

Pai Gow Tiles

Type of Game

The game of Pai Gow Tiles utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object of the Game

The object of the game is for the player to beat both the high and low hands of the player-dealer.

Description and Number of Tiles Used

Pai Gow Tiles is played with 32 Chinese dominoes or 'tiles,' which form 16 possible pairs.

Tile Values and Hand Rankings (include charts)

The value of a hand is based on both the numeric and symbolic ranking of the tiles. To find the numeric value of a tile, count the total of the dots on each tile. Use only the right hand digit value if the total is over 9. Example: A 12-spot tile has a value of 2. The object is to make both your high hand and low hand as close to 9 as possible.

To form a hand, add the total number of spots contained on two tiles, again using only the right hand digit value of any two-digit value. Example: An 8-spot tile and a 9-spot tile have a value of 17 which equals 7. When two hands have the same numeric value, the symbolic ranking of the tile determines the winner. To find which is higher, take 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 player/dealer wins all copy hands. When two hands have a numeric value of zero (0), regardless of the high tile, the player/dealer also wins.

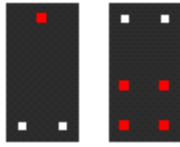
How to Arrange the Tiles:

1. Supreme Pair
2. Matched Pairs
3. Unmatched Pairs
4. Wongs
5. Gongs
6. Any two tiles that total 9 or less
7. Largest tile with the smallest tile

Hand Rankings: The color of the dots has no significance and does not change the value of any tile numerically or symbolically.

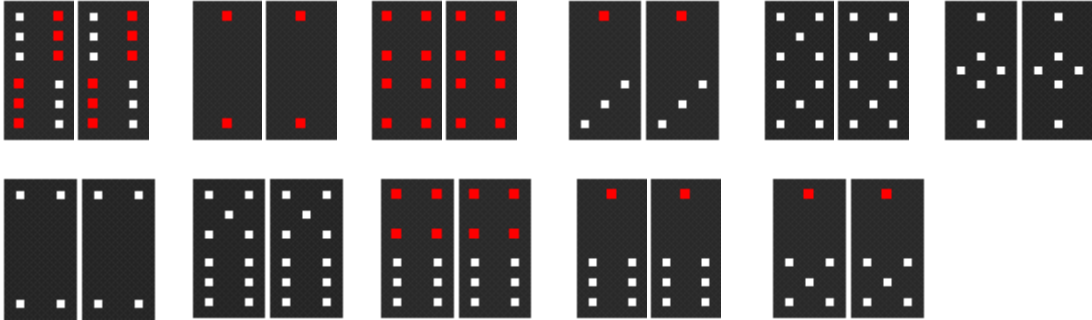
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SUPREME PAIR

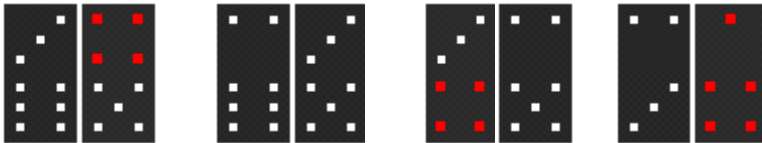


Jee Goon

MATCHED PAIRS: Any matched pair.



UNMATCHED PAIRS: Any of the below mixed pairs.



