

Si Ki Pi

(RWS)

Game Rules

Version 3

w.e.f. 14 September 2021, 0800 hours



In accordance with Section 100(1) of the Casino Control Act 2006, the Gambling Regulatory Authority of Singapore approves the game rules in respect of the game “Si Ki Pi (Version 3)” as set out in this document by Resorts World at Sentosa Pte. Ltd. (“RWS”), to be conducted in the casino operated by RWS.

Table of Contents

Page Number

1. Definitions	3
2. Mode of Play	5
3. How to Play	6
4. Settlement	10
5. Irregularities	11
Appendix A	15
Appendix B	16
Appendix C	17
Appendix D	18
Appendix E	19
Appendix F	20
Appendix G	21
Appendix H	23

1. Definitions

In these rules:

- 1.1 **Bet** shall have the same meaning as wager.
- 1.2 **Bonus Bet** refers to a side Bet placed on Bonus in which a Player wins only when the Player's four cards or the Dealer's four cards make up one of the four Bonus Hands as set out in the Bonus Bet Pay Table stipulated in paragraph 4.2.
- 1.3 **Card Shoe** refers to an electronic or non-electronic device from which cards are dealt.
- 1.4 **Dealer** refers to the person responsible for the dealing of the game.
- 1.5 **Electronic Card Shuffler** refers to a device specifically designed to automatically shuffle one or more decks of cards and from which cards are dealt.
- 1.6 **Gong** refers to a combination of two cards which comprises of a card with a value of 2 and a card with a value of eight 8, regardless of colour and suit.
- 1.7 **Hand** refers to the cards that have been dealt to a Player or the Dealer in a Round of play.
- 1.8 **High Hand** refers to a two-card combination that is of a higher ranking than the other two-card combination when arranged out of the four cards dealt.
- 1.9 **House** refers to the Casino Operator.
- 1.10 **House Way** refers to a mandatory way of arranging the Low Hand and High Hand as stipulated in Appendix H.
- 1.11 **Initial Bet** refers to a Bet, other than a side Bet, that is placed by a Player before receiving the cards.
- 1.12 **Low Hand** refers to a two-card combination that is of a lower ranking than the other two-card combination when arranged out of the four cards dealt.
- 1.13 **Pair** refers to two cards with the same number or picture type, regardless of colour and suit.

- 1.14 **Picture Card** refers to a card of any suit being a King, Queen or Jack. All Picture Cards shall have a value of 0 point.
- 1.15 **Pit Employee** refers to the Dealer, Pit Supervisor or Pit Manager. The responsibilities of a Dealer, Pit Supervisor and Pit Manager may be performed by any person assigned to and acting in that position.
- 1.16 **Player** refers to a person who places a Bet during a Round of play.
- 1.17 **Point Total** refers to the total value of a Low Hand or High Hand.
- 1.18 **Reconstruction** refers to the returning of card(s) to their original intended sequential order.
- 1.19 **Round of play** refers to the period of play commencing with the announcement "Place your Bets, please" and concluding when the final settlement for all Players are made.
- 1.20 **Seated Player** refers to the Player sitting at the betting box who has placed a Bet on a betting box and makes the decision for that betting box. In the event that there is no Player seated at the betting box, Seated Player shall refer to the Player with the highest Bet on the betting box and makes the decision for that betting box.
- 1.21 **Standing Player** refers to a Player who places a Bet on a Seated Player's betting box.
- 1.22 **Stand Off** refers to a situation where a Player wins either his Low Hand or High Hand and loses the other. In a Stand Off, the Player's Bet is neither paid nor collected.
- 1.23 **Void** refers to a Round of play that has been invalidated and has no result.

2. Mode of Play

2.1 The Layout

2.1.1 Si Ki Pi may be played only on tables displaying the layout as shown in Appendices A, B, C, D, E and F.

- a. Betting boxes shall be marked for each Player. The maximum number of boxes is as shown on each table layout.

