



Tennessee/Kentucky

DALE HOLLOW LAKE 7 CARD STUD with Bonus Card POKER RUN

Dale Hollow Poker Run Rules...Players must pick up poker cards at all 8 marinas.

Player must show identification at each marina (must be 18 to participate).

Players may choose to collect poker cards from participating marinas in any order. There is not a mandatory Poker Run route.

Players can choose to complete the poker game in a day, a weekend, or take the entire week.

Marinas will only be handing out poker cards from 8am – 6pm daily. (See Score Card for hours)

Each Marina will have poker cards prepared. The player will choose the card in front of the marina staff. The marina will log the player and poker card for use in validating the winning poker hands when the game is complete.

Players must turn in the game cards at the final marina by 6:00pm/closing on the final day of the Poker Run.

The week following the Poker Run all game cards will be scored, ranked, and paid out.

The winning players will be posted on the website www.dalehollowlakepokerrun.com.

Total pay out money depends on the number of entries. Twenty percent of the players will win a cash prize. There is a cash prize for the Worst Poker Hand.

All poker hand ties will result in a split of the prize money.

Players will be disqualified for any and all attempts to manipulate or cheat in this game.

There are no prizes for speed.... Please take your time, have fun, and be SAFE.

Poker Hand Rank

- 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 . Between two straight flushes, the one containing the higher top card is higher.
- 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 wins.
- 4. Full House** - This consists of three cards of one rank and two cards of another rank. When comparing full houses, the rank of the three cards determines which is higher.
- 5. Flush** - Five cards of the same suit. When comparing two flushes, the highest card determines which is higher.
- 6. Straight** - Five cards of mixed suits in sequence - for example . When comparing two sequences, the one with the higher ranking top card is better.
- 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.
- 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.
- 9. 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.
- 10. 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 too the third cards are compared.