



PAI GOW POKER

(A Variation of Pai Gow Poker)

RULES OF PLAY & DEALING PROCEDURES



GALAXY GAMING

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REV. 9/22/08

OVERVIEW

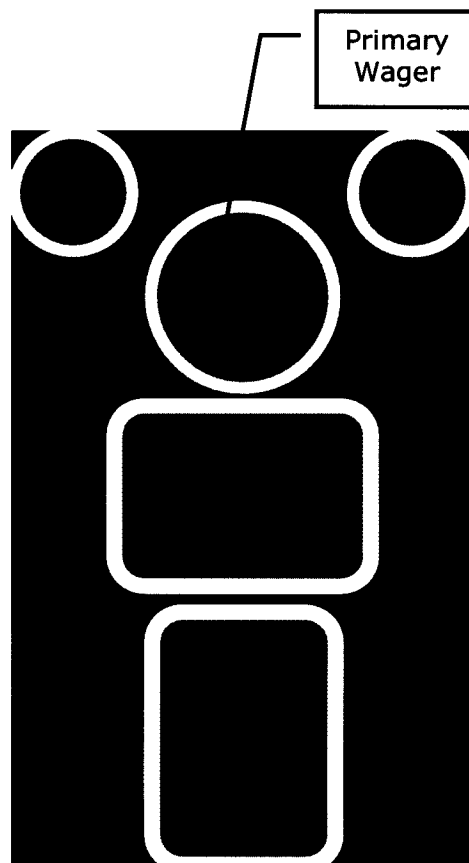
"Three Card Split Pai Gow Poker," (the "Game"), is a variation of pai gow poker. The primary variation is the number of cards dealt to the players and dealer. In traditional pai gow poker, players and the dealer receive seven cards each then split their hand into two sub-hands, one containing five cards (known as the "high" sub-hand) and the other two cards (known as the "low" sub-hand). A requirement of the setting of the sub-hands is that the five card sub-hand must be of a higher ranking than the two card sub-hand. In the Game, each player and the dealer receives three cards and likewise splits their hand into two sub-hands, the high sub-hand containing two cards and the remaining card in the low sub-hand.

In the Game, (as in traditional pai gow poker), once all hands are set, the dealer compares their low and high sub-hands to the player's low and high sub-hands. To win, the player's low and high sub-hands must each be greater than the dealer's corresponding low and high sub-hands. To lose, the player's low and high sub-hands must each be less than or equal to the dealer's corresponding low and high sub-hands. The wager results in a tie if one of the player's sub-hands is lower than or equal to the dealer's corresponding sub-hand and the player's other sub-hand is higher.

There are two proposition bets available to the player. One such proposition wager is determined by comparing all three of the player's cards to the dealer's three cards. If the player's hand is a greater ranking than the dealer's hand the player wins. The second proposition wager compares the ranking of a combination of the player's three cards and a single community card¹ to form a four card hand which is compared to a pay table.

DEALING PROCEDURES

1. The dealer begins by shuffling a standard deck of cards. Alternatively, a shuffling machine may be used.
2. Players place the primary wager within the designated bet spot on the table layout.² Their wager(s) must be within the posted minimum and maximum wager limits determined by the house and in accordance with applicable law. In addition, players may place one or both of the proposition wagers in the corresponding bet spots, as depicted on the table layout. The amount of the proposition wager(s) must similarly be within the posted minimum and maximum limits determined by the house.
3. After all wagers are placed, the dealer deals three cards, face down, to each player's position and to themselves, in a clockwise rotation beginning with the player on the dealer's immediate left.³ The dealer's hand is dealt last. After the dealer has dealt their hand, they deal one more card from the deck which will be used by the players as a community card. This community card is not used for any purpose except to accommodate the four card bonus



¹ The community card is used only for the second proposition wager.

