highest-ranking single tile, 12, and any 8 (Teen Gong) or the second-highest tile, 2, and any 8 (Day Gong).

The next highest-ranking hands are numeric value hands, the highest of which is 9. Hands that do not contain pairs have numeric values. Each tile has a numeric value and a symbolic ranking.

To find the numeric value, add the spots on each tile. The total will never be higher than 9 because only the last digit in the total number of spots is used.

To find the ranking of each tile and each permissible pair, refer to the ranking charts. Two tiles will combine to form a hand. Add the total number of spots contained on the two tiles. If the numeric total of the spots is a two-digit number, the left digit is discarded and the right digit is the value of the hand.

*When two hands have the same numeric value, the ranking will determine the winner. To determine which hand is higher, find the highest-ranked tile in each hand and compare them. When two hands have the same numeric value and identical high tiles, it is called a "Copy Hand." The Bank wins all Copy Hands.

**When two hands have the same numeric value of zero, they are considered equally bad, regardless of the high tile and the Bank will win all zero tiles. When the two tiles that form the highest-ranking hand (the Supreme Pair) are used separately, the numeric value is interchangeable. The 3 can be counted as 6 and the 6 can be counted as 3. They lose their highest pair rank and become low-ranking tiles (fifteenth and seventeenth on the Single Tile Ranking Chart).

To begin the game, the Players will place their wagers before the Dealer announces, "No more bets." The Dealer will shuffle or "wash" the tiles and stack them into eight stacks of four tiles each. Three dice, contained inside the Pai Gow shaker, will be used to determine the starting position for dealing the tiles. The Dealer or Banker will shake the Pai Gow shaker at least three times. The Dealer will uncover the dice and announce the total. The count will begin with the Dealer or the Banking Player and continue with each betting position in a counterclockwise direction until it matches the total on the dice. That position will receive the first stack of tiles.

After the tiles have been delivered, each Player will "set" their tiles into two hands of two tiles each; a High Hand and a Low Hand. The Players will place their hands face down behind the betting area, separated into two distinct hands. Once the Player has set his tiles face down on the layout he or she will not be permitted to touch the tiles again.

Each Player at the table is responsible for setting his or her own hands and no other person except the Dealer may touch the tiles of that player. Each Player is required to keep the four tiles in full view of the Dealer at all times.

After the Players have set their hands, the Dealer will arrange the tiles into a High and Low Hand. The Dealer must set their hand by using a set of rules known as "the House Way." A copy of these rules is available at the Security Podium. Players may request assistance from the Dealer in setting their hands according to House Ways.

The Dealer will compare the Low Hand of the Bank (Dealer/Bank or Player/Bank) to the Low Hand of the Players and the High Hand of the Bank to the High Hand of the Players and announce if the wager of that Player wins, loses, or is a tie, which is known as a Push.

In order for the Player to win, their Low Hand and High Hand must be higher in rank than the Low Hand and High Hand of the Bank. In the case of zero tiles, the Bank wins. The winning wagers will be paid at even money less a 5% commission. The Dealer will collect the commission when the winning wager is paid.

If either hand of the Player is higher than either hand of the Bank and the other is not, the hand will be considered a Push and no money won or lost. No commission will be charged on Pushes and the Player will be allowed to change or remove his bet before the start of the next hand.

A Player may bank the game if certain conditions are met. The Player placed a wager against the dealer during the last round of play in which there was no Player banking the game. The Player has sufficient gaming chips on the table to cover all of the wagers placed by other Players at the table for that round of play. The Player may bank for up to the amount they had wagered during the previous round.

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Any Player wishing to join in a partnership with the house may do so by requesting Co-Banking. Co-Banking occurs when the requesting Player and the Dealer act as the Banker on a fifty-fifty basis. When Co-Banking is in effect, the Dealer handles the Bank hand, setting it according to House Ways.

All wagers at Pai Gow shall be made by placing gaming chips or match play coupons on the appropriate betting area of the

layout, before the Dealer has announced "No more bets," at which time no wager may be increased or withdrawn.