2.2 The Cards

2.2.1 The game shall be played with a single deck consisting of 52 cards.

3. How to Play

- 3.1 The objective of the game is to have both the Hands (Low Hand and High Hand) ranked higher than the Banker's.
- 3.2 In determining the outcome of a Round of play, a Player's Low Hand may only be compared against a Dealer's Low Hand while a Player's High Hand may only be compared against a Dealer's High Hand.
- 3.3 The ranking of a card is not dependent on its suit but on its value. The highest card is the Ace and the lowest card is the 2 and the order shall be as follows: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.
- 3.4 In terms of ranking of winning combination,
 - 3.4.1 Pairs, which is comprised of a pair of cards with the same value, is ranked as the highest winning combination. Within the winning combination of Pairs, a pair of Aces is the highest combination and a pair of 2 is the lowest combination. This is followed by the Gong which is comprised of two cards with the value 2 and 8. The ranking of cards within the winning combination of Pairs and Gong is shown in Appendix G under Hands Ranking (Pairs & Gong).
 - 3.4.2 In the event that a Player does not obtain the winning combination of a Pair or a Gong, a Player's cards shall be ranked by Point Total. The cards King, Queen, Jack, and Ten are valued as zero. An Ace is valued as one and all other cards are valued based on their numerical face values. The Point Total of a Hand shall be a single digit number from 0 to 9 which is determined by totaling the value of the cards in a Hand and subtracting the tens (if the Point Total of a Hand is 10 or above). 9 is the highest Point Total and 0 the lowest.

The ranking of cards by way of Point Total is shown in Appendix G under Hands Ranking (Point Total).
- 3.5 No Player shall be permitted to make a decision on another Player's behalf.
- 3.6 Player may start placing a Bet when the Dealer announces "Place your Bets, please".

- 3.7 The permissible minimum and maximum limits shall be displayed at the table.
- 3.8 It shall be the responsibility of the Player to place the Bet within the permissible minimum and maximum limits as displayed at the table.
- 3.9 Where applicable, no Player playing in any Hand and Betting less than the maximum limit provided, shall refuse the balance of the Bet in that Hand to be taken up by any other Player.
- 3.10 A Player must place an Initial Bet on the designated betting box as stipulated in Appendices A, B, C, D, E and F in order to participate in the Round of play.
- 3.11 A Player may Bet more than one Hand provided that the total Bet on that Hand shall not exceed the permissible maximum limit for that Hand and shall examine only one Hand.
- 3.12 Standing Players are permitted to Bet subject to the following:
- 3.12.1 No Bet shall exceed the permissible maximum Bet for the betting box display; and
 - 3.12.2 The decision made for a betting box shall be called by the Seated Player of that betting box.
- 3.13 Once a Player has placed an Initial Bet, any Player may choose to place a Bonus Bet on such Player's Hand and/or the Dealer's Hand.
- 3.14 No more Bets shall be placed after the Dealer announces "No more Bets".
- 3.15 Starting on his left and continuing in a clockwise direction around the table, the Dealer shall deal one card at a time, face down, to each box where an Initial Bet has been placed and then one card to himself until each box and the Dealer receives four cards.
- 3.16 Where an Electronic Card Shuffler is used, the Dealer shall deal the set of four cards dispensed by the Electronic Card Shuffler to each box where an Initial Bet has been placed, face down, starting with the box on his immediate left and continuing in a clockwise direction around the table before dealing to himself the set of four cards.

- 3.17 The Dealer shall direct the Players to view their cards accordingly. Players must not speak or cause to exchange or communicate information in any way regarding their Hand or Hands while viewing their cards.
- 3.18 After the Players have arranged their cards (into the Low Hand and the High Hand), the Players shall place their cards on the table and the Player shall not be allowed to handle the cards again.
- 3.19 If the Player request the Dealer to arrange his cards in accordance to the House Way, the Dealer shall do so before the Dealer reveals the Banker's Hands. If the Dealer fails to arrange the cards in accordance to the House Way before he reveals the Banker's Hands, the Dealer shall do so during settlement.
- 3.20 If a Seated Player places a Bet in other betting boxes with no Seated Player, the cards in those betting boxes where the Player is not seated shall be arranged by the Dealer in accordance to the House Way.
- 3.21 The Dealer shall then arrange his cards in accordance to the House Way. In the event the Dealer's Hand is arranged incorrectly, the Dealer's Hand shall be reset in accordance to the House Way.
- 3.22 The Dealer shall compare his Hand against the Player's Hand:
- 3.22.1 The Player wins a Low Hand when the Player's Low Hand is of a higher ranking than the Dealer's Low Hand.
 - 3.22.2 The Player wins a High Hand when the Player's High Hand is of a higher ranking than the Dealer's High Hand.
 - 3.22.3 The Dealer wins a Low Hand when both the Player's Low Hand and the Dealer's Low Hand have cards with the same ranking.
 - 3.22.4 The Dealer wins a High Hand when both the Player's High Hand and the Dealer's High Hand have cards with the same ranking.
 - 3.22.5 The Dealer wins a Low Hand when both Point Totals of the Player's Low Hand and the Dealer's Low Hand (where the Hand does not make a Pair or a Gong), irrespective of individual card rankings, is zero.

