

Australian Capital Territory

# Casino Control (Pai Gow)

## Approval 2005 (No 1)

Notifiable instrument NI2005—72

made under the

***Casino Control Act 1988, subsection 71(1) (Authorised Games) and subsection 72(1) (Rules for authorised games).***

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

I revoke the declaration that “Tournament Pai Gow” is an authorised game as declared in Notifiable Instrument NI2002-44 on 21 February 2002.

Desmond Edward McKee

Delegate

ACT Gambling and Racing Commission

7 February 2005

# SCHEDULE

This is the accompanying schedule to the instrument of approval made under subsection 71(1) (Authorised Games) and subsection 72(1) (Rules for Authorised Games) of the *Casino Control Act 1988* on 7 February 2005 by Desmond Edward McKee, Delegate of the ACT Gambling and Racing Commission.

**CASINO CANBERRA LIMITED**

**RULES**

**OF**

**PAI GOW**

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## **A. DICTIONARY OF TERMS USED IN PAI GOW**

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

### **Approved**

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

### **Bank**

The hand played against which all other players wager, this can either be either a player or the house.

### **Box**

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

### **Casino Operator**

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

### **Casino Supervisor**

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

### **Chung**

A marker used to indicate the bank.

### **Co-Banking**

An equal partnership between a player and the house to accept the bank.

### **Dealer**

A person responsible for the operation of the game.

### **Dice Cup**

An approved container for the shaking of the dice.

### **Hand**

The four tiles dealt to a box.

### **High Part of the Hand**

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

### **House**

Means the casino operator.

### **House Way**

Mandatory instructions which dictate the setting of a hand.

### **La Ja**

An approved additional variation of the shuffle. See appendix C.

### **Low Part of the Hand**

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

### **Player/Banker**

A player who has agreed to accept the bank.

**Point**

A single red or white indentation on a tile.

**Point Count**

The value of two tiles forming part of the hand.

**Priority Set Marker**

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

**Push**

A wager which neither the player nor bank wins.

**Round of Play**

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

**Session**

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

**Set**

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

**Starting Marker**

A marker used to denote which player is to make the first wager for a round of play. After a round of play the marker shall be moved to the next player in a clockwise direction.

**Tile**

An approved small oblong piece marked with points.

**Tournament Chips**

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

**Tournament Commission**

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

**Tournament Director/Assistant**

The person responsible for the conduct of the tournament.

**Traditional Cut**

An approved formation of the tiles.

**Void**

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

## **B. RULES OF PAI GOW**

### **1. PAI GOW TABLE**

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

### **2. THE DICE AND TILES**

- 2.1 Pai Gow shall be played with three identical dice and a set of 32 tiles.
- 2.2 The dealer shall check each tile before the start and at or after the conclusion of gaming.
- 2.3 The casino operator may change any or all of the tiles after any round of play. The casino supervisor and dealer shall check each replacement tile prior to its introduction to play.

### **3. RANKING OF THE TILES**

- 3.1 The ranking of pairs, Wongs, Gongs and High Nines from highest to lowest is illustrated in Appendix A.
- 3.2 The ranking of individual tiles from highest to lowest is illustrated in Appendix B.

### **4. POINT COUNT**

- 4.1 The point count shall be a single digit number from zero to nine inclusive and shall be determined by totalling the points of two tiles. If the total point count of the two tiles is a two digit number, the left digit of the number shall have no value and the right digit shall constitute the point count total of either the low or high part of a hand.
- 4.2 A point count of 3 or 6 may be used for individual tiles which have a ranking of Gee Jun.

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

- 5.1 The casino operator shall display the minimum and maximum wagers per box on a sign at or near the table and may change these limits provided that prior notice of the change is given to the players.
- 5.2 The casino operator may allow a player to wager in excess of the stated box maximum provided that a marker denoting the new limit is placed adjacent to that box.
- 5.3 When a player takes the bank, only the displayed box limits shall apply.

- 5.4 When the house is co-banking a maximum house liability will be displayed at or near the table and double the displayed box maximums shall apply.
- 5.5 The multiples of wagers permitted shall be displayed at the table.
- 5.6 Wagers below the minimum shall be paid or collected and the owner of the wager shall be advised that further wagers under the minimum shall be returned.
- 5.7 Wagers above the displayed maximum shall be paid or collected to the maximum.

