



Mohegan Sun
POKER ROOM

PROGRESSIVE BAD BEAT JACKPOT PAYOUT RULES

1. THE BAD BEAT JACKPOT SHALL APPLY TO TEXAS HOLD 'EM POKER GAMES ONLY. QUALIFYING GAMES INCLUDE:
 - LIMIT HOLD 'EM THAT ARE RAKED
 - NO LIMIT HOLD 'EM THAT ARE RAKED
2. A MINIMUM OF 5 (FIVE) PLAYERS MUST BE DEALT IN AND SEATED AT THE BEGINNING OF THE HAND AND COLLECTION FOR BAD BEAT JACKPOT MUST BE COLLECTED IN ORDER TO QUALIFY FOR THE BAD BEAT.
3. PLAYERS NOT DEALT IN AT THE START OF THE HAND WILL NOT BE ELIGIBLE FOR A PERCENTAGE OF THE BAD BEAT JACKPOT.
4. A MAXIMUM OF ONE DOLLAR WILL BE REMOVED FROM EACH POT (ON QUALIFYING GAMES) ONCE IT HITS \$20 AND A FLOP IS PRODUCED. THE HAND WILL NOT QUALIFY IS \$20 IS NOT THE POT OR A FLOP IS NOT PRODUCED.
5. IN ORDER TO QUALIFY FOR THE BAD BEAT JACKPOT, A PLAYER MUST BEAT QUAD FIVES (5'S) OR BETTER.
6. BOTH THE WINNING AND LOSING HAND MUST USE BOTH OF THEIR "HOLE" CARDS TO CREATE THE HIGHEST POSSIBLE HAND.
7. FOR THE BAD BEAT JACKPOT TO QUALIFY, THE HAND HAS TO GO TO THE RIVER AND MUST GO TO SHOWDOWN.
8. ALL CARDS MUST BE DEALT, ALL BETTING MUST BE COMPLETED AND ALL HANDS MUST BE TABLED.
9. IN THE CASE OF A STRAIGHT FLUSH OR A ROYAL FLUSH BEING USED AS A QUALIFYING HAND, BOTH HOLE CARDS MUST BE USED TO MAKE THE BEST FIVE-CARD HAND POSSIBLE.
10. FOR EACH \$1 COLLECTED FOR THE BAD BEAT JACKPOT, 60% WILL GO TOWARDS THE MAIN BAD BEAT JACKPOT FUND, 25% WILL GO TO SUPPORT A SECONDARY FUND FOR WHEN THE BAD BEAT JACKPOT IS HIT, 15% WILL GO TO SUPPORT POKER ROOM PROMOTIONS.
11. ONCE THE MAIN BAD BEAT JACKPOT IS HIT AND PAID OUT, 90% OF THE SECONDARY JACKPOT WILL BECOME THE MAIN BAD BEAT JACKPOT FUND. THE REMAINING 10% WILL BECOME THE SECONDARY BAD BEAT FUND.
12. PAYOUTS OF THE BAD BEAT JACKPOT ARE AS FOLLOWS:
 - 40% OF THE BAD BEAT JACKPOT WILL BE AWARDED TO THE BAD BEAT HAND (THE 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 DIVIDED EVENLY AMONGST ALL OTHER PLAYERS AT THE TABLE THAT QUALIFY.
13. IF THERE ARE THREE QUALIFYING HANDS, THE LOWEST RANKING HAND WILL ONLY RECEIVE A PERCENTAGE OF THE 40% DIVIDED EVENLY AMONGST ALL OTHER QUALIFYING PLAYERS.
14. IF THERE IS ANY EVIDENCE OF COLLUSION, THE HAND WILL BE DISQUALIFIED. COLLUSION INCLUDES, BUT IS NOT LIMITED TO, ANY TYPE OF COMMUNICATION AMONGST PLAYERS INDICATING THE POSSESSION OF A JACKPOT HAND OR A DRAW TO A JACKPOT HAND.
15. ANY PLAYER EXPOSING THEIR CARDS BEFORE ACTION IS COMPLETE WILL DISQUALIFY THE ENTIRE TABLE FROM THE BAD BEAT JACKPOT.
16. THERE WILL BE NO RECOURSE IF A PLAYER'S CARDS ARE MUCKED BEFORE SURVEILLANCE IS ABLE TO VERIFY HANDS.
17. MOHEGAN SUN POKER ROOM MANAGEMENT WILL NOT BE PERMITTED TO RECONSTRUCT THE HANDS IN ANY WAY.
18. IF INSPECTION OF THE DECK FAILS, THE HAND WILL NOT QUALIFY FOR THE BAD BEAT JACKPOT.
19. IN THE RARE EVENT OF A BAD BEAT JACKPOT BEING HIT ON MORE THAN ONE GAME AT THE SAME TIME, SURVEILLANCE WILL BE CONTACTED TO DETERMINE WHICH BAD BEAT JACKPOT HAND QUALIFIED FIRST.
20. THE BAD BEAT JACKPOT WILL REMAIN PENDING UNTIL IT IS VERIFIED. IF THE JACKPOT IS HIT AGAIN BEFORE VERIFICATION OF THE FIRST JACKPOT, THE SECOND JACKPOT WILL BE ELIGIBLE FOR THE SECONDARY JACKPOT FUND LESS 10% SET ASIDE TO SUPPLY THE SEED FOR THE SUBSEQUENT BAD BEAT JACKPOT FUND. IF IT HAS BEEN FOUND THAT THE INITIAL BAD BEAT JACKPOT HAND DID NOT QUALIFY, THE SECOND JACKPOT WILL BE ENTITLED TO THE MAIN FUND ONCE VERIFICATION IS COMPLETE.
21. PRIZES ARE NON-TRANSFERABLE.
22. PLAYERS MUST HAVE VALID ID AND PRODUCE A VALID SOCIAL SECURITY NUMBER, ALONG WITH A MOHEGAN SUN PLAYER'S CLUB CARD IN ORDER TO COLLECT THEIR WINNINGS. YOU WILL HAVE 30 DAYS TO PROVIDE A VALID ID.
23. ANY PLAYER DEALT IN BUT PICKING UP THEIR CHIPS TO LEAVE BEFORE SHOWDOWN WILL NOT QUALIFY FOR A PERCENTAGE OF THE BAD BEAT JACKPOT. ANY PLAYER DEALT IN AT THE START OF THE HAND BUT ABSENT AT SHOWDOWN WITH CHIPS REPRESENTING THEIR SEAT WILL BE PAID A PERCENTAGE OF THE BAD BEAT JACKPOT.
24. DECISIONS OF POKER ROOM MANAGEMENT ARE FINAL AND WITHOUT RECOURSE.