

POKER RUN LAKE MACQUARIE 2019 – RULES AND REGULATIONS OF COMPETITION

Where

The competition will be hosted in Lake Macquarie, New South Wales.

When

Friday 18th October 2019 and Saturday 19th October 2019

Welcome

Thank you for your interest in entering Poker Run Lake Macquarie 2019 (the competition). By entering the competition, you (the participant/competitor/player) agree to abide by all rules and regulations stipulated in this document, as determined by GTR Events (the event organisers).

COMPETITION

Traditional Poker (Saturday 19th October)

5 Cards will be dealt to each boat captain throughout the day. Once all 5 cards are issued, at the final competition location, there will be an opportunity to purchase more cards, until all cards have been exhausted. The player with the best five-card poker hand wins.

Winning Hand

The winner is the player that holds the highest ranked hand when all cards are shown at the end of the game.

The rank of hands is as follows:

Straight Flush: Five cards in numerical order, all of identical suits. In the event of a tie: Highest rank at the top of the sequence wins. The best possible straight flush is known as a royal flush, which consists of the ace, king, queen, jack and ten of a suit. A royal flush is an unbeatable hand.

Four of a Kind: Four cards of the same rank, and one side card or 'kicker'. In the event of a tie: Highest four of a kind wins. Where players have the same four of a kind, the highest fifth side card ('kicker') wins.

Full House: Three cards of the same rank, and two cards of a different, matching rank. In the event of a tie: Highest three matching cards wins the pot. Where players have the same three matching cards, the highest value of the two matching cards wins.

Flush: Five cards of the same suit. In the event of a tie: The player holding the highest ranked card wins. If necessary, the second-highest, third-highest, fourth-highest, and fifth-highest cards can be used to break the tie. If all five cards are the same ranks, a draw is called.

Straight: Five cards in sequence. In the event of a tie: Highest ranking card at the top of the sequence wins. Note: The Ace may be used at the top or bottom of the sequence, and is the only card which can act in this manner. A,K,Q,J,T is the highest (Ace high) straight; 5,4,3,2,A is the lowest (Five high) straight.

Three of a kind: Three cards of the same rank, and two unrelated side cards. In the event of a tie: Highest ranking three of a kind wins. Where players have the same three of a kind, the highest side card, and if necessary, the second-highest side card wins.

Two pair: Two cards of a matching rank, another two cards of a different matching rank, and one side card. In the event of a tie: Highest pair wins. If players have the same highest pair, highest second pair wins. If both players have two identical pairs, highest side card wins.

One pair: Two cards of a matching rank, and three unrelated side cards. In the event of a tie: Highest pair wins. If players have the same pair, the highest side card wins, and if necessary, the second-highest and third-highest side card can be used to break the tie.

High card: Any hand that does not qualify under a category listed above. In the event of a tie: Highest card wins, and if necessary, the second-highest, third-highest, fourth-highest and smallest card can be used to break the tie.

Draw: House Rules will allow for the suit rank to determine the winning hand. Ranked in order from highest to lowest: Hearts, Diamonds, Clubs, Spades.

Distribution of Cards

There will be a number of decks in play during the tournament. 5 competitors will play per deck. Decks will be numbered from A to Z, depending on the number of decks required. If there is not enough for an even 5 per team, the hands will be dealt out for 5 regardless, and hands not required will be 'burned'. The allocation of deck will be decided by the order of boats.

Cards will be distributed at predetermined locations:

Saturday

- 1st Card: Registration
- 2nd Card: Saturday Stop 1
- 3rd Card: Saturday Stop 2
- 4th Card: Saturday Stop 3
- 5th Card: Centre of the Superboat Course

Additional Cards

Additional cards may be purchased at any point during the competition check points – competition briefing, intermediate stops, or the final destination. Cards can be purchased individually for \$10. Event organisers reserve the right to limit the number of cards purchased by any one boat at any stop.

Additional cards must be purchased from the same deck of cards that the participant is playing with. Purchased card can be selected by the participant at random from the deck.

Players can use any combination of cards, dealt and purchased, to create a final winning hand.

Winning the Game

The game is complete when all cards are sold or all players have chosen not to purchase additional cards. Each player will play their hand within their assigned deck, at that point the winning hand is selected and retained as the reigning champion of that deck. The winning hands will be kept secret for the final game.

The final game will take place immediately following the completion of all individual deck games. The reigning champion of each deck will be invited to reveal their hand to the room. The winning hand out of the reigning champion of each deck will be the overall competition winner.

In the case of a draw between winning decks, all drawn players will be invited to play a final hand with a new deck. Above rules apply with additional purchasing available until the pack is exhausted.

Cards can not be swapped between decks, or between players in the same deck. No Collusion between participants and no Card Tampering is permitted.

Final Results Decisions

The decision of the event organisers is final; no discussion will be entered in to. In the instance that sufficient evidence of fraud or cheating has occurred, the participant in question will be disqualified from the competition.

Competition Registration

Each participant must register as part of a team, by nominating the boat captain and each team must have their own boat to enter. Each individual will be required to provide their name and other details as required by the event organisers. All entries are required to be submitted through the online purchase platform. All entry purchases are also subject to the terms and conditions of purchase.

By entering this competition, participants agree to be bound by the competition rules and regulations, the laws of NSW and acknowledge that the event organisers reserve the right to decline/reject or cancel entries, add further rules & regulations as required, inspect equipment, and disqualify participants if required in the opinion of the event organisers.

Participants will be required to have competition accreditation, including a boat registration number (where applicable) that must always be displayed on their person or within the boat during the conduct of the competition.

The competition will include two age categories:

- Kids – under 16 years
- Open – 16 years+

Participants are required to enter into the age category that relates to the participants age at the time of competition start.

