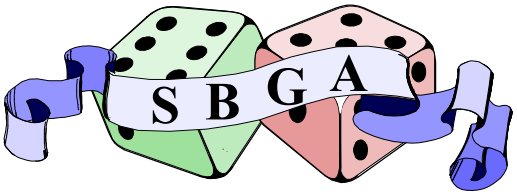

Gallop

The Australian Horse Racing Game

Featuring famous horses of the past.

For 4 to 12 players

Game written and produced by Wayne Thomas

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1. Equipment

One large racetrack board, 2 dice (one for each end of the board), 12 model horses, tote cards, ownership cards, betting slips, pencils, betting envelopes, fake money, steward reports, historical form guide, tote charts.

2. Tote Clerk

One player will be chosen as Tote Clerk and Banker by any mutually acceptable means. The Tote Clerk may appoint an assistant. The Clerk will look after the Bank cash reserves and will receive and distribute cash to or from other players, and will randomly distribute Steward Report cards to those earning them. The Clerk will hold one of the tote chart ready reckoners, the others being shared between players.

3. Money Distribution

The Banker will distribute $1,000 to each player in the following denominations:

1 x $500, 2 x $100, 4 x $50, 2 x $25, 4 x $10, 2 x $5

4. The Deal

4.1. Ownership cards

Each of these corresponds to a horse, and indicates ownership of the horse by the player holding the card. The Banker shuffles and deals one to each player before the start of each race, and the deal is not secret - owners should be proud to display their horses. Ownership cards are surrendered to the Bank after EACH race.

4.2. Extra Horses

If there are less than 12 players, the remaining cards (horses) are distributed by a dice "throw-off", with no player allowed more than 2 horses. The highest number thrown will win an extra horse with tied throws being re-thrown. A player who wins an extra horse will pay $100 to the bank for the privilege Participation in the throw-off for an extra horse is NOT compulsory.

4.3. Tote Cards

After the deal of Horse Ownership cards, the blue Tote Cards will be shuffled and dealt to players one per horse - these determine the betting odds for the horses. Where a player owns more than one horse, he will be dealt both tote cards consecutively, and the lower odds will apply to the lower numbered horse. Tote cards are surrendered to the Bank after EACH race.

4.4. Cards to be displayed

After the deal of Ownership cards and Tote Cards, players will ensure that all their cards are displayed with Horse and Tote cards together so that other players can see which horses and odds are available.

5. Betting

Punters may bet on any horse, there is no obligation to bet on one's own horse. A race will not start till all bets are taken for that race.

5.1. Single Betting Type

There is no choice of the type of bet - there is no "win only" or "each way" etc, dividends as listed on the Tote Charts are paid out for the first three placings on all races.

5.2. Secret Envelopes

Betting is secret. Punters will be given an envelope identified by name, and a blank betting slip. The punter will write the bets for a race on the slip, insert the slip and the correct amount of money into the envelope, and submit it to the Tote Clerk (Banker). After the race, the Tote Clerk will open the envelopes and determine each player's dividend. If the amount of money in the envelope does not match the total of the amounts written on the enclosed betting slip, the bet will be treated as a losing bet - ie; void.

5.3. Number of Bets

A player may bet on no more than two horses in any one race.

5.4. Betting Limits

5.4.1. All races except the last

The maximum bet per horse is **$500** in any one race.

5.4.2. The last race

When it is known that a race will be the final one for the game session, then **no** dollar limit applies, but the two horse limit still applies.

5.5. Tote Charts

These are used as ready reckoners to indicate the payout to be expected from most bet amounts for all the available odds values, and for horses running 1st, 2nd or 3rd. Tote charts are distributed at each end of the game table so all players can quickly look up the dividend to be expected from any winning bet. The payout values listed **include** the stake bet.

6. Ownership Prizes

At the end of each race horse owners will collect their prize money from the Banker. This is completely separate from dividend payouts to punters. The prizes are:

1st place: **$600**
2nd place: **$400**
3rd place: **$200**

7. Loans

When a punter's cash holdings are low, the Bank will make loan funds available. Loans between players are not allowed. To ensure that loans are used only as a last resort, the following restrictions apply:

7.1. Number of loans

A punter may borrow **once only** from the bank.

7.2. Means test

Loans are only available to punters whose total cash holding is less than **$1000**.

7.3. Maximum loan

The maximum amount available is that which will bring the punter's total cash holding up to **$1,000**.

7.4. Interest

The current interest rate is a flat **50%**.

7.5. Settlement

The loan can be repaid at any time, but must be repaid before scores are totalled at the end of the game. If a punter cannot repay a loan, the debt (including interest) will be subtracted from the final score, even if the resulting final score becomes a negative value.

8. The Normal (scratch) Race

This is normally a single lap, but can be longer by mutual agreement.