² On some table layouts, the primary wager is depicted as two wagers, one for the high sub-hand and one for the low sub-hand. Since both wagers are required and must be of equal value, the outcome is identical to the single wager indicia.

³ To speed game play, it is suggested that the cards be dealt in packets of three either from the shuffler or by hand, but in the alternative; by house rule they may be dealt one at a time sequentially to each player in rotation.

wager. This card is placed face down on the corresponding indicia on the table layout.

4. Each player determines which two cards they desire to play in their high sub-hand. The remaining card comprises the low sub-hand. The two card high sub-hand must be of a higher ranking than the one card low sub-hand. In the event the player's low sub-hand is of a higher value than their high sub-hand, their hand is declared "foul" and their wager is forfeited. The sub-hands selected for play are placed on the table layout⁴.
5. After all players have set their hands, the dealer exposes their three cards face-up on the table layout directly in front of them. The dealer selects two cards to play in their high sub-hand with the remaining card in their low sub-hand according to a pre-determined "house-way" strategy. The dealer must play by the "house-ways" which are available for inspection by any player. In the event the dealer's hand is not set according to house-ways, either the dealer or a table game supervisor must reset the house hand to conform to the house-way strategy.
6. Once the dealer has completed setting their hand, they reveal the community card by flipping it over.
7. The dealer compares each player's low sub-hand to the dealer's low sub-hand and each player's high sub-hand to the dealer's high sub-hand. The low sub-hand ranking is simply the highest value card. The high sub-hand ranking is as follows:
 - A. Suited Connectors⁵
 - B. Pair
 - C. Connected Cards⁶
 - D. Suited Cards
 - E. High Card

If the dealer's sub-hand is lower than the player's corresponding sub-hand, the player's sub-hand wins. If the dealer's sub-hand is higher than the player's corresponding sub-hand, the player's sub-hand loses. In the event the player's and the dealer's corresponding sub-hands are of the same ranking, (a "copy"), the color of each sub-hand is compared. If the color of the corresponding sub-hands are identical, the player's sub-hand wins. If the color of the corresponding sub-hands do not match, the dealer's sub-hand wins. For example:

Example 1:
Comparing the dealer and player's *low* sub-hand...

Dealer has: 7♥
Player has: 7♦
Player's sub-hand wins.

Example 2:
Comparing the dealer and player's *low* sub-hand...

Dealer has: 7♥
Player has: 7♣
Player's sub-hand loses.

⁴ The table layout contains indicia signifying the placement of the sub-hands. Cards are to be placed face-up or face-down according to house rule.

⁵ A suited connector (aka straight flush) is two cards of the same suit and are adjacent in value to one another, (e.g. 4♠-5♠; J♦-Q♦). A-2 is the lowest suited connector.

⁶ Connected cards (aka straight) are two cards of different suits but are adjacent in value to one another, (e.g. 4♠-5♠; A♠-2♠). A-2 are the lowest connected cards.

Example 3:
Comparing the dealer and player's *high* sub-hand...

Dealer has: Q♠, 7♥
Player has: Q♣, 7♣
Player's sub-hand loses.

Example 4:
Comparing the dealer and player's *high* sub-hand...

Dealer has: Q♦, 7♥
Player has: Q♥, 7♦
Player's sub-hand wins.

Example 5:
Comparing the dealer and player's *high* sub-hand...

Dealer has: Q♣, 7♥
Player has: Q♥, 7♠
Player's sub-hand wins.

8. A player wins their primary wager if both their low sub-hand and their high sub-hand is greater than the dealer's corresponding low sub-hand and high sub-hand. Winning wagers are paid one-to-one odds, also referred to as "even money." A player loses their primary wager if both their low sub-hand and their high sub-hand is lower than or equal to the dealer's corresponding low sub-hand and high sub-hand. If neither the player nor the dealer possesses a hand with two winning sub-hands, the result is a tie and the player's wager results in a push.
9. Beginning with the player on the dealer's immediate right and continuing in a counter-clockwise rotation, the dealer shall determine whether each player's hand is a winner or loser and takes or pays each player's wager. If a player placed a wager on either proposition bet(s), dealer determines if the player's hand wins. If it does, the dealer pays the player accordingly. If not, the dealer collects the player's proposition wager(s).
10. After all wagers have been settled, the dealer collects all remaining cards and reshuffles the deck in preparation for the next round.

