

13:69F-10.12 Fire and Ice Bonus for Pai Gow

- (a) If a casino chooses to offer the Fire and Ice Bonus, the pai gow table layout shall have an additional circle in front of each patron for the placement of the Fire and Ice Bonus wager.
- (b) The maximum that can be wagered on the Fire and Ice Bonus is the lower of the primary wager made on the pai gow hand or \$25.00 per hand. The Fire and Ice Bonus wager can be made only by a patron who places a regular pai gow wager.
- (c) The Fire and Ice Bonus wager is won when the dots on each of the patron's tiles are either all white or all red. Any combination of colors means that the Fire and Ice Bonus wager is lost.
- (d) Regardless of the result of the primary wager, if the patron's tiles contain all white dots, the patron is paid 35 for 1. This is in addition to any payout from the main wager.
- (e) Regardless of the result of the primary wager, if the patron's tiles contain all red dots, the patron is paid 1000 for 1. This is in addition to any payout from the main wager.
- (f) Payouts for the Fire and Ice Bonus are made at the same time that the main wager is either paid or collected.
- (g) Notwithstanding (d) and (e) above, a casino licensee may establish a maximum payout of not less than \$25,000 per round on the Fire and Ice Bonus, which shall be shared proportionally among two or more winning patrons. The proportionate share of the Fire and Ice Bonus shall be allocated in a manner proportional to the amount of their respective wagers on the Fire and Ice Bonus.**