

CAMP WESTERN TOWN JOB OPPORTUNITIES

Fort Knox Bankers:

To Set Up Fort Knox:

1. Make a chart converting grams to ounces.
2. Decide which banker will do which job.
3. Make a sign advertising the services you will provide and your fees.
4. Make a chart explaining value of chips and gold (if not already done).
5. Devise a way to keep a record of everyone's gold holdings. **You will need to alphabetize in a ledger type book** so that you can find their bank records easily.
4. Always sign every banking transaction for proof! You may want to use a special stamp.
6. You will need the red lottery spinner and a supply of tickets (see Fran). Each time a person completes a task towards their miner's license you will give them a ticket to write their name and then you will sign (or stamp) and place in the lottery spinner.
7. Each day you will award a prize and discard the tickets. *Each member of Fort Knox should contribute 1-2 prizes.*

Grades 4 and up: Deposits and check writing lesson.

1. Print up (see Jan if needed) and cut apart checks for students. Don't forget to have a space for you to record (and sign) deposits after you've taken and weighed their gold.
2. When you teach cover all the procedures that apply:
 - How the scales work.
 - The differences between grams, ounces, and pounds.
 - How the bankers will record you gold once it's weighed.
 - How to write a check.
 - How to record a check that you've written.
 - Value of gold and chips.
3. Design a test to measure their understanding.

Grades 2-3

1. How the scales work.
2. How the bankers will write down how much you have (be sure to sign it) in **their journals**.
3. How much different sizes of gold are worth.
4. How much different chips are worth.

Doctors and Dentists:

Before the miner's can successfully search for the gold they must be in tip top shape. You will be the judge of this by designing a series of check-up tests.

To set up your practice you will want to create:

1. A list of what each dr. or dentist will bring; i.e. a cot, medicine, dental items, etc.
2. You will need to make a sign to list your services and prices.
3. An eye exam (how will you do it?)
4. A heart exam (check their pulse, listen to their heart with a stethoscope?).

Once miner's come to your store:

5. Have them walk a straight line (use a piece of string) and a curved line. Then have them do it backwards also.
6. Be sure to examine their teeth carefully. Any cavities?
7. Don't forget your eye and heart exams. Can you think of any other tests? Ask all members for ideas. They miners will need to be strong and good with their hands.
8. After you have checked them out (for about 10-15 minutes) you might want to give them medicine or a prescription (to take to the general store).
9. You might want to make a certificate of good health for your patients.
10. When they pass be sure to sign their form so they can take it to Fort Knox

Sheriffs, Marshalls, Attorneys and Judges:

You have the important job of testing people for their miner's license.

You also need to organize a town meeting for the townsfolk to decide on town laws.

To set up you will need:

1. To contact the mayor to set up a town meeting.
2. To decide which tests you will use. Assign each miner something to bring for the tests.
3. Make a sign listing your tests and charges. Will you have prizes?
4. To think of other tests (like digging skills), etc. that might be useful.
5. To decide who will bring what you need for your tests.
6. To decide who will do testing and who will be patrolling the areas.

Once miners come you will need:

1. To hide different items (see Fran) at different levels in the sand.
2. To think of a way to test their panning skill.
3. To make a certificate that proves they've passed these tests.
4. Don't forget to sign their forms and send them to Fort Knox for a ticket.

Saloon Members:

Besides serving a drink you will need to entertain your miners. Your shows should last 10-15 minutes (part of that time you'll be serving drinks and snacks).

To set up your saloon:

1. Each person will need to bring six drinks.
2. Cups would be helpful so that you can share drinks.
3. Decide the different types of entertainment that will be presented and have Workers be responsible for one show each (the other's will help however).

Some ideas for your shows are:

1. Make or bring musical instruments for a band.
2. Think of a dance or song.
3. Read your favorite jokes or poems.
4. Tell "Tall Tales" about things that have happened in Panner's Creek.

General Store Employees:

To Set up you will need:

1. Each member to bring 1 or more stuffed animals to share.
2. Each member to bring a few items to stock your store
3. A sign listing your wares and prices.
4. Members who have wagons should bring them for stagecoach tours.
5. To think of a lesson about animal care. Have each group member choose an animal to bring and present a lesson about. You should all have information (books, internet printouts, Ranger Rick magazines, etc.) to use in your lesson.

When your business opens you will need to:

6. Create a test that shows townsfolk really learned about taking care of their animals before they adopt them. The test doesn't have to be on paper; you can just ask questions if you want.
7. A way to take turns between teaching lessons and giving rides around town.
8. Workers who give rides should be tour guides that explain interesting sights around town.
9. To make a list of interesting sights. Make tour stop signs with numbers so that the stagecoach drivers will know where to stop. Have about 8-10 stops.
10. Just for fun you might want to have a fake stagecoach robbery (like they do at Roaring Camp).
11. Make a certificate proving they passed this course. Don't forget to sign their forms so they can get a ticket from Fort Knox.

