

Monty Python and The Scouting Grail



Pathfinder 2025 Klondike Derby

Saturday, February 8, 2025

Beaumont Scout Reservation - Lane Field

Campmaster: Gavin O'Leary

Campmaster Adviser: Jennifer O'Leary

Welcome

Hello everyone, my name is Gavin O'Leary. I'm a Life Scout from Troop 49 and I'm delighted to be leading Klondike this year.

The Theme for this year's Klondike is based on "Monty Python and the Holy Grail", a movie released in 1975. Themed activities will have various tie-ins to all the characters and events that take place throughout the movie. All the classic Klondike events, including Trivia will also be returning this year, although some may have a few twists. Arrow of Light Scouts (5th graders) and their leaders may attend this event. Don't wait, invite a Cub Pack now!

Troop Patrols will have opportunities to gain extra points in the afternoon by participating in Flag & Yell and Costume Contests, Sled Decoration, and the Skit Competition. There will also be an afternoon game called, "Dodge the Scouting Hand Grenade".

A popular event every year is the currency system, where Scouts are free to trade with other troops and the staff for more coins, extra food, or whatever else they may like. **Coins will be turned in for points at the end**, so the more coins collected, the more points awarded! This year there will be **multiple stocks to buy and trade at the "The Knights of Ni Shrubbery Shop"**.

In addition, we will be collecting **Purina pet food** (Cats & Dogs) for the APA pet adoption center in Brentwood, **also worth points**.

As always, we need many Scout staff members to run the event. If Scouts join from your unit, they will have an amazing time. Scouts will learn how we staff Klondikes/Camporees, create good friendships with the staff and, if they stick with staffing, they may even run a camporee or Klondike. Scouts who are at least 14 or have reached the rank of Star Scout and are interested in joining me to staff this Klondike, can reach out using the credentials below. We can never have too many staff. Staff Development dates are on Sundays - January 5, 12, 26 and February 2 at 5 PM (except for February 2, 4 PM).

Most importantly, the point of any klondike is to have fun competing, so I wish you all good luck on the path to becoming "The Knights of the Scouting Grail!"

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Klondike Information

Registration

Registration for the 2025 Klondike will take place **online only** at

<https://www.scoutingevent.com/312-25PFKlondike>

- Registration is now open and will close at **11:59 PM on Thursday, January 30**. The cost to attend the Klondike is \$11 per person (Youth and Adults) which includes a hot lunch.
- **Late registration** will be available starting **12:00 AM Friday January 31, closing at 11:59 PM on Thursday, February 6**. The fee for late registration will be \$18 per person (Youth and Adults).

Be prepared to enter the number of attending Youth and Adults from your unit*** when you register. To help us plan for food, accurate pre-registration numbers are necessary and greatly appreciated.

*****You must also register the Arrow of Light Scouts and the Adult Cub Scout Leaders who will be attending with the Pack you are hosting. The cost is the same, \$11, for Cub Scouts and adults.*******

- Use the [Pathfinder Unit Directory](#) to identify and invite an AOL Dens to attend with your Troop. This is a great way to recruit Scouts and future adult leaders for your unit.

Location and Check-in

Klondike will take place at Beaumont Scout Reservation, Saturday February 8, 2025, in the Lane camping area. Please arrive between 7:30 and 8:00 AM. Do not plan to arrive any earlier than 7:30 AM.

After all your vehicles are parked, please have an adult come to Headquarters to check in. The adult can check in both the Troop and Arrow of Light Den. Check-in will be between 8:00 and 8:30 AM, with the opening ceremony at 8:45 AM.

Rosters

At check-in we will be looking at the roster from the registration site to verify attendance.

Patrol Registration Form

In addition to the Roster, you must turn in a Patrol Registration Page for each Patrol to compete in events. Patrols can include Arrow of Light Scouts; there's no need for separate AOL Den Patrols. The form is included at the end of this manual.

Participation

Klondike events are **only** for Scouts BSA and Arrow of Light (5th graders) Scouts. Webelos (4th graders) and new Arrow of Light Scouts (4th graders) may participate in the Spring Camporee, Adventure Summit '25.

Two-deep leadership is required for each Troop and Pack attending Klondike.

Camping

If your Troop/invited AOL Den is camping at Beaumont over Klondike weekend, remember **you must obtain your own camping reservation** from the Council. You may not camp near or at the pavilion, as that is reserved and will only be used for the Klondike.

Health Information

Be sure to have health information forms on all your participants (Adults and Scouts). This information should be readily accessible. All leaders in the camp should know its location so we're prepared in case of an emergency.

Camp Rules and Guidelines

Camp Code

The Scout Oath, The Scout Law, and The Outdoor Code is always the camp code. Violations to following the Scout Oath and Law may result in the individual, or their entire Troop/Pack, being asked to leave the event.

