



Starts Friday evening and runs all day Saturday.

SESA0901 **The Quick and the Dead - Interactive** Rules: Home Grown by "Super" Dave Radzik. Saturday, 36+ Players, Descr: Start with your hand, trade for better cards and call out hombres who refuse to trade in a duel. Rules explained in events highlights section earlier this book, New players welcome Cost \$1.00, Room Saloon (AnCon Show HQ)

Players are dealt 7 cards from which they make a standard 5 card poker hand to turn in for points. Starting Saturday morning, Players can turn hands in to the Saloon (Show HQ) every 2 hours. A record seet is given to each player to track their plays as well as duels and bonuses.

To improve thier hands players trade cards with other players. Trades can be made in any way they like, choice, random on a 1 for 1 basis. There is a limit to trading cards between the same players, maximum 2 cards each hour. Trading with new people can earn bonus points.

Players refusing to trade can be called out and a duel ensues. In a duel, players slap leather showing 3 cards of their choice. Unlike standard Poker, the duel is resolved with a (Gun) 3 card hand with the following values and ranking. High card wins if nothing else matches such as pair/trips or flush/straight. Gun Hands cannot use 2 of the same card, example no two Jacks of Hearts.

Winning hands in Duel by Best to worst Rank Order. Lowest hand of each Rank wins, faster gun (hand) draw. Opposite of standard Poker Ranking where highest hand of each Rank wins.

**Strait Flush** - AH, 2H, 3H beats out 9H, 10H, JH lower cards in a rank are faster

**Royal Flush** - QS, JS, 10S Beats out QS, KS, AS

**Flush** - AD, 2D, 6D Beats out 2D, 5D, 6D

**Straight** - A,2,3 beats out 2,3,4 and Q,K,A

**Trips** - Trip2's Beats out Trip3's, TripK and TripA

**Pairs** - Pair2's Beats out Pair 3's, Pair K's and Pair A's

**High Card** (only time the highest card wins if it's alone)

A beats K beats 2.

Jokers are Wild

Jokers are Wild and can be used as any card. Once used they are passed on to other player regardless of win or loss and will be the card given to winner rather than random draw. If Players can only use one Joker in a duel. Should a duel result in a tie, players randomly draw 1 card from their duel hand. The duelist and Tie are recorded.

Other than initial gun training, NO duels are allowed in the Saloon area (Show Registration Headquarters).

The loser of a duel reports to the Saloon for a new card showing the record of their loss. Players cannot duel again together for an hour. A Gun Hand who wins 5 duels can trade 1 card of their choice for a random card at the Saloon. No player can have more than 9 cards, and upon gaining a 10th card successful Gunfighters must turn in 3 unwanted cards for 1 random one at the Saloon.

Players may also trade cards with participating exhibitors in the hall. Once each hour for each exhibitor a player may trade 1 card for 1 random card. Exhibitors may offer incentives for more trades or specific cards as they desire.

Players turn in their hands to the Saloon when they think they have the best standard 5 card poker hand, they can then redraw a new 7 card hand and continue playing. Players score points based on the rank of the hands they turn in. Players can only turn in hands once every 2 hours. Players should keep track of their current score.

A players final score will be determined by the 5 best hands they turn in plus bonus points earned from dueling and trading.



### Points Awarded for Hands Turned In

- Royal Flush 15 Points
- Straight Flush 10 Points
- Four of a Kind 8 Points
- Full House 6 Points
- Flush 5 Points
- Straight 4 Points
- 3 of a Kind 2 Points
- Two Pair 1 Point No points for lesser hands.



### Bonus Points

- Trading (Each New/Different Person) +1
- Trader (10+ Different People) +4
- Master Trader (20+ Different People) +10
- Hired Gun (5 Duels won) +3 Points
- Gunslingers (10+ Duels won) +6
- Legend O' the West (20+ Duels Won) +10
- Card Sharps (Player turning in THE highest Ranking Hand, more than one person can earn this if have same ranked hand) +10

Player Example 1: Two Guns Gus Turns in 8 hands during the day, the 5 best are as follows and their scores:

- Four of a Kind 8 pts
  - Full House 6 pts
  - Full House 6 pts
  - Flush 5 pts
  - 3 of a Kind 2 pts
- for a hand total of 27 pts.

Plus earning bounus points:

- Trades 15 15 pts
  - Master Trader 10 pts
  - Gunslinger 6 pts
- for a game total of 58 pts.

Player Example 2: The Rawhide Kid Turns in 6 hands during the day, the 5 best are as follows and their scores:

- Straight Flush 10 pts
  - Full House 6 pts
  - Flush 5 pts
  - Flush 5 pts
  - 3 of a Kind 2 pts
- for a hand total of 27 pts.

Plus earning bounus points for having the highest ranked hand turned in:

- Trades 17 17 pts
  - Trader 4 pts
  - Card Sharps 10 pts
- for a game total of 58 pts.