

# KLONDIKE CLAIM JUMPERS Camporee



Developed by John Kirwan Troop 197/286 in 1993 at Camp Schoellkopf

## OVERVIEW

**Location:** Don Miller Park (Red Jacket Club)-1601 Sweeney St, North Tonawanda, NY 14120

**Date:** June 19<sup>th</sup> to 21<sup>st</sup>, 2026

**Cost:** \$30 (Includes a T-Shirt, Fri/Sat Cracker Barrel, All Meals Saturday, Sunday Breakfast)

**Who is coming:** Kenton Troops 229, 286, 539, 600, 931

**Setting:** The setting for the game is the Klondike River area, Yukon Territory, Canada. The year is 1896. Gold was discovered 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/Crews), 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 (gold painted rocks).
- Improve and work your claim and earn gold. Improvements include shelter, gateway, tripod, drying rack, ax yard and other improvements.
- Get your gold to town. Gold can be deposited in the bank to keep it safe from bandits.
- Opening Campfire – earn gold for skit, song, and cheer.
- Purchase breakfast/lunch from the store using gold. You must bargain for food.
- Cook 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 personal 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.

**Campsites:** Shelters/Tent sites are available for you to use. Wood is provided by the Camp for free. There are only 4 shelters so 2 troops will be without one. I recommend everyone bring a pop-up. Cars and trailers are not allowed in campsites but the road/parking lot is close to where you will be camping.

**Skills Required** - scouts should wear the T-shirt provided or their activity uniform (Class B) during the game. 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 food. The game requires scouts to cook breakfast and lunch over an open fire.

## **2026 Rule Changes**

1. Defending team can send 1 person with all the captured attackers attacking the claim to the pokey
2. No ax yard in the claim. Must be outside the claim and not block the entrance.
3. Can't campout on the edge of safe zone
4. Tripod location must not be obstructed, near center of campsite and not near
5. tents, campfire.
6. Tent guidelines should be removed during the game and tents located on the edge of
7. the campsite
8. If a team captures all flags but one, reset cycle of flags for that team
9. Reset cycle of flags after lunch.
10. Troop Gaga tournament in the afternoon. Scouts to run it.
11. Limit Mounties in campsites to much and to long and must use entrance
12. We will have a Lottery for Campsite choice, last place troop picks first.

## **Klondike Claim Jumpers Schedule**

### **Friday**

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

### **Saturday**

7:30 am	Store opens for breakfast at Dawson (Dining Hall). Scouts buy food with gold for scouts & adults.
7:30–9:15 am	Breakfast cooked in campsites.
9:15 am	Gather at flagpole in parade field for opening & instructions.
9:30 am-12 noon	Capture the flag begins.
12:00 noon	Games stops, and store opens for lunch at Dawson (Dining Hall).
12:00–2:00 pm	Lunch cooked in campsites.
1:00-2:00 pm	Mining Disaster (First Aid) in campsites
2:00-4:00 pm	Capture the Flag Resumes
4:00–5:30 pm	Field Games
6:00 pm	Dinner at Dawson (Dining Hall)
7:30 pm	Scouts Own Service at Council Ring. Uniforms not required.
8:30 pm	Campfire/Awards
9:30 pm	Cracker Barrel for all at Dawson (Dining Hall)

### **Sunday**

7:30-9:00 am	Breakfast at Dawson (Dining Hall)
9:00 am	Pack up
9:30 am	Go Home!

## MINING COMPANY (Troop) EQUIPMENT

- Troop Trailers be allowed outside the campsites. Cars must be parked in parking lot.
- Dining fly
- Patrol Flag/America Flag/Troop Flag, Troop Sign, Gateway
- Staves for lashings
- Rope or twine for lashing, and gateway
- Tents
- Table – Shelters have tables, campsites do not.
- 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 and ribbon to stake a claim.
- Pencil and paper
- Duct tape.
- Bug Spray/Sun Screen
- First aid kit, splints, neckerchiefs, and bandages for mining disaster
- Specialty food. Dough for making bread, Dutch ovens, etc...
- You must get your personnel gear from the parking lot to your site by scout power. Bring a wagon.