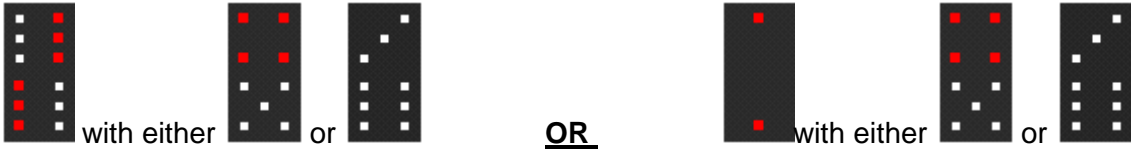
Mixed 9s

Mixed 8s

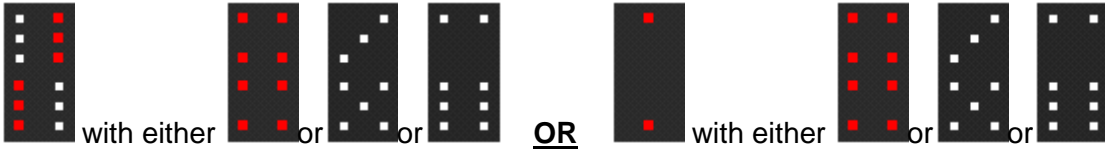
Mixed 7s

Mixed 5s

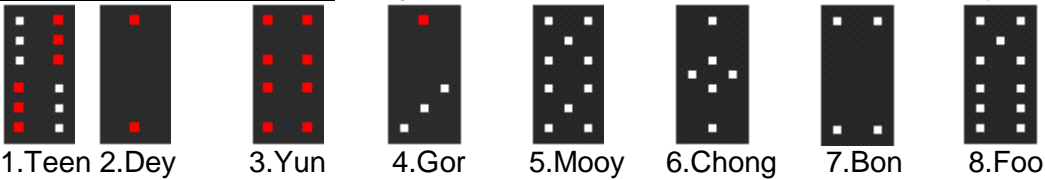
WONG: Any 2 or 12-spot tile and any 9-spot tile.



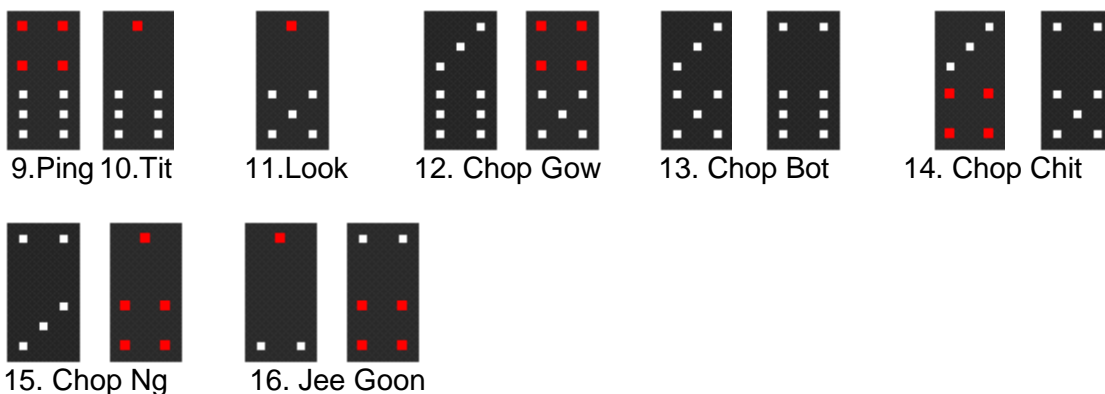
GONG: Any 2 or 12-spot with any 8-spot tile.



SINGLE Tile by Ranking: Any Combination that totals as close to 9 as possible.



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House Way:

- Most valuable high hand is a pair.
- Split paired Supreme Pair (Gee Joon) if the third tile has 6-spots and the fourth tile has 4, 5 or 6-spots.
- Split 7-spot tiles if hand has a Teen, Dey and the low hand after the split has a value of 7 or higher.
- Split 8-spot tiles if the low hand after the split has a value of 7 or higher.
- Split 9-spot tiles if the low hand after the split has a value of 9 or higher.
- Split the Teen or Dey tiles if the low hand after the split has a value of 6 or higher, or with tiles containing 9 or 11-spots.
- Never split pairs with tiles that have 4, 5, 6, 10 or 11 spots.

Description of Table Used and Total Number of Seated Positions

The game shall be played on a standard Pai Gow table that accommodates up to seven players and a player-dealer position for a total of eight seated positions. Within each betting area for each seated player, there shall be one separate betting space specifically designated for one separate base game wager. Each position at the table has a fixed amount for wagering limits defining the minimum and maximum amounts that may be wagered in each position. Players must bet at least the table minimum. Back-line betting is not permitted.

Method used to Determine Action and Distribution of Tiles

The game also utilizes an action button to determine which player receives first action on their wager. The player-dealer shakes a dice cup, which contains three dice, and the numerical total of the three dice determines the position of the action button. The player-dealer's position is always one, nine, and seventeen. Other seats, in clockwise rotation around the table, respectively represent the other numbers. If the numerical total of the dice are one, nine, or seventeen, the player-dealer shall receive the first set of tiles, regardless of how many players are seated, and the player to the right of the house dealer shall receive the action button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the action button. Furthermore, all wagers shall be settled from seat to seat. Wagers are collected or paid, to the extent that the player-dealer's wager covers. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

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Dealing Procedures and Round of Play

Pai Gow Tiles is played with 32 Chinese dominoes or “tiles”, which form 16 possible pairs. All players post wagers in the betting circles on the table in front of their position before the dice cup is opened.

