

KLONDIKE CLAIM JUMPER Guidebook



**Developed by
John Kirwan
Troop 197/286
1993 Camp Schoellkopf
Greater Niagara Frontier Council
Boy Scouts of America
Version 2015**

TABLE OF CONTENTS

INTRODUCTION.....3

PLAY.....4

EQUIPMENT.....4

OPENNING CAMPFIRE.....4

CLAIM JUMPERS AND OTHER BANDITS.....5

HOW TO'S.....5

HOW TO GET THE GOLD.....7

RULES.....9

GLOSSARY.....10

SCHEDULE.....11

CAMPSITE MAP.....12

FORMS

 CLAIM FORM.....13

 ROSTER.....14

 POINT SHEET.....15

 REGISTRATION SHEET.....16

INTRODUCTION

Klondike Claim Jumpers is one of a class or group of games known as wide games. It is played by 2 or more groups of youth participants over a fairly wide area. Each group contains four to eight participants. The play area may range from a few acres to an entire scout reservation. The game may last from a few hours to an entire weekend. It is up to the organizers and participants to determine group membership, play areas and time limits.

The game was developed to encourage the use of traditional scout skills and leadership in a way that is fun for the boys and does not emphasize time limits but rather the ability to complete the tasks properly. The skills required include map reading and map making, compass use, distance measurement, campsite selection, knots and lashings, saw safety, fire safety, fire building, first aid, cooking and cleanup. It also makes use of skills such as tracking, stalking, concealment and evasion. Additional elements of the game require each group to make choices about the use of gold earned to acquire equipment and food. There are numerous risk/reward decisions to be made throughout the game.

The goals of the game are to form a mining company, stake a claim and earn more gold than any other mining company. There is competition among the groups for the gold earned for completing tasks and demonstrating skills. There are also elements of the game "capture the flag" including the capture of "prisoners". The game includes lots of activity.

Adult participants serve as roving referees or mounties (RCMP) who award gold for skills and enforce rules. This is a great opportunity for a parents or Lad & Dad weekend.

We have found that a hearty celebration meal prepared by the adults is a great way end the game. We have also found that an evening fellowship campfire make the weekend one that is long remembered.

Experience has shown that the game doesn't start when you reach camp but weeks before hand as the troop begins planning. Preparations include determining the area, team membership, food, equipment, time limits and making adjustments to the rules to meet the needs of the troop.

We encourage Scoutmasters to give your youth leaders the responsibility for most of the preparation. Just supervise the effort. If you are playing this for the first time, start with small groups and play for short periods.

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. Some men arrive with partners, others alone. They all find that to work and defend their claims in this wild territory, it is necessary to form mining companies, small groups of men who will work together.

PLAY

The game is played in stages. Each activity can earn you gold as follows:

- Prospecting - pick an area, stake your claim and setup campsite.
- File your claim at the claims office in Dawson.
- Improve and work your claim. Gold based on improvements. Improvements include: shelter, gateway, tripod, fireplace, fire, drying rack and other campsite improvements
- Get your gold to town. Gold will stay on deposit in town or can be used to purchase food.
- Buy your grub or equipment.
- Cook and eat your meal; clean up after the meals (How you cook what you cook is the key to gold earned)
- Survive mining accidents. RCMP will declare a mining accident and tell you the symptoms of the victim. Use your first aid skills to earn gold.

EQUIPMENT

Each mining company will need to bring a tarp, hiking staves, ropes or twine for lashing, tents, mess kits, fire starters, bow saw, firewood, compass, pencil and paper, first aid kit, cooking gear, cooking utensils, cook grate and water jugs. You must move your equipment from Dawson to your site by boy power alone.

Dawson Equipment:

- Colored cloth strips for each team: Claim maker strips, team color bands to be worn on the arm or as a headband. "Tags" to be worn with at least 8 inches of tail showing, and a flag that will be used in site. Each Team has its own color.
- Claim Forms
- Point Sheets
- Gold bags to contain gold awarded
- Gold - washed pebbles painted gold. Your patrolling RCMP can carry some in zip lock bags to award at the claims they visit.
- Extra pencils and paper.
- Copies of these rules.

OPENNING CAMPFIRE

Each mining company will perform a song, a skit and a cheer. There will be a judge from each troop who will rate the skit from 1 to 3. Gold will be awarded in the amount of the judges rating 1 to 3. Original skits/songs/cheers and those that involve the audience are worth more. Props are encouraged. A judge can rate a skit/song/cheer a 4 if he thinks it exceptional. Gold earned at the campfire can be credited to the mining company's bank account at the patrols request and used for purchasing breakfast from Dawson.