Leaders should bring regular troop equipment for cooking their meals (i.e. propane, stoves, etc..) especially if there's a chance of rain. You don't have to eat what the scouts cook over the fire, but it would be nice if you can.

## TRIVIA TEST

A Trivia Test will be sent to the Troop Leader prior to the camporee. The Troop Leader should pass it on to the SPL who should pull the mining company (troop) together at a troop meeting to answer the questions. There are 25 questions, and all the answers are in this guidebook. Each correct answer is 1 piece of gold (max 25). Answers can be submitted 1 answer sheet per troop to Mark Oetinger ([markoetinger1@gmail.com](mailto:markoetinger1@gmail.com)) prior to the camporee or can be brought to the camporee. Do you think we are trying to get the scouts to read the guidebook prior to the camporee?

## STAKE YOUR CLAIM

**Stake your claim:** In your assigned campsite, tie Yellow Caution Tape around trees or stakes that will mark the corners of your claim. Take a compass bearing from one of the corners of your claim. Record it on your claim sheet and proceed clockwise from the corner compass bearing and distance from corner to corner of your claim, Entrance ways/trails cannot be included in your claim, Note, 3 sides of you claim can be barricaded with rope or yellow caution tape but one side must be

left open and it must be a minimum of 25 feet so that attackers can enter your campsite.

**File Your Claim:** Get your claim form and mining company roster to Dawson and earn gold. Don't forget a skit, a song, and a cheer on the claim form.

## 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 5 gold pieces. Original skits/songs/cheers will earn more. Props are encouraged.

## COOKING:

We will supply food for Saturday breakfast and lunch. We ask the troop not to bring your own food for these meals unless it's a specialty item or if there are dietary restrictions in your troop. Food will need to be purchased at Dawson (Dining Hall). There are no set prices. You will need to negotiate/bargain for your food. Only 2-3 negotiators per troop please. The troop 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 (unless there is a lot of rain). Extra points will be awarded for better meals but do not take too much time. If scouts do not purchase enough food for the troop, please come to Dawson (Dining Hall) and ask for more. 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. **We ask that troop leaders award gold for food preparation and presentation.** There will be no claim jumping of gold before the capture of the flag game starts. Your 1<sup>st</sup> deposit of gold in the morning and afternoon gets a free ride to the bank.

Leaders should bring regular troop equipment for cooking their meals (i.e. propane, stoves, etc.). If rain occurs, we may need to cook using them for the entire troop.

## Food Available at Dawson for Purchase:

### Sat Breakfast

Eggs  
Sausages (precooked)  
Mini Peppers  
Onions  
Spam  
Pancakes  
Syrup  
Bread  
Butter  
Cereal  
Pop Tarts  
Granola Bars

### Sat Lunch

Hot Dogs  
Hot Dog Rolls  
Beans  
Ramen Noodles  
Pepperoni  
Mix Tube Biscuits  
American Cheese  
Bread  
Ketchup  
Mustard  
Relish  
Baby Carrots

Bananas	Oranges
Oranges	Apples
Apples	Bug Juice
Orange Juice	Cookies
Milk	Candy
Hot Cocoa	

We will also be providing Saturday night Pulled Pork/Spaghetti Dinner and Sunday Breakfast which will be cooked by our staff and served in Dawson (dining hall). There will be a Cracker Barrel each night for ALL participants after the campfire in Dawson (dining hall). **If there are dietary restrictions in your troop, please bring your own food.**

## CAPTURE THE FLAG

### Your Base Flag:

- Claim flag must be placed on tripod in plain view, between 4' to 5' high off the ground.
- Claim flag must be in the 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.
- No obstacles can block access such as tents, fire pit, etc.
- A circle will be painted around the claim flag 5 feet from it to mark the area that defenders cannot enter to defend their flag.
- RCMP has final decision and can ask you to move your flag (no arguing about it).

