

## 2009 Milwaukee Rally Poker Run Rules

1. Riders can purchase registration packet with score card, map and rules at any of the four Metro Milwaukee Harley-Davidson Dealers (09/03/09 thru 09/05/09) or it may be included as part of the 2009 VIP or Big Wheel Rally Packages.
2. At each stop each player will spin an arrow mounted on a board with the 52 playing cards as choices. (Players choosing to play at the Potawatomi Bingo Casino stop will automatically be given a stamp in the "Joker" box after registering for the Fire Keepers Club or proving existing membership)
3. After determining the card (final judgment is that of the rally attendant – spins that land on a line or in question will be respun) that was "spun" – the attendant will mark that box on their playing card with a unique stamp.
4. Upon completion of 5 stops (cards with more than 5 stamps will be disqualified) the card must be turned into the official Rally booth at any of the four dealers, at the State Fair Park booth or the booth on Water St.
5. Official Hours: Start 9:00AM Thursday 9/3/9 Finish 5:00PM Saturday 9/5/9 Winner announced on Water Street Stage at approximately 7:00PM 9/5/9
6. Riders must assure that their name and contact information is included and legible on the card.
7. The rally staff will score and rank all qualifying entries. All winners will be posted on [www.milwaukeeerally.com](http://www.milwaukeeerally.com) within 3 days of the completion of the finish of the poker run. The decision of the rally is final.
8. Entries will be judged by the following criteria.

### Standard Poker Hand Ranking

#### 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. This combination is sometimes known as "quads", and in some parts of Europe it is called a "poker", though this term for it is unknown in English. 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. It can't happen in standard poker, but if in some other game 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.

#### 4. 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.

#### 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; if those are equal too, then the third highest card, 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 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. 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.

## 8. 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.

## 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 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 too compare the lowest odd cards. So J-J-A-9-3 beats J-J-A-8-7 because the 9 beats the 8.

## 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, and so on. So A-J-9-5-3 beats A-10-9-6-4 because the jack beats the ten.

## The use of the Joker (Wild Card) in scoring

A joker will be used to substitute for any card in a hand (it will be used to create the highest hand possible), even a duplicate of a card the holder already has. The hand ranking is the same as described above, except that it is now possible to have five of a kind - five cards of the same rank - in which of course at least one will be represented by a wild card. Five of a kind is the highest combination, beating a Royal Flush.

## Tied hands

In the event of a tie that effects the prize to be awarded (ties in multiple identical prize categories will be ranked as place "A" and "B") the Rally representative will flip a coin to determine the finishing order. The tied parties will be informed as to the outcome.