- 3.22.6 The Dealer wins a High Hand when both Point Totals of the Player's High Hand and the Dealer's High Hand (where the Hand does not make a Pair or a Gong), irrespective of individual card rankings, is zero.
 - 3.22.7 A Player wins in a Round of play when his Low Hand and High Hand ranks higher than the Dealer's corresponding Low Hand and High Hand.
 - 3.22.8 A Player loses in a Round of play when his Low Hand and High Hand rank lower than the Dealer's corresponding Low Hand and High Hand.
 - 3.22.9 A Stand Off occurs in a Round of play when a Player wins on either his Low Hand or High Hand and loses on the other.
- 3.23 A Bonus Bet shall win and be payable if the Player's four cards or the Dealer's four cards make up one of the four Bonus Hands set out in the Bonus Bet Pay Table stipulated in paragraph 4.2, regardless of the value of the Dealer's or the Player's Hand, or how the Dealer or the Player has set his Low Hand and High Hand; and
- 3.23.1 If a Player's Hand or the Dealer's Hand is able to make more than one qualifying Bonus Hand, only the best qualifying Bonus Hand shall be eligible to be paid.
- 3.24 All winning Bets in the betting box are paid in accordance with the Pay Tables stipulated in paragraph 4.

4. Settlement

4.1 Si Ki Pi Pay Table

Bet/Rules	Pays
Player wins	1 to 1 (less 5% commission to House)

4.2 Bonus Bet Pay Table

Bonus Bet Pay Table (This pay table is applicable to both the Player's and Dealer's Hand)	
Bet/Rules	Pays*
Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1
*No commission is levied on a winning Bonus Bet	

5. Irregularities

- 5.1 In the event the total Bets placed on any betting boxes exceed the maximum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the House shall reject the excess Bets. For the purposes of assessing whether and when the maximum Bet has been reached in the game for a betting box, Seated Players shall have the priority in the placement of their Bets, following which Standing Players may place their Bets subject to and until the maximum Bet has been reached for that betting box.
- 5.1.1 However, if the excess Bets were not rejected, the Player shall win or lose his Bet on a pro rata basis based on the permissible maximum limit for that betting box. Such apportionment shall not result in any Player winning or losing based on a pro-rated Bet that is below the minimum permissible limit.
- 5.1.2 In the event that any Player has, in a betting box that has exceeded the maximum permissible limit, placed a Bet that is under the minimum permissible limit, pro rata shall not be applied, and such Player shall win or lose accordingly.
- 5.2 In the event the total Bets placed on any betting boxes do not meet the minimum permissible limit for that betting box, and this is noticed by the Dealer before the Bets are closed, the Dealer shall advise the Player that the minimum permissible limit must be met and give the Player the opportunity to increase or withdraw his Bet.
- 5.2.1 However, if the Dealer does not notice that the Bet falls below the minimum permissible limit, the Player shall win or lose accordingly.
- 5.3 In the event a Player walks away after he has placed a Bet, and he is the only Player Betting on the betting box, the House shall arrange the cards of that Player's Hand in accordance to House Way. The House shall settle the Bet accordingly.

- 5.4 In the event of a technical interruption (such as a power failure) that affects the continuation of a Round of play, if:
- 5.4.1 an outcome has been established i.e. any of the available Bets has conclusively won or lost, play shall continue and the Round of play shall be concluded; or
 - 5.4.2 no outcome has been established i.e. none of the available Bets has conclusively won or lost, the Round of play shall be Voided.
- 5.5 In the event that any of the following situations occur:
- 5.5.1 if a card that does not form part of the set of cards is found; or
 - 5.5.2 if the Dealer exposes two or more cards on the Dealer's Hand and no Player has seen the cards distributed to him; or
 - 5.5.3 if any incorrect distribution of the cards and any Player has seen the cards distributed to him; or
 - 5.5.4 if the playing cards are not shuffled; or
 - 5.5.5 if there is any shortage or excess of cards in the deck; or
 - 5.5.6 if there are insufficient cards in the Card Shoe/Electronic Card Shuffler to complete the Round of play,
- the current Round of play shall be Voided, and the outcome and settlement of all previous Round(s) of play shall stand.
- 5.6 In the event of any dealing error not described in paragraphs 5.5 and 5.8, and regardless of whether Reconstruction is possible, all affected Players on the gaming table shall have the option to:
- 5.6.1 continue their Hand (if the cards cannot be Reconstructed); or
 - 5.6.2 continue with the Reconstructed Hand (if the cards can be Reconstructed); or
 - 5.6.3 have their Bet returned and Hand invalidated.