APPENDIX A

HOUSE WAYS

The house dealer must set their hand as follows:

- A. With a Three-of-a-Kind, the pair of matching color is placed in the high sub-hand. The off color card is placed in the low sub-hand. (e.g. 9♠9♠|9♥; K♦K♥|K♣)
- B. With a Three-Card straight, flush or straight flush, the highest card is placed in the low sub-hand, regardless of color. (Examples: 4♠5♥|6♠; 2♥7♥|9♥).
- C. With the possibility of a pair or a Two-Card flush, straight or straight flush:
 - i. The highest high sub-hand is played as long as the low sub-hand can be 10 or greater, regardless of color. (e.g. 9♥9♠|10♠; 9♠K♠|Q♥; 2♠A♠|K♠).
 - ii. If the low sub-hand can't be 10 or greater, the highest possible high sub-hand is played, regardless of color. (e.g. 4♥5♥|4♠; 7♠10♠|5♥; 7♠8♥|5♠).
- D. With no flush, straight, pair or straight flush possibilities, the second highest card is placed in the low sub-hand, regardless of color. (e.g. 4♥10♦|7♠; 7♠J♦|9♥).

APPENDIX B
THREE CARD PROPOSITION

In addition to the primary wager, a player has the option to place this proposition wager before the hand is dealt. The amount of the proposition wager may not exceed 50% of the primary wager.⁷ If the player's hand is greater than the dealer's hand, they win even money on their proposition wager. If the player's hand is lower than the dealer's hand, they lose their proposition wager. If the value of the player's hand and the dealer's hand are identical, the winner of the hand is determined by the colors of the cards. If the colors contained in the player's hand matches the colors in the dealer's hand, the player wins. If the colors do not match, the player loses. For example:

Example 1:
Comparing the dealer and player's three card hand...

Dealer has: Q♠, Q♣, 7♥
Player has: Q♦, Q♥, 7♣
Player's three card hand loses.

Example 1:
Comparing the dealer and player's three card hand...

Dealer has: Q♠, Q♦, 7♥
Player has: Q♣, Q♥, 7♦
Player's three card hand wins.

The rankings of the three card hands are as follows:

- A. Straight Flush⁸
- B. Three-of-a-Kind
- C. Straight⁹
- D. Flush
- E. Pair
- F. High Card

⁷ On table layouts where the primary wager is depicted as two separate wagers, the 50% limit is on the combined wagers.

⁸ A-2-3 is the lowest straight flush.

⁹ A-2-3 is the lowest straight.

**APPENDIX C
 FOUR CARD BONUS PAYTABLES**

A player also has the option to place this proposition wager before the hand is dealt. The player's three card hand is combined with the community card to form a four card hand. This hand is compared to the winning combination depicted on the posted pay table and paid accordingly. Various pay tables are shown below:

TCS – 1a

Hand Type	Pays (to 1)
Four Aces	500
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	20
Three-of-a-Kind	10
Four Card Straight or Flush	5
Two Pair	3
Three Card Straight or Flush	1

TCS – 2a

Hand Type	Pays (to 1)
Four Aces	500
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	20
Three-of-a-Kind	10
Four Card Straight or Flush	4
Two Pair	2
Three Card Straight or Flush	1

TCS – 3a

Hand Type	Pays (to 1)
Four Aces	500
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	15
Three-of-a-Kind	10
Four Card Straight or Flush	4
Two Pair	2
Three Card Straight or Flush	1

