

**Bad Beat Jackpot**  
**Texas Hold'em-Omaha - Cash Games**

The cash game bad beat jackpot is a prize that is paid out when two or more individuals are involved in a hand where at showdown, quad deuces or better are beaten by a higher ranking hand while playing Texas Hold'em or quad eights or better are beaten by a higher ranking hand while playing Omaha. When this occurs the total dollar amount posted that day as the bad beat jackpot amount is split amongst all active and remaining cash game participants on the cash game table(s) where the bad beat hand occurred. The payout/split of the bad beat jackpot and all other rules governing it are specified within the points of this document.

1. The bad beat shall apply to the games of Texas Hold'em and Omaha cash games only. "Bad beat" means a hand of quad deuces or better in a Texas Hold'em game or quad eights or better in an Omaha game is beaten by a higher ranking hand (e.g., Four deuces losing to four nines).
2. In order for a hand to be eligible to qualify for a bad beat, the pot must total \$20 or more.
3. A minimum of four players must be seated and dealt in a the beginning of the hand in order to qualify for the bad beat. Pots won by all players seated at a Texas Hold'em or Omaha cash game (eligible or not to receive a bad beat payout) will fund the bad beat jackpot. There are no exceptions.
4. To qualify for the bad beat jackpot, a player must have four deuces, playing Texas Hold'em, or four eights, playing Omaha, beaten. Both the winning and losing hands must use both of their hole cards (the two cards dealt to them at the beginning of the hand) while playing Texas Hold'em and Two cards from their four hole cards while playing Omaha. In the instance that a player has quads, that player must have a pocket pair (two of the four quad cards) in their hand to qualify (I.E. - If a player has quad threes, that player must have two 3's as their hole cards).
5. If four deuces or better in Texas Hold'em or four eights or better in Omaha is beaten, then 100% of the displayed bad beat jackpot amount will be paid out per rule #13.
6. A \$1 maximum amount will be removed from each pot according to Rule #2. If it is a rake game, the \$20 or more includes the rake.
7. In order for a hand to be eligible for the bad beat jackpot, the pot must meet the minimum requirement for that game limit. The hand must go to showdown (played to the end, where all cards have been dealt and players have completed all betting and show their cards to determine the winner) in order for the bad beat jackpot to be awarded.
8. On a daily basis, for each \$1 collected, 90% will be added to the bad beat jackpot bank and the remaining 10% will be held in a reserve bank to replenish the bad beat jackpot bank when the bad beat jackpot is hit. These two banks will be treated as the player's property and held in a separate checking account. The size of the bad beat jackpot and reserve will be posted daily. No more or less than 100% of the bad beat jackpot monies deposited will be allocated for all current and future bad beat jackpots.
9. If a hand finishes with three qualifying hands, the lowest hand will only receive a player's share of the jackpot (e.g., Four eights, four queens, and a queen high straight flush are dealt in the same hand. The bad beat hand will be the four queens and the winning hand will be the queen high straight flush.)
10. Players must play their hands independently. Any discussion of the prize, their hand, other player's hand(s), the board, showing their hand to another player or a spectator, or any non-verbal signaling may void qualification for the bad beat jackpot. If any player directly or indirectly involved in the hand, passes information or instructs another on how to act or reveals his/her or another player's hand, the bad beat jackpot will be disqualified.
11. Management reserves the right to verify eligibility of all qualifying hands. If a qualifying hand(s) or community cards are mucked before management can verify and the surveillance was unable to verify, then the hand will be disqualified.

