

# Captain Jimmy Baker's 4th Annual SOLLYC Poker Run

**How to Play:** At six locations around the lakeshore are plastic jugs. The tokens at each location are unique. You have many weeks to gather a token from each of these jugs. At the card game Labor Day weekend, the tokens will be redeemed for playing cards.

You may get up to four additional playing cards by bringing to the card table any item retrieved from these businesses: Birch Ridge Resort – north end of Sucker Bay, Beach Fire Bar & Grill at Trappers Landing Lodge, Iron Fire Bar & Grill at Horseshoe Bay Lodge, The 502 at Chase on the Lake. The item can be anything with the business' name on it.

Do not take a token for people who are not present. When you sit down at the playing table, all of your tokens must be unique.

The game is five-card draw. To begin play, each player will submit tokens/business items and receive playing cards. The dealer will then ask players around the table if they would like to replace one or more playing cards. This process will continue until all at the table stay, or all players are out of tokens/business items.

Poker hands will be dealt Saturday September 3, 4 PM in or in front of the Lodge. Five players will participate at a table. Winning hands from each table will be recorded. At the end of all card games, the recorded hands will be sorted by rank.

Prizes are:

- Best Hand            \$100 credit on Shores miscellaneous charges account.
- Runner-Up Hand    \$50 credit on Shores miscellaneous charges account.
- Third Place Hand   \$25 credit on Shores miscellaneous charges account.

## **Poker Hand Ranking:**

A poker hand consists of five cards. The categories of hand, from highest to lowest, are listed below. Between hands in the same category, the rank of the individual cards determines which is better.

If two hands are identical apart from the suits of the cards then the suits are ranked as follows: Spades is highest, followed by hearts, diamonds and clubs. If two or more hands are tied numerically and in suit, one hand of five cards will be dealt to those tied, this hand will determine rank of previously tied winners.

1. **Royal Flush** This is the highest hand. Ace, king, queen, jack, ten; all in the same suit.
2. **Straight Flush** Five cards of the same suit in sequence. Between two straight flushes, the hand with the highest top card is the winner. An ace can be counted as low, in a hand of 5-4-3-2-A, the five is the high card. An ace cannot count as both high and low, 4-3-2-A-K is not a straight. Hands tied numerically are then ranked by suit.
3. **Four of a Kind** Four cards of the same numerical rank, such as four jacks. The fifth card can be anything, though if four of a kind are tied numerically, the fifth card may determine the winning hand. If the fifth card is also tied numerically, suits of the four of a kind are considered, then the suit of the fifth card.
4. **Full House** Three cards of the one rank, and two cards of another rank - For example, three 7s and two 10s, also known as 7s over 10s. When comparing full houses, the rank of the three cards first determines highest hand. For example, 9-9-9-4-4 beats 8-8-8-K-K. If the three of a kind were equal, the rank of the pairs would determine the winner.
5. **Flush** Five cards of the same suit, the highest card first determines winning hand. K-J-9-3-2 beats K-J-8-6-5.
6. **Straight** Five cards of mixed suits in sequence, between two straights, the hand with the highest top card is the winner. An ace can be counted as low, in a hand of 5-4-3-2-A, the five is the high card. An ace cannot count as both high and low, 4-3-2-A-K is not a straight. Hands tied numerically are then ranked by suit, comparing the suit of the top card first.
7. **Three of a Kind** Three cards of the same numerical rank, such as three jacks. The fourth and fifth cards can be anything, though if three of a kind are tied numerically, the fourth and fifth card may determine the winning hand.