



BAD BEAT

Progressive Jackpot



Rules and Regulations

QUALIFIERS FOR JACKPOT

- Texas Hold 'em*:** A player must lose with four deuces (2,2,2,2) or better to a higher 4 of a kind or better. Both the winning and losing hands must play both of their hole cards.
- Seven Card Stud:** A player must lose with four sevens (7,7,7,7) or better to a higher 4 of a kind or better.
- Omaha All Varieties:** A player must lose with four nines (9,9,9,9) or better to a higher 4 of a kind or better. Both the winning and losing hands must play two of their hole cards.

For all jackpots, there will be a table requirement that the pot must have a minimum of \$20 in it, and have a minimum of five (5) players at the table.

*Once the primary jackpot reaches \$25,000 the qualifier will reduce to the next level each week following until the qualifier becomes aces full of jacks (A,A,A,J,J). Jackpot awarded when four-of-a-kind or better loses to a higher hand. Both hole cards must be played. Players must have a pocket pair to qualify for four-of-a-kind.

PRIZE DISTRIBUTION

Whenever a jackpot is hit, the day's posted amount will be divided accordingly:

- 50% to losing hand (second best hand)
- 25% to winning hand
- 25% equally divided between all remaining players at the table who do not have a "missed blind" button

If a player is a Seneca Gaming and Entertainment employee, the winnings will be replaced back into the secondary jackpot.

The player with the "Bad Beat" (2nd best hand) will receive 50% of the posted amount, the player with the winning hand will receive 25% of the posted amount, the remaining 25% will be equally divided between the remaining players at the table who do not have a "missed blind" button. All poker room rules apply. All players must have money at the table or be playing behind to qualify for the Bad Beat Progressive.

If two players lose with hands that qualify for bad beats in the same hand, only the higher of the two losing hands will constitute a bad beat.

Adjustments to the posted Bad Beat Jackpot amount may be made at the discretion of the house.

All employees are ineligible to receive any Bad Beat Progressive Jackpot payout.

COLLECTION SCHEDULE

Games that qualify for the "Bad Beat" collection are all games of \$5/\$5 and smaller BLINDS. In all of these games we will take \$1.00 chip/token from every pot when the pot reaches \$20.

Only \$1 chips/tokens will be put into the "Bad Beat" boxes. The \$1 chip/token will be placed on the left side of the dealer on the drop slot. The \$1 chip/token will only be dropped into the "Bad Beat" box after all hands are mucked, the pot is pushed to the winner, and the house rake is dropped.

DROP PROCEDURES

1. The \$1.00 chip/token will be placed on the left side of the dealer in front of the drop slot
2. Muck all losing hands
3. Push pot to the winning hand
4. Drop the house rake
5. Drop the \$1.00 chip/token "Bad Beat" chip

DISQUALIFIERS

1. A fouled deck
2. Players talking about a potential jackpot
3. Less than five (5) players
4. Less than \$20 in the pot, not counting the rake

COLLECTION DISBURSEMENTS

The money collected for the Bad Beat Jackpot will be distributed into three (3) distinct accounts accordingly for each game as listed:

1. Thirty-five percent (35%) to the primary jackpot
2. Twenty-five percent (25%) to the secondary jackpot
3. Forty percent (40%) to the promotional jackpot*

The above percentages will be effective with the following day's drop.

*The promotional jackpot will include all games and will be distributed accordingly with no regard to which game is being played at the time of distribution. The promotional jackpot will only be used for the players that contributed to the Bad Beat Jackpot in the qualifying games. Promotions include, but are not limited to, promotional merchandise and programs for players who contributed to the Bad Beat Jackpot.