TCS – 1b

Hand Type	Pays (to 1)
Four Aces	1,000
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	20
Three-of-a-Kind	10
Four Card Straight or Flush	5
Two Pair	3
Three Card Straight or Flush	1

TCS – 2b

Hand Type	Pays (to 1)
Four Aces	1,000
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	20
Three-of-a-Kind	10
Four Card Straight or Flush	4
Two Pair	2
Three Card Straight or Flush	1

TCS – 3b

Hand Type	Pays (to 1)
Four Aces	1,000
Four-of-a-Kind	200
Four Card Straight Flush	100
Three Card Straight Flush	15
Three-of-a-Kind	10
Four Card Straight or Flush	4
Two Pair	2
Three Card Straight or Flush	1

**APPENDIX D
 BONUS JACKPOT PAYTABLES**

The casino may optionally offer a Bonus Jackpot payable. Funds for the bonus jackpot are provided by the casino operator usually beginning with a lower amount (e.g. \$500). At various intervals, usually daily, the casino may add to the jackpot bonus until the top prize is awarded. The amount of the casino's contribution may be determined by any methodology, including but not limited to, an automatic daily increase (e.g. + \$100 per day), a percentage of the casino's profits associated with the game, the activity generated by the game (e.g. number of wagers), the hours of operation the game is in play for the previous 24 hour period, etc.

The Bonus Jackpot is offered in conjunction with the Four Card Bonus whereas the player's three card hand is combined with the community card to form a four card hand. This hand is compared to the winning combination depicted on the posted pay table and paid accordingly. To be eligible to win the Bonus Jackpot, players must wager a qualifying minimum wager (e.g. \$5). The qualifying minimum wager amount is determined by the casino and is clearly posted at each table. Pay tables are shown below:

