

HRFC Wine Country Poker Run Rules 2017



1. Aircraft Must be Registered and Pilot must hold an appropriate Pilot Licence/Certificate.
2. Multiple entries are permitted and Passengers are also entitled to enter.
3. Playing Cards in sealed envelopes will be available for collection from all or any of five participating landing strips. (Warnervale – Gloucester – Luskintyre – Warkorth – Yarrowa).
4. Each entrant will collect three cards and present them (still sealed) to the Card Table at Cessnock Airport by 2pm on the day. A \$10 fee per entry is payable at this point.
5. Visiting Aircraft do not need to start at Cessnock, cards can be collected from any of the listed airports on the way in to Cessnock. It is not necessary to visit all five strips – just collect your three cards from the strips of your choice (at least two landings would be good).
6. Cessnock based aircraft will need to fly out to at least two of the listed strips and return with their three cards for each entry.
7. When registering an entry at the Card Table, two additional random cards will be drawn to make up the five card Poker Hand. Players will then be able to discard unwanted cards and draw replacement cards to improve their hand ranking. (Best Poker Hand wins).
8. In the pack at each pick-up point, there will be one Wild Card and any player that returns with a Wild Card, will be asked to make a choice after assessing their hand:
 - a. Cash in the Wild Card for a secondary prize and draw an additional random card to make up the final hand.
 - b. Forgo the prize and retain the Wild Card to improve the final hand ranking. A retained Wild Card can take the face value of any card to improve the hand ranking. eg. If a hand includes say a pair of Kings, the Wild Card becomes a third King and the hand ranking now moves up to Three of a Kind. Similarly, a Wild Card can take the place of whatever card is needed to complete a Straight or Full Hand etc. etc.
9. As multiple packs of cards will be in use, there is a possibility that duplicate hands may be drawn. So, in the event of a tie for first place, Suit Ranking may be used as a tie breaker, otherwise hand ranking will be based on the face value of the cards - suit is irrelevant.
10. The Hand Ranking and Suit Ranking to be used is listed on the next page and will be displayed for reference at the Card Table.

ANY QUESTIONS? GIVE ME A CALL OR EMAIL

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Hand Ranking Highest to Lowest

<p>ROYAL FLUSH This hand contains five cards in sequence, all of the same suit.</p>	
<p>STRAIGHT FLUSH This hand contains five cards in sequence, all of the same suit.</p>	
<p>4 OF A KIND This hand contains all four cards of one rank and any other unmatched card.</p>	
<p>FULL HOUSE This hand contains three matching cards of one rank and two matching cards of another rank.</p>	
<p>FLUSH This hand contains all five cards are of the same suit, but not in sequence.</p>	
<p>STRAIGHT This hand contains five cards of sequential rank in at least two different suits.</p>	
<p>3 OF A KIND This hand contains three cards of the same rank, with two cards not of this rank nor the same as each other.</p>	
<p>2 PAIR This hand contains two cards of the same rank, plus two cards of another rank.</p>	
<p>1 PAIR This hand contains two cards of one rank, plus three cards which are not of this rank nor the same.</p>	
<p>HIGH CARD made of any five cards not meeting any of the above requirements.</p>	

Suit Ranking Highest to Lowest

Heart – Diamonds – Clubs – Spades