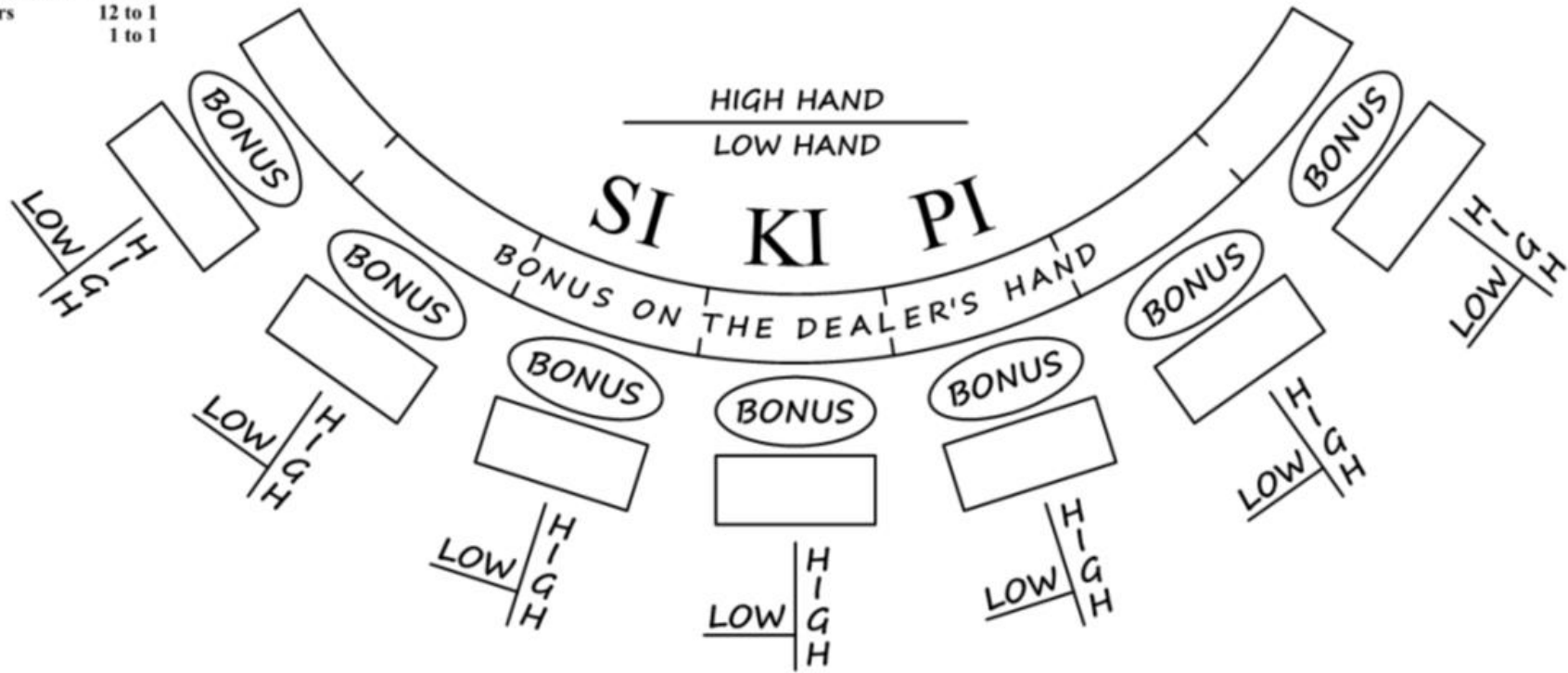
All Players who have chosen the options set out in paragraph 5.6.1 or 5.6.2 above must then accept any subsequent cards dealt on that Round of play.