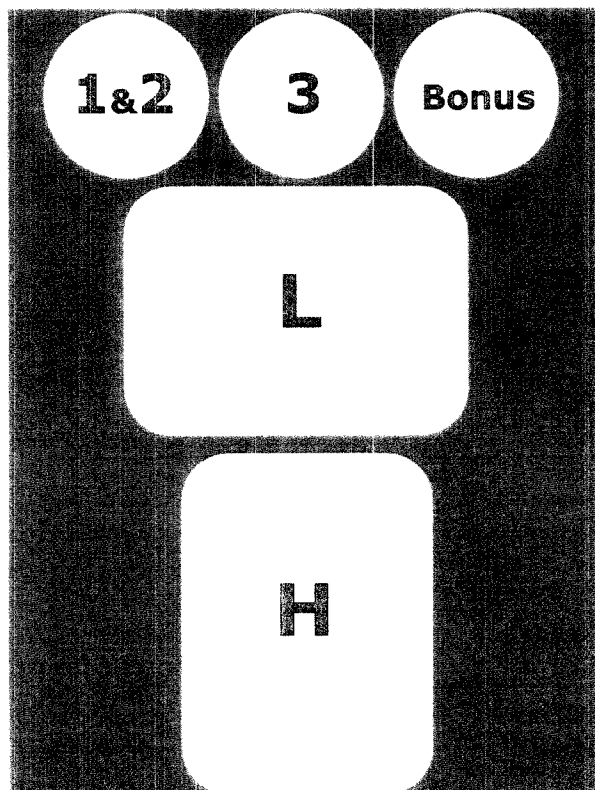
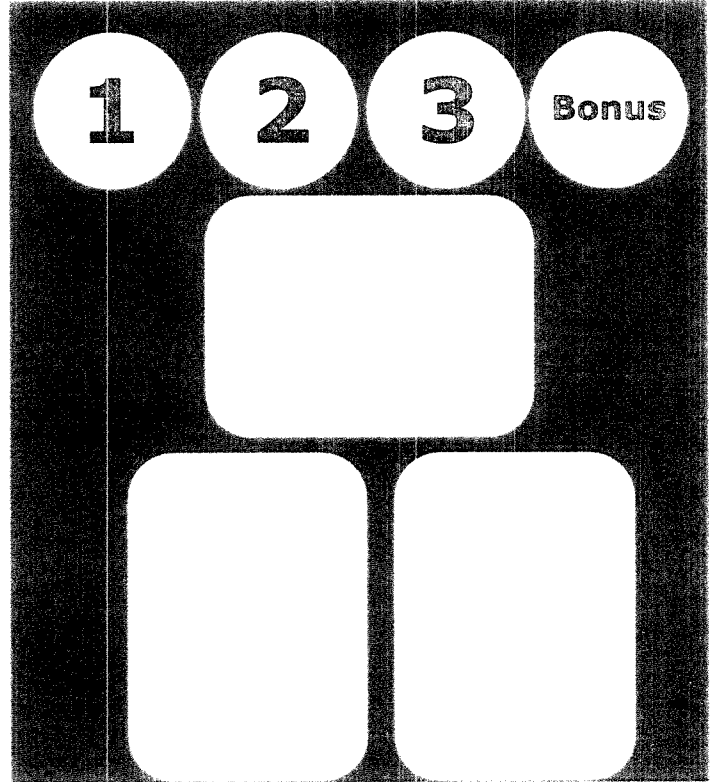
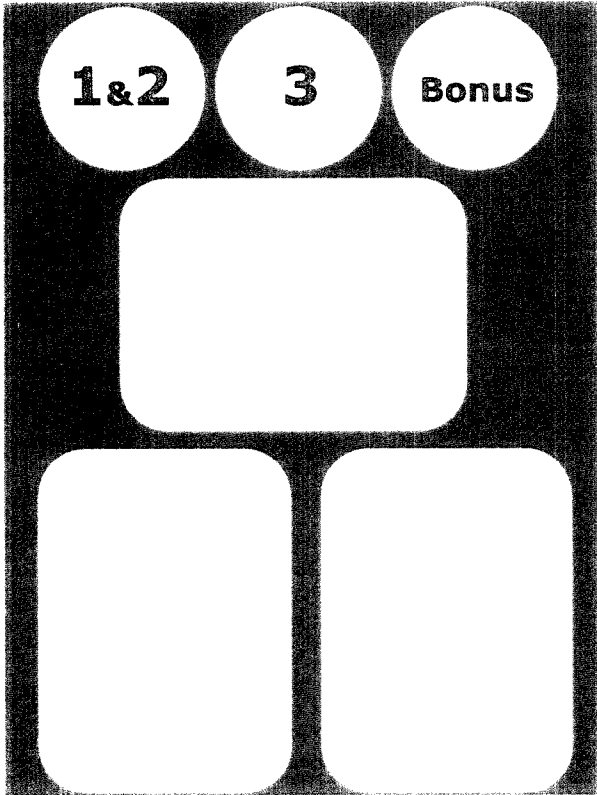
TCS – 4a (BJ)

