

KLONDIKE CLAIM JUMPER Camporee



Developed by John Kirwan Troop 197/286
1993 Camp Schoellkopf

OVERVIEW

Location: [9 Mile Island Youth Camp](#) at [25-355 Orbit Dr, Buffalo, NY 14228](#) or mailing address 1 Orbit Dr

Date: October 15th to 17th, 2021

Cost: \$25

Includes: Breakfast, Lunch, 2 Cracker Barrels and a Patch. You supply Saturday dinner and Sunday breakfast.

Limit: 9 Mile Island has 16 campsites and will be for the first troops that sign up. Small troops can share the same campsite. If we need more than 16 campsites, troops can camp in the meadow but will need to bring and above ground fire pit. The game requires scouts to cook breakfast and lunch over an open fire.

Setting: The setting for the game is the Klondike River area, Yukon Territory, Canada. The year is 1896. Gold was discovered last year and prospectors like you are pouring into the area from all over the world. They find that to work and defend their claims (campsites) in this wild territory, it is necessary to form mining companies (troops), small groups of people (scouts) who will work together.

The Game:

- Prospecting - pick an area, stake your claim using compass and setup campsite.
- File your claim at the claim office in Dawson and earn gold.
- Improve and work your claim. Earn gold based on improvements. Improvements include shelter, gateway, tripod, fireplace, drying rack, ax yard and other improvements.
- Get your gold to Dawson. Gold will stay in the bank and earn interest.
- Opening Campfire – earn Gold for skits, songs, or cheers.
- Use the gold to purchase breakfast and lunch from the store. You must bargain for food. No set prices.
- Cook your meal over an open campfire. What you cook and how you cook it earns gold
- Capture the Flag – earn gold for capturing base flags and for personnel flags.
- Survive a mining accident. The Mounties (RCMP) will declare a mining accident and tell you the symptoms of the victim. Use your first aid skills to earn gold.

Skills Required

The skills required include compass use, distance measurement, campsite selection, knots and lashings, axe and saw safety, fire safety, fire building, first aid, cooking and cleanup. Additional elements of the game require each group to make choices about the use of gold earned to acquire and food.

Klondike Claim Jumper Schedule (Revised 9/18/21)

Friday

4:00 pm	Check-in any time after 4pm
4:00–8:00 pm	Stake your claim and file claim at Dawson Bring roster/ skit song and cheer sheet to Dawson
8:30 pm	Claim office closes for night
8:30 pm	Campfire – songs and skits to earn gold
9:30 pm	Cracker Barrel for all at Dawson

Saturday

7:30 am	Store opens for breakfast at Dawson. Buy food for scouts & adults.
7:30– 9:15 am	Breakfast in campsites
9:15 am	Gather at campfire ring in meadow for opening & instructions
9:30 am	Capture the flag game begins in meadow
12:00 am	Game ends and store opens for lunch at Dawson
12:00–2:00 pm	Lunch in campsites
1:00-2:00 pm	Mining Disaster (First Aid) in your campsite
2:00 pm	Game Ends- deposit all gold at the bank
2:00-3:00 pm	Service Project
3:00–5:00 pm	Games at Dawson and in meadow
5:00 pm	Dinner in campsites
7:30 pm	Scouts Own Service at Dawson. Uniforms not required.
8:30 pm	Campfire/Awards
9:30 pm	Cracker Barrel for all at Dawson

Sunday

7:30 am	Breakfast in campsites
8:30 am	Pack up
9:30 am	Go Home!

