



# LOSE WITH QUAD DEUCES (OR BETTER)

## WIN A BAD BEAT JACKPOT

1. The Borgata Bad Beat Jackpot (High, Low and Progressive) shall apply to all Texas Hold'Em games with a minimum buy-in greater than \$50. "Bad Beat" means a designated high-ranking poker hand that is beaten by a higher-ranking hand.
2. To be eligible: (1) the pot must meet the minimum requirement for the game limit, which is 10 times the largest Blind Bet; (2) a minimum of four players must be seated and dealt into the hand; (3) the hand must go to showdown; (4) a qualifying hand must be beaten; and (5) both the winning and losing hands must use both of their hole cards to create the highest possible hand using the natural community cards, with any four of a kind hand having the pocket pair. See Rules #12 & #13.
3. Borgata will offer a Progressive Bad Beat Jackpot, a High Bad Beat Jackpot and a Low Bad Beat Jackpot. The Low and High Bad Beat Jackpots shall be offered as follows:
  - a. 100% of the jackpot will be awarded solely to the losing hand (the "bad beat").
  - b. The award amount shall be based on the ranking of the hand that was beaten. Quad Deuces through Quad Nines shall be paid \$5,000. Quad Tens through Queen High Straight Flush shall be paid \$10,000.
4. The Progressive Bad Beat Jackpot will activate when the dedicated reserve reaches a \$250,000 threshold, and shall be displayed to the public on the following gaming day, with a minimum qualifier of "Quad Nines or Better" beaten; and, will be paid out, in full, as follows:
  - a. 50% of the Jackpot will be awarded to the losing hand.
  - b. 25% of the Jackpot will be awarded to the winning hand.
  - c. 25% of the Jackpot will be split equally and awarded to the remaining players
  - d. Low Bad Beat Jackpot hand rankings below Quad Nines shall remain eligible. See Rule #3.
5. Once the Progressive Bad Beat Jackpot is awarded, if the reserve is at or above \$250,000, the Progressive Bad Beat Jackpot will remain active and the display will be updated to reflect the reserve. If the reserve is less than \$250,000, the Progressive Bad Beat Jackpot will deactivate, and the display will revert to the preceding High Jackpot Hand rank and its \$25,000 prize.
6. The High Bad Beat Jackpot hand rank shall be randomly selected - Ranked Quad Deuces through Queen High Straight Flush. If beaten, the losing player will win \$25,000 (max one time award) in accordance with Rule #3a. Once awarded, a new High Jackpot Hand rank will be designated, announced and displayed.
7. On the first day of each month, when the Progressive Bad Beat Jackpot is inactive, the qualifying hand rank of the High Bad Beat Jackpot Hand will decrease by one rank. Aces Full of Fives shall be the lowest possible hand rank, and once reached, remain until awarded. An Aces Full hand must have Pocket Aces to qualify.
8. Borgata may also offer other poker bonus payouts funded by player contributions. To qualify, all Bad Beat Jackpot rules apply, except for:
  - a. The hand does not have to be beaten, nor must it go to a showdown.
  - b. A Pocket Pair is not required in a Four of a Kind hand, but both hole cards must be used to create the highest possible hand.
  - c. No split of any payout will be allowed for the same rank. The first player to have the hand will be paid. If the hand is dealt on the same table to two players, the player in the worst position, who was the first to be dealt the hand, will win.
9. Borgata will remove a \$3 maximum amount from each pot according to Rule #2. The minimum required amount includes the rake. Daily, \$1 of the total \$3 collected (33.3%) will be dedicated to the Progressive Bad Beat Jackpot and therefore, added to the reserve, with the remaining \$2 of the total \$3 collected (66.7%) held in additional reserves, to either replenish awarded Low and High jackpot amounts when hit, and/or for use of other poker bonus payouts. (Seeding, if applicable, will be recouped at a rate of 10% of the total daily payout drop.) Borgata may change distribution percentages upon notification to the Division of Gaming Enforcement.
10. In the rare occurrence any identical Bad Beat hand is hit on more than one game at the same time, surveillance will determine the first hand dealt based on the exact time each hand begins (the push of the green button on the Shuffler or the first riffle of the Dealer, if a hand shuffle is used.) The first hand dealt will be awarded the largest Bad Beat payout. The second hand dealt will receive the jackpot amount set forth in Rule #3 above, dependent on the rank of the hand beaten.
11. If multiple qualifying Bad Beat hands are dealt in the same hand (i.e. Quad Fours and Quad Eights are beaten by a Straight Flush), both are considered losers and, therefore, both eligible losing players will be awarded the applicable prize set forth in Rule #3b. If the Progressive Bad Beat is activated, the highest of the qualifying hands will be considered the loser, thereby winning the Progressive Bad Beat Jackpot payout as per Rule #4. (i.e. Quad Nines, Nine High Straight Flush and Jack High Straight Flush are dealt in the same hand. The loser of the Progressive Bad Beat will be the Nine High Straight Flush. Quad Jacks will receive a table share.)
12. A player who removes his/her chips from the game prior to a showdown of a hand where a Bad Beat is won, forfeits his/her right to any prize money. A player who walks away from the game but leaves his/her chips on the table will retain the rights to his/her share of the Bad Beat Jackpot if a bad beat hand occurs, even if he/she has missed any blinds.
13. Players must play their hand independently. Any discussion of a possible Bad Beat during the playing of the hand will void qualification. If any player, whether directly or indirectly involved in the hand, passes information or instructs another on how to act or reveals his/her hand to other players, the Bad Beat Jackpot or any promotion using Bad Beat Jackpot funds will be disqualified.
14. Management reserves the right to verify the eligibility of all qualifying hands. There will be no recourse if the cards are mucked before a supervisor and surveillance are able to verify the hands and the community cards. Poker management will not be permitted to reconstruct the hands in any way.
15. To collect any Borgata Bad Beat Jackpot payout, valid government-issued identification will be required. Winners will be solely responsible for all taxes. Prizes won are final. No substitution or transfer of prizes is permitted.
16. Decisions of the Poker Room Supervisor are final and without recourse.
17. By participating in Borgata Bad Beat Jackpot, winners consent to the use of their names and photographs for promotional purposes without additional compensation.