Garbage

All trash must be put into trash bags and disposed of properly off the Camporee site. **Pack out all trash!** You may only use the dumpsters at the Ranger Maintenance Area if they are not already full.

Fires

Ground fires are allowed but should be placed in existing fire pits when possible.

Alcohol, Drugs

Alcohol and drugs are simply not allowed. Period.

Sheath Knives

Sheath knives are not permitted on Council property or at any Council activities.

Transportation

When transporting Scouts in vehicles, they must be in proper passenger seats wearing seat belts at all times. Riding in the back of trucks or on tailgates is prohibited.

Schedule

7:30 AM	Arrival (no earlier than)
8:00 AM - 8:30 AM	Check-In at Headquarters
8:45 AM	Opening Ceremony, Flag Raising
9:00 AM	Morning Events Begin
10:00 AM	Adult Leader Koffee Klatch
12:00 PM - 1:00 PM	Lunch @ Headquarters
1:00 PM - 1:30 PM	Skit, Sled, Patrol Flag, & Patrol Yell Judging Purina Pet Food Drive Turn-in
1:30 PM	Scorecard, Evaluation, and Coin Turn-In
1:45 PM	Sled Race
2:15 PM	Dodge the Scouting Hand Grenade Game
4:00 PM	"Campfire" at Headquarters, Performance of Top 3 Skits
4:30 PM	Closing Ceremony, Awards, Flag Lowering

Points Breakdown

Morning Skills Events*	620 points
<i>* Includes points for bring sled to each morning event</i>	
Coin Management	150 points
Top 3 Patrols Coins	Up to 15 bonus points
Totem Collection	180 points
Top 2 Best Design Totem	Up to 20 points
Sled Race	60 points
Top 3 Sled Race placement	Up to 15 bonus points
Dodge the Scouting Hand Grenade Game	100 points
Top 3 Game Winners	Up to 15 bonus points
Purina Pet Food (Donation)	50 points
Sled Decoration	50 points
Skit Competition	50 points
Flag and Yell	30 points
Evaluation	15 points
Staff Participation	20 points
Koffee Klatch	15 points
Roundtable Attendance (January & February)	30 points (15 per Roundtable)
Hosting an Arrow of Light Den	5 points
Total Points	1440 points

** The Top 3 scoring Patrols will receive award plaques in recognition of their performance at the closing ceremony. **

Morning Events

Imprisoning the Killer Rabbit of Caerbannog

Imprison the Killer Rabbit before it eats you! Patrols will have 10 minutes to pick up a bucket with 4 sections of 20-foot rope and then transport it along the 30-foot course, while staying 6 feet from the bucket at all times. Patrols will be given points based on how far they can transport the bucket along the 30 feet of the course, with a bonus for flipping the bucket over the rabbit's head. If the bucket touches the ground while being transported, Scouts must remove all ropes and go back to the start of the course, time still ticking. *You will be allowed 1 hint.*

Feet Traveled (1 point/foot): Up to 30 points

No Drops of the Cage (5 points off per drop): Up to 25 points

Capture the Rabbit: 35 points

Sled: 5 points

Patrol flag & yell: 5 points

Total: 100 points

The Black Knights Recovery

The Black Knight has been mutilated by King Arthur in several different ways! He has entrusted you to put him back together and take care of his 6 wounds. You will "cowapult" a foam cow at a field of possible scenarios to decide what the Black Knight will suffer today. You will have to analyze the situation presented to you and guess the injury (if you cannot guess the injury, we will give it to you at the cost of points).

6 Wounds Identified @ 5 pts each: 30 points

6 Wounds Treated @ 10 pts each: 60 points

Sled: 5 points

Patrol flag & yell: 5 points

Total: 100 points

The Quest for the Scouting Grail

While impersonating the Knights of the Scouting Grail, you have lost each other on the path to the Grail! You have 20 minutes to find each other before another team is assigned to the task!! Patrols will be split up into 2 groups. Each group will be given a 4-post route and a map of Beaumont. Each group will follow their route until they reach the end. Standing at their end point, each group will pull out their map and find the compass bearing of the Shippey pavilion from that location before returning to the event site.

15 Points for each 2 Correct Posts: up to 60 points

15 Points for each Correct Bearing to the Pavilion: up to 30 points

Within time limit: 20 points

Sled: 5 points

Patrol flag & yell: 5 points

Total: 120 points

WHERE'D MY CASTLE GO!!!

How much do you really know about King Arthur and Monty Python and the Holy Grail? We will have a series of questions about King Arthur and the movie itself that you will have to answer correctly. Bonus points for knowing where the castle went.

Answer Questions Correctly: Up to 70 points

20 Points for Knowledge of the Castle: 20 points

Sled: 5 points

Patrol flag & yell: 5 points

Total: 100 points

The Enchanters Test

The Enchanter wants to join your party! But first he must determine if you are worthy. The Enchanter has set up 3 strings at different heights that you have to burn through in 15 minutes. With each string you burn through, the enchanter will grow more interested in your party! Bonus points if you can start the fire in under 5 minutes.