CLAIM JUMPERS AND OTHER BANDITS

The Yukon Territory was a dangerous place. Some men would rather steal your gold than work for their own. The game contains ways to capture others and "jump" their claim. Remember - be honest - if someone pulls your "tag" - you're captured. Admit it and go along with the game. If there is a tie - you both go to the pokey.

A scout is trustworthy. Cheating, arguing, lying, pushing, hitting, tripping or other physical contact will not be tolerated. Cheating, counter fitting gold, etc... are punishable by ejection of the game. Violent 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. Other offenses are punishable by poky time up to ejection from the game at the RCMP discretion. Remember, it's a game and it should be played as such. The Scout Law will govern the game.

Disputes will be settled by the Mounties. Each miner will be given opportunity to present the facts without being interrupted by the other miner. Witness's will also be given an opportunity to present facts. The Mounties discussion is final.

HOW TO'S

Stake your claim: Select any spot within the established boundary and well away from the home base of Dawson. 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 or cross roads. 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. Barricades are allowed but the claim entrance must be barricade free. Barricades must be made of rope or wood only and cannot be knocked down by an attacking patrol. Barricades can be jumped over or gone around by an attacker.

The from that corner point, record the compass bearings and distance (length) for each side of your claim on the claim form. Most teams record the sides by working clockwise around the claim. Make a copy of the claim form to keep and sign each copy.

File Your Claim: Get your claim form and mining company roster to Dawson. Watch out for claim jumpers. At the cabin in Dawson an RCMP or "Mountie" will register your claim, give you your claim flag, personnel flags and points form. Take the them back to your claim.

Claim Jumping: If you can prove that the measurements and compass bearings on an existing claim are wrong, you can file on that claim, get additional gold and the other team has to move (unless they negotiate a deal with you to stay). If you are successful, you receive 30 gold pieces

from the other team. If you are wrong in your attempt to jump a claim then you lose 15 pieces of gold. Claim jumping is only permitted during the game. The RCMP decisions are final.

Allowable Claim Deviation from Accuracy is: 5 degrees on bearings; 15% on distance measurements.

Earning Gold: The RCMP will visit claims, award gold, update point sheets, announces mining disasters that require you to show first aid skills, and they will arrest wrong doers. Monty's cannot award gold to their own troop for site improvements or meals.

You can bring gold to Dawson at any time and deposit your gold. Deposits earn interest. Remember each trip is dangerous - you may be captured on the way and lose your gold if the capturing scout asks for it. Gold deposited in bank can be used to purchase food.

Claim flag:

- Claim flag must be placed on tripod within the boundary of the claim
- Claim flag must in center of your campsite and be easily accessible from all sides. It cannot be placed at the back of campsite or obstructed in any way.
- Claim flag cannot be anchored in any way to the tripod.
- Claim flags must be in plain view, between 4' to 5' high off the ground.
- No obstacles can block access such as tents, fire pit, etc.
- RCMP has final decision and can ask you to move your flag (no arguing about it).

Steal another's claim flag and win gold. When inside another's claim the attacker can have their tag pulled but cannot pull another's tag. Defenders must be at least 5 feet away from their claim flag while defending it. Once an attacker captures a Claim flag, he can still be captured while in the Defenders claim. Once the attacker leaves the claim, the attacker cannot be captured and gets a free ride back to Dawson. The capturer of the claim flag must take the flag to Dawson. He cannot ask someone else to do it, he must take the flag immediately to Dawson (within 5 minutes) and he cannot hide the flag. Attacker who takes base flag off tripod must maintain continuous possession back to Dawson (no handoffs to another miner within or outside the claim).

Once your claim flag is captured, you can no longer capture another mining company's flag or capture other miner's personal flags. You are safe from capture in your own claim but can be captured outside your claim. Once you purchase your claim flag back from Dawson, you get safe passage back to your claim. No one can capture on this trip.

You must capture a claim flag from every patrol before you capture a claim flag from a mining company a second time. You must capture a claim flag from every patrol twice before you capture a claim flag from a mining company a third time and so on.

Claim flag gold value can go up or down at the bankers discretion. This will be used to protect mining companies that are being picked on.

- THERE WILL BE NO GANGING UP 2 OR 3 TEAMS AGAINST ONE!
- THERE WILL BE NO DESTRUCTION OF SITE IMPROVEMENTS!