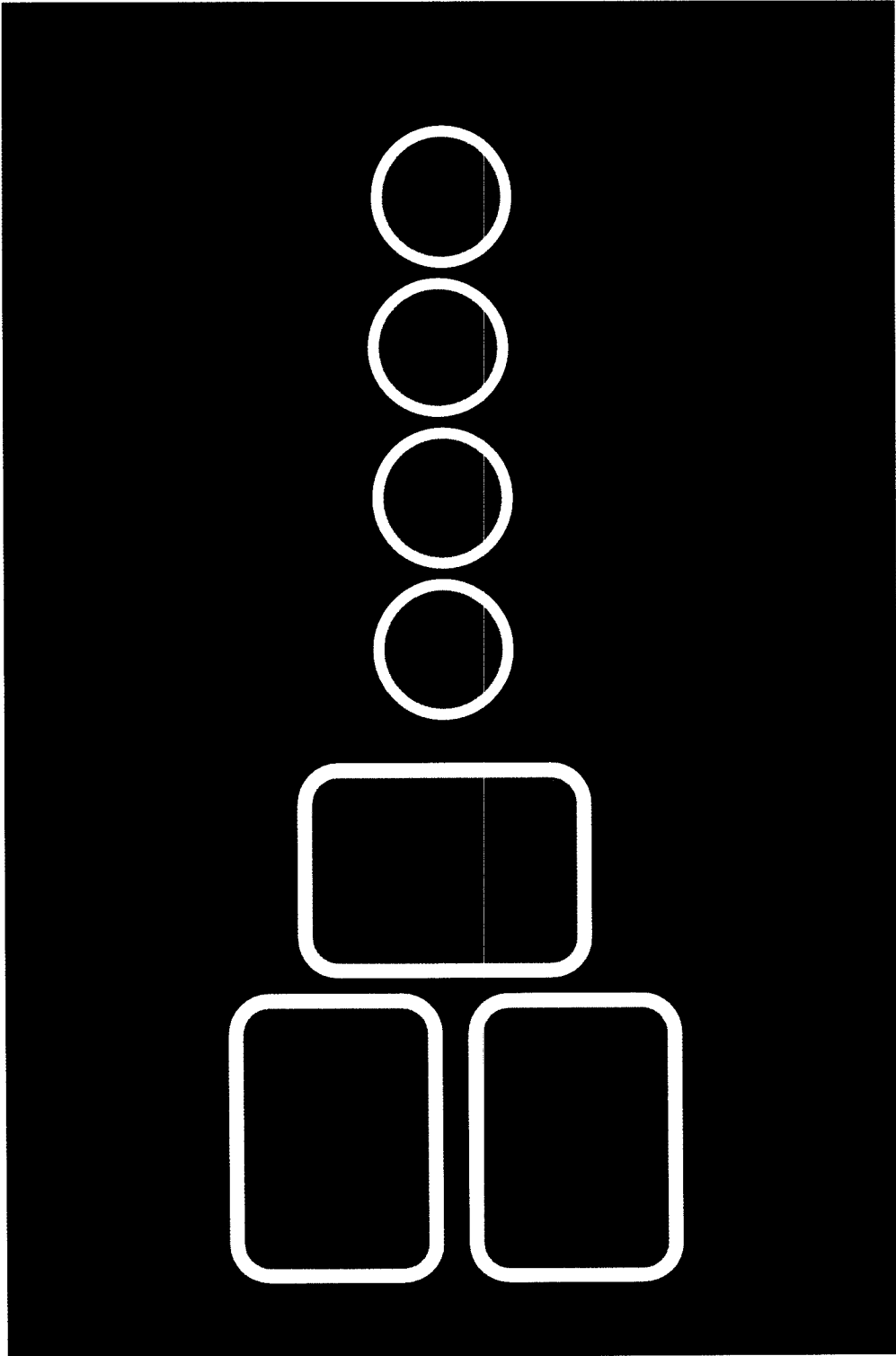
Hand Type	Pays (to 1)
Four Aces	300 + Bonus Jackpot
Four-of-a-Kind	100
Four Card Straight Flush	50
Three Card Straight Flush	12
Three-of-a-Kind	8
Four Card Straight or Flush	5
Two Pair	3
Three Card Straight or Flush	1

TCS – 4b (BJ)

Hand Type	Pays (to 1)
Four Aces	300 + Bonus Jackpot
Four-of-a-Kind	100
Four Card Straight Flush	50
Three Card Straight Flush	12
Three-of-a-Kind	8
Four Card Straight or Flush	4
Two Pair	3
Three Card Straight or Flush	1

APPENDIX D
EXAMPLES OF ALTERNATE LAYOUT DESIGNS





[END OF RULES OF PLAY AND DEALING PROCEDURES.]