



# RULEBOOK

**T**here is a magnificence to horse racing that is unlike any other competition. It's about grace and beauty and danger and pain. It's about strength and speed and training. And it's about heart. Described as the Sport of Kings, the names of its champions are remembered by generations of fans – Man o' War, Omaha, Assault, Citation, Phar Lap, Native Dancer, and War Admiral – to name a few. And of course, as with any sport of history and passion populated by heroes and villains, arguments ensue over who sits atop the list.

The stories of these champions inevitably slip with time and memory into the realm of myth and legend. Seabiscuit, a broken down, lazy, unwanted horse that was suddenly transformed after 35 races into one of the most electrifying thoroughbreds ever. Affirmed and Alydar, finishing first or second to each other in nine races, with Affirmed pulling ahead at the last minute to barely win the 1978 Triple Crown. The mighty Secretariat whose heart was found in death to be twice the size considered normal. The erratic 1941 Triple Crown winner Whirlaway, who often started at the back of the pack, ran uncontrollably around the track, only to careen inexplicably to the outside rail on the stretch before closing in tight to win in the last few yards. Every horse and rider brings a history, a strategy, and a character to the race. And so must you.

Pick a horse, draw a post position, and in the instant before the race begins, consider – will you charge to the front and try to break the spirit of every horse behind you? Will you pace the pack, wait for a hole among the leaders and shoot through whenever the opportunity presents? Do you trail the pack and bide your time, saving your energy for one final push when those in front have tired?

Will you have the heart?



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# OLD CENTURY STRETCH RUN

*A game for 3 – 6 players*

## ***Game Contents***

6 Horses

1 Die

12 Running Style Cards

Pad of Stretch Run Track Sheets

6 Whip Cards

Deck of 52 Playing Cards

Stretch Run Club House Money

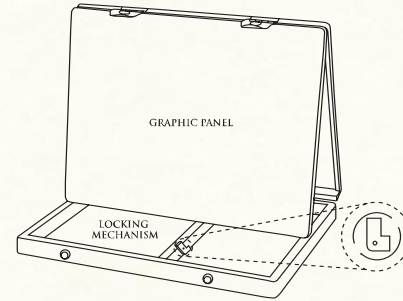
## **BASIC GAME**

*Note: For the basic game, the Running Style Cards and Track Sheets may be set aside.*

## ***Game Set Up***

1. Choose your horse.
2. Roll the die to determine post position (lane placement). The player with the highest roll gets the inside lane. Place the horse behind the starting gate on lane 1 heading towards the finish line. The player with the next highest roll should place his or her horse on lane 2 and so on.
3. Shuffle the deck of 52 playing cards and deal each player three cards. Do not let other players see your cards. Deal one whip card to each player.

**TO DISPLAY YOUR GAME WHEN NOT IN USE**  
Rotate the small locking mechanism making sure the top edge extends over the divider and provides a stop for the graphic panel. Simply rotate it back to fully close your Stretch Run tri-fold game.



### ***How to Play***

Each game consists of one full turn around the track and ends at the finish line. Youngest player goes first. Play then continues clockwise.

### ***On Your Turn***

You may move your horse in one of two ways:

1. Roll the die and move the number of spaces indicated on the die, or
2. Play a Stretch Run Playing card based upon your position in the race at the beginning of your turn.

If you chose to use a card you must declare that before you roll.

- Face cards (10, Jack, Queen, King) allow players to move 10 squares but can only be played if your horse is in last place at the beginning of your turn. *(Note: There may be only one horse in last place. If two or more horses are tied for last place neither player may use a card.)*
- Cards 5 – 9 may be played if a horse is in the middle of the pack. The horse moves according to the value of the card played. *(Note: There may be more than one horse in the middle of the pack, but there must be one horse clearly in front of the pack and one in back of the pack.)*
- Cards 1 – 4 (Aces count as 1) may be used only if the player is the front-runner. Cards may be combined and played together if they total no more than 5. *(Note: There may be only one front-runner.)*

Stretch Run playing cards may not be played until every player has moved once, and they may not be played once a player has entered the homestretch.



## Moving the Horses

Horses move forward but may not move diagonally. (See illustration 1a and 1b) They may change one lane at a time to either side. Players may change more than one lane on a single turn, but they must move at least 1 square forward between lane changes.