## **6. THE BANK**

- 6.1 In addition to the house acting as the bank, a player shall have the option of taking the bank or co-banking.
- 6.2 The dealer shall take the bank at the commencement of play, thereafter the bank will be offered anticlockwise around the table. Should no player wish to take the bank the house will bank.
- 6.3 Two rounds of play is the maximum a player may take the bank or co-bank before it will be offered anticlockwise around the table. In the event no other player wishes to take the bank the dealer will take the bank for a minimum of one round of play.
- 6.4 No player/banker shall take the bank on box one.
- 6.5 A player/banker shall have set the tiles on the previous round of play on the box which they will take the bank.
- 6.6 Two or more players may combine their chips to take the bank.
- 6.7 A player may require the house to co-bank for 50% of the declared wagers for that round of play.

## **7. WAGERS**

- 7.1 Prior to the dice cup being opened by the dealer, each player shall:
- (a) place a wager; and
  - (b) unless playing in a tournament, be given the opportunity to place a wager on the Gee Jun Jackpot subject to Rule 12.
- 7.2 All wagers shall be made by placing gaming chips on the box. Non negotiable gaming chips may only be wagered when the house banks.
- 7.3 No wagers shall be accepted on box one when the house is banking.



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

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

## **8. DEALING THE TILES**

- 8.1 The dealer shall shuffle the tiles face downwards on the table in preparation for each round of play.
- 8.2 The dealer shall stack the tiles into eight groups of four and cut the tiles by one of the methods listed in Appendix C.
- 8.3 The tiles for the house's hand shall be delivered to box one.
- 8.4 When the house acts as the bank, the player with the highest wager for that round of play may direct the dealer to La Ja the tiles. Only one La Ja shall be allowed for each round of play.

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

## **9. SETTING OF THE TILES**

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

## 10. SETTING OF HANDS - HOUSE WAY

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

### (a) Pairs

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

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

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

### (b) Wongs, Gongs and High Nines

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

### (c) Point Count and Individual Tile Ranking

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

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

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

- (i) the high part of the hand has a point count of 7 or less, the highest ranking tile shall be set in the low part of the hand; or
- (ii) the high part of the hand has a point count of 8 or higher, set the highest ranking tile in the high part of the hand; or
- (iii) two Chong ranking tiles or higher are in the same part of the hand, do not set the two high ranking tiles together.

10.2 Hands containing the listed tiles shall be set as follows:

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

## 11. SETTLEMENT OF WAGERS

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

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

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

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

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

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

11.5 The bank shall win the high and/or low part of hands that have an equal point count and the same high tile as the corresponding part of the player's hand.

- 11.6 When the bank's and player's low part of hands each total zero, the bank shall win the low part of hands.
- 11.7 A player shall have the option to instruct the dealer to take their wager without displaying their hand.
- 11.8 Winning wagers on all players' hands shall be paid at odds of 1 to 1 less 5%.
- 11.9 Winning wagers on all hands wagered by the house in accordance with Rule 7.9 shall be paid at even money.
- 11.10 Player/Banker shall be paid at odds of 1 to 1 less 5% on any profits made on their original bank wager for that round of play.
- 11.11 When co-banking, the player shall be paid at odds of 1 to 1 less 5% on any profits made on their original co-banking wager for that round of play. Where the 5% cannot be paid in full from the table float, it shall be charged to the lower multiple only.

## **12. GEE JUN JACKPOT**

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

## **13. GEE JUN JACKPOT PAYOUTS**

- 13.1 The house is liable for all Gee Jun Jackpot payouts regardless of whether the house acted as the bank for that round of play.

13.2 Subject to Rule 13.3 the payouts for Gee Jun Jackpot winning wagers shall be as follows:

Gee Jun (pair), Teen (pair).	100% of the jackpot amount displayed at the time of the winning <u>hand</u> .
Gee Jun (pair), Day (pair)	10% of the jackpot amount displayed at the time of the winning <u>hand</u> .
Teen (pair), Day (pair)	10% of the jackpot amount displayed at the time of the winning <u>hand</u> .
Teen, high 10, low 10 and 11	\$100 bonus payout.
High 6, low 6, low 4 and any 7	\$100 bonus payout.

