

- 1. Instantiate
- 2. Instantiate, start, join
- 3. startTheRace
- 4. proceedToStartLine, hasFinishLineBeenCrossed, makeAMove
- 5. reportResults, areThereAnyWinners, entertainTheGuests
- 6. goWatchTheRace, haveIWon, relaxABit
- 7. acceptTheBets, honourTheBets
- 8. placeABet, goCollectTheGains
- 9. waitForSpectators
- 10. proceedToPaddock
- 11. waitForNextRace, goCheckHorses
- 12. summonHorsesToPaddock, end
- 13. proceedToStable
- 14. updateStatus