

Note: If a player enters a Barrel Race or Horse Race at the Amateur Circuit before moving onto the Professional Circuit, that player's horses will only earn payouts at the Amateur Circuit level. Also, if a player pays an entry fee for 1 horse at Amateur Circuit Horse Race and then enters the Professional Circuit, that player may enter a second horse at the Professional Level. In that case, the player could get one payout at the Amateur Circuit level and another at the Professional Circuit level.

If, after entering the Professional Circuit, a player runs short of money or would like to join the lower-stakes races at the Amateur Circuit, he or she may choose to return to the Amateur Circuit. Players must stop at the gate to collect their \$1,000 sponsorship upon entry back into the Amateur Circuit.

Note: If a player runs out of money and can no longer afford entry fees to events, he or she may get more money by answering a Trivia Card correctly, riding a Buckin' Bronco, landing on a sponsorship space, or taking a loan from a willing neighbor.

Winning:

The first player to accumulate \$25,000 becomes a Pro and is declared the All-Round Racing 'N Rodeo Champion!

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Racing 'N Rodeo Rules



Object of the Game:

Players compete in horse races, contests, and trivia at Amateur events and Professional events to win cash prizes. The first player to accumulate \$25,000 in prize money is the Champion.

Play set-up:

- 1) Each player chooses a color and places one of the 5 horse playing markers on START.
- 2) Divide the Trivia cards into two stacks, one for Amateur and one for Professional, and place them on their designated areas on the board.
- 3) Each player starts with \$3,000 (2 x \$1,000 and 2 x \$500) in cash.

How to play:

To begin the game, each player rolls a die to determine who goes first. The player with the highest roll uses that roll and moves his or her marker in a clockwise direction around the track (starting on the Amateur Circuit). Each playing space offers different opportunities to earn cash prizes including Race Track, Barrel Race, Steeplechase, Buckin' Bronco, Stud Service, and Trivia Card.

Playing Spaces:

- Race Track:** A player may reserve one space at the next horse race by paying the appropriate entry fee. After the fee is paid, the player places one horse marker on the Race Track. The horse race begins when all 4 spaces on the race track are reserved. Players may only enter one horse when they land on a race track space, and may only enter 2 horses in each race. See HOW TO PLAY below.
- Barrel Race:** A player may reserve one space for the next barrel race by paying the appropriate entry fee. After the fee is paid, the player places one horse marker on the START space of the Barrel Race. The barrel race begins when two players have entered the race. Each player may only enter one horse in each barrel race. See HOW TO PLAY below.
- Steeple Chase:** Players may reserve one space in the steeplechase by paying the appropriate entry fee. After the fee is paid, the player places one horse marker on the starting space for the appropriate stage. The steeplechase may begin once two players have entered a single stage. See HOW TO PLAY below.

- D. Buckin' Bronco:** The Buckin' Bronco space is an opportunity to ride a Buckin' Bronco at a rodeo event. The outcome is determined by the roll of the dice. See HOW TO PLAY below.
- E. Stud Service:** The Stud Service space is an opportunity to either pay for a stud service or offer one. The outcome is determined by the roll of the dice. See HOW TO PLAY BELOW.
- F. Trivia Card:** The Trivia Card space is an opportunity to earn a prize by answering a multiple choice or true/false question. The question should be read by the player to the left of the player taking a turn.

