

Napa Valley Casino
Pai Gow Poker Game Description

Pai Gow poker (also known as double hand poker) is played with 53 cards: a standard 52 card deck with one joker. The joker may be used as an ace, or to complete a straight or a flush. The game is dealt on a poker style table to seven positions. The dealer button denotes which player is the Player/Dealer for that hand.

The House dealer will deal seven hands face down, each hand contains seven cards. The Player/Dealer selects one of the seven hands as the first hand to be delivered. The House Dealer places an action button on the selected hand.

The dice cup (containing three dice) is shaken by the Player/Dealer to determine which position receives the first action hand. The Player/Dealer is always counted as numbers 1, 8 or 15. The House Dealer will deal each position a hand according to the sum of the dice. The player/Dealer's hand is kept face down in front of the House Dealer.

The Players set their hands (or players may request their hand to be set house way.) Out of the seven cards two hands are made, one two card hand and one five card hand. The five card hand must rank higher than the two card hand. The players place their hands face down with the two card hand in the front and the five card hand in the back.

After all players have set their hands, the House Dealer will open the Player/Dealer's hand. The Player/Dealer will determine which way their hand will be set.

Hand Rankings

- | | |
|-------------------|--------------------|
| 1. Five Aces | 7. Straight |
| 2. Royal Flush | 8. Three-of-a-Kind |
| 3. Straight Flush | 9. Two-Pair |
| 4. Four-of-a-Kind | 10. One-Pair |
| 5. Full House | 11. High Card |
| 6. Flush | |

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Object of the Game

To win the hand, the player's front and back hand must rank higher than the Player/Dealer's hands. If both of the Player/Dealer's hands rank higher than both of the player's the Player/Dealer wins. If only one hand ranks higher, it is a push (meaning neither side wins) and each player keeps their wager. An identical hand "copy" is won by the Player/Dealer.

The Player/Dealer may only receive action on the amount wagered. Once the Player/Dealer's wager is depleted, the hand is over.

A player has a foul hand and will lose their wager if:

1. The tow card hand is stronger than the five card hand.
2. The player does not have exactly two cards in the front hand
3. The player does not have exactly five cards in the back

A boxed or exposed card on the deal will be replaced by the first of the remaining four cards after the deal is finished.

A misdeal will be declared if:

1. A joker or Ace is boxed or exposed.
2. If two or more cards are boxed or exposed.
3. If the Player/Dealer's hand does not have the correct number of cards.
4. Hands are dealt in the wrong spot and looked at before all hands are out.

Players are responsible for the setting of their hands.

When a player requests assistance on the setting of a hand, all seven cards will be kept together. Upon reaching that hand on the pay off, the House Dealer will set the player's hand **HOUSE WAY**. The hand may only be played House Way.

The House Dealer cannot allow the Player/Dealer to set their hand foul. If the House Dealer mistakenly allows a foul hand, it will be reset to House Way.

The Player/Dealer's hand is not set until they turn over the "GO" button

The Floor-Person's decision is final in all disputed and in the interpretation of all rules.