

2025 Chester County Council

Klondike Derby

Game On, Level Up!



Camp Horseshoe January 24, 25, 26 2025

The 2025 Klondike Derby is at Horseshoe Scout Reservation so more Scouts can enjoy the challenge of winter camping and fun. The Klondike Derby day events will be held at **Camp Horseshoe**. AOL's, Scouts and Scouters are welcome for the day's events.

What a great way to show Scouting spirit by sharing this experience with the entire Chester County Council. Register online through Black Pug <https://scoutingevent.com/539-90907> through January 15, 2024. Early Bird fees are to December 27, 2024. Registration closes January 15, 2024. Come for the day or the weekend and enjoy the challenges planned for you. Both indoor and outdoor camping is available at both Camp Horseshoe and Camp Ware. Camping assignments are based on a first come first serve basis. Payment of full fees is due at time of registration. Cabins cannot be assigned unless payment is received in full prior to the event. Any questions email Klondike@cccbsa.org.

This year's theme is Retro Arcade. Patrols design your sleds to match your favorite retro game from the 80's or 90's. Patrol Leaders "Be Prepared" to show your winter and scouting skills. Be ready to test those skills against other patrols. Many of the traditional skills from the previous Klondike Derbies will be featured again with some potential new stations. Let's hope we get some snow again this year.

Check-in on Friday for overnight camping begins at 6:00 pm at the camp at your assigned camp with the Campmaster. Each Scouting America unit will need to turn in a complete roster with your Campmaster. Any questions or concerns about the Klondike should be directed to Klondike staff and not the Campmaster.

On Saturday, check-in will begin at 8:00 am for all units that are joining us for the competitions at Goodman Pavilion. Please send in one adult to register your unit. You will need to have a complete roster with patrol names sent in by January 15th. The competition will begin at 9:00 am at the parade field for the opening ceremonies. See the schedule for the day's events.

While final scores are being tabulated events will be provided to keep everyone active. The awards will start between 4:30 and 5:00 pm at the Parade Field.

EVENTS SUMMARY

1. **Time-Out Arcade Judging (Max Points 50) - Troop 92 Location: Parade Field wall**

All scouts show great pride in their sleds and showing their patrol flags. Judging for the best designed sled based on an 80s or 90s Arcade Game will take place during registration.

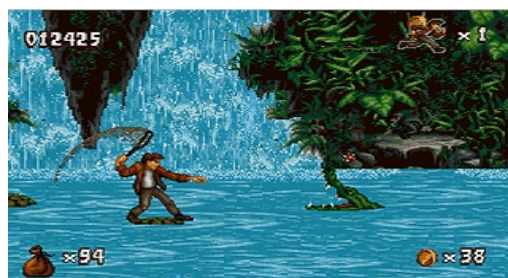
- Points to be awarded as follows: (Possible 25 Points)
 - Sled matches theme – 5 Points
 - Creativity – 0 - 10 Points
 - Complexity – 0 - 10 points
- Mandatory items to be included on the sleds: (Possible 25 points)
 - Patrol First Aid Kit & Blanket – 5 points
 - Three 72”/6’ poles – 5 points
 - Rope for lashing – 5 points
 - Bow saw, hand axe, & pocket knife – 5 points
 - Patrol Flag – 5 points

2. **Eye Spy Knots (Max Points 50) - Troop 44 - Location: OA Lodge**

- Scouts will use supplied binoculars to correctly identify knots found in the Scouts BSA handbook or field book.
- There will be 12 to 16 knots to be identified.
- Points will be awarded on knot knowledge and time.

3. **Pitfall (Max Points 50) – Troop 56 - Location: Campcraft**

- Pitfall Harry and Harriett run through the jungle jumping over alligators and scorpions in the game. At the station the Harry / Harriett Scout will have to catch 3 alligators or scorpions to clear the level and continue on.
- The Scouts will lash 3 poles together to make 1 long pole so they don't get near the scorpions and alligators. We will provide the special "bait" to be used at the end of the poles. They have 1,200 seconds on the clock to complete this level (20 minutes).
- Scored as:
 - Clove Hitch – 2 points each (max of 16 points)
 - Wrappings - 2 points each (max of 8 points)
 - Joints tight – 2 points each (max of 4 points)
 - Alligators – 2 points each (max 4 points)
 - Scorpion – 2 points
 - Teamwork. – 10 possible points
 - Scout Salute – 2 points
 - Scout handshake – 2 points
 - Scout sign – 2 points



