

¼ Quarter Horse Home Stretch Derby™

Starting Gates >>

First horse to cross finish line wins.

Play: Use a small object (button, pebble or jellybean) as a "horse" for the race.

Starting Gates: A player or "jockey" tosses a dice for a 1, 2, 3, or 4. Gate is assigned as its number is first tossed.

The jockey in gate one begins play with the throw of one or dice.

Jockey only moves game piece "horse" one (1) space forward when they toss a four (4) with a dice.

Jockeys take turns to throw one or two dice once per turn trying for a four.

Horses runs on all fours (*legs*).

With 2 Dice	Move
$1 + 3 = 4$	1 space
$1 \times 4 = 4$	1 space
$2 + 2 = 4$	1 space
$2 \times 2 = 4$	1 space
Both Fours	2 spaces
$5 - 1 = 4$	1 space
$6 - 2 = 4$	1 space

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