**Capturing a Claim Flag:** Steal a claim flag and win gold. When inside another's claim, the attacker can have their flag pulled but cannot pull a defender's flag. Defenders must be 5 feet away from the campsite entrance and at least 5 feet away from their claim flag while defending it. The attacker can remain in the claim flag circle for a maximum of 1 minute. 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 the Banker. The capturer of the claim flag must take the flag to the Banker. He cannot ask someone else to do it. He must take the flag immediately to Banker (within 5 minutes) and he cannot hide the flag. Attacker who takes base flag off tripod must maintain continuous possession back to the Banker (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 you 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. If a team captures all flags but one, reset cycle of flags for that team. You must capture a claim flag from every mining company twice before you capture a claim flag from a mining company a third time and so on.

The Defending team can send 1 person with all the captured attackers attacking the claim to the pokey. If only 1 miner is defending a claim and captures an opponent, he can hold the miner in the claim until a teammate returns. Once a 2<sup>nd</sup> miner returns, the captured miner must be taken to the Pokey.

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

- THERE WILL BE NO GANGING UP 2 OR 3 TEAMS AGAINST ONE!
- THERE WILL BE ONLY 1 TEAM ATTACKING A CLAIM AT A TIME
- A TEAM CAN NOT WAIT OUTSIDE A CLAIM FOR MORE THAN 5 MINUTES NOR CAN THEY BE INSIDE A CLAIM FOR MORE THAN 5 MINUTES
- A TEAM CAN NOT WAIT AT THE ENTRANCE OF A CLAIM FOR THE CLAIM FLAG TO BE RETURNED
- The Bank/Pokey area and parking lot is considered a safe zone, and miners cannot be captured while in it.
- You are safe in your claim (campsite). Your personnel flags cannot be pulled while you are in your claim.
- Be honest, if someone pulls your "flag", you are captured. admit it and go to the Pokey.
- If your captured and leaving the pokey, you can get a free ride back to your claim (campsite)
- 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.
- You must answer a scout skill question or tie a knot/lashing to get out of the Pokey.

## **FIELD GAMES**

There will be games in the parade field after Capture the Flag game is complete. These are for fun and no gold is awarded.

## **MINING DISASTER**

After lunch, a Mouny will enter your campsite. 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.

## **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.

## **HOW TO GET THE GOLD**

### **The Trivia Test**

- 25 pcs of gold, one for each correct answer

### **The Claim:**

- 25 pcs of gold for prospecting. Pick a campsite & stake your claim. File claim along with Mining Company Roster at Dawson

### **Friday Night Campfire:**

- 4 - 20 pcs of gold for each song, skit, or cheer.

### **Working your Claim:**

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

### **Cooking:**

- 5 pcs of gold Cook Meat
- 5 pcs of gold Cook Veggies
- 5 pcs of gold Bake Bread
- 5 pcs of gold Hot Drink
- 5 pcs of gold Make Soup
- 0 - 5 pcs of gold Food Preparation: cooking method; reflective cooking, Dutch oven, aluminum foil, baking, etc.
- 0 - 5 pcs of gold Food Presentation

### **Capture the Flag 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.
- -2 pcs of gold to buy back Claim Base Flag
- -5 pcs of gold for tied Claim Flag or not in view Claim Base Flag
- -5 pcs of gold if Miner captured wearing Camouflage.
- -5 penalty for capturing troops flag a 2nd time without capturing all troop flags first
- 10 pcs of gold for 1st troop to capture all claim base flags

### **Mining Disaster Field Games:**

- 0 - 40 pcs of gold for the Mining Accident

### **Claim Accuracy:**

- 10 pcs of gold for a claim within 10 degrees in compass bearing or distance. Gold could be deducted from the 10 pcs by the Claim Verifier if it is off by more than 10 degrees in compass bearing or distance.