- 5.7 If the Dealer exposes two or more cards on the Player's Hand, the affected Player(s) on the gaming table shall be given the options set out in paragraph 5.6 provided no Player has seen the cards distributed to him.
- 5.8 In the event if the Dealer exposes two or more cards on the Player's Hand or the Dealer's Hand and any Player has seen the cards distributed to him, the Round of play shall continue.
- 5.9 In the event the Player exposes one or more cards on the Player's Hand, the Round of play shall continue.
- 5.10 After the Dealer announces "No more Bets", no Bet may be placed, increased or withdrawn and the Dealer shall refuse all such Bets.
- 5.11 The House shall reconstruct all the cards arising from any dealing error made and the House shall have absolute discretion to determine whether or not the cards are capable of being Reconstructed.
- 5.12 If an incorrect number of cards are dealt to a Player's Hand, then that Player's Hand shall be removed from play and his Bets returned, provided that this is noticed before the commencement of play of the next Round of play and the cards cannot be Reconstructed.
- 5.13 Subject to paragraph 3.11, if the Player examines additional Hand(s), the decision on whether the Player had intentionally examined the additional Hand(s) shall be determined by the Pit Supervisor or above. If it is determined that the Player had intentionally examined the additional Hand(s), that additional Hand(s) shall be invalidated, the cards removed from the Round of play and the Bet(s) shall be returned to the Player. The Hand that the Player first viewed shall still be valid.
- 5.14 An error that occurred during a Round of play that is not noticed until after the commencement of a subsequent Round of play shall not have any effect on the outcome of the subsequent Round(s) of play.

- 5.15 Bets shall be settled in accordance with the position of chips on the layout when the Bets are closed. The House shall not be liable to pay for any Bets placed in error by the Player or by the Player through the House or someone else on the betting layout at the gaming table.
- 5.16 Where the Round of play is Voided, all Bets placed by the Players for that particular Round of play shall be returned.
- 5.17 The Pit Employees may, at the request of a Player, place Bets on behalf of the Player. If instruction is given to the Pit Employees, it is the responsibility of the Player to ensure that the Bets are placed correctly on his behalf.
- 5.18 Where provisions in the Game Rules do not provide for the resolution of (a) any irregularity and/or scenario not covered in the Game Rules and/or (b) any interpretation issues relating to the Game Rules, the decision on how to resolve such matters shall be made by the Table Games Shift Manager or above.

