



## LIVERMORE CASINO – PAIGOW POKER GAME RULES

### Games Description

1. Double Hand Poker is played with a standard 52 card deck with one Joker added, making 53. Each Player is dealt seven cards from which they form two hands, a two-card and a five-card hand. Traditional Poker rankings are used to determine winners.
2. When Players' hands are compared to the Player-Dealer's hands, both hands must be of higher ranking to win. If both are of the same or of lower ranking, the Player-Dealer wins. If one hand is lower and one higher it is a "push" and neither wins.
3. Play rotates clockwise. Each eligible Player has the option:
  - a. To be the Player-Dealer for two consecutive hands;
  - b. For only one hand then pass that privilege; or
  - c. Refuse the option entirely, in which case it is offered to the next Player.
  - d. A Player must wager a minimum of three (3) times during that round of play to be eligible as Player-Dealer.
4. As in many other games, several Players may wager on the same hand, frequently called "backline betting."

### Method of Play:

5. Players make a bet.
6. The Dealer deals seven piles of cards of seven each, from left to right, then right to left, alternating until each pile contains seven cards each in the middle of the table.
7. The Player-Dealer selects which pile will be distributed to the first Player (who is randomly selected in the next step). The Dealer identifies the hand by placing a "button" marked "ACTION".
8. The Player-Dealer shakes a dice cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards (identified in the previous step) will be distributed.
9. Each pile of seven cards is distributed to each seat at the table. Cards distributed to seats without a wager are collected by the Dealer.
10. Players form two hands, a two-card and a five-card hand.
11. When all Players hands have been "set", the Dealer exposes the Player-Dealer's hand, and sets it according to the Player-Dealer's instructions.
12. Each Player's hands are compared to the Player-Dealer's hands to determine the winner according to the criteria in the above paragraphs.
13. Bets are collected and paid only to the extent the Player-Dealer's money is in action.  
*Example: The Player-Dealer has \$200 wagered. The first Player had \$60 bet and lost. The Player's bet and \$60 from the Player-Dealer's \$200 are returned to the Player-Dealer and that money is now "out of action". The Player-Dealer now has \$140 left in action. The next Player bet \$60 and won. That bet and \$60 from the Player-Dealer's remaining bet is returned to the winning Player. There has been \$120 of the Player-Dealer's bet removed from action, leaving \$80 for continued action. The process continues until the Player-Dealer's bet has been exhausted, or all bets have been settled. Any money bet by the Player-Dealer which has not received action is returned.*

## General Rules:

14. Livermore Casino does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against Livermore Casino.
15. **English only** during the play of any hand.
16. Collection is taken in advance for each bet. You must have a full minimum bet after paying collection.
17. Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot.
18. Players must bet at least the table minimum. Should the Dealer fail to enforce this rule, a bet less than the table minimum will receive action, but as a rule will not be tolerated.
19. Any amounts over the maximum table limit will receive no action.
20. The Player-Dealer is allowed to cover all individual bets, provided each bet does not exceed the maximum bet limit established by the current posted rules.
21. All action goes clockwise, starting with the action button.
22. All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
23. No bettor can win or lose more than he has bet on a given hand.
24. Players who bet "Kum-Kum" must each wager at least the table minimum.
25. Players who bet "Kum-Kum" do so at their own risk. The House will not hold up action or be responsible for settling disputes that arise from "Kum-Kum" bets.
26. The Player with most money in action is the active Player for that position and the only one allowed to handle the cards. The active Player also has the final say on how the hand is set.
27. No Player is allowed to pick-up any hand out of sequence. The Dealer will be instructed to push the hand to the Player and then to replace the hand in its proper position.
28. Backline Players may participate in the play of the hand. If the active player and Backline Player(s) disagree over the play of the hand, the player with the most money in action makes the final decision.
29. Anyone making a backline wager must notify the seated Player that he has done so. In the absence of a notification, the seated Player could have claim to all the money wagered.
30. In the Player-Dealer position, the largest wager in action makes the final decision, on any disagreement on the play of the hand.
31. The Player-Dealer may allow any person to shake the dice, except a Livermore Casino employee on duty.
32. Once the dealer has announced "no more bets" and opened the dice cup, no one may change his wager. PENALTY: Possible forfeiture of wager to the extent money covers, exclusions from premises, and subject to prosecution.
33. The Dealer is not allowed to have any INFLUENCE on the outcome of the Player-Dealer's hand (cutting cards, selection of action pile, shaking of dice, and giving an opinion on the setting of the Player-Dealer's hand are all examples of INFLUENCE).
34. The Dealer is not allowed to pay collection for any Player.
35. The Player-Dealer's hand will not be opened until all hands have been set. (Exception: "House way" hands will be set in rotation as hands are opened).
36. All Players must put the entire wager in the spot before the dice are exposed by the Dealer. Only money in the squares plays. Stating "money covers" or other call bet is not acceptable.
37. If the Player-Dealer's hand is accidentally exposed before all hands are set, the unset hands will be set "house way".
38. Any active Player is entitled to ask the Dealer the amount of the Player-Dealer's wager, to the extent that it affects the play of his hand.

39. No side bets or proposition bets are allowed.
40. Any Player wagering on a spot the previous hand and having bet a total of three times during that round of play has the option of being the Player-Dealer there on the next hand (in turn). If there was no wager on the previous hand, no one may be the Player-Dealer on that spot.
41. A Player may not surrender his hand. All hands will be exposed and read by the Dealer.
42. Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be foul and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
43. Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. The Player may be excluded from the premises and subject to prosecution.
44. A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
45. All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
46. A Player may see one hand only, regardless of the number of hands on which he has wagered.
47. The Joker may be used as an Ace or to complete a straight or as the highest unmatched card in a flush.
48. A misdeal will be declared if:
  - a. A Joker or Ace is boxed or exposed; or
  - b. If two or more cards are boxed or exposed.
49. All FOUL hands are considered losing hands for the Player that sets the hand. Any other Players that have bet on that spot will have the hand set "House Way" to determine the outcome of their wager.
50. A Player has a FOUL hand if:
  - a. The two-card front hand is stronger than the five-card back hand; or
  - b. The Player does not have exactly two cards in the front hand; or
  - c. The Player does not have exactly five cards in the back hand; or
  - d. The Player does not protect his hand and it comes in contact with the other cards.
  - e. The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing five cards, regardless of where the hands are eventually positioned.
51. A boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
52. Players are responsible for the final setting of their hands. A Player's request for setting a hand "House Way" will be honored only if the player has not yet touched the cards.
53. Any "House Way" hand improperly set by the Dealer will be reset by Management, if it can be retrieved intact.
54. The Dealer cannot allow the Player-Dealer to set his hand foul, it will be reset the "House Way" by Management and play will continue.
55. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands will be redealt.
56. The Dealer must get the Player-Dealer's instruction with obvious gesture, before opening the first player's hand.
57. Livermore Casino will not be responsible for any hand that is "Ok'ed" for action by the Player-Dealer.
58. Once the first Player's hand is exposed, the Player-Dealer may not reset his hand.
59. Only the Player-Dealer may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of Player-Dealers.
60. When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.

61. A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
62. "COPY": If a Player's front hand has the same value as the Player-Dealer's front hand, it is called a "copy". The Player-Dealer's front hand is then considered the winner. The same "copy" rule is applied to the back hand.
63. When opening a new game the house will give free collection for four (4) hands.

## Traditional Poker Hand Rankings

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

## Wagering Limits

Refer to the Current Posted Wagering Limits and Collection Rates