Town Photographers:

You will need to:

1. Bring hangers to make sure everything is neat and taken care of.
2. Bring labels to put rental prices on the clothes.
3. Ask each member to bring a camera or film.
4. Catch all those not dressed western each day and make them pay to rent 1 Western article of clothing.
5. Arrange weddings when asked. You will need to contact the minister, set a time, find out which clothes will be needed.
6. Make a sign listing your charges and services
7. Think of skits to perform with the clothes that you rent. Each worker should write one short skit. Some ideas are . . . *How Panner's Creek Got It's Name*, *What Happened to Hotel Hannah (she's in the graveyard)*, *How Flumin' Fran made his Fortune*, *The Day Sorefinger got hung*, etc.
8. Help each other think of skits.
9. Help each other by acting in all the skits.

Casino Workers:

To set up you will need:

1. Each member to bring 1-2 games.
2. Each member to learn at least one card game. Tell them to ask their parents if necessary.
3. Each member to help decide the charges and prizes for the game.
4. Decide what prize each member will bring..
5. Decide who will teach which games.
6. Decide if you'll serve drinks at your casino. If so, tell each miner what to bring.
7. Each member should make a certificate proving the miner learned their game.

When miner's come to you:

1. Have a least four students before you start teaching.
2. Teach card games inside.
3. Students who are making a ring toss should go outside.
4. Let them choose whether they want to learn a card game or make a ring toss game.
5. When you are finished don't forget to pass out the certificate, sign their forms, and send them to Fort Knox for their lottery ticket.

Library Workers:

To set up you will need:

1. Each worker to bring at least two books for your library.
2. To decide how you will furnish your library? Where will visitors read?
3. To decide the book each worker will read to the miners.
4. To decide a way to record who you've loaned out books to so that you can get them back.
5. To make a certificate proving they've visited the hotel and heard or read a story (worth minor's bucks).
6. To make a sign listing your services and charges. For example, library book rental \$1, Story hour \$1 (librarian chooses book), Private story hour \$2 (miner chooses book) Story hour with refreshments \$2
7. To decide what refreshments you will have and what each miner will bring.
8. To decide what special art projects you will have at the library.

When Miners Come you will need:

1. To have a least two miners at a time.
2. To see if they'd like to hear the story of the day or if they'd like to choose their own book for a private story hour.
3. To ask them if they'd like to check out a library book to take with them.
4. To remind them when it is due back.
5. To ask questions about the book they borrowed to make sure they really did read it.
6. To sign their form and send them to Fort Knox for a miner's buck for every book or story they read.

Pastors/Counselors/Wedding Planners/Matchmakers:

To set up your office:

1. Decide on the services you will offer and make a sign advertising your prices. Some ideas are: general counseling, marriage counseling, engagement counseling, Advice for the lovelorn, divorce counseling, Can you think of others?
2. Perhaps you'll want to rent or sell corresponding items: Anti-stress massages, security blankets, meditation classes, advice classes, "stand in" for marriage proposals, etc.

Some ideas for your business are:

3. Each person will need to have a diploma certifying their abilities
4. You will want to have an incentive for people to come; how will their visits help them to be better and/or happier miners?
5. Anti-stress exercise classes; i.e. kickboxing, aerobics, yoga, etc.
6. Don't forget to let townsfolk know that just like in the real old west couples get double claims, flumes, etc.

Barber and Salon Operators:

To Set Up You Will Need:

1. To have each member bring something for your business. For example, shaving cream, Popsicle stick (to use as a razor), styling gel, make-up, etc.
2. To have each member decide what will be their specialization. For example, shaves, hair styles, nails, face make-up, etc.
3. To make a menu of services you will offer and their prices.

When the miner's arrive you will:

1. Ask what service they want
2. Decide which worker will do what
3. Work with your client for at least 10 minutes.
4. When you are finished tell your client to go to Fort Knox for a lottery ticket

Dear Hotel/Café Employees:

To Set up you will need:

1. To assign each member something to bring to furnish the hotel. Where will people rest?
2. To assign each member a date to bring refreshments. Decide what types you will have. How many meals will you serve? Breakfast? Lunch? Dinner?
3. To make a sign listing your services and charges. Don't forget to make one for eating, one for sleeping and one that has specials for both. Will there be a better rate if the miner's eat and stay over night? Is your hotel a B & B? That means Bed and Breakfast for one special rate?
4. How will you landscape your hotel? Will you have flowers?
5. How will people travel to your hotel? Should you work with the general store so they can bring customers by stagecoach?

Once miner's visit your hotel/ cafe

1. Decide which employee will do what when. Make sure all agree.
2. Decide where people will "board" (sleep). Will you have blankets and pillows?
3. Make a menu for your restaurant. Will the waiters use aprons?
4. Will you have music for your dinners?
5. What will you offer your boarders? Will they get a free breakfast in the morning?