The house dealer shuffles the tiles and stacks them in rows, with four tiles face down in each row. Starting with the action button and proceeding counterclockwise, the house dealer then deals four tiles to each player, and to the player-dealer. Players then proceed to set their tiles into two hands; each consisting of two tiles, with the high hand in one stack and the low hand in another. Players may also ask the house dealer to set the tiles in a “house way.” Once this is complete, the player-dealer sets his/her hand.

The goal is to make two hands that are both higher than the two hands made by the player-dealer, and as close to 9 as possible. All bets are against the player-dealer.

How Winners are Determined and Paid

A player wins if both hands rank higher than both hands of the player/dealer. If only one hand ranks higher, it is a tie or a “push.” If both of the player’s hands rank lower than the player-dealer’s hands, the player loses to the player-dealer. The player-dealer wins all situations where both hands are identical to the player’s hands. The player-dealer can only receive action on the amount wagered and cannot win or lose more than their original wager.

Collection Rates Schedule

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau’s cease and desist notification.

For **schedule options 1-5**, a collection shall be taken per round of play from the player-dealer position. Minimum and maximum wagering limits are different for each schedule, and are listed out below. A collection shall also be taken from each player based on the amount of each game wager placed

Minimum wagering limits shall be between \$1-\$100

Maximum wagering limits shall be between \$500-\$2,000

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
1	\$1-\$100	\$1.00	\$1.00
	\$101-\$200	\$2.00	
	\$201-\$300	\$3.00	
	\$301-\$400	\$4.00	
	\$401+	\$5.00	
2	\$1-\$100	\$1.00	\$2.00
	\$101-\$200	\$2.00	
	\$201-\$300	\$3.00	
	\$301-\$400	\$4.00	
	\$401+	\$5.00	

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3	\$1-\$200	\$1.00	\$1.00
	\$201-\$400	\$3.00	
	\$401-\$600	\$5.00	
	\$601-\$800	\$7.00	
	\$801+	\$9.00	
4	\$1-\$200	\$2.00	\$2.00
	\$201-\$600	\$4.00	
	\$601-\$1,000	\$8.00	
	\$1,001-\$1,400	\$12.00	
	\$1,401+	\$15.00	

Minimum wagering limits shall be between \$100-\$500

Maximum wagering limits shall be between \$1,000-\$5,000

Schedule Option	Player Wager	Player Collection	Player-Dealer Collection
5	\$100-\$400	\$2.00	\$2.00
	\$401-\$800	\$6.00	
	\$801-\$1,400	\$11.00	
	\$1,401-\$2,000	\$15.00	
	\$2,001+	\$20.00	

For **schedule options 6-10**, a collection shall be taken per round of play from the player-dealer position based on the total table action, which is the sum of all players' controlled game and bonus bet wagers placed prior to cards being dealt. There will be no collection taken from the players. The collection shall be taken from the player-dealer and dropped by the house dealer prior to the dice cup being opened.

Minimum wagering limits shall be between \$100-\$500

Maximum wagering limits shall be between \$1,000-\$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
6	\$1-\$49	\$0.50	\$0.00
	\$50-\$99	\$1.00	
	\$100-\$199	\$2.00	
	\$200-\$299	\$3.00	
	\$300+	\$5.00	
7	\$1-\$74	\$1.00	\$0.00
	\$75-\$199	\$2.00	
	\$200-\$399	\$4.00	
	\$400-\$699	\$7.00	
	\$700+	\$10.00	

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Minimum wagering limits shall be between \$1-\$100

Maximum wagering limits shall be between \$500-\$1,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
8	\$1-\$99	\$1.00	\$0.00
	\$100-\$299	\$3.00	
	\$300-\$499	\$5.00	
	\$500-\$799	\$8.00	
	\$800+	\$12.00	

Minimum wagering limits shall be between \$1-\$100

Maximum wagering limits shall be between \$500-\$2,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
9	\$1-\$299	\$3.00	\$0.00
	\$300-\$499	\$5.00	
	\$500-\$799	\$8.00	
	\$800-\$1,199	\$12.00	
	\$1,200+	\$20.00	

Minimum wagering limits shall be between \$100-\$500

Maximum wagering limits shall be between \$1,000-\$5,000

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
10	\$100-\$999	\$5.00	\$0.00
	\$1,000-\$1,999	\$15.00	
	\$2,000-\$2,999	\$25.00	
	\$3,000-\$3,999	\$35.00	
	\$4,000+	\$45.00	