



Golf Cart Poker Run

A Golf Cart Poker Run involves players in a golf cart traveling to four or five sites to select a regular playing card. Here are the steps:

1. All players meet at a central site, pay their entry fee, and receive a copy of the rules and a sheet to record their cards. The sheet will have spaces for up to seven cards, PLUS directions on how to get to the sites for their other cards.
2. Four or five public sites (parks, rec centers, etc.) will be the designated card sites and need to be manned by two volunteers at each site. Players, after receiving their instructions, travel to these sites and select a card from a full deck. This draw must be hidden (the cards face-down). After they draw the cards the volunteers at the site record the card in the next empty blank on their sheet. They then travel to the next site to get their next card.
3. My suggestion is to have four sites to travel to and the final site be back where the prizes are to be awarded. At the final site the monitor at that site records the cards that the players select. The monitor also sells the players an extra card or even a wild card. The players have to pay extra for extra cards and wild cards. An extra card is about the cost of the original hand, while a wild card should cost twice that amount (at least). Why would anyone pay that much for a wild card? Well, if they pay \$10 for a wild card to win \$100, that's a pretty good deal.
4. Once all of the players have completed their five-card hands, the emcee should have everyone with a hand stand up. The emcee then goes through all of the combinations of cards.....No pairs but Ace High. One pair. Two pair. Three-of-a-kind. Straight. Flush. Full House. Four of a kind. Royal Flush. As he calls those out, players without at least that hand must sit down. It will eventually get down to the very best hands, and the second best hand wins a cash prize and the best hand wins the largest cash prize. You can also have everyone stand up and work in reverse until you have the worst hand, which should also win a cash prize.
5. My suggestion would be to have a 50-50-50 raffle in addition to the game in order to make more money.
6. I would also suggest the following winning breakdown: worst hand---10% of pot
second best hand---10% of pot
best hand---30% of total pot.

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December 4, 2021