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

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

## 14. COLLUSION

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

14.2 Players may not:

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

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

## **15. IRREGULARITIES**

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

## **16. TABLE CLOSURE**

- 16.1 The hours of gaming shall be as determined under the provisions of the *Casino Control Act 1988*.
- 16.2 Subject to Rule 16.1, the casino operator may close any table before the close of gaming provided that notice is given to the players.

## 17. GENERAL PROVISIONS

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



## **18. TOURNAMENT PLAY**

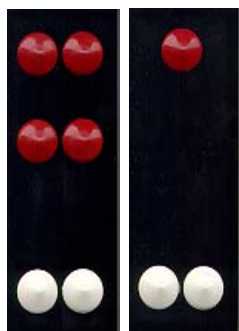
- 18.1 In addition to the rules set out in the preceding paragraphs and Appendices, the rules of this section shall apply only to tournament play.
- 18.2 The Gaming Shift Manager shall nominate a person, known as the Tournament Director/Assistant.
- 18.3 The conditions of entry and of play for each Pai Gow tournament shall be approved.
- 18.4 The conditions of the tournament may include the following:
- (a) the tournament starting date and time;
  - (b) the heat structure of the tournament;
  - (c) the entry fee and tournament commission;
  - (d) the amount of tournament chips each player will receive for the entry fee;
  - (e) the minimum and maximum number of players;
  - (f) restrictions on player groups;
  - (g) the table limits; and
  - (h) the breakdown of the prize pool.
- 18.5 Where the conditions of entry and play for tournament play approved under Rule 18.3 are inconsistent with the rules set out in the preceding paragraphs and in the Appendices, the conditions approved under Rule 18.3 shall prevail for the duration of the tournament.
- 18.6 The Tournament Director/Assistant shall allow players one entry only into the tournament.
- 18.7 The Tournament Director/Assistant shall allocate each player a table and seat position by ballot before the commencement of a session and the player is restricted to playing in the assigned position for the duration of that session.
- 18.8 The Tournament Director/Assistant shall determine the number of players allocated to any one table.
- 18.9 All entrants shall take their allocated seat prior to the published starting time. If at the commencement of a session, an entrant has not taken their allocated seat, the entrant shall be deemed to have forfeited their position. The entry fee paid by the entrant is forfeited and remains as part of the prize pool.
- 18.10 Where a player has not taken their seat prior to the commencement of the first session the Tournament Director/Assistant may offer that seat to a reserved player on payment of the specified entry fee for the tournament.
- 18.11 Approval for a substitute player shall be at the discretion of the Tournament Director/Assistant.

- 18.12 All tournament chips shall remain in full view of the players and the Tournament Director/Assistant while the tournament is in progress.
- 18.13 Players shall not remove, add to, exchange or reduce their amount of tournament chips other than in accordance with these rules.
- 18.14 All players shall wager and risk at least the table minimum for each round of play. Any player who cannot wager at least the table minimum before the commencement of a round of play shall be eliminated from the tournament and must vacate their seat.
- 18.15 A starting marker shall be used to indicate the player who must make the first wager for that round of play. Other players shall place their wagers in order and in a clockwise direction from the first player. Once a wager has been placed and a player's opportunity to wager (refer rule 18.16) has been completed the wager may not be changed. A wager placed out of order shall stand and the player in question shall be advised that further infringement may result in the wager being declared void.
- 18.16 A player's opportunity to wager begins when they are asked by the dealer to place a wager and ends when the dealer asks the next player to place their wager.
- 18.17 During a tournament players are not allowed to wager on jackpot alternatives.
- 18.18 The Tournament Director/Assistant may offer the players the opportunity to take a break during the tournament and shall specify the amount of time allowed for the break.
- 18.19 The Tournament Director/Assistant may determine the speed at which the tournament shall be played and may give direction to players in order to achieve that rate of play.
- 18.20 The Tournament Director/Assistant shall be responsible for calculating and awarding the places.
- 18.21 The casino operator shall return 100% of the prize pool to the players by way of prizes.
- 18.22 In the event of two or more players holding an equal value of tournament chips at the completion of any heat, semi-final or the final session, those players shall be given additional rounds of play until a result is achieved.
- 18.23 In the event of two or more players being eliminated in the same round of play and one or more of the players is eligible for a prize then the prize money associated with the tied placing/s shall be combined and/or divided between the relevant players.

