



Version 2 Rules & Procedures

RULES OF PLAY

Either an RNG or a cup of three dice may be used to determine the distribution order of the Player and Dealer cards. An RNG will choose a number between 1-7, with spot number #1 representing the Dealer position.

The RNG number signifies which participant receives the first packet of cards. When the cup of dice is utilized, the sum of the three dice will determine which participant receives the first packet of cards. In this scenario, the Dealer position represents spots #1, #8, and #15.

1. To begin, Players must place a Pai Gow main wager along with optional Jack Beats and/or Chan Chu side wager.
2. Packets of seven cards will be placed in front of the Players facedown moving in a counterclockwise rotation. The Dealer will receive their seven cards faceup.
3. If any participant on the game receives less than seven cards, all hands are declared dead.
4. Players must wait until all the hands have been delivered, the last four cards have been verified and the Dealer will arrange and set the House Way hand face-up before any Player's hands have been set.
 - a. **Important Note:** If the Dealer has 2 or more Jacks, the Dealer will not need to set their hand, the game is over, and the Jack Beats and/or Chan Chu side wagers will be settled based off posted payable.
5. The House Way hand will be played in front of the chip rack in full view before exposing the Player's hands.
6. The Players will rank their cards and set the Low hand (or second highest) in front (2-card spot) and the High hand (5-card spot) at the back as indicated on the layout.
7. Hands that are set making the front hand higher than the backhand are automatic losers (Foul Hand).
8. After the Dealer sets the House Way hand they will expose and spread the cards of the Players in a counterclockwise rotation, starting with the position furthest to the Dealer's right.
9. The Dealer must always set their hand according to the House Way. If during the placement of the cards, a hand is misplaced, OR if during the pay-take procedure it is discovered that the hand was set wrong; all hands must be reset, and the house-hand will be reset to the House Way.
 - a. **Important Note:** The house hand can never foul and will always be set correctly the House Way.
10. The Dealer will announce all win, lose, or push hands.
11. Losing wager will be collected and placed in the chip tray
12. PUSH hands will receive a signal from the Dealer (tap on the table) indicated the wager hand no-action.

PAI GOW WAGER

If the Dealer has 2 or more Jacks, the Pai Gow wager loses. Otherwise, the Dealer and Player hands are compared in regular Pai Gow Poker fashion, 5-card to 5-card and 2-card to 2-card, with the Joker functioning as a semi-wild "bug", able to complete straights and/or flushes, or otherwise acting as a suitless Ace. If the Player beats the Dealer in both comparisons, the Pai Gow wager wins and pays 1 to 1. If the Player beats the Dealer in one of the two comparisons, the wager pushes. If each comparison results in the Player being beaten by or tying the Dealer, the wager loses.

"Dealer Open Pai Gow – Version 2" Paytables

Push Ace High / Ace High Tie Wager		
Player Hand	Paytable 1	Paytable 2
Player & Dealer Ace-high Pai Gow	40 to 1	40 to 1
Dealer Ace-high Pai Gow w/ Joker	15 to 1	12 to 1
Any Dealer Ace-high Pai Gow	5 to 1	5 to 1