



# BAD BEAT R·U·L·E·S



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## TEXAS HOLD'EM MINI AND MAIN BAD BEAT JACKPOT RULES

1. THE "BAD BEAT" JACKPOT IS FOR ALL CONTRIBUTING TEXAS HOLD'EM POKER GAMES.
2. HOLE CARDS ARE DEFINED AS THE TWO (2) CARDS IN THE PLAYER'S HAND THAT THEY WERE DEALT AT THE BEGINNING OF THE ROUND.
3. TO QUALIFY FOR THE MINI BAD BEAT JACKPOT, A PLAYER WITH ACES FULL OF KINGS THROUGH FOUR OF A KIND 6'S MUST BE BEATEN. BOTH THE HIGH HAND AND BAD BEAT MUST USE BOTH CARDS IN THEIR HANDS (HOLE CARDS) AND HAVE AT LEAST ONE ACE IN THEIR HAND (HOLE CARDS). KICKERS PLAY.
4. TO QUALIFY FOR THE MAIN BAD BEAT JACKPOT, A PLAYER WITH FOUR OF A KIND (7'S OR BETTER) MUST BE BEATEN. BOTH THE HIGH HAND AND BAD BEAT MUST USE BOTH CARDS IN THEIR HANDS (HOLE CARDS). KICKERS PLAY.
5. THE USE OF A POCKET PAIR IN A PLAYER'S HAND (HOLE CARDS) CANNOT BE USED IN CONJUNCTION WITH A BOARD OF THREE (3) ACES (I.E. A A 4, 4) FOR THE USE OF ACES FULL.
6. WHEN "A PLAYER MUST HAVE ACE IN THEIR HAND" IS REFERENCED, IT IS REFERRING TO A PLAYER'S HOLE CARDS. FOR EXAMPLE, IF A PLAYER HAS HOLE CARDS A K AND THE BOARD IS A A K 4 4, THE PLAYER NOW HAS ACES FULL OF KINGS AND THAT PLAYER LOST TO FOUR OF A KIND (4'S) BECAUSE THE OTHER PLAYER HAD POCKET FOURS.
7. IF THE PLAYER IS USING ACES FULL TO WIN A BAD BEAT, THAT PLAYER MUST HAVE AN ACE IN THEIR HAND (HOLE CARDS).
8. A MINIMUM OF FOUR PLAYERS MUST BE DEALT IN AT THE BEGINNING OF THE HAND IN ORDER TO QUALIFY FOR THE JACKPOT.
9. THERE MUST BE AT LEAST \$20 IN THE POT IN ORDER TO QUALIFY FOR THE "BAD BEAT" JACKPOT.
10. ANY DISCUSSION OF THE JACKPOT DURING THE PLAYING OF THE HAND MAY VOID PAYMENT OF THE JACKPOT. MANAGEMENT RESERVES THE RIGHT TO VERIFY ELIGIBILITY OF JACKPOTS.
11. \$1 WILL BE TAKEN OUT OF PARTICIPATING TEXAS HOLD'EM TABLES THAT ARE ELIGIBLE FOR THE "BAD BEAT" JACKPOT WHEN THE POT REACHES \$20.
12. HIGH LIMIT GAMES NOT WISHING TO PARTICIPATE IN THE "BAD BEAT" JACKPOT POOL MAY DO SO WITH THE APPROVAL FROM THE CARD ROOM SHIFT SUPERVISOR. THE PROMOTIONAL BOX WILL BE MARKED WITH A SIGN STATING "NOT IN PLAY" AND SURVEILLANCE WILL BE NOTIFIED.
13. THE MINI BAD BEAT JACKPOT WILL BE DISTRIBUTED AS FOLLOWS:
  - A. THE PLAYER WITH THE "BAD BEAT" LOSING HAND WILL RECEIVE 50% OF THE JACKPOT.
  - B. THE HIGH HAND WILL RECEIVE 25% OF THE JACKPOT.
  - C. 25% OF THE JACKPOT WILL BE DIVIDED EQUALLY AMONGST THE PLAYERS WHO WERE DEALT IN AT THE BEGINNING OF THE HAND.
14. THE MAIN BAD BEAT JACKPOT WILL BE DISTRIBUTED AS FOLLOWS:
  - A. THE PLAYER WITH THE "BAD BEAT" LOSING HAND WILL RECEIVE 50% OF THE JACKPOT.
  - B. THE HIGH HAND WILL RECEIVED 25% OF THE JACKPOT.
  - C. THE REMAINING 25% OF THE JACKPOT WILL BE DIVIDED EQUALLY AMONGST ALL PLAYERS WHO WERE DEALT IN AT THE BEGINNING OF THE HAND.
  - D. PLAYERS MAY NOT CHOOSE WHICH JACKPOT THEY WIN. ONCE THE MINIMUM HAND IS ACQUIRED FOR EITHER THE MINI OR THE MAIN BAD BEAT JACKPOT, THAT IS THE JACKPOT THE PLAYER IS ENTITLED TO.
15. DISTRIBUTION OF THE PROMOTIONAL FUND MONEY IS AS FOLLOWS:

	MAIN BAD BEAT	MINI BAD BEAT
PRIMARY METER	10%	10%
SECONDARY METER	10%	10%
TERTIARY METER	5 %	5 %
PLAYER'S FUND	50 %	

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