Only one horse can occupy each space. A horse that can't move because other horses are in adjoining spaces is blocked. You can't move a blocked horse. (See illustration 2)

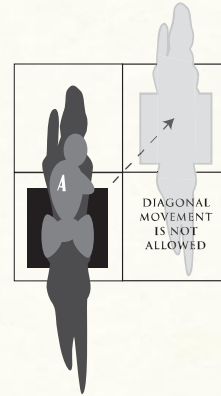


illustration 1a

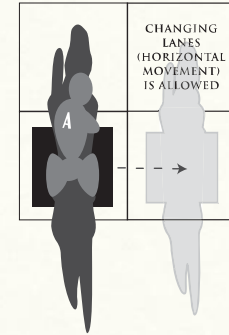


illustration 1b

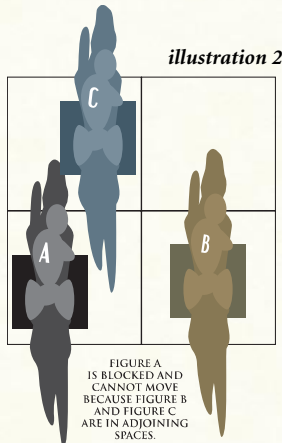


illustration 2

## Muddy Track

The backstretch has areas of mud that are marked with dark brown squares. Once your horse enters the mud you may not change lanes. If a horse finishes its turn inside a muddy area, it becomes stuck until you roll a number or play a card that will allow you to completely clear the mud. If your roll (or card) isn't enough, then the turn passes to the next player and the horse stays in the mud until you roll enough to clear the mud.



### ***Using the Whip***

Players may use their whip once during each race. To do so, roll the die, declare you are going to use the whip and then move your horse. You may keep rolling and moving as long as each successive roll is less than the previous roll. The best possible combination is a 6, 5, 4, 3, 2, 1, or 21 squares! Once you have used your whip, discard the whip card.

*Example 1:* A player who rolls 5, then 3, then 2, then 1 would move a total of 11 squares.

*Example 2:* A player who rolls 6, then 3, then 4 would move only 9 squares because the 4 is more than the roll before it.

### ***Winning the Race***

The first horse across the finish line wins the race. However, all players must have an equal number of turns. If more than one horse crosses the finish line during the last round of play, then the horse that finished its turn the farthest number of squares past the finish line is the winner.

### ***Photo Finish***

If horses tie (finish an equal number of squares past the finish line on their final turn) then a photo finish is in order. Players will roll and move according to the die. If the players roll the same number, play should continue until one horse is clearly the winner.



### ***Payout (optional)***

If you would like to add a simple payout element to the game, play a series of three races. The player with the most money at the end of the three races is the Stretch Run champion. The money is paid out as follows:

1st place (win): **\$10**

2nd place (place): **\$5**

3rd place (show): **\$3**



## ALTERNATE RULES

The following rules supplement basic game play. They may be played separately or with one another.

### *Running Style Cards*

Deal one Running Style Card to every player. These cards give a simple profile of the running style of a horse and should be read immediately. Running Style Cards may be used only during dice rolls. They may not be used with regular playing cards.

*Example 1:* If a player has a horse that is a “Front-Runner,” and their horse is in the lead, that player may add 2 squares to all dice rolls.

*Example 2:* If a horse runs with “A Burst of Speed,” that player may add 6 squares to one roll (and only one roll) anytime during the race.

### *Stumbling*

If a horse ends its turn immediately in front of you (blocking you) and you roll a 1 on your next turn, then the blocking horse has stumbled and must switch positions with your horse. (See illustration 3)

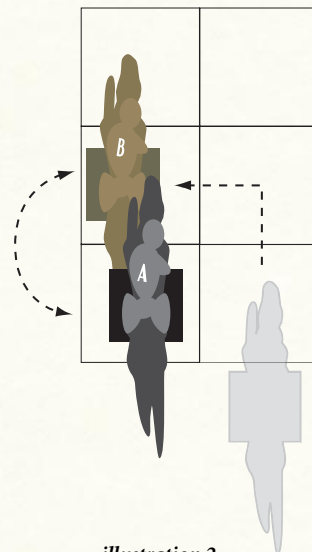


illustration 2



### ***Stretch Run Handicap***

The Stretch Run Handicap is a three race series that allows four or more players to set odds and place wagers on their horses.