12. Poker management will not be permitted to reconstruct the hands in any way. In order to collect the bad beat jackpot payout, proper identification will be required.
13. Payouts of the bad beat jackpot are listed below. These payouts will be posted. Any and all changes to these percentages will be effective at the start of the new effective date.
  1. 40% of the bad beat jackpot will be awarded to the player with the bad beat hand (losing hand)
  2. 20% of the bad beat jackpot will be awarded to the player with the winning hand
  3. 40% of the bad beat jackpot will be awarded equally among the remaining players that had been dealt in at the table of the qualifying bad beat hand, for the hand that the bad beat occurred. (Players that have chips on the table but were not dealt in the hand that the bad beat occurred will NOT be qualified to receive any payout from the bad beat jackpot.)
14. A player who revokes his/her chips from the game prior to showdown on a hand where a bad beat is won, forfeits his/her eligibility for any prize money.
15. A player who walks away from the game, but leaves his/her chips on the table AND he/she was dealt in the hand that the bad beat occurred, will retain eligibility for his/her share in the bad beat jackpot payout.
16. Winners will be solely responsible for all taxes. Each winner will be required to provide a current, valid ID to collect any winnings. Prizes are non-transferable. US citizens will be issued a W2G on winnings of \$600 or more. Players from foreign countries will be issued a 1042-S and they will generally be subject to a US income tax withholding of 30% regardless of the amount of the payout. Any player unable to provide a valid SSN will be subject to 30% withholding.
17. Prizes won are final. No substitution or transfer of prizes permitted.
18. In the rare occurrence of a bad beat jackpot being hit on more than one game at the same time, surveillance will be used to determine the actual winner, verifying all hands qualify, that rule #10 was followed, and if the high or low jackpot was hit. The bad beat jackpot will then be distributed according to the payout structure as per rule #13 above.
19. All decisions of the poker room supervisor are final and without recourse.
20. By participating in the Concord Bingo Too, LLC. bad beat jackpot, winners consent to their names and likeness via photographs being used for promotional purposes without additional compensation.
21. In the event that:
  1. Concord Bingo Too, LLC. decides to halt the cash bad beat jackpot or
  2. Concord Bingo Too, LLC. moves its location from 401 Winchester Street Keene, NH

Any and all monies held by Concord Bingo Too, LLC. for the cash bad beat jackpot will be awarded via a drawing. Concord BingoToo. will give all players a minimum of one week notice of such an event to which all players who play at the live action tables within that time will receive one entry and one entry only to the drawing. The date and time of the drawing will be posted on the Keene Poker Room Group Page on Facebook and within the gaming facility. The winner must be present at the time of the drawing to claim their prize. A name will be drawn every five minutes until a winner claims the award.

**Bad Beat High Hand Jackpot**

Concord Bingo Too runs a Bad Beat jackpot in compliance with approved game procedure 11-005. These proposed High Hand procedure changes will not change our compliance with the approved game procedures of game # 11-005

Our initial approved game procedures read as follows:

Rule #8 of Bad Beat jackpot currently reads (last set of changes from November 2015 in bold) :  
"On a daily basis, for each \$1 collected, **80%** will be added to the bad beat jackpot bank, **10%** will be held in a reserve bank to replenish the Bad Beat Jackpot when hit, **and 10% will be held in reserve for a twice per month High Hand Jackpot.** These **three** banks will be treated as the player's property, and held in a separate checking account. The size of the bad beat jackpots and reserve banks will be posted daily. No more or less than 100% of the Bad Beat jackpot monies deposited will be allocated for all current and future Bad Beat Jackpots."

As of now (9/28/16) The High Hand Jackpot has become a major feature of our room. This way of distributing Bad Beat Jackpot money gets smaller prizes to more players more often, and creates a windfall for every charity that runs on a Saturday with us, without altering the proceeds generated on our other days.

For these reason, Concord Bingo Too would like to alter our Bad Beat procedures as follows:

"On a daily basis, for each \$1 collected, **5%** will go to the Bad Beat Jackpot, **and 95% will be held in reserve for a once per week High Hand Jackpot.** These **two** banks will be treated as the player's property, and held in a separate checking account. The size of the bad beat jackpots will be posted daily. No more or less than 100% of the Bad Beat jackpot monies deposited will be allocated for all current and future Bad Beat Jackpots."

We will no longer be keeping 10% of the Bad Beat jackpot in reserve, as the point of a reserve is to generate interest and maintain action after a bad beat jackpot is hit, and our high hand jackpots have been generating much more interest from our customer base.

**October 12<sup>th</sup> Addendum:**

**Instead of a 10%/90% split, Concord Bingo Too would like to commit to a 95%/5% split for our high hand/bad beat money allocation.**

