

The Legislative Race: Rules of Play

Players: 4-6 players, working in teams of 2.

Mission: Master the legislative process in the United States Congress by racing against other teams to pass laws. On each team, one team member will take on the role of a member of the House of Representatives and the other team member will take on the role of a U.S. Senator. Teams will introduce companion bills in each chamber and advance their bills around the game board through the House and Senate. Each bill must end up with the same number of amendments to advance all the way to the Finish.

Equipment and Setup

Tokens: Each team needs a set of matching tokens, representing their companion bills. Place your tokens at the appropriate House or Senate starting space on the game board.

Bill Cards: Each player needs a Bill Card (or a scrap piece of paper).

- With your teammate, decide on a title for your companion bills. Write this title on the top of your Bill Card.

Dice: Each group of teams will need three dice. You will use two to advance on the game board and the additional die to add co-sponsors and amendments to your bill.

Co-Sponsors and Amendments: Whenever you land on an envelope space on the game board, roll the third die to add a co-sponsor or amendment to your bill.

- **Roll an Even Number = Co-Sponsor:** You have found another supporter for your bill!
- **Roll an Odd Number = Amendment:** You have accepted a change to your bill.

Gameplay

Advancing Tokens

- To start, all players must roll one die to determine who will go first. The player with the highest roll goes first. Play will continue clockwise from the first player.
- On your turn, roll 2 dice and move your token the corresponding number of spaces.
 - Each die should be treated as a separate move. This will enable you to stop at as many envelope spaces as possible. (For example, you roll a 2 and a 5. If there is an envelope space two spaces away, you could move two spaces for the first die (you'd roll the third die to collect a co-sponsor or amendment), and then move your token the remaining five spaces for the second die on the original roll.
 - If you roll doubles, take an extra turn.
 - If you land on an envelope space, roll a single die to add a co-sponsor (even number) or amendment (odd number) to your bill. Keep a tally of co-sponsors and amendments on your Bill Card with a pencil.

House and Senate Committee

- **You must have at least one co-sponsor to advance to the House or Senate Committee.** If you do not meet this requirement, you must continue around the board.
- When you move into the House or Senate Committee:
 - **Hold a Hearing:** Roll one die to add another co-sponsor or amendment to your bill.
 - **Revise your Bill:** You may choose to remove amendments from your bill by removing an equal number of co-sponsors, but *you must keep at least one co-sponsor.*
 - **Consult with your teammate before making this decision.** Eventually, your team's companion bills will need a matching number of amendments in order to advance for the final vote, but each bill will also need 3 co-sponsors.
 - **Get a Favorable Committee Vote:** To leave committee, roll one die and compare the result to the number of co-sponsors for your bill.

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- *If the roll is greater than the number of co-sponsors*, the bill is delayed in committee. Repeat this process on your next turn, starting with holding a hearing.
- *If the roll is equal or less than the number of co-sponsors*, the committee has passed the bill. Move to the first space outside of the committee. This is the end of your turn.

House and Senate Floor

- **You must have at least three co-sponsors to make it to the House or Senate Floor.**
 - If your bill does not meet this requirement, you must continue around the game board.
 - If you have at least three co-sponsors you must wait for your teammate to reach the Floor before proceeding.
- Once both teammates have reached the Floor, compare your companion bills.
 - If your bills do not have the same number of amendments, they must be reconciled, or made to match, in the **Conference Committee**. Move your tokens to this space.
 - If your bills have the same number of amendments:
 - Combine your tokens.
 - Combine your co-sponsors and divide this number in half (rounding up if needed). Write this number on both Bill Cards.
 - Move your team's combined tokens to the first space of the **Final Vote**. Pause here until your team's next turn.

Conference Committee

- In order for your bills to advance to the Final Vote, they must have the same number of amendments. To reconcile your bills:
 - Subtract one co-sponsor for each extra amendment from its companion (e.g. remove 2 House amendments by discarding 2 Senate co-sponsors).
 - **Each player must keep at least 3 co-sponsors for each bill.**
- If your bills cannot be reconciled, meaning you cannot make the number of amendments match and maintain 3 co-sponsors for each bill, they must be tabled. The game is over for your team.
- If your bill was reconciled, you may advance to the final vote.
 - Combine your tokens.
 - Combine your co-sponsors and divide this number in half (rounding up if needed). Write this number on both Bill Cards.
 - Move your team's combined tokens to the **Final Vote**. Pause here until your team's next turn.

Final Vote

- **Proceed to the first House vote space. Roll one die, and compare the result to the number of co-sponsors for your team's bill.**
 - *Roll is equal or less than the number of co-sponsors*: The House has passed the bill! Advance to the Senate final vote.
 - *Roll is greater than the number of co-sponsors*: Advance one space and roll again on next turn. After 3 failed turns, the bill is tabled. The game is over for your team.
- Repeat this process in the Senate on your next turn.
- If the bill passes in both chambers, it is ready for the President to consider. **Congratulations!**