# BORGATA BAD BEAT BOMB POT SPLASH BONUS

## A BAD BEAT JACKPOT BONUS FOR THE TABLE

1. The Borgata Bad Beat Bomb Pot Splash Bonus shall be activated each time a Low or High Bad Beat Jackpot hand is dealt and all eligible players at the loser's table will have an opportunity to participate in the bonus hands, which will be dealt, in succession, immediately following the verification of a qualifying hand. No Bad Beat Bomb Pot Splash Bonus will be activated during a hand where a qualifying Progressive Bad Beat Jackpot is dealt.
2. Bad Beat Hand rankings of Quad Deuces through Quad Nines shall award a \$5,000 prize pool, with each remaining player at the loser's table receiving \$500. Hand Rankings of Quad Tens or better, or any High Bad Beat Jackpot hand, provided they are not part of a qualifying Progressive Bad Beat Jackpot, shall award a \$10,000 prize pool, with each remaining player receiving \$1,000.
3. Once all eligible remaining players receive their respective prize amount, any remaining unpaid portion of the prize pool will be awarded as Bomb Pot Splash amounts, representing the bomb antes of all eligible players at the table. Splash amounts will be equal to the prize amounts awarded. No new players may be seated, and no ineligible player may participate in any bonus hand. The Dealer will splash an equal amount in each pot for each hand, until the entire prize fund has been awarded.
4. The number of bonus hands to be dealt will be determined by the number of remaining players at the table, to create equal splash pot amounts and ensure the entire prize fund is awarded.
5. Each hand in the Bomb Pot Splash Bonus will be dealt as follows:
  - a. The dealer will place the designated amount of chips into the center of the table representing all eligible player bomb antes.
  - b. Starting to the left of the button, cards will be dealt to all eligible players. No additional blinds will be posted.
  - c. Once all players have complete hands, the dealer will immediately burn and place out a single flop.
  - d. Play will proceed as normal with action starting to the left of the button.
  - e. Once the hand is complete, the Button will move to the next eligible player clockwise around the table.
6. To be eligible, players must have participated in at least one hand at the table the qualifying Low or High Bad Beat Jackpot hand was dealt. A player who removes their chips from the game prior to the showdown of a hand where a Bad Beat Jackpot is won, will have forfeit their right to participate in the Bomb Pot Splash Bonus hands. A player who walks away from the game but leaves his/her chips on the table will retain their eligibility rights, even if he/she has missed any blinds. However, players must be in their seat to receive cards in the bonus hands. Therefore, players not present at the table when any bonus hand is dealt will have no recourse and will be considered ineligible for any amounts awarded. Upon return, the eligible player will be immediately dealt in to all remaining bonus hands, if any.
7. Only eligible players will receive cards. Eligible players may add to their table stakes between hands, up to table maximum. No eligible player may be eliminated from the Bomb Pot Splash bonus hands, even if their bankroll is exhausted. Instead, the player will be considered All In and remain eligible to win the main pot, containing the Splash amount, with all other wagers during the hand becoming side pots. All splashed winnings will be considered part of table stakes for the duration of the bonus hands. Following the completion of all Bomb Pot Splash bonus hands, players may remove any amount above their original table stake value won during the bonus hands.
8. Borgata will remove a \$3 maximum amount from each pot and standard rake/time will apply. All Bomb Pot Splash bonus hands will remain eligible for additional poker bonus payouts, up to and including, a qualifying Bad Beat Jackpot hand that may activate an additional Bomb Pot Splash Bonus. If a qualifying Bad Beat Jackpot hand is dealt during the Bomb Pot Splash bonus hands, the applicable prize fund will be awarded in the same manner, and a new Bomb Pot Splash bonus will begin immediately following the completion of the current bonus hands.
9. If multiple qualifying Bad Beat Jackpot hands were dealt in the same hand, the Bomb Pot Splash Bonus prize fund will be equal to the larger amount awarded, excluding the Progressive Bad Beat Jackpot.
10. By participating in the Borgata Bad Beat Jackpot, winners consent to the use of their names and photographs for promotional purposes without additional compensation.