Note-If you want to setup your campsite before Friday you can. Please let me know so I can assign you a campsite. It gets dark in October about 6:30pm

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MINING COMPANY (Troop) EQUIPMENT

- Bug Spray with a high percentage of Deet
- Tarp or dining fly
- Patrol Flag/America flag/Troop# Sign
- Staves for lashings
- Rope or twine for lashing, and gateway
- Tents
- Table
- Cooking gear, cooking utensils, cook grate, cleaning gear and water jugs.
- Mess kits, utensils, and water bottles
- Fire starters, matches and fire safety equipment (extinguisher or water bucket)
- Bow saw and/or ax
- Compass, tape measure and ribbon to stake claim
- Pencil and paper
- Duct tape
- First aid kit, splints, neckerchiefs, and bandages for mining disaster
- Specialty food. Dough for making bread, Dutch ovens, etc...
- You must get your equipment from Dawson to your site by scout power. Bring a wagon
- Ranger may allow 1 vehicle per site with Troop Gear if its dry
- Cooking Equipment for dinner/Sunday breakfast.

Leaders should bring regular troop equipment for cooking their meals (i.e. propane, stoves, etc.). You will need it for dinner. You don't have to eat what the scouts cook over the fire but you can if you want to.

STAKE YOU CLAIM

Stake your claim: In your assigned campsite, tie colored cloth strips or rope strips around trees or stakes that will mark the corners of your claim. Select an easily identified landmark such as a building/fire ring. Take a compass bearing from the landmark to the nearest corner of your claim. Record on your claim form the landmark, compass bearing and distance from the landmark to the nearest corner of your claim, Entrance ways/trails cannot be included in you claim.

File Your Claim: Get your claim form and mining company roster to Dawson and earn 50 pcs of gold.

Claim Jumping: If you can prove that the measurements and compass bearings on another mining company's claim are wrong, you can challenge that claim. If you are successful, you receive 50 gold pieces from the other team. If you are wrong in your attempt to jump a claim then you give 15 pieces of gold to the other team. The RCMP decisions are final. Allowable claim deviation from accuracy is: 5 degrees on bearings; 15% on distance measurements.

OPENING CAMPFIRE

Each mining company will perform a song, a skit and a cheer. There will be judges who will rate the skit from 1 to 4. Gold will be awarded in the amount of the judges rating 1 to 4. Original skits/songs/cheers will earn more. Props are encouraged.

COOKING:

We will supply food for Saturday breakfast and lunch. We ask you not to bring your own food for these meals unless it's a specialty item. Food will need to be purchased at Dawson (Klondike store). There are no set prices. You will need to negotiate/bargain for your food. Only 2-3 negotiators per troop please. You can use gold in the bank to purchase food. Food will be cooked over open fires or tin can stoves/buddy burners in your campsite. No propane or white gas stoves will be permitted. Extra points will be awarded for better meals but do not take too much time. We ask adults to eat breakfast and lunch with your troop but leave the youth leaders the responsibility of food preparation in your campsite. Adults should supervise the effort only. The Mounties will visit each Claim (campsite) to award gold for food preparation and claim improvements during breakfast and during lunch. There will be no claim jumping of gold before the capture the flag game starts. Your 1st deposit of gold in the morning gets a free ride to the bank.

Leaders should bring regular troop equipment for cooking their meals (i.e. propane, stoves, etc.). You will need it for dinner. You don't have to eat what the scouts cook over the fire but you can if you want to.

COVID rules must be followed for food preparation. Currently they are “No shared food or drink, for example no self-serve buffet service or family style. If someone from the unit is cooking, then that person needs to plate the food for each participant. We recommend individually packaged condiments and anything you can purchase individually packaged.” We ask that cooks/servers wear masks and gloves.

Food Available at Dawson for Purchase:

Sat Breakfast

Eggs
Sausages (precooked)
Mini Peppers
Onions
Spam
Pancakes
Syrup
Bread

Sat Lunch

Hot Dogs
Hot Dog Rolls
Beans
Ramen Noodles
Pepperoni
Mix Tube Biscuits
American Cheese
Bread

Butter	Ketchup
Cereal	Mustard
Pop Tarts	Relish
Granola Bars	Baby Carrots
Bananas	Oranges
Oranges	Apples
Apples	Bug Juice
Orange Juice	Oreos
Milk	Candy
Hot Cocoa	

There will be a Cracker Barrel each night for ALL participants after the campfire. Each troop is responsible for their Saturday dinner and Sunday breakfast.

