Drive the herd

A board game about price incentives on the cattle trails. For 2 to 4 players.

Name: _____ Date: _____

Every player starts at the ranch with 10 longhorns. Spin, move along the trail, and do what the square you land on says. The full rules and the spinner are on page 2. Color the trail as you play.

The Chisholm Trail





FINISH: railroad town
Abilene, Kansas
Sell each longhorn for $40

25	26	27 **Stampede** Lose 2	28	29 **Good grass** Ahead 1	30
24 **Dry land** Miss a turn	23	22 **Strays** Lose 1	21	20	19 **Red River** Lose 1
13	14 **Storm** Back 2	15	16 **Good grass** Ahead 2	17	18
12	11 **Stampede** Lose 2	10	9	8 **Dry land** Miss a turn	7
1	2	3 **Good grass** Ahead 2	4	5 **River** Lose 1	6



START
Texas ranch
Longhorn: $2

Before you start, choose: sell all 10 at home for $20,
or drive the herd north and hope to sell for much more.
See rule 1 on page 2.

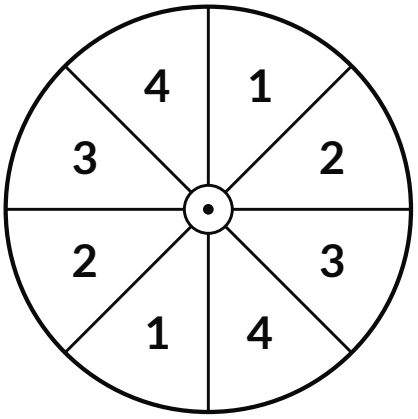
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How to play

You need: this sheet, a pencil, a paper clip, and a small marker for each player, like a coin, a button, or an eraser.

1. Before you start, each player chooses. SELL AT HOME: your 10 longhorns are worth $2 each, so you get $20 and stop playing. DRIVE THE HERD: put your marker on START and play.
2. Take turns. Spin, then move that many squares along the trail.
3. If you land on a picture square, do what it says. Do only the square you land on, even if it moves you to another picture square.
4. Lose 1 or Lose 2: cross out that many longhorns in your herd below.
5. Miss a turn: skip your next spin.
6. You do not need an exact spin to reach the railroad town. When you get there, sell every longhorn you have left for $40 each and write your total.
7. When every player has finished, the player with the most money wins.



Spinner

Hold a paper clip at the center with a pencil tip. Flick the clip to spin.

Herd tracker: cross out a longhorn each time you lose one.

Name _____ Left: _____ x $40 = $ _____

Name _____ Left: _____ x $40 = $ _____

Name _____ Left: _____ x $40 = $ _____

Name _____ Left: _____ x $40 = $ _____

Think about it

In Texas a longhorn could be worth as little as $2. At the railroad it could bring $40 or more. Why would a cowboy choose months on a risky trail instead of selling at home?

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For grown-ups

What this sheet practices

SS5E1 (b): how price incentives affect people's choices, using the cattle trails. After the Civil War, a wild longhorn could be worth as little as $2 in Texas, while in the North a longhorn could sell for $40 or more. That gap is why cowboys drove herds north to railroad towns. The choice at the start, sell at home or drive the herd, is also a small lesson in opportunity cost, SS5E1 (a).

How to use it in 10 to 15 minutes

1. Read the two prices on the board out loud: $2 at the ranch, $40 at the railroad town.
2. Let each player choose to sell at home or drive the herd. Most will drive. Ask why.
3. Play one round, about 10 minutes with the 1 to 4 spinner. Then compare the money totals.

What to look for

Math check: each longhorn left is worth $40. A player with 7 left has $280. Selling at home earns only $20.

The big idea: the worst luck on this trail costs 7 longhorns, if a player lands on every Lose square. Even then, 3 longhorns bring $120, six times the $20 from selling at home. A big price gap makes a hard, risky job worth doing.

Rules check: only the first square a player lands on counts. From square 3, Ahead 2 lands on the River at square 5, but that player does not lose a longhorn.

One question to talk about

What if the price in the North were only $3 a longhorn? Would the trip still be worth it? What price would make you take the trail?

Prices from the Texas State Historical Association, Handbook of Texas, "Cattle Trailing," by Jimmy M. Skaggs. See worthit.money, SS5E1, for all sources.