

Gold Rush!

Introduction

Gold Rush is an all-camp game with a twist—the ultimate goal of the game is to prepare enough food (be it lunch, supper or snack) for the entire team. Gold Rush is a simulation game that transports campers and staff to the American Old West. The end result is a unique, satisfying adventure, with both teams coming out as winners (even though one team can win points-wise). The game requires the participation and involvement of practically every staff member since the preparation of the game is a lot of work. The game itself can take 2-3 hours, depending on the size of the camp and the group. Careful preparation of the game will yield greater success.

Overview

The campers & counselors are divided into two teams: two competing "towns" trying to collect the most gold. The two teams are kept inside their town's boundaries, except for the local criminal element: thieves. Each team (town) is made up of miners, thieves and lawmen. There is also a team captain: the mayor (played by a staff member). Each team collects gold, which it in turn exchanges for money, and then uses the money to buy food and supplies. Everyone in the game plays an important role, and no one's special abilities (or lack thereof) seriously influence the game.

Preparation

Divide the camp territory into two equal halves with a strip of "No-man's Land" in the centre (bout 5 metres wide). It is in the centre that the Court, Bank and Store will be. Divide the camp into two teams (including campers & counselors) as follows:

- 70% of the campers & counselors will be miners
- 20% will be thieves
- 10% will be lawmen
- + 1 staff member will be the Mayor

Support staff makes up the following positions:

- The Judge
- Bankers (3-6)
- Storekeepers (4-8)

Teams wear coloured bands as follows:

- Miners wear bands on their foreheads
- Thieves wear bands on their left wrists
- Lawmen wear bands on their right arms

Equipment Needed

- Bands (of two different colours, one for each participant)
- Gold (rocks painted yellow) (several hundred!)
- "Money" (prepared papers)

- Food (could be popcorn, sausages, potatoes or whatever you can cook over a fire—enough food for every participant)
- Cooking supplies (several dozen matches, various types of kindling & wood pieces, and utensils or pots required to prepare food)
- Tables for the Bank and the Store
- Scale for the Bank (optional)
- Chair for the Judge

Rules of the Game

1. The object of the game is for each team to accumulate enough food to feed their people. This is accomplished by "mining" gold to trade for money at the Bank. Use the money earned from gold mining to purchase food & cooking supplies at the Store. Then prepare a fire and cook food for your team.
2. Each person play an important role:
 - **Miners** mine for gold. They do this by gathering gold from within their own territory. They may not cross the boundary into the other team's territory. Miners may gather as much as they are able (or as little as they wish) and then take it to the Bank. There they exchange the gold for cash, which they in turn bring to the Mayor or one of the Lawmen. Miners must watch out for thieves while they are gathering gold. Thieves (from the other team) are able to tag miners who are carrying gold and take it from them. Miners may not resist the thieves (they must immediately surrender their gold when tagged by a thief; as well, miners may not drop gold to avoid being caught by a thief); they may only call for help from their team's Lawmen. Later in the game miners may be given other responsibilities such as buying things at the store, making a fire and cooking.
 - **Thieves** steal gold from miners from the other team. Thieves may wander freely through the other team's territory, but may not gather any gold from the ground. When a thief sees an enemy miner with gold in his hand, he may tag the miner and steal the gold (the miner must hand it over without resistance). Once gold has been stolen, the thief must escape to his own territory and bring the gold to the bank and trade it for cash. If while the thief is in possession of gold in the enemy territory, he may be tagged by a lawman. If this happens, the thief must surrender his gold and willingly accompany the lawman to the Judge.
 - **Lawmen** patrol their own territory only. Their job is to protect their team's miners from preying thieves. If a lawman sees a thief either taking gold from a miner or carrying gold within his territory, the lawmen may tag the thief and arrest him. After taking the gold from the thief, the lawman must take the culprit to the Judge. There he must wait with his prisoner until the Judge has sentenced the thief. Only then may the lawman take the gold to the bank and continue carrying out justice.
 - **The Mayor** is responsible for handling all the money earned from gold mining. He will give directives to the miners on what to purchase from the store (matches, how much wood, etc.), instructions on how to make the fire and is responsible to coordinate the equal distribution of the cooked food.
3. The "No-man's Land" contains no gold and is considered a safety zone for both teams—no stealing or arrests may be made while in the zone.
4. There are three stations in the no-man's zone:
 - **The Court** is where the Judge sits, waiting for lawmen to bring captured thieves. The Judge will sentence thieves to such punishments as push-ups, laps around buildings, reciting verses and the like. All sentences are the Judge's prerogative (he may be as strict or as lenient as he chooses).

- **The Bank** is where the bankers will accept gold in trade for cash. Gold brought to the bank will be weighed (or counted if a scale is unavailable) and exchanged for paper money. Bankers will also record the amount of gold cashed by each team.
 - **The Store** is where miners with paper money may purchase cooking supplies and food for their team. The storekeepers will not accept gold as payment for articles.
5. The game is played until the signal sounds to end the game. At that time the teams will eat (or finish eating) the prepared food and the score (the amount of gold collected) will be announced.

Playing the Game

1. While the game is being explained the gold should be evenly distributed across each territory.
2. Also during that time the Judge takes his position at the Court, the bankers set up the Bank and the storekeepers set up the Store.
3. When the rules have been explained, send the Mayors and Lawmen into their appointed territories. Then allow the miners and thieves enter the playing area (miners into their own territory, thieves into the opposing teams' territory). ***Let the rush begin!***
4. While the game is in progress the Sport Instructor should monitor the gold supply in each territory, and commission bankers to redistribute some gold throughout both teams' territories if needed.

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