



HOUSEKEEPING, LAUNDRY & DIETARY SERVICES

How to Play

- 1) There are four races with six horses in each race.
- 2) Three dice are rolled by someone randomly selected from the audience. The horses progress down the track as their numbers appear on the dice.
- 3) The first horse to cross the finish line is the winner.
- 4) In the event of a photo finish (tie) we will move the winning horses back three spaces and run them from that point as a tie breaker.
- 5) You can bet as much as you like on as many horses as you like.
- 6) We pay only the WINNER. We do not pay on place (2nd) or Show (3rd).
- 7) Odds are calculated on a pari-mutuel.

First Race

A flat Race...No hurdles... no special moves
The Belmont Stakes

Second Race

The Freakness or "Double Trouble" race
Flat race, but horses move back one space on doubles

Third Race

The Atlanta Steeplechase
A flat race with a hurdle...Requires doubles to jump the hurdle

Fourth Race

The Kentucky Derby
Flat race with no hurdles or special moves, however doubles are required to cross the finish line.

Welcome to
C.E.S. Downs
And



Featuring
Winners' Circle
Indoor Horseracing

Presented For Your Enjoyment By:



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