

Exhibit A

**Revised Cash Games
Bad Beat Jackpot
Game Procedures**

11 005

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 a high ranking hand is beaten by a higher ranking hand. When this occurs the total dollar amount posted that day as the Bad Beat Jackpot amount is split amongst the active players at the table where the bad beat occurred. The payout/split of the Bad Beat Jackpot and all other rules governing it are specified within the point of this document.

1. The Bad Beat Jackpot shall apply to the following live-action games (Texas Hold'em, 7-Card Stud and Omaha). "Bad Beat" means a hand of quad deuces or better (quad 8's for 7-Card Stud & Omaha, 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 meet a minimum of \$20.
3. A minimum of four players must be seated and dealt in at the beginning of the hand in order to qualify for the Bad Beat Jackpot. Only players that have registered with the game operator employer will be eligible for ANY bad beat payout. Pots won by all players seated at a 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 or better beaten (quad 8's for 7-Card Stud & Omaha. For Texas Hold'em and Omaha if the winning or losing player has made a Four-of-a-Kind, that player must have a pocket pair to qualify (example: if a player has four eights, he/she must have a pocket pair of eights with two eights on the board).
5. For Texas Hold'em, both the winning and losing hands must use both of their hole cards to create the highest possible hand. For Omaha, both the winning and losing hands must use two of the four hole cards to create the highest possible hand. For 7-Card Stud, both the winning and losing hands may use any combination of their seven cards to create the highest possible hand. If a Bad Beat Jackpot hand should be made (per rules #3 and #4) then 100% of displayed Bad Beat Jackpot amount (not including the reserve) will be paid out as per rule #13.
6. A \$2 maximum amount will be removed from each pot when the total bad beat pool (Bad Beat Jackpot Bank plus the Reserve Bank) is \$30,000 or less. If it is a rake game, the \$20 or more includes the rake. A \$1 maximum amount will be removed from each pot when the total bad beat pool (Bad Beat Jackpot Bank

plus the Reserve Bank) is more than \$30,000. If the total Bad Beat Jackpot Banks reach \$125,000 all additional money will be added to the reserve pool only keeping the Bad Beat Jackpot pay out bank at approximately \$100,000. In the event the Reserve Bank totals \$100,000 all money will be credited to a second Reserve Bank.

7. In order for a hand to be eligible for the Bad Beat Jackpot, the pot must meet the minimum requirements for that game limit. The hand must go to a showdown (played to the end, where all cards have been dealt and players have completed betting and show their cards to determine the winner) in order for the jackpot to be awarded.
8. On a daily basis, for each \$1 or \$2 collected, 80% will be added to the Bad Beat Jackpot Bank and the remainder 20% will be held in reserve bank to replenish the Bad Beat Jackpot, when 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 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.
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 Jackpot 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 during the playing of the hand may void qualification of the Bad Beat Jackpot. If any player, whether directly or indirectly in the hand, passes information or instructs another on how to act or reveals his/her hand to other players, the Bad Beat Jackpot will be disqualified.
11. Management reserves the right to verify eligibility of all qualifying hands. There will be no recourse if the cards are mucked before surveillance was able to verify the hands and the community cards.
12. Poker management will not be permitted to reconstruct the hands in any way. In order to collect any 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 @ the start of the new effective date.
 - 40% of the Bad Beat Jackpot will be awarded to the Bad Beat hand (losing hand).
 - 20% of the Bad Beat Jackpot will be awarded to the winner of the hand.

- 40% of the Bad Beat Jackpot will be awarded equally among the balance of the seated players with chips at that table and dealt in at the beginning of the hand. (if a player loses all of his/her chips at the conclusion of the hand he/she is still eligible for the bad beat jackpot).
14. A player who revokes his/her chips from the game prior to a showdown on a hand where a Bad Beat Jackpot is won, forfeits his/her right to any prize money. .
 15. A player who walks away from the game, but leaves his/her chips on the table AND he/she was in the hand at the beginning, will retain rights to his/her share of the Bad Beat Jackpot if a bad beat hand occurs.
 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 \$5,000 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 substitutions or transfer of prizes permitted.
 18. In the rare occurrence of a Bad Beat Jackpot being hit on more than one table at the same time, surveillance will be contacted to determine the actual winner, verify whether the high or low jackpot was hit, and then the jackpot will be distributed on each game according to the percentages set forth in Rule #10 above.
 19. Decisions of the poker room supervisor are final and without recourse.
 20. By participating in the Bad Beat Jackpot, winners consent to the use of their names and photographs for promotional purposes without additional compensation.
 21. In the event (1) the game operator employer decides to halt the Cash Bad Beat Jackpot or (2) the game operator moves its location from the current licensed facility any and all monies held by the game operator employer for the Cash Bad Beat Jackpot will be awarded via a drawing. All players contributing funds to the current Cash Bad Beat Jackpot from the next day of the last paid Cash Bad Beat Jackpot will be given one entry to the drawing. This will be determined via player registration in all cash games. All players qualifying for an entry into the drawing will be posted. The date and time of the drawing will be posted in a prominent location. 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.

Exhibit A

Cash High Hand Jackpot

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- The high hand refers to Cash Games only.
- The first card in the deal must hit the felt prior to 6:00PM in order to be eligible.
- Must be present and playing to win. Once a player has achieved the High Hand that player must remain seated at a Cash Game table and continue to play until the High Hand is awarded. In the event the player with the High Hand misses both the big blind and the small blind in succession prior to 6:00pm that players High Hand will be ineligible to win the High Hand Jackpot.
- Must use 2 hole cards.
- Quads require a pair in the hole to qualify.
- High Hand does not have to be the winning hand. A winning hand that uses only one hole card (non qualifying) could win the pot while beating a lesser hand (qualifying) using both hole cards.
- Ties are split amongst the winning hands. Suits do not determine winning high hands.
- Any hand following the flop (5 cards) qualifies for the High Hand Jackpot. Hand does not have to be called but must be tabled and verified.
- Minimum pot of \$20 required to qualified for the High Hand Jackpot.
- The minimum qualifier and payout amount will be posted daily.
- How the Payout amount is determined:1% of the Cash Bad Beat Reserve is the amount of the payout and is calculated daily. Every game date the Cash High Hand Jackpot is not hit the payout amount increases by 1%. Example 1%,2%,3%,4% continuing to 25% and remaining at 25% until there is a winner.
- How the Minimum High Hand is determined: Minimum high hand starts at Ace high straight flush and lowers by one hand ranking each game date. Example: Ace high straight flush, King high straight flush, Queen high straight flush.....down to Quad Aces, Quad Kings down to Quad 2's and then back up to Quad 3's,4's,5's until a Royal Straight Flush one hand ranking per game date. This sequence will continue until the Cash Table High Hand Jackpot is Won.