3 strings @ 20 Points per String Burned: 60 points

Starting a Fire: 15 points

Starting the Fire in 5 mins: 15 points

Sled: 5 points

Patrol flag & yell: 5 points

Total: 100 points

The Black Knights Bridge Repair

The Black Knights Bridge has collapsed! But he only has one arm left! Everyone in your patrol will pair up into groups of two. Each pair will use one hand per person to tie an assigned knot. Only one pair can tie a knot at a time. There will be 4 knots total per patrol and 2 minutes allowed per knot. These will be basic knots such as the square knot, clove hitch, etc. If you do not have enough people, each pair may have to tie multiple knots. Extra Points for completing the bonus knot which will be significantly more challenging and will not be a basic knot.

4 knots @ 20 Points per Knot Tied: Up to 80 points

Bonus Knot: 10 points

Sled: 5 points

Patrol flag & yell: 5 points

Total: 100 points

Other Events

Totems

As a new edition this year, Totems are small or large items that can be collected from other Patrols or Traders through trading. Totems may consist of any item that has your Troop number and Patrol name on it, even a frog (not recommended). Some good examples are a 3d printed trinket, a carved piece of wood, or a piece of labeled leather. If you are bringing Totems, you must bring a minimum of 25 so each Patrol and Trader can get one. For each Totem you collect from a different Patrol or Trader, you will get 10 points, and for each Patrol or Trader you have not traded Totems with, you will lose 5 points. The top 2 Totem designs will receive BONUS POINTS.

10 pts per totem collected: Max 150 points

Collecting all Totems: 30 points

Top 2 Totem designs: Up to 20 points

Coin Management and Stock Trading

You will start your mission with 50 coins (shrubberies). Spend them sparingly. For every shrubbery you have at the end of the day, you will receive a point, with a max amount of 150 Points. "The Knights of Ni Shrubbery Shop" (the stock market) will include a booth containing 5 different goods and services, or stocks, you can invest in. There will be a greater risk factor for each of the stocks, increasing as you go down the list. A table is provided for preparation. The change in the market will be calculated every 15 minutes. Each stock starts at 10 shrubberies a stock, except for Bog Castle Real Estate which starts at 20. Stock prices will go up or down over time. **The lowest a stock can go is one shrubbery.**

(Coin values as follow: Gold:1 Silver:5 Red:10)

- Swallow Carrying a Coconut Insurance | +/- 2
- Cages For the Black Beast of Argh | +/- 4
- Knights of Ni Merchandise | +/- 6
- Shrubbery Homes | +/- 8
- Bog Castle Real Estate | +/- 10

Points for event: 150 Points

Top 3 Coins: up to 15 Points

Traders

Traders will be wandering around camp . They may have something that will help you in one of your events. They will have shrubberies to buy items that you bring with you. Look for traders and strike your best deal. In addition, some of these traders may have Totems, which each Troop may bring to trade.

Koffee Klatch

Koffee Klatch will be at 10:00 am at Headquarters. This is an open-ended meeting and is for adults in your Troop and Pack leaders. It's the time to hear any new camping information from the Council, discuss Scouting topics, and ask questions. Come and enjoy this activity, have some coffee and a light snack. In the process, you will earn **15 Points** for each Patrol in your unit.

Afternoon Events

Flag & Yell

Here you and your patrol will show off your Flag and Yell at 1:00 pm at Headquarters. For the highest possible points, keep it theme related and Scout appropriate. The Flag and Yell are worth up to 15 points each.

Flag

Patrol Flag	0 or 5 points
Theme Related	1 - 5 points
Overall Design	1 - 5 points

Yell

Patrol Yell	0 or 5 points
Theme Related	1 - 5 points
Enthusiasm & Originality	1 - 5 points

Grand Total: 30 points

Skit

Prepare a skit for the staffers to judge after lunch. Bring your Patrol to HQ at 1:00 pm. Your Patrol will receive up to 50 points in the skit contest. The Top 3 Patrol's Skits will perform their skit at campfire. Make sure that the skit is Scout appropriate, well executed, and is related to the theme.

(Patrols must present the attached skit application form when performing their skit)

Grand Total: Up to 50 points

Sled Decoration Contest

Here is your chance to show off your Sled. Show the staff your Monty Python and the Scouting Grail themed Sled at 1:00 pm at Headquarters.

