

BAD BEAT RULES

MUST BE \$30 IN THE POT OR A PLAYER ALL-IN WITH A BAD BEAT QUALIFYING HAND.

MINIMUM OF 5 PLAYERS MUST HAVE BEEN DEALT INTO THE HAND.

BOTH THE WINNING AND LOSING HAND MUST USE BOTH THEIR HOLE CARDS TO CREATE THE HIGHEST POSSIBLE HAND. **FOR QUADS TO QUALIFY YOU MUST HAVE A POCKET PAIR IN YOUR HAND.**

THE WINNER OF THE POT MUST HAVE A QUALIFYING HAND AND THE BEST LOSING HAND MUST ALSO BE A QUALIFIER. IF A HAND FINISHES WITH THREE QUALIFYING HANDS THE LOWEST HAND WILL ONLY RECEIVE A TABLE SHARE. IF THE WINNER OF THE HAND HAS A QUALIFIER AND THE THIRD BEST HAND HAS A QUALIFIER BUT THE SECOND PLAYER'S HAND DOES NOT QUALIFY THEN THERE IS NO BAD BEAT.

PLAYERS MUST PLAY THEIR HANDS INDEPENDENTLY. ANY DISCUSSION OF THE BAD BEAT DURING THE PLAYING OF THE HAND WILL VOID QUALIFICATION OF THE BAD BEAT. IF ANY PLAYER PASSES INFORMATION OR INSTRUCTS ANOTHER ON HOW TO ACT OR REVEALS HIS OR HER HAND TO OTHER PLAYERS, THE BAD BEAT WILL BE DISQUALIFIED. ANY AGREEMENT SUCH AS AGREEING TO CHECK THE HAND DOWN VOIDS THE BAD BEAT.

BIG BAD BEAT WILL BE SPLIT 40% TO THE LOSING HAND, 20% TO THE WINNING HAND AND 40% TABLE SHARE. YOU MUST HAVE CHIPS ON THE TABLE AND NOT HAVE A MISSED BLIND BUTTON IN ORDER TO BE ELIGIBLE FOR A TABLE SHARE. IF THE BAD BEAT HITS IN GRANTS PASS AND MEDFORD HAS A NO LIMIT HOLDEM GAME GOING WITH 5 OR MORE PLAYERS THEN THE FIRST NO LIMIT TABLE IN MEDFORD GETS 20% TABLE SHARE AND THE GRANTS PASS TABLE THAT HIT THE BAD BEAT GETS A 20% TABLE SHARE. LIKEWISE, IF THE BAD BEAT HITS IN MEDFORD AND THERE IS A NO LIMIT HOLDEM GAME IN GRANTS PASS GOING WITH 5 OR MORE PLAYERS THEN THEY WILL GET 20% TABLE SHARE. IF THE BAD BEAT HITS IN EITHER ROOM WITHOUT A QUALIFYING NO LIMIT HOLDEM GAME GOING AT THE OTHER LOCATION THEN THE TABLE THAT HITS THE BAD BEAT GETS A 40% TABLE SHARE.