

## **Poker Ride Rules**

1. The first rider will depart at 9:00am and the last rider will depart at 12:00pm.
2. Riders will pick up a registration packet with score card and map prior to beginning of ride. At each stop, one card will be drawn from a bag containing one full playing card deck (52 cards) without jokers. The Poker Stop Event Staff will place a unique stamp on the score card for the rank and suit of the card drawn. The playing card will be returned to the bag. The rider will move on to the next stop.
3. After the last stop, the riders will proceed back to the starting point. The rider will turn in their score card to the Poker Event Staff. The best 5 cards will be used from the score card for ranking.
4. No dogs allowed on the poker ride trails.
5. Anyone under the age of 14 will be required to wear a riding helmet.

## **Standard Poker Hand Ranking**

There are 52 cards in the pack, and the ranking of the individual cards, from high to low, is ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. There is no ranking between the suits.

A poker hand consists of five cards. The categories of hand, from highest to lowest, are listed below. Any hand in a higher category beats any hand in a lower category (so for example, any three of a kind beats any two pairs).

1. **Royal Flush**

This is the highest poker hand. It consists of ace, king, queen, jack, ten, all in the same suit. As all suits are equal, all royal flushes are equal.

2. **Straight Flush**

Five cards of the same suit in sequence – such as ♣J-♣10-♣9-♣8-♣7. Between two straight flushes, the one containing the higher top card is higher. An ace can be counted as low, so ♥5-♥4-♥3-♥2-♥A is a straight flush, but its top card is the five, not the ace, so it is the lowest type of straight flush. The cards cannot “turn the corner”: ♦4-♦3-♦2-♦a-♦k is not valid.

3. **Four of a Kind**

Four cards of the same rank – such as four queens. The fifth card can be anything. Between two fours of a kind, the one with the higher set of four cards is higher, so 3-3-3-3-A is beaten by 4-4-4-4-2.

4. **Full House**

This consists of three cards of one rank and two cards of another rank – for example, three sevens and two tens. When comparing full houses, the rank of the three cards determines which is higher. For example, 9-9-9-4-4 beats 8-8-8-A-A.

5. Flush

Five cards of the same suit. When comparing two flushes, the highest card determines which is higher. If the highest cards are equal then the second highest card is compared, and so on. For example, ♠K-♠J-♠9-♠3-♠2 beats ♦K-♦J-♦7-♦6-♦5 because the nine beats the seven.

6. Straight

Five cards of mixed suits in sequence – for example ♠Q-♦J-♥10-♠9-♣8. When comparing two sequences, the one with the higher ranking top card is better. Ace can count as 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. 5-4-3-2-A is the lowest kind of straight, the top card being the five.

7. Three of a Kind

Three cards of the same rank plus two other cards. When comparing two threes of a kind the hand in which the three equal cards are of higher rank is better. So for example, 5-5-5-3-2 beats 4-4-4-K-Q.

8. Two Pairs

A pair is two cards of equal rank. In a hand with two pairs, the two pairs are of different ranks, and there is an odd card to make the hand up to five cards. When comparing hands with two pairs, the hand with the highest pair wins, so J-J-2-2-4 beats 10-10-9-9-8 because the jacks beat the tens.

9. Pair

A hand with two cards of equal rank and three cards which do not match these or each other. When comparing two such hands, the hand with the higher pair is better – so for example, 6-6-4-3-3 beats 5-5-A-K-Q.

10. High Card

Five cards which do not form any combinations listed above. When comparing two such hands, the one with the better highest card wins.