

# Sawtooth Shootist Society presents a Sawtooth Showdown

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## *Aces & Eights*

What is Aces & Eights? It's an exciting and fun day of gunfightin' with a poker twist.

Details...Details...Details...

Entry Fee: \$25.00 plus optional \$1.00 Dealer fee

Format: Come to Shoot 7 rounds to determine seeding for a Fantastic 5 Double Elimination Championship Shoot-off

Location: Sawtooth Shootist Society Outdoor Range

Sign up: 9 – 9:45 a.m.

Date: October 15, 2016

What's for lunch? Bring your favorite potluck side dish. We will provide the main dish (chicken).

Three (3) ways to win something (Can it get any better?)...

1. **Dealer** (similar to Pinkerton)
2. **Overall Top Shooters** – This consists of the top 5 men and ladies determined by the Fantastic 5 shoot-off. The shooters who win first place will be awarded a Sawtooth Showdown Aces & Eights Championship Buckle. A payout goes to the top 3 and trophies go to top 5.
3. **Highest Poker Hand (5 card stud)** – Upon registration everyone will receive one card. Throughout the match, the winners of each round will cut the card deck, or draw from the top, and blind draw a card to be saved until the end of the match. At the end of the match, the “game of chance” will begin. The Man and Lady with the best 5 card stud poker hand will win a prize/trophy. Even a shooter with just one card, could win. If you won more than 5 cards, you will choose and play with only the 5 cards that make up your best hand. One of the “Dealers” will kick off the show of cards. He/she will lay one or more cards down and then we move around the table to their left until their lay down gets beat and so on.
  - a. **Mystery Sucker's Bet** – At designated times during the match, a shooter can challenge another shooter to shoot for one of their cards. If the challenger wins, they can blind draw one card from the hand of the shooter they challenged. If the challenged shooter wins, they get to blind draw one of the challenger's cards. To challenge another shooter, you must have at least one card. (Challenging or accepting a challenge is optional) This is the only time that a card can change hands from one shooter to another.

Want a fighting chance? Bring your own Shotgun Primer Ammo