

“Crazy Cards” Official Rules 2018

Participation in the “Crazy Cards” game is at your own risk. Participants must sign a waiver. Children under 12 must be accompanied by a parent.

All archers will shoot at a distance of 20 yards.

Participants must pay registration fee in advance.

Standard sealed deck of Poker playing cards are used. Jokers are removed. Deck is shuffled and cut.

Dealer deals out five cards to create a “community hand”. Cards are not revealed.

3 cards per player are dealt and randomly placed on target back stops (3 cards per target). Up to 15 players per game.

Any remaining cards are discarded.

Archers choose a target and shoot 3 arrows – one at each card. Hit cards are eligible for play. Card must be cut by the arrow. Creases, folds or touching does not count. Range Judge decisions are final.

Archers must play only the cards they hit. Archers cannot trade or combine cards from another/other player(s). Doing so disqualifies all archers involved.

Dealer turns over 3 of the community hand cards.

Archers discard one card. They play their remaining cards. In the event an archer only has one card they do not discard and plays their only card.

Dealer reveals the last 2 remaining community hand cards.

Players play their cards in combination with the community cards to create the highest scoring poker hand.

Game Objective: Hit three cards and create the highest scoring poker hand.

Prizes: This is a split the cash pot game of skill and chance. House keeps 50%. Winner 50% pay out.

Shooting the *Crazy Cards* game is at your own risk!

Poker hands from highest to lowest

- Royal flush. A, K, Q, J, 10, all the same suit. ...
- Four of a kind. All four cards of the same rank.
- Full house. Three of a kind with a pair.
- Flush. Any five cards of the same suit, but not in a sequence.
- Straight. ...
- Three of a kind. ...
- Two pair. ...
- Pair.