8.1. Barrier Draw

Horses are placed at the start on their respective barrier numbers.

8.2. Order of play

This is important because the order of play can determine one's betting strategy due to the congestion that occurs at the first turn. The punter who holds the lowest numbered horse at even money has the first turn. Punters then take turns clockwise around the table. If a punter has more than one horse, two turns are taken in succession with the lower numbered horse always moved first.

8.3. The first move

One die is thrown and the horse moves off counting "one" at the position immediately in front of barriers 1 to 6, even if the horse was drawn at barriers 7 to 12, which are behind barriers 1 to 6.

8.4. Moves on the straights

A throw of one die determines the number of spaces to move forward. A legal move is either into the space immediately ahead, or the space diagonally ahead. Horses

cannot jump over other horses occupying spaces ahead. If it is impossible to continue ahead to the full number on the die either by straight or single diagonal moves, the horse is blocked and stops on the space immediately behind a blocking horse. Sideways moves are not allowed.

8.5. Moves on the turns ("No Lane Changing")

In the areas designated by "no lane changing" markers, moves are restricted to the lane occupied on entry to the area. The area may be entered by a diagonal move, and a diagonal move may be made on crossing the marker line at the end of the area, but **no** diagonal moves are permitted within the area. There is **one** exception to this at the start of a handicap race, see rule 9.2 below.

8.6. "Horse Stumbles"

This is a penalty area immediately after the first curve. When a move finishes on this area, the punter/jockey must miss a turn. This is indicated by the horse lying down beside the track. On the next (missed) turn, the horse is stood up ready for the following turn on which a restart can be made from any space on the penalty area. The space immediately following the penalty area counts as "one".

8.7. "Horse Falls"

This is a penalty area immediately after the second curve. When a move finishes on this area, the horse is out of the race. This is indicated by the horse lying down beside the track till the end of the race. This area does not operate on the first lap of a multi lap race.

8.8. Hands Off

Once a move is complete the punter/jockey is not permitted to touch his/her horse till the next move. A two space backward penalty applies for violations. This rule will be relaxed somewhat if the punter/jockey is seated too far away from the action and another player must move the piece.

8.9. No "Pulling up"

It is not permitted to "pull up" the horse either by not moving the full number on the die, or by taking a blocked route if there is a clear path available. If suspected of this offence by a majority of the other punter/jockeys, the alleged offender will be given a Steward's Report, and the move must be repeated correctly.

9. The Handicap Race

This is at least two laps and is usually kept till the last race in a program, although this is not compulsory. It has the same rules as a "scratch" race with the following exceptions:

9.1. Barrier Draw

Horses are placed on the track according to the odds drawn. Horses at 20 to 1 odds are placed on the normal barrier, with shorter odds runners being placed around the track at intervals indicated on trackside markers. Even money runners will be placed 60 metres out according to the marker. Where multiple horses are placed on the same

start mark, the lower numbered runner will be placed at the rails. When multiple horses are starting beside each other on the first curve, the outside horse will be placed slightly further back.

9.2. The first move (some lane changing allowed)

Horses simply move off as for a normal move. If starting **inside or before** the first curve "no lane changing area", it is permissible to change lanes as if in a straight **only** for that first curve. Runners starting after the first curve must observe all lane changing restrictions. Spaces are offset in adjacent lanes on the curve, for this reason a move across to another lane will be deemed as one forward move if the space is further around the track, even if only slightly ahead of the space moved from.

10. The Finish

When a player's move take a horse past the winning post, the turn finishes immediately and the horse is placed in the appropriate 1st, 2nd or 3rd place winner's enclosure. Play ceases immediately the third horse has finished, and horses are left in place on the track for the Steward's Inquiry.

11. Stewards' Reports

11.1. The Inquiry

After the third placegetter has finished, there is an immediate Steward's Inquiry in to the last three finishing horses. The Banker will deal one Steward Report card to each of the owners of the last three placegetters. The card will accuse them of some offence such as "illegal tactics" or "doping", and then deliver an immediate verdict of either "exonerated", or a monetary fine.

11.2. Fallen or Stumbled horses

Dead horses - those that have fallen out of the race - are exempt from the Inquiry, but horses that have merely stumbled will be given a Steward Report card if they are in the final three places.

11.3. Drawn tail-enders

In the event of a draw for the last placings, the order will be determined by deeming the outside runner to be behind the inside runner.

12. The Winner

After the last race, and after Stewards' Inquiries and loans are settled, the punter with the largest cash holding is the winner of the game. Subsequent placings are determined in order of cash holdings.

Versions of this document

Version	Date	Comments
1.0	1984	Original hand written rules - W Thomas
2.0	24/4/97	Redrafted in Word 6 - R Askew Including agreed rule changes
2.1	31/5/97	Reformatted in Word 97 – R Askew Minor grammar corrections. Clarification of 1st lane change on handicap races