Captures: Each participant has a colored flag. Most of it (8 inches) must be showing below your tee shirt. Flags must be placed in pockets or tucked into pants, not in belt loops. When your tag is pulled out by an opponent then you're captured. You and your capturer go to Dawson. You get to spend 5 minutes in the pokey - he gets gold. You get your tag back when released from the pokey. Flags found to be less than 8 inches will be punishable by 5 minutes in the poky. Flags tied in or weaved in are cheating and more severely punishable.

A miner must take his captured miner to Dawson. He can not ask someone else to do it. Multiple captured miners' can be taken to Dawson at the same time, but only by the capturer. The exception to this, are miner's captured attacking a claim flag. In this case, one miner may take multiple captured miners to Dawson even he didn't capture them. This will allow the remaining minors to protect their claim flag.

If only 1 miner is defending a claim and captures an opponent, he can hold the miner in the claim until a team mate returns. Once 2nd miner returns, the captured miner must be taken to Dawson.

Dawson is considered a safe zone and miners cannot be captured while in Dawson. Safe zone extends to line near campfire circle.

Bad Guys Watch Out: If the RCMP catches you claim jumping, stealing flags or capturing people you spend 5 minutes in the pokey.

Cooking: Cook your meals buddy style in your mess kits or equipment you bring such as Dutch Ovens. Extra points will be awarded for better meals but don't take too much time. Food will be cooked over open fires or tin can stoves. No propane or white gas stoves will be permitted. Old time prospectors known as "sour doughs" went long periods on bacon, bread and beans. Use biscuit mix to bake bannock or as bread. (see your B.S. handbook for how.)

HOW TO GET THE GOLD

Utilizing: Leadership, Teamwork, Planning & Execution will pay the most gold !!!

The Claim:

- 5 pcs of gold Prospecting: Pick an area & stake your claim
- 5 pcs of gold File your claim at Dawson

Klondike Claim Jumpers Guidebook

- 5 pcs of gold for your mining company roster

Friday Night Campfire:

- 4 - 12 pcs of gold Song or Skit, more if everyone participates ... TEAMWORK !!!

Working your Claim:

- 10 pcs of gold Shelter
- 10 pcs of gold Gateway
- 5 pcs of gold Tripod
- 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)
- 5 pcs of gold Drying Rack
- 5 pcs of gold Ax Yard
- 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 Observers)
- 0 - 20 pcs of gold Site Cleanliness (Only Score able 2x, 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, double boiler, deep frying, etc.
- 0 - 20 pcs of gold Food Presentation: Prepare a meal for a Mountie/Observer! (By request only) How does the meal "look"? Do you "really" want to eat it?
- 5 pcs of gold if trash bag is brought to Dawson after lunch.

Note: these point values are minimums. Inspectors/Mounties may award more points for more involved improvements and cooking.

The Game:

- 2 pcs of gold if you capture a miner & 5 minutes in the Pokey for minor caught claim jumping, stealing flags.
- 4-8 pcs of gold capture Camp Flag. 1 gold pc for each patrol member.
- -4 pcs of gold to buy back Camp 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
- -5 pcs of gold & 5 minutes in the pokey for tied Camp Flag or not in view Camp Flag
- -5 pcs of gold if Miner captured wearing Camouflage and + 5 pcs of gold for the capturing miner.
- 0 - 50 pcs of gold Survive a Mining Accident
- 30 pcs gold for Claim Jump success. -15 pcs of gold for Claim Jump Failure
- 25 gold bonus for 1st patrol to capture all patrols flags
- 20 gold bonus for each patrol to capture all patrols flags thereafter
- 5 penalty for capturing a patrols flag a 2nd time without capturing all patrol flags first.

Interest:

- Interest will be compounded every half hour starting with 9:00am through 4:00pm with the exception of 12:30pm at a rate of 10% rounded to nearest gold piece.
- Patrols will be strongly encouraged to deposit all gold as often and early as possible so as to maximize the interest.
- This means that each patrol's gold earned at opening will be automatically deposited (to save time, we will just record it on a sheet and submit to the bank) so they can earn interest on it at the first time (9:00 am)
- When Patrols purchase food for breakfast and lunch, it will automatically deducted from the bank. The store keepers will need to tally how much each patrol spends and submit to bank.
- If Patrol spend more than they have (they incur a debt), they will be charged 10% interest for every half hour
- Patrols can request from the bank at any time their current balance but they can not get other patrols amounts.
- Minimum deposit is 5 pieces of gold.