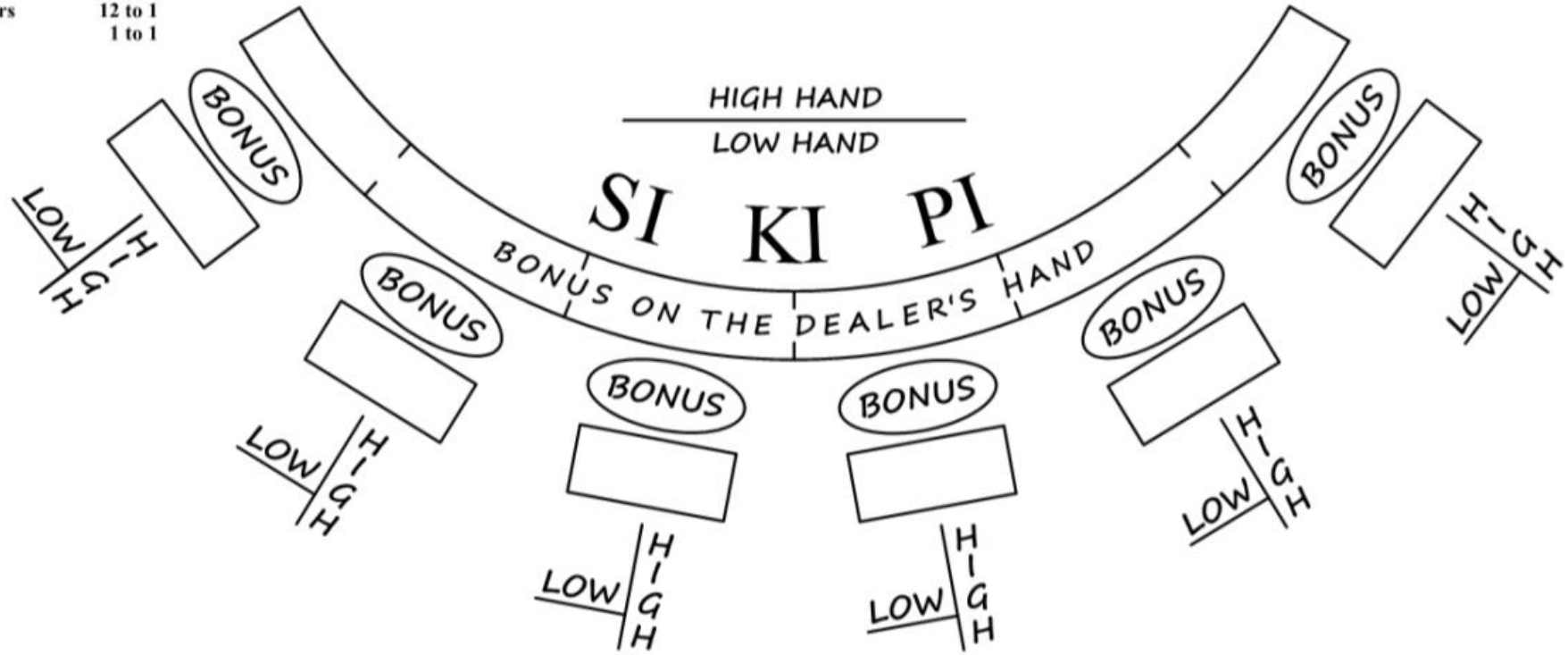
Appendix A

Bonus Pays	
Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1



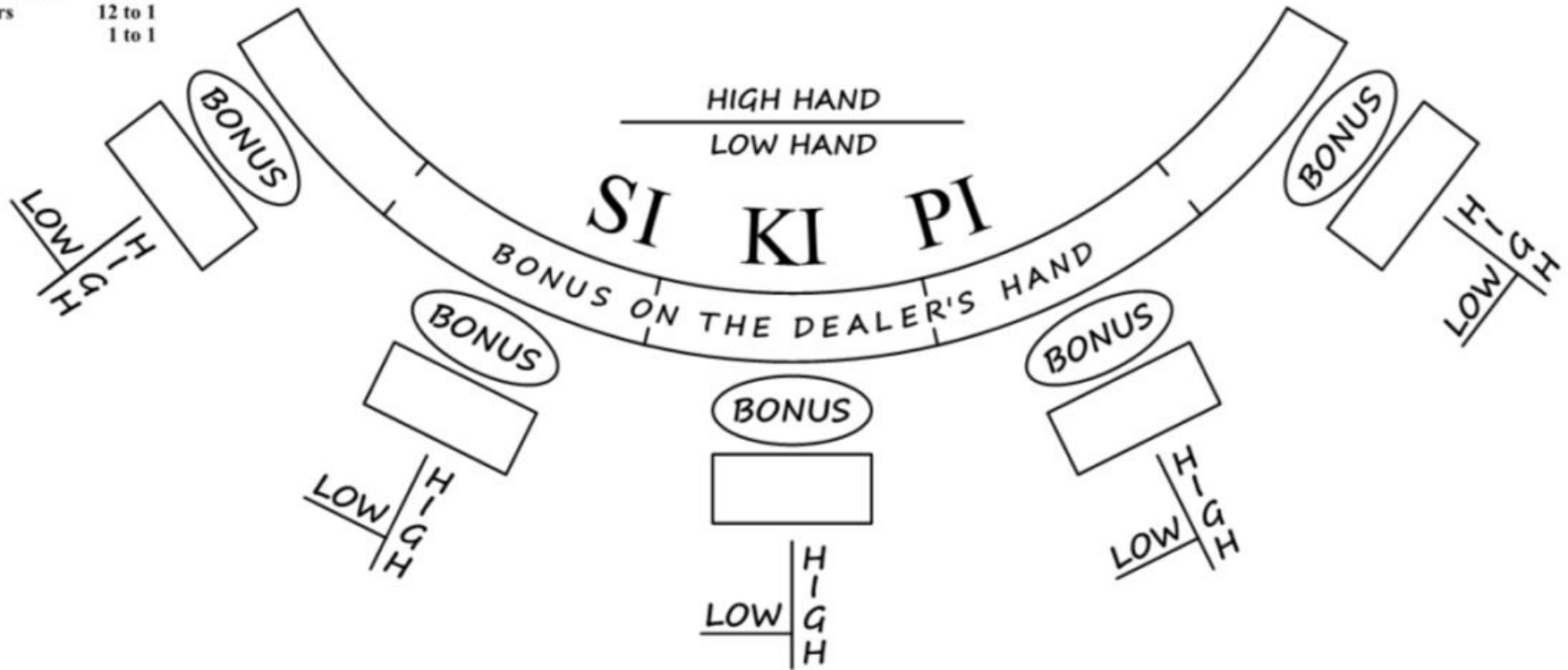
Appendix B

Bonus Pays	
Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1



Appendix C

Bonus Pays	
Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1



Appendix D

Bonus Pays

Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1



Appendix E



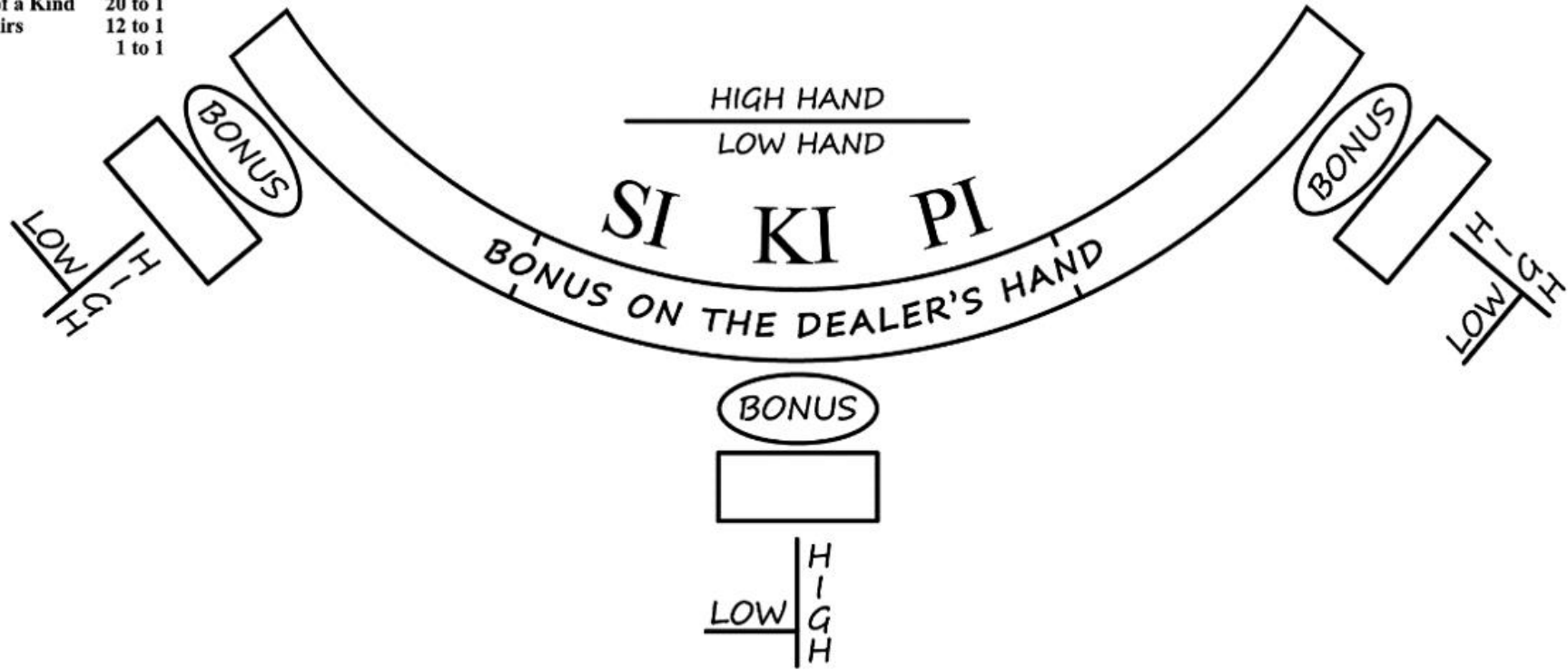
Bonus Pays

Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1

Appendix F

Bonus Pays

Four of a Kind	100 to 1
Three of a Kind	20 to 1
Two Pairs	12 to 1
Pair	1 to 1



Appendix G

Hands Ranking (Pairs & Gong) (Ranking is not dependent on the suit of the cards making up the Pair or Gong)



