Pistol Poker Rules

1. Players must purchase a DDHA approved Pistol Poker Target for each hand played. Targets cost 3 for $5.
2. Handguns only, rimfire or centerfire. One handed and two-handed grip is permitted. No shooting rests, no scopes.
3. Players will fire 7 shots at the target.
4. Players will make their best 5 card poker hand from the cards hit.
5. Target scoring will be used, i.e. if the shot hits the edge of a card clearly breaking the line, it will count as a hit on the card.
6. A card can only be counted once per hand (target).
7. Any shots that hit the center dot, or break the line of the center dot will count as wild cards. Multiple wild cards may be counted per hand.
8. If a shot breaks the line of more than one card, the card containing the largest portion of the hit shall be counted.
9. If a card has 2 or more hits and one of the hits breaks the line of another card, then that hit may be counted on the other card.
10. If less than 7 cards are hit, the hand must be made from the cards hit. No additional shots may be taken.
11. If more than 7 hits are found on a target, it will be disqualified.
12. Shooting another player's target will be cause for disqualification.
13. The players will print their name on the target and identify the 5 cards that make up their hand.
14. Hands will be scored in accordance with the rankings shown below.
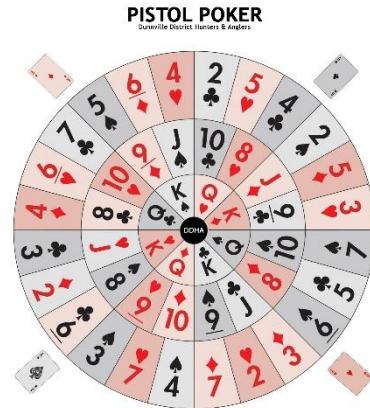
Ranking of Poker Hands

Straight Flush. Five cards in sequence in the same suit are called a straight flush. A hand composed of A-K-Q-J-10 (royal flush) beats a hand composed of K-Q-J-10-9. The royal flush is the highest standard hand and beats all other hands.

Four of a Kind. Any four cards of the same rank form four of a kind. If two players have four of a kind, the hand with the four higher cards wins. Four of a kind beats a full house or any lower hand.

Full House. Three of a kind and one pair form a full house. The full house with the highest-ranking three of a kind beats another full house with a lower-ranking three of a kind. Full house beats a flush or any lower hand.

Flush. A hand of any five cards all of the same suit is called a flush. A flush with the highest-ranking card beats another flush hand. If the highest cards from each players hand tie, the next highest-ranking cards determine the winner, and so on. A flush beats a straight or any lower hand.

Straight. A hand of any five cards in sequence, but not of the same suit is a straight. The straight with the highest-ranking cards at the head of the sequence is the winner against another straight hand. The highest possible straight is A-K-Q-J-10. A straight beats three of a kind or any lower hand.

Three of a Kind. Three cards of the same rank, such as three 8s, form three of a kind. The highest-ranking three cards wins against another three of a kind hand. Three of a kind beats two pair or any lower hand.

Two Pair. Two cards of the same rank and two cards of any other rank form two pair. The hand with the highest-ranking pair wins against another hand of two pair. If the highest-ranking pair ties, the hand with the second highest ranking pair wins. If the all pairs in both hands tie, the hand with the highest ranking fifth card wins. Two pair beats any hand with one pair, or no pair.

One Pair. Any two cards of the same rank form one pair. The hand with the highest-ranking pair wins against another hand of one pair. If both hands have the same pair, the highest-ranking unmatched card in the hand determines the winner. If the highest- ranking unmatched cards tie, the next highest-ranking unmatched cards are compared, and so on. One pair beats any hand with no pair (high card).

High Card. A hand with no matched cards is called high card. With two competing high card hands, the hand with the highest-ranking card wins. If the highest-ranking unmatched cards tie, the next highest-ranking unmatched cards are compared, and so on.

Rules for Aces. In a straight, the ace can rank either high or low, depending on the card sequence. The ace is high in the sequence A-K-Q-J-10. Aces rank low in the sequence 5-4-3-2-A. You cannot use the ace to wrap a lower sequence with a higher sequence, such as 3-2-A-K-Q.