

RULES FOR BAD BEAT QUALIFICATIONS

Begins 1/1/19

- 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).
 - If three of any community cards are the same rank (I.E.- Three (3) Aces), a bad beat will not be eligible for that hand. The only exception to this rule is if a straight flush loses to another straight flush using both hole cards. In this instance, the players are eligible for the bad beat.
 - Posted "Bad Beat" hand must be beat by another hand on a table designated for the Bad Beat Promotion.
4. The Bad Beat Hand must contain the posted minimum hand for that day or better. The Bad Beat minimum qualifier is Quad Deuces. Quad deuces or better must lose to a higher ranked hand in order to receive the bad beat.
 5. Bad Beat distributions are as follows:
 - The Bad Beat will be worth 50% (fifty percent) or a maximum of \$40,000 of the accumulated Bad Beat Fund Any remainder 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.
 6. There must be at least the posted minimum of ten dollars (\$10) in the pot for all bad beat giveaways in a cash game.
 7. 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.
 8. The decision of the Poker Supervisor or above is final.



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