

Bad Beat Jackpot and Players' Pool Promotions Fund General Policies

Only cash Texas Hold 'Em Poker games at Hollywood Casino Morgantown will be eligible for the Bad Beat Jackpot and Players' Pool Promotions (does not include tournament tables or mixed games).

A maximum of \$3.00 will be removed from all pots that reach \$40.00, on eligible tables. No jackpot drop will be taken on any other type of game. The first \$1 will be collected once the pot reaches \$10. The second \$1 will be collected once the pot reaches \$20. **The third \$1 will be taken once the pot reaches \$40.** The \$1.00 will be placed into the "chip conversion cylinder" which is attached to the table in front of the "bad beat collection box" (which is itself attached to the table). Once five \$1.00 cheques have accumulated in the chip conversion cylinder, the cheques will be converted to a single \$5.00 cheque and dropped in the bad beat collection box.

There must be a flop for the first \$1.00 to be taken from the pot.

All jackpot drop will be used to fund the Bad Beat Jackpot and Players' Pool Promotions (HCM will not retain any funds for any purpose).

The distribution of jackpot drop collected will be as follows:

Texas Hold'em Bad Beat Jackpot

HCM will use a tiered distribution and qualifier for the Bad Beat Jackpot.

When the Jackpot is under \$250,000 the distribution will be 50% to the main and 5% to the reserve. The qualifier will be Four-of-a-Kind Ten's or better beaten by a higher Four-of-a-Kind or a Straight Flush/Royal Flush.

From \$250,001 to \$500,000 the distribution will be 45% to the main and 10% to the reserve. The qualifier will be Four-of-a-Kind Nine's or better beaten by a higher Four-of-a-Kind or a Straight Flush/Royal Flush.

From \$500,001 to \$750,000 the distribution will be 40% to the main and 15% to the reserve. The qualifier will be Four-of-a-Kind Eight's or better beaten by a higher Four-of-a-Kind or a Straight Flush/Royal Flush.

When the Bad Beat Jackpot is above \$750,000 the distribution will be 35% to the main and 20% to the reserve. The qualifier will be Four-of-a-Kind Seven's or better beaten by a higher Four-of-a-Kind or a Straight Flush/Royal Flush.

Bad Beat Jackpot will be divided as follows:

50% to the losing hand

25% to the winning hand

25% participant's share divided equally among remaining qualified players at the table dealt into the hand

Qualifying Hands/Eligible Players

In order for a hand to be eligible to qualify for a Bad Beat payout, the pot must be a minimum of \$10 (prior to rake and jackpot being removed) and a minimum of four players must be seated and dealt in at the start of the hand. Jackpot drop will not be collected on hands not qualifying for the bad beat jackpot (e.g. mixed game or game with 3 players).

To be eligible to win the "participant's share" of a jackpot, a player must be "actively playing".

Active play will be defined as:

Player must have been dealt at least one hand at his/her current table (new players or players who move to a new table and were seated but had not been dealt a hand yet are ineligible).

Player must not owe any missed blinds to the pot at the time the jackpot is dealt.

Player must not be away from the table for more than 10 minutes at the time the jackpot is dealt.

Players do not need to have a PennPlay card swiped into the Bravo system at time the Bad Beat Jackpot is dealt; however, players will need to provide ID and register for a PennPlay account prior to receiving any payout from the Bad Beat.

To qualify as a valid bad beat jackpot hand:

Both players must use both hole cards dealt to them to make the best possible five-card poker hand. For Four-of-a-Kind to be used, both hole cards must be a pair.

Example: A player with 9♦ and 10♦ with the board showing J♦, Q♦, K♦, A♦, J♠ does not have a qualifying hand. The best possible hand is a Royal Flush and the player does not use both hole cards. Only the 10♦ plays; the other card in the player's hand, the 9♦, does not play.

The two players must have the first and second highest qualifying ranking hand.

Only the first and second highest hands will qualify for winner or loser shares of the bad beat jackpot.

Example: Player A has a straight flush to the Queen, Player B has a straight flush to the 10, Player C has Four-of-a-Kind 8's. If all qualifications are met, Players A and B will receive the winner and loser share, Player C will receive table share.

Only when the first and second highest hands meet the appropriate qualifications will the jackpot be paid.

Example: In a case where the player with the second highest hand does not use both cards, the third highest hand may not qualify and no Bad Beat Jackpot will be awarded.

The hand must go to showdown: all cards dealt, all betting complete and qualifying hands must be shown.

Players may not discuss the possibility or likelihood of the jackpot during the hand in progress; doing so may void qualification for the jackpot.

If there is evidence of collusion or unethical behavior, the hand may be declared null and void. Collusion or unethical behavior includes but is not limited to:

Communication among any players regarding a potential jackpot eligible hand, verbal or otherwise.

Exposing cards before action is completed.

Marked cards or deviation from a standard deck.

If subsequent BBJ hands were started after possible BBJ has been announced on first table, then subsequent payouts will be made from reserve jackpot(s).

Players must meet all Federal and State taxation regulations to be paid. Prizes may be subject to tax withholding.

All players with qualifying hands are only eligible to receive prize money after they provide a current valid ID to collect their share of any jackpot.

HCM will not be responsible for contacting winning patrons who have failed to provide the required identification or have failed to claim their payout. All unclaimed funds will be turned over to the Commonwealth as proscribed by law.

Any hands run twice or thrice are not eligible qualifying bad beats hands.

Players' Pool Promotions Fund

The *Players' Pool Promotions Fund* establishes a fund from which HCM may pay out pre-approved promotions to eligible players in the room.

\$0.45 of every \$1.00 collected in jackpot drop will be placed in a "Players' Pool Promotions Fund" to fund promotions for players on eligible tables.

Players' Pool Promotions Funds are distributed according to procedures listed on individual tabs of this submission form.

Any hands run twice or thrice are not eligible for any promotion or event in which funds from the player's promotion fund are used.