



Poker Run

Poker Runs are a fun way to get riders on the road and possibly raise a little money for charity. Poker Runs take a little planning and require a number of people to act as staff. They're an exciting way to see the area, socialize with your friends and maybe even win a little money (or a prize)!

Supplies

- Sign-up sheets (if applicable)
- Copies of the route and maps for each participant
- A supply of pens and pencils for volunteer workers
- Decks of cards
- Poker Hand tally sheets
- Cash box for money from purchase of extra cards/hands
- Book of Hoyle (Poker Rules)

Setup

- Participants should note that they are traveling on public highways and you, as an event host, are not responsible for their design or maintenance. Remind participants that they are responsible for their own safety when using public roads and should ride accordingly
 - Route should have five stops; the first and last should be at the event site
 - Run should be between 30 and 70 miles and take no more than three hours to complete
 - Stops should be at convenient areas with plenty of parking. Traffic conditions should also be considered. If using private property as a stop, make sure you have the permission of the owners. Areas with access from the right side of the road should be a priority
 - Stops should not be scheduled at a site or business where alcoholic beverages are the primary service
 - Availability of non-alcoholic refreshments and rest rooms should be ensured
 - Provide ample signage for sign-up and stops along the route
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Rules

- The rules should be precise and in writing on the Poker Hand tally sheet provided to each participant

Verification

- Double and triple-check the route and maps. It's also a good idea to have someone unfamiliar with the area ride the entire route to ensure the map is correct and understandable. Delay printing as long as possible to verify that the route is passable. The route should then be ridden the day before the event to make sure there are no surprises such as construction or road closings

Staffing Stops

- If the event site is used as the first and last stop, only three additional stops need to be staffed. Ideally, the stops should be staffed by businesses in exchange for your rally's patronage.
- If your stops are being staffed by the businesses along your route, you should stop by each stop one day before the event to drop off a tally sheet, instructions and signs. Be sure the staff knows what's expected of them and where the rules are printed on the tally sheet.

Calculating the Winning Hand

- Have the Book of Hoyle on hand to help you determine the winning hand

Extra Hands

- Allowing participants to purchase extra cards is an added source of income because you don't need to purchase any additional supplies. You can either allow participants to choose up to two additional cards for a set fee per card or let them pick an extra hand for another fee
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Poker Run Variations

Variation 1

- Use six (6) different colored marbles instead of playing cards
- Pre-assign a point value to each marble color
- Place marbles in a bag. Participants draw one marble per stop
- Person staffing the marble run stop records marble color drawn and stamps entry form
- The participant with most points at end of Marble Run wins!
- In case of a tie, reassign new values to each marble color and redraw three (3) new marbles

Variation 2

- Roll two (2) dice at each stop instead of picking playing cards
 - Participant gets to choose which of the two dice values to keep
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TALLY SHEET



RULES FOR RALLY POKER RUN USING MULTIPLE STOPS

1. No duplicate cards can be used. Participants must draw an additional card if an identical card is drawn.
(EXAMPLE: If an Ace of Spades is picked at the second stop and an Ace of Spades is picked at the fourth stop, the participant must pick another card at the fourth stop.)
2. If allowing participants to play more than one hand, the participant must present the appropriate Poker Hand Tally Sheet to be marked **BEFORE** each card is drawn.
3. Rules in case of a tie: _____
4. All decisions by the judges are **FINAL!**
5. Latest possible return time: _____

Please **PRINT** Name: _____

Address: _____

City/State/Zip _____

H.O.G. Number _____ Phone Number (_____) _____

Chapter _____

	2	3	4	5	6	7	8	9	10	JACK	QUEEN	KING	ACE	TOTAL HAND
♥														
♦														
♣														
♠														

Possible Poker Hands

- | | | | |
|-------------------|---------------|--------------------|-----------------------------|
| 1. Straight Flush | 3. Full House | 5. Straight | 7. Two Pairs |
| 2. Four of a Kind | 4. Flush | 6. Three of a Kind | 8. One Pair |
| | | | 9. No Pair, less than above |



TALLY SHEET

RULES FOR PICKING ALL 5 CARDS FROM A SINGLE DECK AT ONE LOCATION

1. You must pick your poker hand one card at a time and lay the cards face up on the table. No duplicate cards can be used. Participant must draw additional card if an identical card is drawn.
2. If allowing participants to play more than one hand, the participant must present the appropriate Poker Hand Tally Sheet to be marked **BEFORE** each card is drawn.
3. Rules in case of a tie: _____
4. All decisions by the judges are **FINAL!**

Please **PRINT** Name: _____

Address: _____

City/State/Zip _____

H.O.G. Number _____ Phone Number (____) _____

Chapter _____

	2	3	4	5	6	7	8	9	10	JACK	QUEEN	KING	ACE	TOTAL HAND
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Possible Poker Hands

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| 1. Straight Flush | 3. Full House | 5. Straight | 7. Two Pairs | 9. No Pair, less than above |
| 2. Four of a Kind | 4. Flush | 6. Three of a Kind | 8. One Pair | |