1. Select a player to be the banker. Each player should receive \$20 in Stretch Run Club House Money (one \$10 bill, one \$5 bill and five \$1 bills). This money is for the entire series. Players should also receive one Stretch Run Track Sheet.
2. Choose horses and determine post position (lane position) as in the basic rules.
3. Deal each player three playing cards and one Running Style card.
4. Handicap your horse (see below).
5. Place your wager.
6. Run the race!

### ***Handicapping Your Horse***

Before each race, players set the odds for their horses by adding the point value from their Running Style cards (Running Style Rank) and the point value of their three playing cards (Conditioning Rank). Running Style points are listed on the bottom of the Running Style cards. Conditioning Rank point values, shown below, are also listed on the Stretch Run Track Sheet.

1 POINT	2 POINTS	3 POINTS	4 POINTS	5 POINTS	6 POINTS
3 middle cards	2 middle cards and 1 face card	1 middle card, 1 face card and 1 low card	2 middle cards and 1 low card	2 low cards and 1 face card	3 low cards
	1 middle card and 2 face cards	2 face cards and 1 low card		2 low cards and 1 middle card	
		3 face cards			
Low cards: 1 (Aces) - 4; Middle cards: 5 - 9; Face cards: 10 - King					



Record the Running Style Rank and Conditioning Rank on the Stretch Run Track Sheet and add the two numbers together. (See illustration 4)

STRETCH RUN TRACK SHEET					
RACE #	HORSE	RIDER	WIN, PLACE, OR SHOW	ODDS	WAGER
1	Long Shot	Jane Doe	Place	7:1	\$10

STRETCH RUN HANDICAPPING									
RACE #	CONDITIONING RANK	RUNNING STYLE RANK	TOTAL RATING	REFERENCE KEY					
1	5	4	7	1 POINT	2 POINTS	3 POINTS	4 POINTS	5 POINTS	6 POINTS
				3 middle cards & 1 face card	2 middle cards & 1 face card	1 middle card, 1 face card, 1 low card	2 middle cards & 1 low card	2 low cards & 1 face card	3 low cards
				1 middle card & 2 face cards	2 face cards & 1 low card	3 face cards	2 middle cards & 1 low card	2 low cards & 1 middle card	
				LOW CARDS: ACE (1) - 4; MIDDLE CARDS: 5 - 9; FACE CARDS: 10 - K					

illustration 4

### Wagering

On your Stretch Run Track Sheet (see illustration 4) record the race number, your horse name or number, your name (rider), whether you are betting on your horse to win, place or show, the odds (your handicap rating) and how much you would like to bet. The maximum bet for the first two races is \$10 for each race. In the final race a player may bet up to \$20.



If you bet on your horse to win, your horse must come in first for you to receive a payoff. The bank will pay a winning horse a full payoff based on the odds.

If you bet on your horse to place, then your horse must come in first or second in order to receive a payoff. A place bet will collect  $\frac{1}{2}$  of the payout based on the odds.

If you bet on your horse to show, then your horse must come in first, second or third in order to collect some winnings. A show bet will pay  $\frac{1}{4}$  of the payout based on the odds.

*Example 1:* If a horse went off at 4-1 odds and the player bet \$5.00 on the horse to win and the horse came in first, then the player would collect \$20.00. ( $4 \times 5 = 20$ )

*Example 2:* If a horse went off at 4-1 odds and the player bet \$5.00 on the horse to place and the horse came in second or first, then the player would win \$10.00. ( $4 \times 5 = 20$ ;  $\frac{1}{2}$  payoff of  $20 = 10$ )

*Example 3:* If a horse went off at 4-1 odds and the player bet \$5.00 on the horse to show and the horse came in third, second or first, then the player would win \$5.00. ( $4 \times 5 = 20$ ;  $\frac{1}{4}$  payoff of  $20 = 5$ )

For place and show bets, payoffs are always rounded off to the larger number. For example, if a winning bet pays off \$21.00 but the player bet for their horse to place, which it did, their payoff would be \$11.00. (21 divided by 2, rounded off to the higher number = 11)

At the end of a race losing horses should settle with the bank before payoffs are made.

### *Winning the Series*

At the end of the three races, the player with the most Stretch Run Club House money is the Stretch Run Handicap Champion.

