

Sawtooth Shootist Society presents a Sawtooth Showdown

Aces & Eights

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

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

Date: October 17, 2020

Entry Fee: \$35.00 plus optional \$1.00 Dealer fee and \$10.00 side pot

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

Location: Mountain Air Barn, 2082 Highway 21, Boise, Idaho

Sign up: 9 – 9:45 a.m.

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

Non-shattering wax only. Bring your own shotgun primer ammo. 15' distance @ 17 3/16 targets. 1.250 Time Limit applies.

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. Trophies go to 1st-5th place.
3. **Highest Poker Hand (5 card stud)** – Upon registration everyone will receive one card. Throughout the match, the winners of each round will blind draw a card. At the end of the match, the “game of chance” will begin. If during the match, you won more than 5 cards, you will choose and play with only the 5 cards that make up your best hand. The Man and Lady with the best 5 card stud poker hand will win a prize, which varies from year to year. One of the “Dealers” will kick off the show of cards. He/she will lay one or more cards face up on the table and then we move around the table to the left until their card gets beat and so on. You don't have to lay down your entire hand at once, just enough cards to beat the current top hand.
 - 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) To avoid being called out at high-noon, ensure this is the only time that a card changes hands from one shooter to another.

Questions? Contact Curley Calhoun @ 208-860-1615 or sawtoothshootist@aol.com