CAPTURE THE FLAG

- The game will be played in the meadow on Saturday morning.
- There will be only 2 sides and be traditional Capture the Flag (rules below).
- There will be only 2 colors of base flags and personnel flags.
- The capturer gets 2 pieces of gold for a person captured, 10 pieces of gold for a base flag.
- Each person will have 2 personnel flags and 8 inches must be showing below the shirt.
- Your personnel flag can only be pulled if you cross the center line.
- You are safe in your territory.
- Be honest, if someone pulls your "flag", you are captured. Admit it and go to the pokey.
- If you are captured and leaving the pokey, you can get a free ride back to your side.
- If you capture a base flag, you must get it back to your territory to earn gold.
- If you capture someone, you can ask if they have any gold. They must give it to you.
- If you capture someone, you must escort them to the pokey to get your gold.
- Orange cones will be down the middle with 2 tripods at each end with the base flag on it.
- There will be a pokey at each end.
- You must answer a scout skill question or tie a knot/lashing to get out of the pokey.
- The banker will be at the center line to accept deposits.
- Troop's will be drawn out of the hat to split sides and we can redraw sides multiple times.

DISPUTES

A scout is trustworthy. Cheating, arguing, lying, pushing, hitting, tripping or other physical contact will not be tolerated. Cheating, counterfeiting gold, etc... are punishable by ejection of the game. Physical contact is punishable by a fine of 25 gold pieces plus extended pokey time or ejection from the game at the discretion of the Mounties. Remember, it's a game and it should be played as such. The Scout Law will govern the game. The Mounties decision is final.

MINING DISASTER

After lunch, a Mouny will enter your campsite and declare a mining disaster. The Mouny will read you the scenario and tell you the symptoms. You will have a few minutes to talk. You will be graded based on how you treat the victim, the order you treat the wounds and teamwork. Remember, you are in the Klondike in 1896. You cannot call 911.

SERVICE PROJECT

We may do a service project. At this time, we have no details.

TROOP GAMES

We ask that each troop bring a game or activity that can be played in the meadow in the afternoon. Can Jam, Corn Hole, Water Balloon Toss, Stump Tug of War, GaGa, etc....

HOW TO GET THE GOLD

The Claim:

- 50 pcs of gold Prospecting: Pick a campsite & stake your claim. File claim along with Mining Company roster at Dawson

Friday Night Campfire:

- 4 - 16 pcs of gold Song or Skit, more if everyone participates

Working your Claim:

- 10 pcs of gold Shelter
- 20 pcs of gold Gateway
- 5 pcs of gold for each Tripod, Drying Rack or Camp Gadget
- 5 pcs of gold First Aid Kit
- 10 pcs of gold Fire Safety
- 10 pcs gold Fire started with no matches/lighter (ie. flint & steel, etc...)
- 10 pcs of gold Bulletin Board
- 10 pcs of gold Posted Duty Roster
- 10 pcs of gold Patrol Flag
- 0 - 20 Other improvements (as determined by Mounties)
- 0 - 20 pcs of gold Site Cleanliness (Only scoreable once, by request only)

Cooking:

- 10 pcs of gold Cook Meat
- 10 pcs of gold Cook Veggies
- 20 pcs of gold Bake Bread
- 5 pcs of gold Hot Drink

- 5 pcs of gold Make Soup
- 0 - 20 pcs of gold Food Preparation: cooking method; reflective cooking, Dutch oven, aluminum foil, baking, etc.

