

Kentucky Derby Exacta Squares

20x20 Party Pool | Churchill Downs | Run for the Roses

Winning Horse - Post Position

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	X																			
2		X																		
3			X																	
4				X																
5					X															
6						X														
7							X													
8								X												
9									X											
10										X										
11											X									
12												X								
13													X							
14														X						
15															X					
16																X				
17																	X			
18																		X		
19																			X	
20																				X

How to Play

1. Players pick squares and write their name or initials in any open box. Skip the dark cells along the diagonal - those are blocked because no horse can finish first and second.
2. Once the grid is full, randomly draw post position numbers 1-20 from a hat. Assign them across the top row first (winning horse), then down the side column (second place).
3. After the race, find the post position of the winning horse along the top, and the post position of the second-place horse along the side.
4. The square where those two numbers meet is the winner. The winner takes the pot. With 380 playable squares, this format is perfect for big Derby parties and charity events.