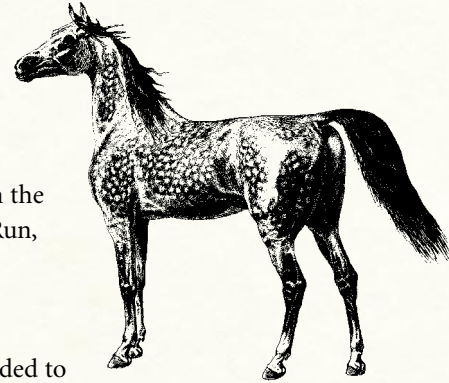
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## THE INSIDE TRACK

### *Visiting the track*

- Furlong* An eighth of a mile or 220 yards—most races are measured in furlongs.
- Post* The starting gate or the time a race will start.
- Clubhouse turn* Usually the turn immediately after the finish line, found on the right-hand side of the track as seen from the stands.
- Backstretch* The straightaway on the far side of the track.
- Homestretch* The stretch of track—sometimes just called the stretch—from the final turn to the finish line. (**Note:** In Old Century Stretch Run, the homestretch begins at the squares designated by the starting gate.)
- Stretch turn* Bend of track into the homestretch.
- Stake* The entry fee an owner must pay to run a horse—usually added to the amount put up by the track to make the total purse.
- Derby* Stakes races for 3 year-old horses.
- Graded races* Assigned for the most prestigious races in North America—the grades (I, II, III) are based on the quality of previous winners and the races' influence on other races or championships.



### *Typing the horses*

- Foal* A newborn horse of either sex.
- Yearling* A 1 year-old horse—all horses are assumed to share the same birthday of January 1, regardless of the day they are born. On January 1, a foal becomes a yearling, and on the following January, it becomes a 2 year-old.

*Colt* A male horse that is 4 years old or younger that is not gelded.  
*Horse* A male horse that is 5 years old or older.  
*Stallion* An ungelded horse that is usually kept for breeding.  
*Filly* A female horse that is 4 years old or younger.  
*Mare* A female horse that is 5 years old or older.

*Maiden* A horse of either sex that has never won a race.  
*Plodder* A slow horse.  
*Mudder* A horse that races well in the mud.  
*Stretch runner* A horse that finishes strong in the stretch.  
*Closer* A horse that runs best in the latter part of the race.



### ***Sizing-up the horses***

*Hand* A unit of measurement (4 inches) to determine a horse's height.  
*Length* The length of a horse from nose to tail, about 8 feet.  
*Neck* A unit of measurement considered the length of a horse's neck, about 2 feet.

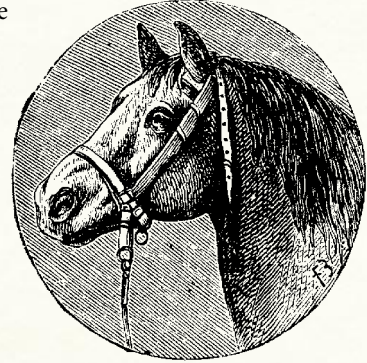
### ***Placing your bet***

*Handicap* To study all the background and variables of a racehorse and track to select a winning horse.  
*In the money* To finish first, second, or third.  
*Win* To come in first.  
*Place* To come in second.  
*Show* To come in third.



### ***Watching the race***

- Post position* A horse's position in the starting gate, numbered from the inside rail out.
- Pace* The tempo set by the leaders in the early and middle stages of a race.
- Bearing in or out* Drifting or veering to the inside or outside of the track.
- Bolt* A sharp left or right side movement by a horse.
- Taken up* A horse pulled up sharply by his rider because of close quarters.
- Crop* A jockey's whip.
- Colors* The racing jacket and cap worn by the jockey—also called silks.
- Field* All the horses in a race.



### ***Racing for the finish***

- Going away* Winning while increasing the lead.
- Nose* The smallest distance by which a horse can win.
- Photo finish* When the winner of a horse race is determined by reviewing a photograph.  
(**Note:** In Old Century Stretch Run, the term refers to the additional rolls players will take to decide a winner when two players cross the finish line using the same number of turns.)
- Dead heat* When a race is declared a tie because two or more horses finish at the same time even through the photo-finish camera.
- Also-ran* Finished out of the money (did not win, place, or show.)
- Distanced* Finishes a long distance back from the winner.



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