The Game:

- 2 pcs of gold if you capture a miner
- 10 pcs of gold if you capture a Base Flag.
- -2 pcs of gold & 5 minutes in the Pokey for personal flag not sufficiently in view (8" in view below tee shirt)
- -5 pcs of gold & 5 minutes in the pokey for tied personal flag

Other:

- 50 pcs gold for Claim Jump success. -15 pcs of gold for Claim Jump Failure
- 0 - 50 pcs of gold for surviving a Mining Accident

Interest:

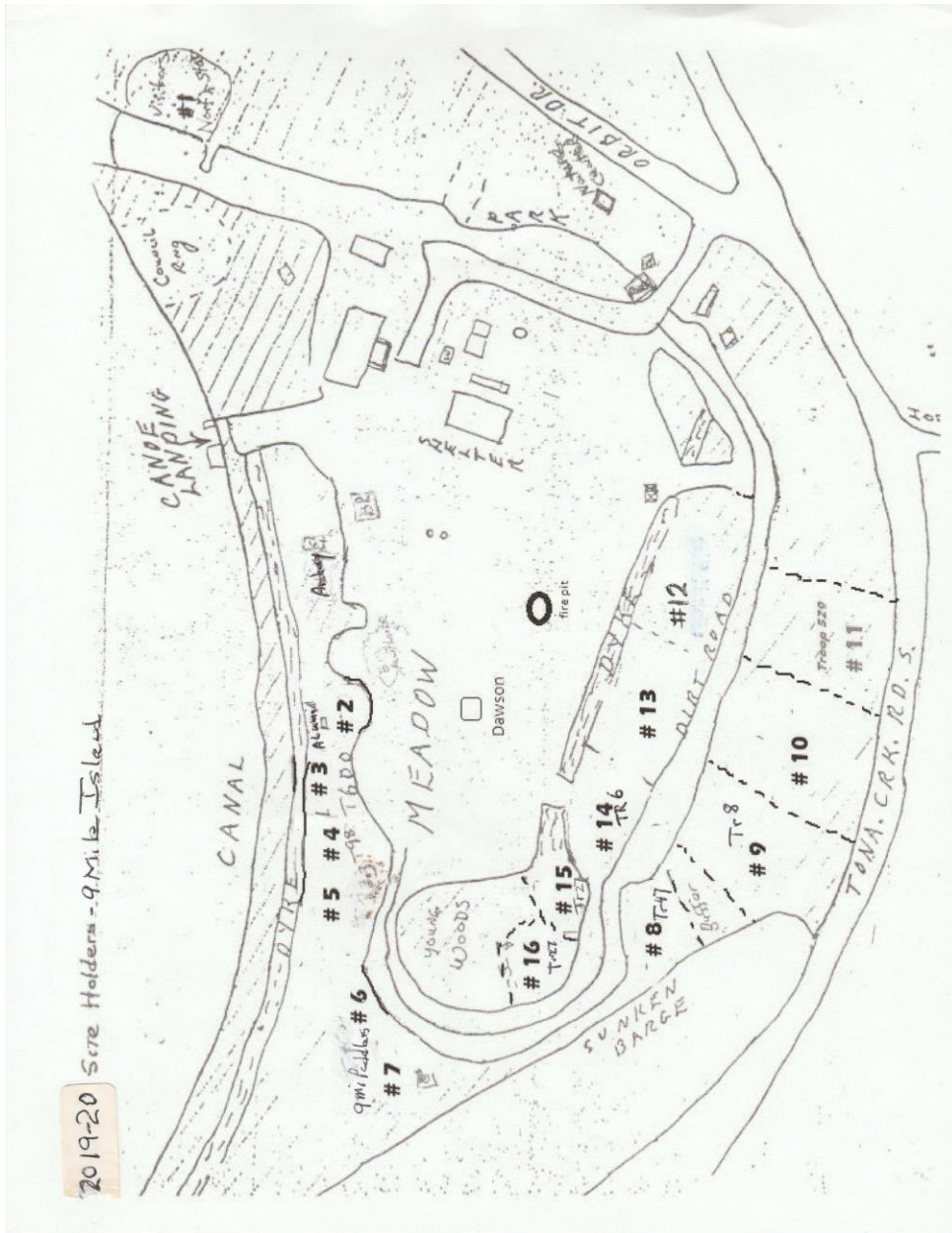
- Interest will be compounded every hour starting with 9:00am through the afternoon after the mining accident at a rate of 10% rounded to nearest gold piece.
- We strongly encourage to deposit all gold as often and early as possible in order to maximize the interest.
- The Bank opens at 9:00 am
- When Patrols purchase food for breakfast and lunch, it will automatically be deducted from the bank.
- Minimum deposit is 5 pieces of gold.