ADDITIONAL RULES

Mining Companies can check in at Dawson on Friday night. 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.

Friday Night there will be a fellowship campfire followed by a group cracker-barrel and a Mining Company Strategy Meeting.

Mining Companies are to attend the Campfire, Cracker-Barrel & Strategy Meeting. The Campfire is a great way to start your "poke", the Cracker-Barrel is .. well FOOD!, and the Strategy Meeting is the time to ask ALL the questions you were afraid to ask.

Liquid Fuel usage by Mining Companies is strictly prohibited.

No Camouflage is allowed. Miners found wearing Camouflage will be assessed a penalty, put in the pokey and asked to remove it.

No spikes are allowed

Mining Company size must be 4 to 8 miners per company.

Food brought from home, other than specialty items such as bread to serve Mounties), is considered cheating

No unauthorized water sports allowed.

No existing shelters in camp are to be used by Mining Companies.

If a fire is to be made, use of existing fire pits is required.

No electronics are to be used by Mining Companies. This includes but is not limited to: cellular phones, 2-way radios & global positioning systems.

GLOSSARY

Bandits: See prospectors

Cheechaqua: This was term applied to people who were new to the territory. In our case it means any youth participant.

Claim Jumpers: See Prospectors

Dawson: The "home base" of the game - usually a cabin or camp site where claims are recorded, gold deposits held, food and equipment "sold" and it is the location of the "pokey".

Mining Companies: Groups of 4 to 8 participants or prospectors who work as a team have their own colors and flag. Try to keep the skills and strengths evenly matched across teams.

Pokey - Jail - the place in Dawson where you go if captured. While there you may be given something to learn or work to do.

Prospectors: Youth participants, member of mining companies. See also Bandits and Claim jumpers.

RCMP: Royal Canadian Mounted Police; Their duty is to patrol the area, enforce rules and safety measures, declare mining disasters, record claims and award points. This role is best filled by adults but senior scouts may also serve if needed.

Hints to the RCMP. When you award gold - Record the event and points given on the team's point sheet. Keep a separate tally sheet at Dawson for each team and review them with the team when it brings in gold.

Klondike Claim Jumpers Schedule

Friday

6:00 pm	Check-in (no check-in prior to 6)
6:00 – 8:30 pm	File claims in store
8:30 pm	Claims office closes for night
8:30 pm	Patrol Leaders Meeting
9:00 pm	Campfire – songs and skits to earn gold

Saturday

7:00 am	Store opens for breakfast
7:00 – 8:45 am	Breakfast in site
8:45 am	Gather at campfire site for instructions
9:00 am	Games begin
11:30 am	Game suspended, store opens for lunch
11:30 – 1:30 pm	Lunch period in site
1:30 pm	Game resumes
3:30 pm	Game ends, all gold to be deposited
3:30 – 4:00 pm	Rest period
4:00 pm	Water games
6:00 pm	Dinner
9:00 pm	Campfire/Awards

