

Seneca Gaming and Entertainment

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 deuces (2,2,2,2) or better to higher 4 of a kind or better.

Omaha All Varieties: A player must lose with four nines (9,9,9,9) or better to 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 had a minimum of five (5) players at the table.

PRIZE DISTRIBUTION:

Whenever a jackpot is hit, the day's posted amount will be divided accordingly. 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 that received a hand during the bad beat.

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. Re: Subtraction of daily Bonus Hand payouts will be subtracted from the posted amount as they occur.

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 from every pot when the pot reaches \$20.

Only \$1 chips will be put into the "Bad Beat" boxes. The \$1 chip will be placed on the left side of the dealer on the drop slot. The \$1 chip 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 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 "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.
5. A player using a chip rack.

COLLECTION DISBURSEMENTS:

The money collected for the Bad Beat and Bonus Payouts will be distributed into three (3) distinct accounts. As listed:

1. Sixty Five per cent (65%) to the primary jackpot.
2. Twenty Five per cent (25%) to the secondary jackpot.
3. Ten per cent (10%) to the promotional jackpot.*

*The promotional jackpot will only be used for the players that contributed to the Bad Beat and Bonus Hand payouts in the qualifying games. Including, but not limited to:

1. A free roll tournament, for players that contributed to the Bad Beat and Bonus Hand jackpot.
2. Promotional merchandise for players that contributed to the Bad Beat and Bonus Hand Jackpot.