### **Interest:**

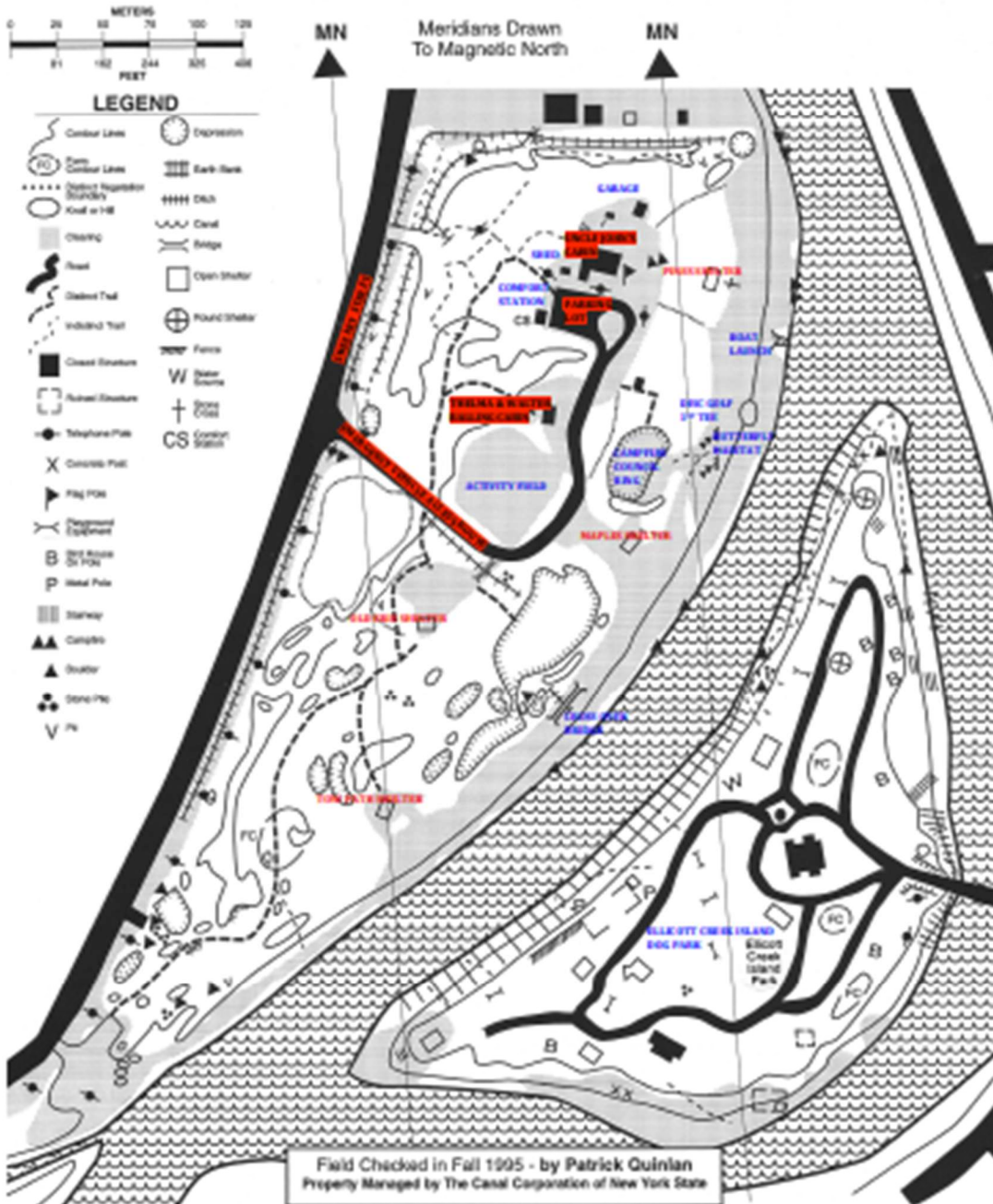
- Interest will be compounded at 10:30am, 11:30am, 2:30pm 3:30pm at 10% rounded to nearest gold piece.
- We strongly encourage to deposit all gold as often and early as possible to maximize the interest and keep it from the bandits.
- The Bank opens at 9:30 am and closes at 4pm.
- When Troops purchase food for breakfast and lunch, it will automatically be deducted from the bank.
- Minimum deposit is 5 pieces of gold.