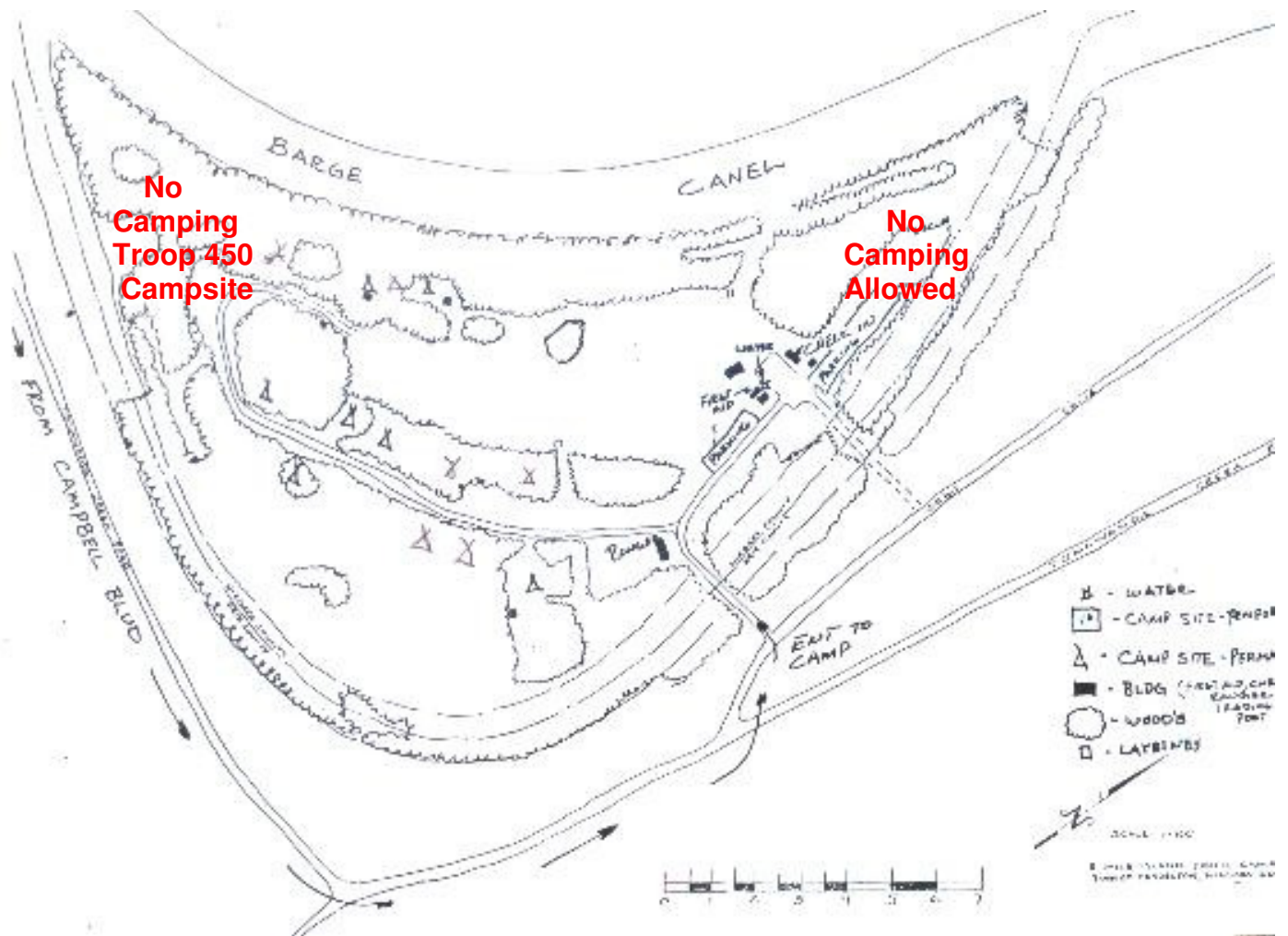
Sunday

7:00 am	Breakfast
8:00 am	Pack up, site inspections
9:00 am	Weekend officially over

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



Klondike Claim Jumpers Claim Form

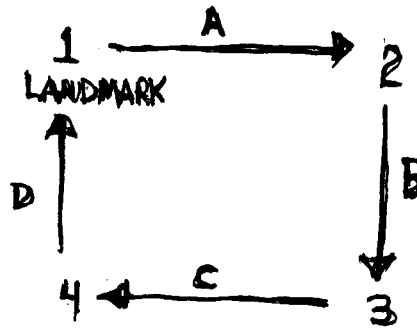
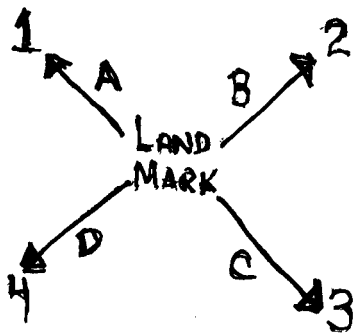
Mining Company Troop & Name: _____

Claim Campsite Location: _____

Signed: _____

Starting Point Landmark: _____

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



Klondike Claim Jumpers Roster

Mining Company Name _____

Miner 1 _____

Miner 2 _____

Miner 3 _____

Miner 4 _____

Miner 5 _____

Miner 6 _____

Miner 7 _____

Miner 8 _____

Skit _____

Skit _____

Song _____

Cheer / Run On _____

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
- _____ 5 pcs of gold remove tent/canopy lines and stakes during game
- _____ 20 pcs of gold Site Cleanliness. Can be requested by patrol during game only once. -1 for each piece of litter found

Mining Accident: _____

- _____ 10 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

0 - 20 pcs of gold Other Improvements (as determined by Observers)

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

Food Preparation: cooking method; reflective cooking, Dutch oven, aluminum foil, baking
Food Presentation: By request only. How does the meal "look"? Do you "really" want to eat it?

