# THE ORLEANS POKER ROOM'S BAD BEAT JACKPOT RULES

#### **COLLECTION AND DIVISION OF PROMOTIONAL DROP**

- 1. Promotional funds will accumulate by collecting a daily specified amount from each pot. The house reserves the right to re-structure, as well as increase the amount collected at any time. The daily amount to be collected from each pot can be obtained from the main poker podium. Promotional funds will be kept separate from the house commission (rake).
- 2. Division of Stud and Omaha promotional drop will be as follows:

30% of the promotional drop will be placed into a poker room promotional pool. The remaining 70% will be used to fund their respective jackpot meters based upon the following meter amounts:

A. \$0 to \$39,999 - 50% to primary meter, 50% to secondary meter.

B. \$40,000 to \$49,999 - 40% to primary meter, 60% to secondary meter.

C. \$50,000 and above - 30% to primary meter, 70% to secondary meter.

When the Stud or Omaha jackpot is hit, 60% of the secondary meter amount will become the primary meter amount.

- 3. Division of the daily Texas Hold'em promotional drop will be as follows: 20% will be used to progress the Texas Hold'em Bad Beat Jackpot meter, and the remaining 80% will be placed into a poker room promotional pool. The promotional pool will be utilized to fund the Texas Hold'em bad beat, as well as various other poker room promotions. All promotional funds that are collected will be re-distributed back to the patrons based upon the individual program rules.
- 4. The Texas Hold'em Bad Beat is a progressive jackpot that starts and resets at \$50,000.
- 5. Promotional funds will be picked up by the casino drop team, counted, and recorded once per day. Jackpot amounts will be updated at 2:00 P.M. daily.

#### **QUALIFYING RULES**

- 1. There must be a minimum of four (4) active players dealt in at the table, to qualify for a jackpot hand. An active player is defined as a player physically seated at the table, and dealt in the potential jackpot hand.
- 2. In Hold'em and Omaha, a player may not have a missed blind button in order to be eligible for any part of a jackpot share. An eligible player is hereby defined as an existing player that does not possess a missed blind button, and meets all other jackpot criteria.
- 3. In Stud, an absent player that misses a total of (6) hands or more will not be eligible for any part of a jackpot share.
- 4. Pot size must be at least \$10.00 in order to qualify for a bad beat jackpot. House and promotional drop are considered part of the pot size.
- 5. Games with a reduced house rake will be eligible to qualify for, and/or participate in a bad beat jackpot, as long as the minimum number of players and full promotional drop exist.
- 6. Any discussion or play deemed inappropriate during a potential jackpot hand, may void the jackpot.
- 7. "Bad Beat" refers to any specific hand dealt where the best hand beats the 2nd best hand, based on pre-determined criteria. A valid jackpot occurs if the top two hands qualify (see rules below), and all other criteria is met.
- 8. In addition to these rules, all applicable Orleans General Poker Room rules will apply.

#### **QUALIFYING HANDS**

- 1. 7 Card Stud and 7 Card Stud Hi-Lo: 4 of a kind or better must be beaten by the winner of the pot.
- Omaha Hi and Omaha Hi-Lo: 4 Jacks or better must be beaten by winner of the pot.
  As always, players must use two of their four cards. To have a four of a kind for jackpot purposes, players must have a pair in their hand. (No Kickers).
- 3. Texas Hold'em:
  - For meter amounts of:
    - A. \$50,000 \$74,999 Aces Full of Tens or better must be beaten on the flop only by four of a kind or better.
    - B. \$75,000 \$99,999 Aces Full of Tens or better must be beaten by four of a kind or better.
    - C. \$100,000 & above Any Aces Full or better must be beaten by four of a kind or better.
  - In Texas Hold'em, players must utilize both hole cards to make their best possible five card hand. To have a four of a kind for jackpot purposes, players must have a pair in their hand (no kickers).
- 4. Only the top two qualifying hands are eligible to constitute a bad beat jackpot.
- 5. In the event of tied hands, players will split the amount of the jackpot that applies.

#### **DISTRIBUTION OF JACKPOT FUNDS**

- 1. Omaha Hi, Hi-Lo, and Seven Card Stud 45% to the losing hand, 23% to the winning hand, and 27% to all remaining eligible players of the same game type. An additional 5% will be awarded to the eligible primary table players (not including the losing and winning hand).
- 2. Texas Hold'em 45% to the losing hand, 23% to the winning hand, and 27% to all remaining eligible players of the same game type. An additional 5% will be awarded to the eligible primary table players (not including the losing and winning hand).
- 3. When calculating payouts, a variance may occur due to "rounding" issues in the formulas. If the calculations produce an overage, the "losing hand" will be the recipient of the overage. If a shortage results, monies will be extracted from the promotional fund in order to satisfy the difference.

### Proper I.D. and Social Security Card #'s are required for all promotional payouts. A form 1099 will be completed for promotional payouts of \$600 or more.

#### MANAGEMENT RESERVES THE RIGHT TO CANCEL OR AMEND THIS PROMOTION AT ANY TIME, AND WITHOUT PRIOR NOTICE.

Any dispute or situation not covered by these rules shall be resolved by the property's management in a manner that is fair to all parties. If the patron is not satisfied with management's decision, he/she may exercise their rights under NRS 463.362 et eq, and request the Nevada Gaming Control Board to review the matter.



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