Ace



King



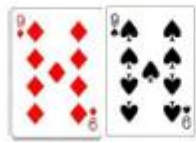
Queen



Jack



Ten



Nine



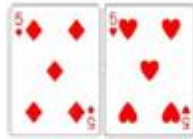
Eight



Seven



Six



Five



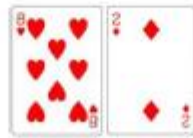
Four



Three



Two



Gong

(Any cards with the value of 2 and 8 only)

Hands Ranking (Point Total)

	The ranking of Hands in terms of point total from the highest to the lowest (Ranking is not dependent on the suit of the cards making up the Hand)							
9 (Nine Point)	A , 8	K , 9	Q , 9	J , 9	10 , 9	7 , 2	6 , 3	5 , 4
8 (Eight Point)	A , 7	K , 8	Q , 8	J , 8	10 , 8	6 , 2	5 , 3	
7 (Seven Point)	A , 6	K , 7	Q , 7	J , 7	10 , 7	9 , 8	5 , 2	4 , 3
6 (Six Point)	A , 5	K , 6	Q , 6	J , 6	10 , 6	9 , 7	4 , 2	
5 (Five Point)	A , 4	K , 5	Q , 5	J , 5	10 , 5	9 , 6	8 , 7	3 , 2
4 (Four Point)	A , 3	K , 4	Q , 4	J , 4	10 , 4	9 , 5	8 , 6	
3 (Three Point)	A , 2	K , 3	Q , 3	J , 3	10 , 3	9 , 4	8 , 5	7 , 6
2 (Two Point)	K , 2	Q , 2	J , 2	10 , 2	9 , 3	8 , 4	7 , 5	
1 (One Point)	A , K	A , Q	A , J	A , 10	9 , 2	8 , 3	7 , 4	6 , 5

Appendix H

House Way

Cards arranged according to the House Way shall be arranged as follows:

1. In the event that the cards dealt contain a pair of cards with the same value, the pair of cards shall not be split to form the Low Hand and High Hand and shall be kept together as a pair within the same Hand unless:
 - (i) There is a pair of 9s in the cards dealt and after the split the sum of the value/combination of the cards making up the High Hand (the "High Hand Sum") and the sum of the value/combination of the cards making up the Low Hand (the "Low Hand Sum") are both 9; or
 - (ii) There is either a pair of 8s, 7s, 6s, 3s or 2s in the cards dealt and a split would allow any of the following "Low Hand Sum" and "High Hand Sum" to be obtained:
 - (a) 7 and 9,
 - (b) 8 and 8,
 - (c) 8 and 9,
 - (d) 7 and Gong,
 - (e) 8 and Gong, or
 - (f) 9 and Gong.
2. In the event that the cards dealt do not contain a pair of cards with the same value but contain cards with the value of 2 and 8, the Dealer shall arrange the cards such that the cards with the value of 2 and 8 shall form the High Hand to achieve a Gong and the remaining 2 cards shall form the Low Hand.

3. In the event that the cards dealt do not contain a pair of cards with the same value or cards with the value of 2 and 8, but contain the following exceptions:
 - (i) Ace, 2, 3 and 4, the Dealer shall arrange the cards such that the “Low Hand Sum” is 4 and the “High Hand Sum” is 6.
 - (ii) Ace, 2, 3 and 5, the Dealer shall arrange the cards such that the “Low Hand Sum” is 4 and the “High Hand Sum” is 7.
4. In the event that the cards dealt do not contain a pair of cards with the same value, cards with the value of 2 and 8 or the above exceptions:
 - (i) The Dealer shall arrange the cards such that the “Low Hand Sum” is the highest from the various combinations of Low Hand and High Hand.
 - (ii) In the event that two of the cards dealt contain a King, Queen, Jack or 10, the higher ranking of the two cards (King, Queen, Jack or 10) shall be placed with the Low Hand. However in the event that the remaining cards contain either a 9 or an Ace, the higher ranking of the two cards (King, Queen, Jack or 10) shall be placed with the High Hand.
 - (iii) In the event that three of the cards dealt contain a King, Queen, Jack or 10, forming a zero Point Total on the Low Hand, the highest ranking of the three cards (King, Queen, Jack or 10) shall be placed with the High Hand.