

RULES OF THE CENTENNIAL POKER WALK

1. *Individual registration only.*
2. *The Poker Walk consists of 8 Poker Stations beginning at Station 1. Each participant will be dealt 1 card as well as a packet including event rules, poker hand rankings, map of the pre-determined walking route, tally card and a list of event prizes.*
3. *At Stations 2, 3, 4, & 5, each participant will choose 1 card to create a 5-card poker hand.*
4. *At Stations 6, 7, & 8, participants are given the opportunity to improve their Poker Hand. Here's how these stations will work: Participants will roll a die and receive a corresponding numbered UNK "Centennial" trivia question. If the question is answered correctly, the participant has the option of drawing a card from the top of the deck and exchanging it for a card already in their Poker Hand. One card must then be discarded. If the question is not answered correctly, the player does not select a card from the deck and cannot return to the station.*
5. *Each participant can visit each station only once to create a 5-card Poker Hand.*
6. *Once participants complete their Poker Hand, they must take their cards to the Judge's Station. Poker Hands will then be reviewed for prizes.*
7. *Prizes will be given for the 1st, 2nd, and 3rd Best Poker Hands and Worst Poker Hand. Participants (excluding poker hand prize winners) can earn the chance to win additional prizes by visiting each station and receiving a sticker from the Station dealer. If participants visit all stations and complete their tally card, they must write their name, department (if applicable), and contact information on the back. This must be submitted to the Judge's Station in order to be entered into the drawing.*
8. *The ranking of suits from highest to lowest is spades, hearts, diamonds, clubs. Suits never break a tie for the winning prize. Suits are used to break a tie between cards of the same rank. In the event of a tie for the winning prize, the two players will each cut a deck of cards, high card wins.*

POKER STATIONS:

1	Fountain (START)
2	Bruner Hall
3	College of Education
4	West Center
5	Gazebo (on the trail)
6	Cushing Coliseum
7	Nebraskan Student Union
8	Case Hall
Judge's Station	Fountain (FINISH)

ADDITIONAL NOTES:

1. *The event will run from 10:30 a.m. until 1:00 p.m. The route will lead through different parts of campus. Refreshments will be provided from 12:30-1:30pm. All Poker Hands must be turned into the Judge's Station by 1:00pm for review. Winners not present will be contacted by a member of the Poker Walk planning committee following the conclusion of the event.*
2. *No prior knowledge of Poker is needed to participate. Neither skill nor speed is a factor; the winning objective is to have the best poker hand!*
3. *People of all ability levels are encouraged to join in, get some exercise, and try their hand at a friendly game of poker. This includes UNK faculty/staff and their immediate family members, as well as UNK students.*
4. *Each time a player visits a station they collect a sticker and their name will be marked off. Each station may be visited once only. At the end of the walk, turn in your Poker Hand and tally card at the Judge's Station.*

PRIZES:

1st Prize –

Loper captain's chair and t-shirt

2nd Prize –

Luke & Jake's BBQ Sauce and grill utensil kit

3rd Prize –

Exercise ball, dumbbell set & how-to guide

Worst poker hand –

Poker for Dummies book

Prize for Station drawings

Duffle bag, Centennial book, and other great prizes!

A special Thank You to the UNK Staff Senate Professional Development Committee, UNK Intramurals Department, UNK Employee Health & Wellness Program, the UNK Centennial Committee, Luke & Jake's BBQ and Varsity Formal Wear for donating prizes and your time to making this event possible.

Sponsored by the UNK Staff Senate Professional Development Committee, UNK Intramurals Department, UNK Employee Health & Wellness Program, and the UNK Centennial Committee