ADDITIONAL RULES

- We can pre-assign campsites. Troops that have their own sites have first choice of their site. Mining companies (troops) can mow their campsite and setup their campsite ahead of time but not make any site improvements.
- There will be "no claim jumping" until Saturday morning after official start time. This allows everyone to get squared away in their claims & participate in the Friday Night Festivities.
- Liquid Fuel usage by Mining Companies (troops) is strictly prohibited for Saturday breakfast and lunch.
- No shoes/sneakers with spikes are allowed
- Food brought from home for Saturday breakfast and lunch, other than specialty items such as bread to serve Mounties), is considered cheating
- No existing shelters in camp are to be used by Mining Companies.
- If a fire is to be made, use of fire pits is required. You cannot use wood found in the campsites. You must get your own wood from the woods.

9 Mile Island Youth Camp Campsite Map

No using cut firewood in your campsite
Do not change or damage any site improvements in your campsite
Troops that reserve a campsite at 9 mile will get their campsite



Klondike Claim Jumper Claim Form

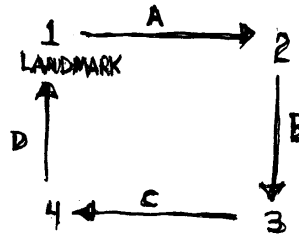
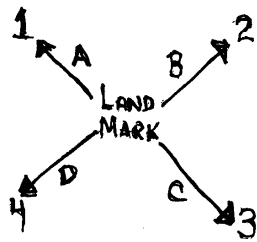
Mining Company (Troop): _____

Claim (Campsite) Number: _____

Signed: _____

Starting Point Landmark: _____

Point#	Compass Bearing (in degrees)	Distance (in feet)
1	_____	A _____
2	_____	B _____
3	_____	C _____
4	_____	D _____
5	_____	E _____
6	_____	F _____



Mining Company Point Sheet: _____

Improvements:

- _____ 10 pcs of gold Shelter
- _____ 5 pcs of gold Tripod
- _____ 5 pcs of gold First Aid Kit
- _____ 10 pcs of gold Fire Safety
- _____ 10 pcs of gold Start Fire
- _____ 10 pcs of gold Bulletin Board
- _____ 20 pcs of gold Site Cleanliness. Can be requested by patrol during game only once. -1 for each piece of litter found
- _____ 0 - 20 pcs of gold Other Improvements (as determined by Observers)

Mining Accident: _____

- _____ 20 pcs of gold Gateway
- _____ 5 pcs of gold Drying Rack
- _____ 10 gold start fire flint/steel
- _____ 5 pcs of gold Ax Yard
- _____ 10 pcs of gold Posted Roster
- _____ 10 pcs of gold Duty Roster

Breakfast:

- _____ 10 pcs Cook Meat
- _____ 10 pcs Cook Eggs
- _____ 20 pcs Pancake/French Toast
- _____ 5 pcs Hot Drink
- _____ 20 pcs Bake Bread
- _____ 0 - 20 pcs Food Preparation
- _____ 0 - 20 pcs Food Presentation

Lunch:

- _____ 10 pcs Cook Meat
- _____ 10 pcs Cook Veggies
- _____ 5 pcs Make Soup
- _____ 5 pcs Eat Fruit
- _____ 20 pcs Bake Bread
- _____ 0 - 20 pcs Food Preparation
- _____ 0 - 20 pcs Food Presentation