### **ADDITIONAL RULES**

- There will be "no claim jumping" until Saturday morning after the 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 is prohibited for Saturday breakfast & lunch unless there is rain.
- No shoes/sneakers with spikes are allowed.
- Mobile phones should not be used by the mining companies to communicate during the Capture the Flag Game. They did not exist in 1896.

# NOR-TON RED JACKET CLUB, INC. DONALD F. MILLER PARK

1601 SWEENEY STREET, NORTH TONAWANDA, NEW YORK 14120



## Mining Company Point Sheet: Troop: \_\_\_\_\_

### Improvements:

_____	5 pcs of gold Shelter	_____	5 pcs of gold Gateway
_____	5 pcs of gold Tripod	_____	5 pcs of gold Drying Rack
_____	5 pcs of gold First Aid Kit	_____	5 gold start fire without matches
_____	5 pcs of gold Fire Safety	_____	5 pcs of gold for other site improvement
_____	5 pcs of gold Bulletin Board	_____	5 pcs of gold Posted Roster
_____	5 pcs of gold Site Cleanliness. Can be requested by patrol during game only once. -1 for each piece of litter found		
_____	5 pcs of gold Other Improvements (as determined by Observers)		

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### Breakfast:

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

### Lunch:

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

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## Klondike Claim Jumpers Claim Form – Return to Dawson ASAP

**Mining Company Name/Troop#:** \_\_\_\_\_

**Flag Color:** \_\_\_\_\_

**Claim Campsite Location:** \_\_\_\_\_

**Starting Point Landmark:** \_\_\_\_\_

**Skit** \_\_\_\_\_

**Song** \_\_\_\_\_

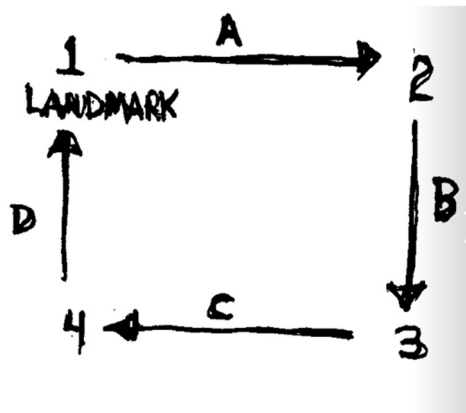
**Cheer** \_\_\_\_\_

The objective is to record the outside dimensions of your campsite in the form of compass bearings (in degrees magnetic) and distances (in feet, usually, as paced out on the ground).

Specific Instructions: Tie yellow caution tape around trees or stakes that will mark the corners of your claim. Take a compass bearing from a corner to the next corner of your claim and record it on the claim form. Proceed clockwise to the next corner of the campsite counting your steps. Record the distance on your claim form. Be sure to complete the entire loop. Entrance ways/trails cannot be included in the claim.

The accuracy of your compass work will be evaluated by the Claims Verifier using this claim form at Dawson. He will do this by drawing a map from your data, so you'll get better results if you make your numbers clear and easy to read.

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



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**Claim Jumpers Unit Roster – Return to Dawson ASAP**

**Troop #** \_\_\_\_\_

**Adults: Unit Leader:** \_\_\_\_\_


**Youth: Senior Patrol Leader:** \_\_\_\_\_
