

BAD BEAT QUALIFICATION RULES

1. In Texas Hold'em, the Bad Beat Hand and the winning hand must use both hole cards as a part of their best 5-card hand. If 4-of-a-kind is a hand triggering the bad beat, it must be a pocket pair (two cards of the same rank). Four tens or better beaten by a higher ranked hand using both hole cards will trigger a bad beat payout.
2. Posted "Bad Beat" hand must be beat by another hand on a table designated for the Bad Beat Promotion. Some tournaments may be eligible for the Bad Beat; however they will only be eligible for 25% of the payout. Tournaments that qualify for the Bad Beat will be specified in the structure sheet for that tournament. In any event, a tournament must be a Texas Hold'em format in order to qualify, regardless of what is posted in the structure sheet.
3. **BAD BEAT DISTRIBUTIONS ARE AS FOLLOWS:**
 - Any bad beat won will be worth 50% of the accumulated Bad Beat Fund from 3 days prior. For example, if won on a Friday, the total amount that was in the fund from the previous Tuesday will be the amount that will be awarded. The other 50% of the accumulated Bad Beat fund will remain in the fund as a reserve.
 - The distribution of any Bad Beat will be as follows:
 - 50% to the Losing Hand (rounded down to the nearest dollar)
 - In the event there are two or more qualifying losing hands, the 50% will be split evenly amongst those players.
 - 25% to the winning hand (rounded down to the nearest dollar)
 - In the event there is a tie for the winning hand, all players will split the 25% evenly amongst those players.
 - 25% Split evenly (rounded down to the nearest dollar) to all other players dealt in, or who have a seat and have been dealt in prior hands, but have not missed any blinds.
4. **CLAIMED BAD BEAT:**
 - a. After a bad beat had been claimed, 50% of the reserve fund from 3 days prior will be eligible immediately for a bad beat. This bad beat submitted will start the following day at 6am from when the current bad beat is claimed or when approved.
5. There must be at least the posted minimum of ten dollars (\$10) in the pot for all bad beat giveaways in a cash game.
6. **THERE MUST BE A SPECIFIC NUMBER OF PLAYERS PER GAME BEFORE THE JACKPOT CAN BE AWARDED:**
 - There must be at least four players at the start of the hand.
 - There must be two (2) or more players at the end of the hand.
 - Players must have played a minimum of one hand and do not have a missed blind button.
7. **THE DECISION OF THE POKER SUPERVISOR OR ABOVE IS FINAL.**



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