Participants will require at least one adult (aged 18+) within their team to compete.

Refund

Tickets are not refundable if a participant changes their mind or is no longer able to participate in the competition. Tickets are not transferable to another person or to a future event.

Cancellation

In the instance the competition must be postponed or cancelled, the competition will be postponed for the necessary period, based on the circumstances of the conditions or incident. If the competition is cancelled or postponed participants will be advised by the event organisers regarding the solution(s) they deem appropriate to restart the competition. The event organisers decision is final.

Participant Consent

The participant consents to the publication and/or use in any form of merchandise or media whatsoever of their name, image, voice, results, statements or otherwise, without payment or compensation and agree that

they will reasonably expect to receive marketing material, such as e-news and entry forms, from the event organisers.

Liability

The operators and owners of the tournament and the event and all of their staff & representatives accept no responsibility for any injury, loss, damage of any person or boats, equipment or personal belongings during the competition, whether such injury or loss is due to any act, neglect or default of the organisers, the organiser company GTR Events Pty Ltd or of any official or agent thereof and all competitors fully understand that in so participating, they do so entirely at their own risk.

COMPETITION PRIZES

Competition Categories

Saturday 5 Card Poker competition – overall winner for all decks in play.

Prize Draw Dates & Times

Prizes will be announced at the final venue on the following dates and times:

- Saturday 19th October – 7:00pm

Prize Collection

All prizes are available for collection and to take home on the day of the prize draw. In the event that a prize cannot be taken home on the day, competitors have two weeks to collect their prize from the GTR Events office, Port Melbourne, Victoria. Please note participants will be required to show proof of ID when collecting prizes.

AUCTION

Where

The Auction will be held at the Marmong Point Marina, New South Wales.

When

Friday 18th October, 8:00pm

NSW Auction Laws:

<https://www.fairtrading.nsw.gov.au/housing-and-property/property-professionals/working-as-a-property-agent/auction-laws-and-conditions>

Registration

To participate in the auction, each bidder must pre-register at check-in on the night of the event. They'll each receive a Poker Run wristband, which will make them eligible to participate in the live Auction. Placing bids will be processed through hand movements, spotters will be set in the room spotting these movements.

Opening the Auction

The auctioneer will open the program by announcing the first item. Volunteers will either bring the items onto the stage for guests to view, or an image of the item will be displayed on a projector behind the auctioneer.

Starting the Bid

The auctioneer will start the bidding on each item at the starting bid amount. The starting bid dictates the minimum amount that the first bidder can bid.

Accepting Bids

Raising bid paddles or motioning to get the auctioneer's attention will initiate a bid. Once spotted and prompted by the auctioneer, the bidder will call out the amount they wish to bid.

Minimum Bids

Bidding must start at the minimum bid amount. While there's no official minimum raise set, the auctioneer will generally guide the minimum raise amount by calling out increments based on bid activity.

Closing the Bidding

The bidding for each item remains open until no more bids are placed. Bidding on that item will close, and it will be sold off to whoever placed the final, highest bid. The winner is up to the sole discretion of the auctioneer.

Winning the Bid

By placing a bid, the winning bidder has agreed to buy the item at the stated amount and assumes full risk and responsibility. Payment will be required at the time of bid.

Delivery of winning items

Items won during the auction must be taken at the time of the auction.

WATERWAYS RULES

Boating Vessels

Each boat type must be registered with the event organisers to ensure safety of all participants. All boats must have current licensing and meet all state standards for recreational use in NSW. The event organiser reserves the right to determine if a participating boat is unsafe or unfit for the Poker Run, which will result in the boat being removed from the competition.

It is recommended that all boats have Public Liability Insurance.

On water parking overnight will NOT be available, all boats will be required to exit the water. Secure overnight parking will be available, however the event organiser does not take any responsibility for any damage or loss.

Course

Boat captains must follow the direction of event operations staff.

Participants will be issued an order number; boats must be launched from each location in this order and remain in this order for the duration of the competition. There is no overtaking unless you are passing a skier / rider that has been released.

Boats must keep a minimum of 50 meters between other boats at all times and 100 meters between a boat towing a skier / rider. Failure to observe this will result in instant disqualification.

There is a 45mph (or 39 knots) speed limit in place on all boats. This is not a race.

Water-skiing

Water-skiing is permitted, but must be pre approved by the event organisers. Every boat towing skiers is to have an observer for the entire duration of the voyage.

No more than three skiers are to be towed at any one time.

Skiers are to be wearing brightly coloured PFD or Buoyancy suit at all times. We encourage the use of orange ski helmets if available.

Skiers must obey observers signals at all times.

Skiers should signal to the observer when they are ready to release by tapping their head. The observer will respond with the same signal when it is safe to do so. The observer will then display an orange flag if available or signal with a single hand held high in the air.

On releasing a skier drivers should where practical idle back towards the skier to collect them. Engines must be switched off when collecting a skier in the water.

State Laws and Regulations

All participants are bound by the waterways laws of NSW. It is the participant's responsibility to have knowledge of and comply with these regulations during the competition. The competition is a safety-first event, and competition is conducted in accordance with Maritime Safety NSW rulings. NSW Police and Boating Safety Officers may be in attendance at periods throughout the competition to ensure the laws of NSW are observed, including water speed limits, boat licensing laws and general laws of the state of NSW. Boat Captains/operators (Skippers) are responsible for ensuring the passengers on their boat also abide by these laws. Boat registration must be current and the Skipper must hold a current Marine Licence.

All watercraft must have the regulated & necessary safety equipment on board, including floatation and correctly serviced fire extinguishers. Please note: all waste must be kept on board and disposed of properly. Alcohol consumption will be policed. Participation may be withdrawn for competitors in breach of the law.