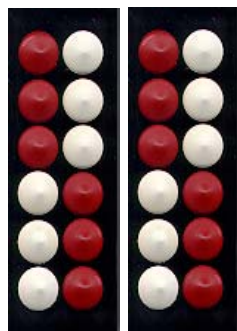
- 18.24 The casino operator may charge an entry fee for the tournament and may retain an approved amount of the total entry fees as tournament commission. The casino operator shall offer the balance of the entry fees as prize money in accordance with the approved conditions of tournament play.
- 18.25 All entry fees and tournament commissions are non-refundable. The casino operator reserves the right to cancel the tournament without liability. In the event of cancellations, the casino operator shall refund all entry fees and tournament commissions in full.

# Appendix "A"

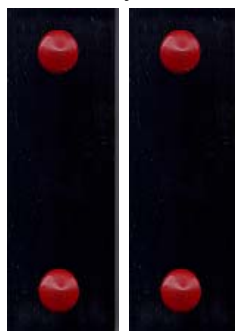
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Gee Jun



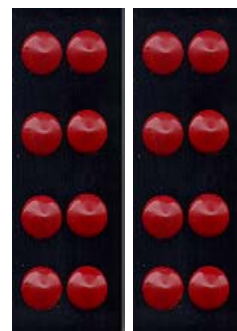
(2)  
Teen



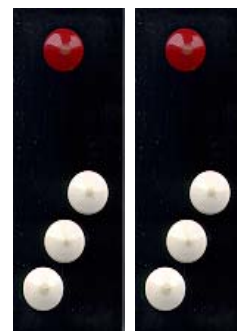
(3)  
Day



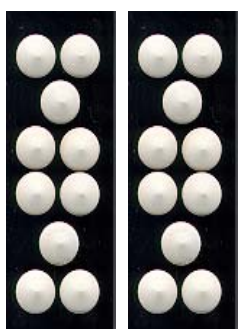
(4)  
Yun



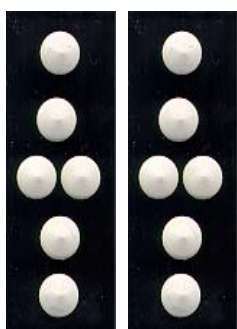
(5)  
Gor



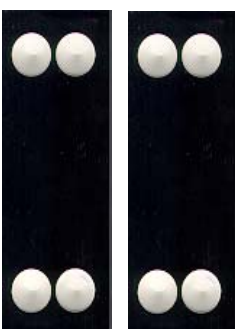
(6)  
Mooy



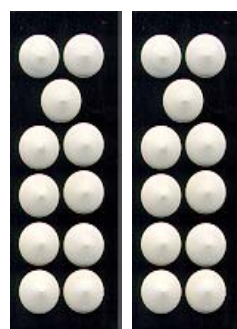
(7)  
Chong



(8)  
Bon



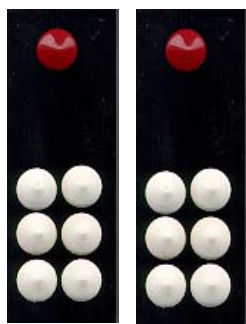
(9)  
Foo



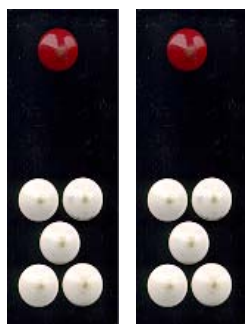
(10)  
Ping



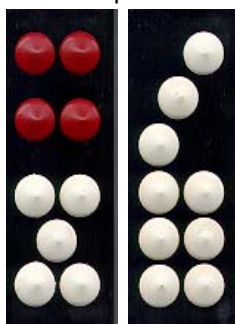
(11)  
Tit



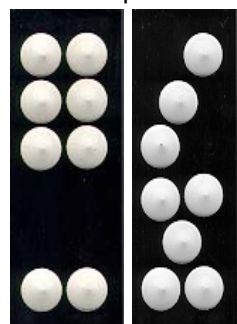
(12)  
Look



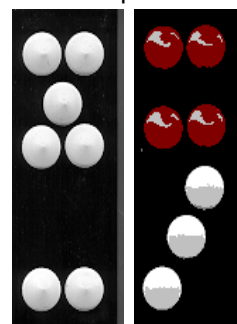
(13)  
Chop Gow



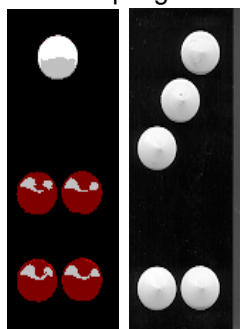
(14)  
Chop Bot



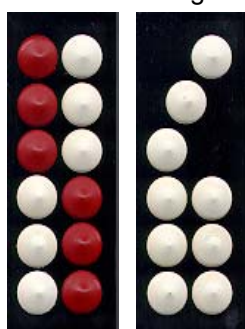
(15)  
Chop Chit



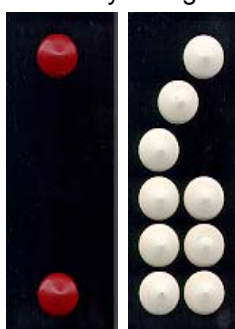
(16)  
Chop Ng



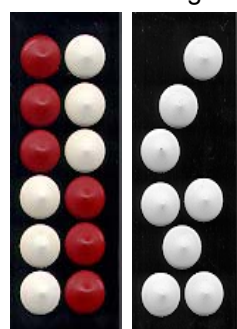
(17)  
