

# Newmarket

3-8 players

52 cards

Difficulty: Easy

Duration: Short

**Be the first to empty your hand while collecting chips from boodle cards.**

## SETUP

- Use a standard 52-card deck plus 4 boodle cards from a second deck.
- Place chips on the boodle cards before dealing.
- Deal the entire deck including one extra dead hand that is not used.

## SCORING

- Playing a card matching a boodle card wins all chips on it.
- First to empty their hand wins a chip per card remaining in opponents' hands.
- Unclaimed boodle chips carry over to the next round.

*Tip: Start new sequences with low cards to maintain control over which suits get played.*

## ON YOUR TURN

- Play cards in ascending sequence within a suit.
- Whoever holds the next card in sequence plays it, regardless of turn order.
- When a sequence stops (card missing or King reached), the last player starts a new sequence.

*Newmarket is a stops card game where players race to shed cards in sequence while collecting bonus chips from a layout of 'boodle' cards. It combines the excitement of sequential play with a gambling element as players bet on which boodle cards will be played.*

## Objective

Be the first to empty your hand and collect chips from the boodle layout by playing the matching cards during the game.

## Setup

1. **Players:** 3 to 8 players.
2. **Deck:** Standard 52-card deck plus four 'boodle' cards from a second deck (typically Ace of Spades, King of Hearts, Queen of Diamonds, Jack of Clubs).
3. **Boodle Layout:** Place the four boodle cards face-up in the center. Each player places chips on one or more boodle cards before the deal.
4. **Deal:** Deal the entire deck, including one extra 'dead' hand. The dead hand is not used but removes some cards from play.

## Gameplay

1. **Starting:** The player with the lowest card of any suit begins by playing it.
2. **Sequence Play:** Players continue the ascending sequence in that suit. Whoever holds the next card in sequence plays it, regardless of whose turn it was.
3. **Stops:** A sequence stops when the next card needed is either in the dead hand, has already been played, or a King is reached.
4. **New Sequence:** When stopped, the last player to play a card starts a new sequence with any card from their hand (must be a different suit if possible).
5. **Boodle Cards:** When you play a card matching a boodle card, you collect all chips on that boodle card.

## Winning

The first player to empty their hand wins the round and collects a chip from every other player for each card remaining in their hand.

## Tips and Strategies

- Hold boodle-matching cards to play them when the sequence reaches that point — but do not wait too long or you might get stuck.
- Starting new sequences with low cards gives you more control over which suits get played.
- Pay attention to which suits have been stopped to predict where future stops will occur.

## Tips & Strategy

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The dead hand creates unpredictable stops. Learning to work around missing cards is the main skill in Newmarket.

Choosing which card to lead when starting a new sequence is the main strategic decision. Lead in suits where you hold cards that can continue the sequence.