



POKER BAD BEAT JACKPOT w/ FRENZY MODE RULES

The Bad Beat Jackpot Primary will have a maximum amount of \$100,000 after which the jackpot will enter Frenzy Mode.

The Bad Beat Progressive Jackpot shall apply to the game of Texas Hold'em Only. "Bad Beat" means a High Ranking Poker hand that is beat by a higher-ranking hand. (Ex. Four of a Kind loses to a Straight Flush)

Both the winning and losing players must use both of their hole cards to create the highest possible hand. For four of a kind both the winning and losing players hand must contain a pocket pair. The minimum losing bad beat hand will be Four of a Kind Fives and the losing player must have a pocket pair in their hand in the case of any Four of a Kind. A hand higher than Four of a Kind Five's that gets beat is still eligible for the jackpot, provided both hole cards are used. (Ex. Straight Flush gets beat by a higher Straight Flush).

In the instance where there are more than two qualifying hands, as defined previously, The player with the highest ranking poker hand will be determined the winner of the hand rewarded with 20% of the BBJ prize pool. The player with the second highest ranking poker hand will be the bad beat jackpot losing hand which would be rewarded with 40% of the prize pool. The player with the third highest ranking poker hand would be a member of the remaining player community which would receive 40% of the pool divided by the amount of the remaining players.

Frenzy Mode

The first day that a \$100,000 jackpot amount is posted the minimum qualifying hand will be reduced by one hand at 12pm. (Four of a kind Fives would be reduced to Four of a Kind Fours).

Each subsequent day at 12pm the minimum qualifying hand will be reduced by one hand until the minimum qualifying hand is Aces Full of two's. In the case of an Aces full house, pocket Aces must be used to qualify.

The minimum qualifier of Aces full of two's will remain the qualifier until the \$100,000 bad beat jackpot has been awarded.

Should the newly posted reserve jackpot be \$100,000 the qualifier will be Four of a Kind Fives and the Frenzy mode will be enacted at 12pm the next calendar day.

A \$1.00 amount will be removed from each pot that totals \$10.00 or more including the rake, \$1.00 will be removed from all pots that totals \$20.00 or more including the rake, \$1.00 will be removed from all pots that totals \$30.00 or more. In order for a hand to be eligible for the Bad Beat Payout the pot must meet the \$30.00 minimum. The hand must go to a showdown (played to the end, where all

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cards have been dealt and players have completed betting and show their cards to determine the winner) in order for a jackpot to be awarded:

The Bad Beat Jackpot Primary will have a maximum amount of \$100,000.

When the Bad Beat Jackpot primary is less than \$100,000;

The total chips collected on a daily basis is calculated by applying a rate of 30% for the primary jackpot, 10% to the reserve amount, and 60% is applied to the marketing reserve

When the Bad Beat Jackpot primary reaches \$100,000 during the count;

The total chips collected on a daily basis is calculated by applying a rate of 30% for the primary jackpot, 10% to the reserve amount, and 60% is applied to the marketing reserve until the \$100,000 primary amount is applied. Remaining Funds would be distributed 40% to bad beat jackpot reserve amount, and 60% is applied to the marketing reserve.

When the Bad Beat Jackpot primary is already at \$100,000 prior to the count;

The total chips collected on a daily basis is calculated by applying a rate of 40% to the bad beat jackpot reserve amount, and 60% is applied to the marketing reserve.

Players must play their hands independently. If any player whether directly or indirectly involved in the hand passes information or instructs another on how to act or reveals their hand to other players, the Jackpot will be disqualified.

A minimum of 4 players must be actively playing for the Bad Beat Jackpot fund to be removed from a pot and also for a table to be eligible for a Bad Beat Jackpot.

In order to collect any Bad Beat Progressive Jackpot payout, proper ID will be required. Payouts of the Bad Beat Progressive Jackpot are as follows:

40% of the jackpot will be awarded to the Bad Beat hand

(losing player as defined in step 2)

20% of the jackpot will be awarded to the winner of the hand

40% of the jackpot will be awarded equally divided among the balance of the seated players on the game who received cards at the beginning of the hand.

A player who removes his or her chips from the game prior to a showdown on a hand where a jackpot is won forfeits his or her right to any prize money.

If a player walks away from the game, but leaves their chips on the table and he or she were in the hand at the beginning, will retain their rights to the share of the jackpot if a jackpot hand occurs.

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Winner will be solely responsible for all taxes.

Prize won is final. No substitution or transfer of prize permitted.

In the rare occurrence of a Bad Beat Jackpot being hit on more than one game at the same time; the total jackpot will be divided by the number of Bad Beat winning games then the jackpot will be distributed on each game according to the percentages set forth above.

Under all circumstances the decision of the Poker Supervisor is final.

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