



**RULES for RIDEAU BREEZE MARINA'S 2<sup>nd</sup> ANNUAL  
SEELEY'S BAY CANADA DAY CELEBRATION  
MINI POKER WALK/RIDE**

1. No prior knowledge of Poker is needed to participate. Neither skill nor speed is a factor; the winning objective is to have the best poker hand!
2. People of all ability levels are encouraged to join in, get some exercise, and try their hand at a friendly game of poker.
3. There is no fee to participate. However, to qualify, each individual must register by 6:00 pm on July 1st, before the event begins. Register at Town Park – space/table designated for Rideau Breeze Marina.
4. Each registered participant is required to attend all 5 poker stations and obtain a designated game sealed envelope at each poker station. Each station may be visited only once.
5. The sealed envelopes are not to be opened or tampered with in any way. Any envelop that appears to have been opened or tampered with will automatically disqualify the participant.
6. The event runs from 6:00 pm to 7:30 pm on July 1st. All participants must return to the space/table designated for Rideau Breeze Marina in the Town Park with a sealed envelope from each of the 5 stations on or before 7:30 pm.
7. Upon the participant's return with a sealed envelope from all 5 poker stations, the assigned judge will open the participant's envelopes and mark down the results on his or her score card.
8. The judge will be responsible for tallying and determining results.
9. Prizes will be given to the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> best poker hands.
10. The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for the winning prize. Suits are used to break a tie between cards of the same rank. In the event of a tie for the wining prize, the two players will each cut a deck of cards, high card wins.

**REGISTRATION:**

Town Park (Rideau Breeze Marina vendor space/table)

**POKER STATIONS:**

#1 Town Docks (near sign)

#2 Robin's Roost

#3 Nest Egg

#4 Sunny Acres

#5 Rideau Breeze Marina (in store at cash register)

**JUDGE'S STATION**

Town Park

**PRIZES**

1<sup>st</sup> Place (best hand): \$20 gift certificate plus t-shirt

2<sup>nd</sup> Place (2<sup>nd</sup> best hand): \$10 gift certificate plus hat

3<sup>rd</sup> Place (3<sup>rd</sup> best hand): \$5 gift certificate

### Flush

Five cards of the same suite. When comparing two flushes, the highest card determines which is higher. If the highest cards are equal then the second highest card is compared; if those are equal too, then the third highest card, and so on. For example ♣K-♣J-♣9-♣3-♣2 beats ♦K-♦J-♦7-♦6♦5 because the 9 beats the 7.

### Straight

Five cards of mixed suites in sequence – for example ♠Q-♦J-♥10-♠9-♣8. When comparing two sequences, the one with the higher ranking top card is better. An Ace can count high or low in a straight, but not both at once, so A-K-Q-J-10 and 5-4-3-2-A are valid straights, but 2-A-K-Q-J is not. The lowest kind of straight is 5-4-3-2-A with the top card being the five.

### Three of a Kind

Three cards of the same rank plus two other cards. This combination is also known as “Triplets” or “Trips”. When comparing two three of a kind, the hand in which the three equal cards are of higher rank is better. For example, 5-5-5-3-2 beats 4-4-4-K-Q. If you have to compare two three of a kind where the sets of three are of equal rank, then the higher of the two remaining cards in each hand are compared, and if those are equal, the lower odd card is compared.

### Two Pairs

A pair is two cards of equal rank. In a hand with two pairs, the two pairs are of different rank (otherwise you would have four of a kind), and there is an odd card to make the hand up to five cards. When comparing two pairs, the hand with the highest pair wins, irrespective of the rank of the other cards – so J-J-2-2-4 beats 10-10-9-9-8 because jacks beat tens. If the higher pairs are equal, the lower pairs are compared, for example 8-8-6-6-3 beats 8-8-5-5-K. However, if both pairs are the same, the odd cards are compared, so Q-Q-5-5-8 beats Q-Q-5-5-4.

### Pair

One pair with three distinct cards; highest ranking pair wins. High card breaks a tie, so Q-Q-5-6-7 beats J-J-5-6-7.

### High Card

Five cards which do not form any of the combinations listed above. When comparing two such hands, the one with the better highest card wins. If the highest cards are equal the second highest cards are compared; if they are equal too then the third cards are compared, and so on. Example – A-J-9-5-3 beats A-10-9-6-4 because the jack beats the ten.