No verbal wagers accompanied by cash are accepted.

Only Players who are seated at the Pai Gow table may place a wager at the game. Once a Player has placed a wager and received tiles, they must remain seated until the completion of the round of play.

Pai Gow Tile Rankings

When comparing high hands or low hands to determine the higher ranking hand, the determination is first based upon the rank of any permissible pair of tiles which are contained in the hands. A hand with a permissible pair of tiles ranks higher

than a hand which does not contain any permissible pair. The permissible pairs of tiles and their rank, with the Supreme Pair being the highest or first ranking pair, are as follows:

RANKING	PAIRING	RANKING	PAIRING
First	Supreme Pair Six (2-4) and Three (1-2)	Thirteenth	Mixed or Unmatched Pairs Mixed Nines (3-6 and 4-5) Mixed Eights (3-5 and 2-6) Mixed Sevens (3-4 and 2-5) Mixed Fives (1-4 and 2-3)
Second	Matched Pairs Twelve (6-6) and Twelve (6-6)	Fourteenth	
Third	Two (1-1) and Two (1-1)	Fifteenth	
Fourth	Eight (4-4) and Eight (4-4)	Sixteenth	
Fifth	Four (1-3) and Four (1-3)	Seventeenth	Wongs Twelve (6-6) and Nine (4-5) Twelve (6-6) and Nine (3-6) Two (1-1) and Nine (4-5) Two (1-1) and Nine (3-6)
Sixth	Ten (5-5) and Ten (5-5)	Eighteenth	
Seventh	Six (3-3) and Six (3-3)	Nineteenth	
Eighth	Four (2-2) and Four (2-2)	Twentieth	Gongs Twelve (6-6) and Eight (2-6) Twelve (6-6) and Eight (3-5) Twelve (6-6) and Eight (4-4) Two (1-1) and Eight (2-6) Two (1-1) and Eight (3-5) Two (1-1) and Eight (4-4)
Ninth	Eleven (5-6) and Eleven (5-6)		
Tenth	Ten (4-6) and Ten (4-6)		
Eleventh	Seven (1-6) and Seven (1-6)		
Twelfth	Six (1-5) and Six (1-5)		

PAIR RANK	1st	2nd	3rd	4th	5th	6th	7th	8th
WONG								
SINGLE RANK								

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When comparing high hands or low hands that are of identical permissible pair rank, the hand is considered a copy hand, and the Banker wins the hand. When comparing the rank of high hands or low hands which do not contain any of the pairs listed in the higher ranking, the hand is determined on the basis of the value of the hands. The value of a hand is a single digit number

from 0 to 9 inclusive and is determined by adding the total number of spots that are contained on the two tiles which form the hand. If the total of the spots is a two-digit number, the left digit of the number is discarded and the right digit constitutes the value of the hand.

RANKING	TILE	NUMBER OF TILES IN SET	RANKING	TILE	NUMBER OF TILES IN SET
First	Twelve (6-6)	2	Twelfth	Nine (3-6)	1
Second	Two (1-1)	2	Twelfth	Nine (4-5)	1
Third	Eight (4-4)	2	Thirteenth	Eight (2-6)	1
Fourth	Four (1-3)	2	Thirteenth	Eight (3-5)	1
Fifth	Ten (5-5)	2	Fourteenth	Seven (2-5)	1
Sixth	Six (3-3)	2	Fourteenth	Seven (3-4)	1
Seventh	Four (2-2)	2	Fifteenth	Six (2-4)	1
Eighth	Eleven (5-6)	2	Sixteenth	Five (1-4)	1
Ninth	Ten (4-6)	2	Sixteenth	Five (2-3)	1
Tenth	Seven (1-6)	2	Seventeenth	Three (1-2)	1

If the highest ranking tile in each hand being compared is of identical rank, the hand is considered a copy hand, and the hand of the Dealer is considered the higher ranking hand.

