

# Bad Beat Jackpot Rules

You can enter the Bad Beat Jackpot at every tournament for \$1 per tournament. If you play a qualifying hand and lose, you win the jackpot.

- **Cost:** At the start of the night, you can throw in \$1 and be eligible to collect a portion of the bad beat jackpot. The bad beat jackpot consists of all entry fees and will roll-over from week to week. You can enter the bad beat jackpot even if you have missed previous weeks. You can choose to make-up for prior weeks (*see 'Payouts' below*) or just pay for the current week. By entering the bad beat jackpot, you are not obligated to continue; you may drop out at any time.
- **Qualifying Hand:** For your hand to qualify, you must have paid to enter the current week of the bad beat jackpot. In addition, the following are required for a qualifying hand:
  1. You must have a full house or better;
  2. You must use both hole cards to make your hand;
  3. The winning hand must also use both hole cards; and
  4. The hand must be played to the river.
- **Payouts:** If you entered the Bad Beat Jackpot and lose with a qualifying hand, you are entitled to a percentage of the bad beat jackpot. Your percentage is the number of weeks you have entered the bad beat jackpot divided by the number of weeks the bad beat jackpot has gone unpaid. All payouts will be rounded to the nearest dollar.

*Example 1:* The bad beat jackpot is four weeks old; you paid for week one, but missed weeks two and three; in week four, you choose to get back in to the jackpot. If you lose with a qualifying hand that week, you get 50% of the bad beat jackpot (you entered two weeks, the jackpot is four weeks old:  $2/4 = 50\%$ ). The remaining 50% rolls over into the next bad beat jackpot.

*Example 2:* The bad beat jackpot is four weeks old; you paid for week one and two, but missed weeks three and four. If you lose with a qualifying hand in week four, you do not get any portion of the bad beat jackpot because you did not pay in for the week that you lost with a qualifying hand.

- **Timing:** The bad beat jackpot is paid out as soon as a qualifying hand loses. Another bad beat jackpot will be started immediately, if there is interest. After a partial payout described above, the jackpot is considered 1 week old again. Any percentage of the bad beat jackpot not paid out will carry over to the new bad beat jackpot, but anyone who contributed to the original bad beat jackpot will have no claim to the carried over money unless they enter the new bad beat jackpot.

*Example 3:* Players One, Two, Three and Four enter bad beat jackpot #1 for four weeks and Player Five pays in just weeks 1 and 4. There is a total of \$18 in the bad beat jackpot #1. Player Five wins the bad beat jackpot in week four and wins 50% of the bad beat jackpot (two weeks entered over four weeks unpaid), or \$9. The unpaid portion (\$9) carries over to bad beat jackpot #2. Players must immediately pay in to bad beat jackpot #2 to be eligible to claim any part of that \$9.

*Example 4:* Continuing from Example 3 above, Players 1-3 all enter bad beat jackpot #2 (players 4 and 5 elect not to enter). There is now \$12 in bad beat jackpot #2 (\$9 carryover plus three new entries). If players 1-3 lose with a qualifying hand that same night, they would win all \$12 (1 week entered divided 1 week unpaid = 100%). Bad beat jackpot #3 would start immediately.

*Example 5:* Continuing from Example 3 above, assume that players 1-3 entered bad beat jackpot #2, but players 4 and 5 elected not to enter. No one loses with a qualifying hand for the remainder of the night and the bad beat jackpot ends with \$12. The next week, Players 1-4 all enter the bad beat jackpot but Player 5 still does not get in. Bad beat jackpot #2 now contains \$16. If Players 1, 2 or 3 were to lose with a qualifying hand that night, they would be entitled to all \$16 (two weeks entered divided by two weeks unpaid = 100%) and bad beat jackpot #3 would immediately be formed; if Player 4 lost with a qualifying hand that night, he would be entitled to \$8 (one week entered divided by two weeks unpaid = 50%) and bad beat jackpot would immediately be formed (with a \$8 carryover from bad beat jackpot #2); if player 5 lost with a qualifying hand, he would not be entitled to anything because he did not enter the bad beat jackpot and all \$16 would carryover to the next week of bad beat jackpot #2.

- **Ties:** If two qualifying hands lose on the same hand, the bad beat jackpot would be split amongst those two losing hands. Each qualifying hand is entitled to 1/2 of what of the normal payout (or 1/3, if three qualifying hand lose, etc.) and all unpaid amounts carry over to the next bad beat jackpot.

*Example 6:* Player One has entered all weeks of the bad beat jackpot and Player Two has only paid for half the weeks. Both have qualifying hands that lose on the same hand. Player One would normally be entitled to 100% of the bad beat jackpot (all weeks entered) and Player Two would normally be entitled to 50% of the bad beat jackpot (half the weeks entered). Because of the tie, both players receive 1/2 the normal winning amount: Player One gets 50%, Player Two gets 25%; the other 25% gets carried over to the next bad beat jackpot.

*Example 7:* Players One and Two have entered all weeks and Player Three has entered three quarters of the weeks. All three have qualifying hands that lose on the same hand. Players One and Two would normally be entitled to 100% of the bad beat jackpot (all weeks entered) and Player Three would normally be entitled to 75% of the bad beat jackpot (three-quarters of the weeks entered). Because of the tie, all players receive 1/3 of the amount they would normally be entitled to: Players One and Two get 33%, Player Three gets 25% (1/3rd of three quarters); the remaining 9% gets carried over to the next bad beat jackpot.