

ARCHERY POKER RULES

Similar to wild card poker but with a short deck. The cards available are:
 Joker – wild card can be used as any card but not for five of a kind.

Hearts - A, K, Q, J, 10, 9, 8

Diamonds – A, K, 10, 8, 7

Spades – K, Q, J, 10, 9, 8

Clubs – A, K, 10, 8, 5

(Ignore the instructions on the target in the “8 Ring”)

A ‘hand’ consists of two ends. For the 1st end each archer shoots 5 arrows. Multiple archers can score the same card but an individual archer can only score each card once. For example Archers A, B and C can all score the King of Hearts but if archer B shoots 2 arrows into the King of Hearts they only score it once and the 2nd arrow counts as a miss.

For the 2nd end archers can choose which cards they want to hold by leaving their arrow in the card. They then draw from 1 to 5 arrows which they can shoot again to try for a better hand.

For those not familiar with poker a list of winning hands is below.



Rank	Hand Name	Hand Description	Example
1	Royal Flush	A Royal Flush is made out of 10, Jack, Queen, King, Ace, all of the same suit.	
2	Straight Flush	A Straight Flush is five cards in a row, all in the same suit.	
3	Four of a Kind	A Four of a Kind is the same card in each of the four suits.	
4	Full House	A Full House is a pair plus three of a kind in the same hand.	
5	Flush	A Flush is five cards in the same suit, not in numerical order.	
6	Straight	A Straight is five cards in numerical order, but not in the same suit.	
7	Three of a Kind	Three of a Kind is three of one card and two non-paired cards.	
8	Two Pair	Two Pair is two different pairings or sets of the same card in one hand.	
9	One Pair	One Pair is a pairing of the same card.	
10	High Card	A High Card refers to a hand with no matching cards.	

DARTCHERY RULES

Shooting six arrow ends the archer shoots at least one arrow into each number wedge, starting with 1 and proceeding in order to 20 and then the bullseye (either the 25 or 50 ring).

