

# NEWMARKET

THE CLASSIC HORSE-RACING GAME

## RULES FOR NEWMARKET

### A game for 3 - 8 players

The game contents are:

52 *Form* cards, with horse and jockey pictured on the reverse  
4 *Racehorse* cards, with a finishing post symbol pictured on the reverse

50 small yellow betting chips,	worth <i>one</i> point each
50 medium green betting chips,	worth <i>five</i> points each
10 large orange betting chips,	worth <i>ten</i> points each

The four racehorse cards are placed face up in the middle of the table between the players, and stay there permanently.

Each player is given 40 points worth of betting chips before the game starts. The winner will be the player with the highest value of chips after an agreed length of time, or, should a player run out of chips, the highest value at that time.

Each round of play (race) one player shuffles all 52 form cards together, and deals them one at a time face down round the table, so that all players get a hand of cards except the dealer, who gets *two* hands. All the cards are dealt, so that some players may get one more card in hand than others.

*Before* looking at their cards, players place a five point bet on *one* horse of their choice, placing chips on the upturned racehorse cards as appropriate.

Players now look at their hand of form cards, the dealer taking up the first of the two hands dealt to himself. If the dealer chooses to, he may reject this hand, placing it face down to one side, and taking up the spare hand. If he does this, he *cannot* then change his mind and swap the two hands back again.

If the dealer decides to use the first hand he picks up, he may *auction* the spare hand to the highest bidder. Bidding goes in turn round the table from the player on the dealer's left, and the dealer must accept the highest bid. The highest bidder places his discarded hand face down on the table and picks up the dealer's spare hand. Again, he may not change his hand back once he has looked at the spare hand.

Play now starts with the player to the dealer's left. He *must* start with the lowest card in his hand. If more than one card qualifies, the player chooses which one. The player who plays first in a sequence (the next higher number in the same colour) plays it. The colour of a card must be the colour of the cap pictured in the corner of each card with the number printed on it.

Play continues until no-one can play a card, either because the next card is in a sequence or because it has already been played.

When this happens the player of the last card plays again to start another sequence.

- must be a card in a different colour combination. If the last sequence played was blue, the next card must be either yellow or green, and vice versa.
- must be the lowest card in the player's hand in the chosen colour.

If the player does not have a card in the opposite colours, the turn passes to the player to the right. Play continues this way until a card can be played. If no player has a suitable card, the game ends. Unclaimed chips remain on the racehorse cards, no payout is made in respect of form cards, and a new deal takes place.

When a card is played which matches the colour and number of a racehorse card, the player takes the betting chips placed on it.

When a player plays the last form card in his hand, the game stops *immediately*. The player who stops play pays one chip for each form card left in their hand to the player who stops play. An unclaimed chip on a racehorse card cannot be claimed and stay there for the next round.

All the form cards are taken up by the player to the dealer's left, who shuffles and deals the cards for the next round of play.

#### **Tips on Play**

The game should be played briskly. Players should announce aloud the number and colour of a card in a sequence, and the number of the card when continuing a sequence. This helps everyone concentrate on the cards in their hands and reduce the chances of missing a card in a sequence. If this happens, too bad! It is the player's own fault for not keeping in touch with the game.

Try to remember what cards have been played so that later in the game when it is your turn to play a number of cards in quick succession because they all stop a sequence. Generally, it is better to play chips playing out your hand first rather than playing a "horse" card, although it is better to play the horses *and* play all your cards!

Remember, for example, that if the blue "13" card is the only blue card in your hand, take it as soon as you can, take the chips from the racehorse card, and suit your hand!

