The Chickasaw Nation Division of Commerce Game Rules for Pai Gow Poker

Description

Pai Gow Poker is the fusion of American Poker and the ancient Chinese dominos game of Pai Gow. The game is played with a standard 52 card deck, plus a single joker. It is played on a table set for six players, plus the dealer. Each player attempts to defeat the banker (who may be the casino dealer or one of the other players at the table). The object of Pai Gow poker is for a player to create two poker hands out of the seven cards he/she has been dealt; a five-card and a two-card poker hand. The five-card’s hand value must exceed the value of the two-card hand. The five-card hand is often called the “high” hand and the two-card is often called the “low”. In order to win, both of the player’s hands must beat the banker’s. If one hand wins and the other loses, the hand results in a push. If both of hands lose, the banker will collect the player’s wager. Should one of the hands rank exactly the same as the banker’s it results in a tie and the banker wins all ties. All winning wagers are paid even money minus a 5% commission. If a player is serving as the banker, he/she will also pay 5% on all collected wagers.

a. After surveying, the table the dealer will announce “no more bets”, and collect the ante from each player

b. The dealer will distribute the cards, which are in groups of seven (7) to all betting positions including empty spots and the dealer/banker position.

c. Players may not touch the cards during the distribution process.

d. Players may pick up their cards when the dealer directs their hand.

e. Players are not allowed to touch another player’s cards, or reveal/show/communicate the values of their own cards to another player.

f. The dealer will set his/her hand according to the “house way”: A five (5) card highest hand and a two (2) card second highest hand.

g. If the player sets their hand in a manner that the two (2) card hand is higher than the five (5) card hand it is a fouled hand and automatically loses.

h. If the player loses both hands, or has a fouled hand, the wager is lost.

i. If a player wins one (1) hand and loses one (1) hand, the wager is a push.

j. If the player wins both hands the wager wins.

k. Winning wagers are paid even money (1:1).

l. All winning wagers are subject to a five percent (5%) commission.
m. All players (who participated in the hand prior to receiving the Chung) will have an opportunity to act as the banker on each revolution of the Chung around the table.

n. If a player does not wish to be the banker, the dealer will serve as the banker for the next round of play.

o. For a player to act as the banker these conditions must be met: The player must have the Chung, the player must have made a wager during the previous round of play in that position, and the dealer must have banked the previous hand.

p. At no time can a player(s) act as banker for two or more consecutive rounds of play.

q. Before a player is allowed to be the player banker they must have sufficient chips on the table to cover all wagers.

r. If a player does not have enough chips to cover all wagers, that player must buy-in for an amount large enough to cover all wagers or decline to bank on that round of play.

s. The player banker will not be allowed to place a wager, or “play against the house”.

t. Players may not wager for the dealer if a player is acting as the player banker.

u. Side betting between and against players is strictly prohibited.

v. Participation in the game is gained by purchasing cheques at the blackjack table. Cheques can be purchased with cash.

w. Players will place a wager in the wagering circles along with an ante to enter the game.

x. The manner in which Pai Gow Poker will be dealt is at the discretion of the Chickasaw Nation.

y. All decks of cards used in play will be a standard “52” card deck plus a single joker.

z. Foreign cheques, coins, currency, etc. will not be accepted.

aa. All Title 31 and Currency Transaction Reporting (CTRC) requirements will follow the general guidelines and requirements set forth from The Chickasaw Nation Division of Commerce.

bb. All game irregularities/disputes will be handled by management.

cc. In the case a dispute cannot be resolved by facility management, the player may invoke their right that exists under law to request that the Chickasaw Nation Office of the Gaming Commissioner conduct an investigation into their prize claim. Management will immediately notify the Chickasaw Nation Office of the Gaming Commissioner.
House Ways

No Pair: Place the highest card in the five (5) card hand and the next two highest cards in the two (2) card hand.

One (1) Pair: Place the Pair in the five (5) card hand and the next two highest cards in the two (2) card hand.

Two (2) Pair:
Two (2) through six (6): Low Pairs.
Seven (7) through ten (10): Medium Pairs.
Jack through King: High Pairs.
1. Low pair and low pair: Split unless holding a king or better, and then play two (2) in the back.
2. Low pair and medium pair: Split unless holding a king or better, and then play two pair in the back.
3. Low pair and high pair: Split unless holding an ace, and then play two pair in the back.
4. Medium pair and medium pair: Split unless holding an ace, and then play two pair in the back.
5. Medium pair and high pair: Always split.
6. High pair and high pair: Always split.
7. Pair of aces and any other pair: Always split.

Three (3) Pairs: Always play the highest Pair in two (2) card hand.

Three (3) of a Kind:
Always play Three (3) of a Kind in five (5) card hand; except always split three (3) aces.

Straight:
Keep as the five (5) card hand.
Six (6) card straight: use the highest card in the two (2) card hand.
Five (5) or six (6) card straight with a Pair: use the Pair as the two (2) card hand.
Straight with two (2) Pairs: play the two (2) Pair rule.

Flush:
Keep as the five (5) card hand.
Six (6) card Flush: use the highest card in the two (2) card hand.
Five (5) or six (6) card Flush with a pair: use the pair as the two (2) card hand.
Flush with two (2) pair: play the two (2) pair rule.

Straight and a Flush:
A Flush and a straight with no Pair: play the combination that results in the highest two (2) card hand.

Full House:
Split; except with pair of two’s (2) and an ace/king can be played in two (2) card hand. Example: If a player holds an 8,8,8,2,2,A,K; the ace/king will be played in the two card hand.

Four (4) of a Kind:
Play according to the rank of the Four (4) of a Kind:
1. Two (2) through six (6): always keep together.
2. Seven (7) through ten (10): Split unless an ace and picture card can be played in the two (2) card hand.
3. Four (4) of a kind with a pair: never split; play pair in the two (2) card hand. Except:
   a. Jack through King: Split unless hand also contains a pair of ten (10) or higher.
   b. Aces: Split unless a pair of seven (7) or higher can be played in the two (2) card hand.

Straight Flush:
Keep as the five (5) card hand.
Split two (2) pairs ten (10) and higher, or a pair of aces and any other pair.
Any other two (2) pair with ace: play the two (2) pair as high and the ace in the two (2) card hand.
Play a straight of flush instead of the straight flush if it causes a face card or higher to be played in the two (2) card hand.

Royal Flush:
Keep as the five (5) card hand.
Royal Flush with a pair: play the pair in the two (2) card hand.
Royal Flush with ten (10) pair: play the two (2) pair rule.
Split the Royal Flush if an ace, king, or a Pair can be played in the two (2) card hand while retaining a Straight or Flush in the five (5) card hand.

Five (5) Aces:
Split unless a Pair of kings can be played in two (2) card hand.