



Trekking into the West Handout: Trek Cards

Covered Wagon Trek Cards

You experience sunny, dry days for two consecutive weeks. Gain 25 miles.	You get a tip from someone about a shorter route through the mountains. Gain 40 miles.
You are traveling over flat, easy terrain for eight days straight. Gain 35 miles.	A fur trapper joins the party. He has two oxen, which he lets you use in exchange for meals. Gain 25 miles.
The wind is at the back of your wagon for five days, offering you momentum. Gain 35 miles.	Your scout finds a quicker route to your destination. Gain 35 miles.
You continue traveling throughout the night to make up for a slow day. Gain 15 miles.	<i>Write your own:</i> <i>Gain ____ miles.</i>



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Covered Wagon Trek Cards

It rains for three days; everyone's wheels get stuck in the mud. Lose 20 miles.	An axle breaks, and you have to stop for two days to repair. Lose 20 miles.
Half of the wagon party falls ill, causing you to stay in camp for four days. Lose 40 miles.	High winds rip the canvas covers on the wagons; you stop at the closest town to purchase new covers. Lose 30 miles.
The party leader accidentally takes a side trail and you lose your way for two days. Lose 20 miles.	A rain storm ruins the flour in your wagon, so you have to find a supply store to restock. Lose 25 miles.
You run into a group of friendly Native Americans who convince you to stop and trade with them. Lose 10 miles.	<i>Write your own:</i> <i>Lose ____ miles.</i>



Trekking into the West Handout: Trek Cards

Single-Rider Horse Trek Cards

The weather is sunny and cool, allowing your horse to make good time. Gain 30 miles.	You try a new route over the mountain instead of going all the way around. Gain 40 miles.
You are told about a scouting path that will shorten your trip. Gain 35 miles.	You are following the river hoping for a shallow point to cross; you find one right away. Gain 35 miles.
You trade your trusty horse in for a younger horse with more energy and speed. Gain 35 miles.	Your horse is traveling faster than usual and makes excellent time. Gain 15 miles.
You get to the watering hole a day early. Gain 15 miles.	<i>Write your own:</i> <i>Gain ____ miles.</i>



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Single-Rider Horse Trek Cards

Your horse's shoes are worn; you have to stop to find a blacksmith's shop for replacements. Lose 25 miles.	It rains so hard your horse has trouble traveling through all of the slippery mud. Lose 10 miles.
You must send a letter home, causing you to detour to the nearest post office. Lose 25 miles.	You purchase a new hat to replace the one you lost in a dust storm. It costs twice what you have, so you work the rest of the purchase price off by mopping floors for two days. Lose 30 miles.
It is hot and the flies are biting. You detour to the nearest town and check into a hotel for three days. Lose 40 miles.	You stock up on extra supplies and your horse notices the extra weight. Lose 20 miles.
You run into a dust storm; your visibility is affected to the point where you can't guide your horse. Lose 15 miles	<i>Write your own:</i> <i>Lose ____ miles.</i>



Trekking into the West Handout: Trek Cards

Paddle-Wheel Steamboat Trek Cards

A new canal has been built, allowing your boat to take a shortcut. Gain 40 miles.

The weather is sunny and the river runs smoothly. Gain 30 miles.

Your boat has very few passengers and you just offloaded half of your cargo, making for quicker travel. Gain 25 miles.

The captain is told by a scout that big storms are coming. He travels through the night to reach a port town before the storm hits. Gain 20 miles.

The river flooded early in the spring, taking out a dangerous bend that would usually slow down such a trip. Gain 25 miles.

It's the captain's birthday. He is happy and sings loudly, making everyone laugh. Gain 15 miles.

The wood fuel is burning quite efficiently, making the paddle wheel turn more quickly. Gain 15 miles.

Write your own:

Gain ____ miles.



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Paddle-Wheel Steamboat Trek Cards

You pull into a riverfront city to get supplies. Inventory is low; you have to wait for the next shipment. Lose 35 miles.

The river is very low, so the captain orders slow travel to keep from running into underwater snags. Lose 25 miles.

You meet another steamboat that broke its paddle wheel. You moor alongside it to help with repairs for a day. Lose 15 miles.

Stormy weather makes the river rise; you must stop for half a day while the crew scouts ahead. Lose 15 miles.

A crew member ties a bad knot when he ties the boat to a large tree for the night. The boat drifts free, and gets stuck in the shallows. Lose 30 miles.

A spark from the smoke-stack catches a bale of hay on fire. The crew puts out the fire, but it leaves a mess. Lose 10 miles.

The captain sets dinner up on the bow. The boat stops early for dancing. Lose 10 miles.

Write your own:

Gain ____ miles.