

Poker-O



ACTIVITY DETAILS

AGE

12+

MATERIALS

Maps
Controls
Playing Cards
Sandwich Bags
Sheet of Best Poker Hands

TIME

30 minutes

GOAL

To simplify the map remembering only the key features for navigation

INSTRUCTIONS

SET UP

- Plan a score-o course
- Print maps and a few best poker hands sheets
- Place a flag, 3 random playing cards (in a sandwich bag attached to the flag), and a master map at each control site
- Hang a few master maps and sheets of best poker hands at the start

ACTIVITY

- Deal each participant five cards
- Set a time limit and explain that the goal of the game is to try and have the best poker hand at the end
- At each control, participants can choose to swap one of their cards with one of the cards at the control. If they want to swap more than one card, they must visit a different control and then return to the control to swap their second card
- Controls may be visited in any order and returned to an unlimited number of times
- Participants do not carry a map. They must remember the route to each control by looking at the master maps found at the control sites and the start
- For an extra twist, the coach can decide to have some extra cards available that participants can swap for once they have visited every control

