***Venetian Isles* POKER RUN RULES**

TO BE ELIGIBLE FOR THE POKER RUN PRIZES, YOU MUST BE IN LINE TO RECEIVE YOUR CARDS AT:

**The Blue Crab** , 118 Harbor View Ct., Slidell, LA by 5:00 PM.

**NO ENTRIES WILL BE ACCEPTED AFTER 5:00 PM.**

**General Rules:**

Participants will be allowed to attend each stop by boat, vehicle, or any other means of transportation.

Entrants using boats must follow all USCG rules and requirements. You may purchase as many hands as you would like for $50 each. Only two additional cards per hand may be purchased when you receive your poker hand**. 1st Place Prize: $1,000 - 2nd Place Prize: $500 - 3rd Place Prize: $250**

**Time:**

The poker run will begin at 11:00 AM on Saturday June 10th. Participants can stop at the locations in

any order they prefer; however, cards must be at The Blue Crab by 5:00 PM.

**Stops:**

• “Lake Catherine Island Marina,” 26204 Chef Menteur Hwy. 504-662-5741

Blessing of the Fleet 10:30 – 12 Noon. Purchase Run Cards starting at 10 AM here. You may start your Poker Run here or at “GilliGil’s Island”. There are 6 stops. You only need 5 stamps on your run card.

• “GilliGil’s Island,” 4826 Pontchartrain Dr. Slidell, 985-201-8824

• “Tammany Yacht Club,” 1196 Harbor Drive in Slidell 985-649-5222

• “Phil's Marina Café,” 1196 Harbor Drive in Slidell 985-641-0464

• “The Landing Bar and Grill,” 4750 Ponchartrain Dr. Slidell, 985-645-9009

• “The Blue Crab,” 118 Harbor View Ct. in Slidell, 985-315-7001

**Poker Rules:**

Entrants can have more than one hand per person. There are no wild cards. For the purpose of the

Venetian Isles Poker Run, the ranking among suites will be Spades, Hearts, Diamonds, and Clubs. In

the event of a tie, there will be a draw for High Card to determine the winner. Each rider or passenger

will get one stamp on their registration card at each designated stop. At the end of the run each player

will draw one card for each stamp on their card and place them face up on the table. The participant

will then be given the option to draw an additional two cards for an additional $10 each if they attended

all five stops of the run. This option to draw additional cards will be after the participant has seen their

first five cards. If the participant does draw additional cards they will only be allowed to play the best

five cards. If the participant never made it to all of the stops they will only be able to draw the number

of cards associated with the number of stops they attended. They will forfeit the option to draw

additional cards. For example, if you only made it to three stops you will only receive three cards.

However, participants will be able to play those three cards. The final winner will be announced at

5:30 p.m.

**Standard-Poker-Hand-Rankings:** 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. Ranking between the suits will be Spades, Hearts, Diamonds, and Clubs so, for example, the king of spades beats the king of hearts. 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). Between hands in the same category the rank of the individual cards decides which is better, as described in more detail below. Since, there will be multiple decks, NO five of a kind. Five of a kind will be converted to FOUR of a kind.

**Royal-Flush:** This is the highest poker hand. It consists of ace, king, queen, jack, and ten, all in the same suit. Spades beats Hearts which beats Diamonds which beats Clubs.

**Straight-Flush:** Five cards of the same suit in sequence - such as J- 10- 9- 8- 7 of Clubs. 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 of Hearts 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 of Diamonds is not valid.

**Four-of-a-kind:** Four cards of the same rank - such as four queens. 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. If you need to compare two fours of a kind where the sets of four cards are of the same rank, then the one with the higher fifth card is better.

**Full-House:** This consists of three cards of one rank and two cards of another rank - for example three sevens and two tens (colloquially known as "sevens full" or more specifically "sevens on 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. If the threes of a kind were equal, the rank of the pairs would decide or the rank of the suites.

**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; if those are equal too, then the third highest card, and so on. For example, K- J- 9- 3- 2 of Spades beats K- J- 7- 6- 5 of Diamonds

because the nine beats the seven.

**Straight:** Five cards of mixed suits in sequence - for example Q Spades- J Diamonds- 10 Hearts- 9 Spades- 8 of Clubs. When comparing two sequences, the one with the higher-ranking top card is better. 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. 5-4-3-2-A is the lowest kind of straight, 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 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. If you have to compare two threes 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 ranks (otherwise, you would have four of a kind), 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, irrespective of the rank of the other cards - so J-J-2-2-4 beats 10-10-9-9-8 because the jacks beat the tens. If the higher pairs are

equal, the lower pairs are compared, so that for example 8-8-6-6-3 beats 8-8-5-5-K. Finally, if both

pairs are the same, the odd cards are compared, so Q-Q-5-5-8 beats Q-Q-5-5-4.

**Pair:** A hand with two cards of equal rank and three other 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 6-6-4-3-2

beats 5-5-A-K-Q. If the pairs are equal, compare the highest-ranking odd cards from each hand; if these

are equal compare the second highest odd card, and if these are equal to compare the lowest odd cards.

So J-J-A-9-3 beats J-J-A-8-7 because the 9 beats the 8.

**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 cards are compared; if they are equal to the third cards are compared, and so on. So A-J-9-5-3 beats A-10-9-6-4 because the jack beats the ten