Teen Wong



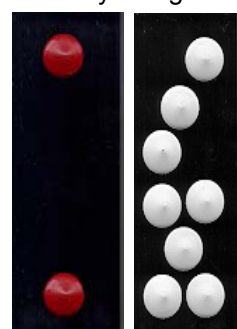
(18)  
Day Wong



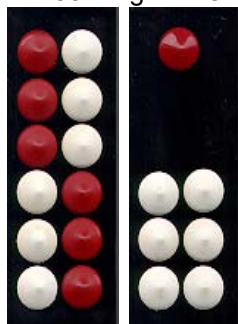
(19)  
Teen Gong



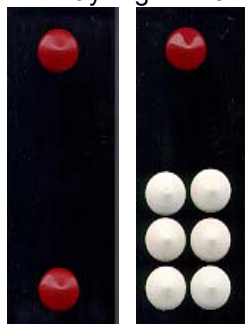
(20)  
Day Gong



(21)  
Teen High Nine



(22)  
Day High Nine



## Appendix "B"

(1)  
Teen  
12



(2)  
Day  
2



(3)  
Yun  
High 8



(4)  
Gor  
High 4



(5)  
Mooy  
High 10



(6)  
Chong  
High 6



(7)  
Bon  
Low 4



(8)  
Foo  
11



(9)  
Ping  
Low 10



(10)  
Tit  
7



(11)  
Look  
Low 6



(12)  
Chop Gow  
9



or



(13)  
Chop Bot  
Low 8



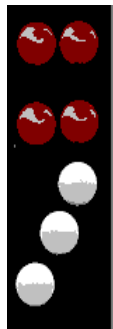
or



(14)  
Chop Chit  
Low 7



or



(15)  
Chop Ng  
5



or



(16)  
Gee Jun  
3 or 6



or



## Appendix "C"

### TRADITIONAL CUTS

Yat Dong Dong	House Way	(Left or Right)
Cup Say	Tiger	(Left or Right, Top or Bottom)
Foot Say	Four Across	(Top or Bottom)
Chee Yee	Chop The Ears	(Top or Bottom)
Long Tau Fung May	Dragon Head Phoenix Tail	(Head or Tail, Left or Right)
Die Pin	Big Slice	(Left or Right)
Pong Yun	Buddha's Signal	(Left or Right)
Hong Kong Bank	Honk Kong Bank	
China Bank	China Bank	
Jung Quat	Take The Heart	(Top or Bottom)
Parliament House	Parliament House	
Seung Gwai Pak Moon	Ghost Closing The Door	
Bo Bo Go Sing	Boy Walks Up Stairs	(Left or Right)
Gum Un Que	Double Bridge	
Ghan Dong Ping Say	Kangaroo Jump	(Left or Right)
Chong Wan Sup Lok	Sixteen Across	(Top or Bottom)
Yat Kai Sum May	Chicken Three Ways	
Ghan Dong Cup Say	Striped Tiger	(Left or Right, Top or Bottom)
Telstra Tower	Telstra Tower	
Arn Lok Peng Sar	Flying Dragon	(Head or Tail, Left or Right).