How to Play the Games:

Horse Race:

The Horse Race begins after each of the four lanes are reserved and paid for. The horses go along the racetrack upon the roll of a single die, starting with the player in the inside-most lane. If a single player has two horses in side-by-side lanes, that player takes turns for each individual horse. The race ends when the first three horses cross the finish line. At the end of the race, the winners get their payout and the horse markers are cleared from the race track. *Note: Amateur racers and Professional racers may compete in the same race, but the entry fee and payout are different.*

Horse Race:

Amateur Circuit Entry fee:	Professional Circuit Entry Fee:
\$1,000 per horse-max 2 per player	\$2,000 per horse-max 2 per player
Amateur Circuit Payout:	Professional Circuit Payout:
1st \$4,000	1st \$8,000
2nd \$2,000	2nd \$4,000
3rd \$1,000	3rd \$2,000
4th ZERO	4th ZERO

Barrel Race:

The Barrel Race begins after both spaces are reserved and paid for. On the word "GO," each barrel racer rolls one die. When a player rolls a 1, that player moves his or her horse marker to the ONE space on the barrel race track. That player then begins rolling his or her die, with the hopes of rolling a 2 to advance to the TWO space. Play continues in this way until one player has worked his or her way around the track to the FOUR space. At the end of the race, the winner gets his or her payout and the horse markers are cleared from the board. *Note: This game requires quick rolling and movement of the horse markers, so get within a comfortable reach of the Barrel Race area for best results. Amateur racers and Professional racers can race in the same race, but the entry fee and payout is different.*

Amateur Entry Fee:	Professional Entry Fee:
\$500	\$1,000
Amateur Barrel Race:	Professional Barrel Race:
1st.....\$1,500	1st.....\$3,000
2nd.....ZERO	2nd.....ZERO

Steeple Chase:

The Steeplechase begins when both spots in a single stage are reserved and paid for. The Steeplechase has four stages and four different entry fees and payouts. To move through a stage, the players take turns. During a turn, each player rolls two dice. If the two dice come up 7, 11, or doubles, that player's turn is over, and the other player rolls. If the two dice come up anything else, that player moves his or her marker one space and rolls again. Each player's turn continues until he or she rolls a 7, 11, or doubles. When one player crosses the finish line, the winner gets his or her payout and moves to the next stage, without paying for the entry fee. The loser removes his or her marker from the Steeplechase area. *Note: It is possible to win a stage in one turn.*

Entry Fees:

Stage 1: \$1,000 Stage 2: \$2,000 Stage 3: \$3,000 Stage 4: \$4,000

Steeple Chase Payouts:

Stage 1: \$2,000 Stage 2: \$4,000 Stage 3: \$6,000 Stage 4: \$8,000

Buckin' Bronco:

The Buckin' Bronco game requires no entry fee. The game pays out at \$500 for Amateur Circuit and \$1000 for Professional Circuit. This amount must be drawn from the bank and placed on the Buckin' Bronco space when a player lands on it. To play, the player rolls 2 dice 3 times. If the total of all rolls adds up to 21 or more, the player wins the money, plus any other money that is already on the Buckin' Bronco space. If the total of all rolls is 20 or less, the money stays on the Buckin' Bronco space. *Note: Both Amateur and Professional share the same space.*

Stud Service:

On the Stud Service space, a player rolls 1 dice 2 times. If the second roll is the same number or a higher number than the first roll, the player is "offered a stud service" wins \$500 for Amateur Circuit or \$1000 for Professional Circuit, paid by the bank, plus whatever money has accumulated on the Stud Service space.

If the second roll is less than the first roll, the player must "pay for a stud service" by paying the appropriate fees, \$500 for Amateur level and \$1000 for Professional level, to the Stud Service space. This payment increases the size of the payout for the next player lucky enough to offer a Stud Service.

Trivia Questions:

The bank pays the players who correctly answer trivia questions. The payout is \$500 for the Amateur questions and \$1000 for Professional questions.

Continuation of play:

Players continue to enter games while accumulating cash prizes at the Amateur Circuit. Once a player accumulates enough money, he or she may choose to take the road to the Professional Circuit. To enter the Professional Circuit, players must stop at the gate and pay the \$3,000 entry fee.

Amateur Circuit and Professional Circuit players compete against each other at the Horse Races, Barrel Races and Steeplechase. The difference is the Professional Circuit offers higher entry fees (except for the Steeplechase) and payouts and tougher Trivia Questions.