To earn top points sleds will be judged on the following

<i>CREATIVITY</i>	<i>How well does the sled show creativity, and personality?</i>
<i>ORIGINALITY</i>	<i>Does the sled stand out from the rest?</i>
<i>COMPLEXITY</i>	<i>Did the sled take time and effort?</i>
<i>THEME/AUTHENTICITY</i>	<i>How accurate and thorough is the sled?</i>
<i>SCOUT APPROPRIATE</i>	<i>Is the sled appropriate for all ages of scouts?</i>

Grand Total: Up to 50 Points

APA Pet Food Donation

After the many occurrences of animals being catapulted at him, King Arthur has decided to run a charity drive to assist in their recovery. Bring Purina pet food of any type for cats or dogs.

One can or item for each 2 members of your patrol. This food will go to the APA in Brentwood.

100% - 50 Points

75% to 60% - 40 Points

60% to 40% - 30 Points

40% to 20% - 20 Points

20% to 15% - 10 Points

Sled Race

The Police Chief wants to see which Knights of the Scouting Grail can capture King Arthur the fastest (cross the finish line) in their police cruisers (Sleds), so he sets up a race for the Knights. The winning crew will be awarded a prize.

Participation: 60 Points
Top 3 Patrols: Up to 15 Points

Dodge the Scouting Hand Grenade

Dodge the Scouting Hand Grenade is similar to dodgeball. The game starts the same as dodgeball, except there will be one specially marked ball, called the Scouting Hand Grenade. This ball will immediately **eliminate you from the game** if you are hit by it or touch it **with any part of your body other than your hands. If you catch it after it hits some other part of your body, you are still in.** Catching the ball without your body first touching it will “knock out” the thrower and eliminate that team's first person in line to come back into the game. Regular dodgeballs will “knock out” the person hit by them and send them to the back of their team’s line. Players at the front of each team’s line will wait 1 minute to be let back in, starting from when they get to the front of their team's line. The game ends when one team has been fully eliminated by the Scouting Hand Grenade or time runs out (10 mins). In this case, the winner will be decided by whoever has more members remaining **ON THE FIELD.**

Participation: 100 Points
Top 3 Patrols, Up to 15 Points FOR VICTORY

Closing Campfire

The Top 3 Patrols to present a skit at lunch time will perform their skit at the Closing “Campfire”. Campfire will be at 4:00 pm at Headquarters and will be immediately before Closing/Flag Lowering and Award Presentation. Plan to be entertained by the Staff and your fellow Scouts at the end of Klondike!

Other Opportunities

Staff Participation

For this Klondike to run successfully, we need Scouts to help Staff the events and activities. Scouts who are 14 years old or older who have achieved the Star rank are eligible to join Staff. By staffing, Scouts get to know other Scouts within our district and have the opportunity to work in teams with new people. If you ask any Scout who has staffed before, they always say it is a fun experience. Each Troop who sends at least one Scout to staff will get **20 points***

** If your Troop is unable to provide a staff member due to the number of Scouts within the Troop, please bring this to Headquarter's attention at check-in.*

Roundtable Attendance

Important information about the Klondike is given in the two Roundtables (January and February) before the Klondike. This is also your opportunity to ask questions about the manual. Your Troop will earn **15 points** for each Roundtable a leader from your Troop attends. Remember to sign in to receive up to **30 points**.

Arrow of Light Hosting

If your Troop hosts at least one **AOL den**, you can earn **5 bonus points**. This is a great opportunity for you to show your Troop off to prospective Scouts. Most Scouts who enter Scouts BSA come from a Cub Pack.

Skit Application

This Form needs to be brought with you when you perform your Skit.

The skit judging contest will be at **1:00 PM** at Headquarters.

Each Patrol that performs a skit will earn **points** just for participating.

The top 3 skits will be awarded **bonus points** towards their final score and will perform their skit at the closing campfire.

The scoring that will be used to determine the top 3 skits is at the bottom of the page

Remember the Scout Law – a Scout is clean; clean in mind as well as body, so treat your skit accordingly.

Please print clearly.

Troop Number: _____ Patrol Name: _____

Name of skit, song, cheer: _____

Brief description of skit: _____

Staff Notes: To decide top 3 skits

<u>ENJOYMENT</u> How well did you enjoy the skit?	1 - 10	Score _____
<u>ORIGINALITY</u> Did the skit look original or put a new spin on an old skit?	1 - 10	Score _____
<u>PREPARATION</u> Did the patrol look like they practiced and were prepared?	1 - 10	Score _____
<u>THEME</u> How well did the skit fit the theme?	1 - 10	Score _____
<u>SCOUT APPROPRIATE</u> Is the skit appropriate for scouts?	0 or 10	Score _____
TOTAL		Score _____

Patrol Registration Form

Troop # _____

Patrol 1 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Patrol 2 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Patrol 3 Name: _____

Patrol Leader: _____

How Many Patrol Members Competing: _____

Troop OA Information

OA Troop Rep: _____

Email: _____ Phone Number: _____

Adult OA Troop Advisor: _____

Email: _____ Phone Number: _____