4. **Koopa Kastle Shelter Building (Max Points 50) – Pack 92 – Location: Field between Roberts & Rothrock**
- Build a shelter using items from your sled and materials found in the event area.
 - You have 30 minutes to construct your shelter. Progress will be assessed after time limits is up.
 - Number of Scouts participating: Entire Patrol
 - Scoring:
 - Teamwork: 0-5 points
 - Weather Protection: 0-10 points
 - Capacity & Function: 0-15 points
 - No Trace: 0-5 points
 - Stability & Durability: 0-15 points
5. **Mario Kart Sled Racing (Max Points 50) - Troop 92 - Location: Cope**
- At a start command, patrols race against the clock to pull their loaded sled through a serpentine course to the finish line.
 - No more than four Scouts may pull or push the sled through the course; all other patrol members must run the course near, but not touching, their sled.
 - Patrols will be awarded points in rank order based on their time required to complete the race course.
 - A 10 second penalty will be added to the race time for each scout not crossing together with their patrol.
 - A 20 second penalty will be added to race time for each missed gate, turn or hitting an obstacle.
6. **Donkey Kong Kim's Game (Max Points 50) - Troop 30 - Location: White House Porch**
- Kim's Game is a classic memory-enhancing activity that challenges participants to sharpen their observation and recall skills. Named after the protagonist in Rudyard Kipling's novel "Kim," this game has been a favorite among scouts, military personnel, and individuals seeking to boost their cognitive abilities. The game consists of displaying a set of items for a brief period, then covering them, and requiring participants to recall and list as many items as possible.
 - Patrol will have 1 minute to look at 25 items on a table. Patrol when then be given paper and pen and have 5 minutes to write down the items viewed. Each item will have 3 possible values.
 - Points
 - 0 – not identified
 - 1 – General identification (Pen)
 - 2 – for each item detailed identification (Blue Pen)



7. **Pac-Man Obstacle Course (Max Points 50) – Troop 42 - (Goodman Pavilion)**
- There is one Pac-Man and two ghosts in the maze at a time.
 - Pac-Men can go any direction and turn whenever they want as long as they stay within the lines of the maze.
 - Ghosts can only move forward, unless they reach a dead end. Then they can turn around.
 - Ghosts will move at a consistent speed.
 - Pac-Men can deposit the pieces they have collected into their bank if they make it to make it to one of the 2 exits. Pac-men can re-enter the course to continue to collect pieces.
 - If a Ghost catches a Pac-Man, they lose a life and have to sacrifice all the pieces they are holding.
 - Scoring based on the number of pieces collected.
8. **Dr. Mario First Aid (Max Points 50) - Troop 19 - Location: (HSR Alumni Pavilion)**
- Patrols will receive a first aid scenario for your patrol to treat.
 - One patrol member will be the patient.
 - Points to be awarded for:
 - Clear concise 911 instructions. 0-10 points
 - Make the area safe and safe treatment of the patient 0-10 points
 - Accurate assessment of all “injuries”. 0 -10 points
 - Accurate treatment of all “injuries”. 0-10 points
 - Teamwork 0-10 points
9. **Tetris Fire Building (Max Points 50) – Troop 23 - Location: Trailblazers**
- Limited fire building materials will be provided. (1) 2x4 24” long.
 - Patrols will need to provide a bow saw, hand axe and pocket knife.
 - The 2x4 is to be cut into two and then split into tinder and kindling.
 - The object will be to burn the string above the fire.
 - Matches will be provided to start the fire.
 - Patrol teamwork will be important.
 - Points
 - Points will be awarded for the patrols time and number of matches used.
 - Fastest time gets awarded 50 points.
 - Each place after gets reduced by 1 point
10. **80s Trivia Scavenger Hunt (Max Points 50) – Troop 7 - Location: Headquarters Porch**
- The scavenger hunt will have an 80s theme both Scouting and Era trivia.
 - 50 items 1 point for each correct item on the scavenger hunt list.



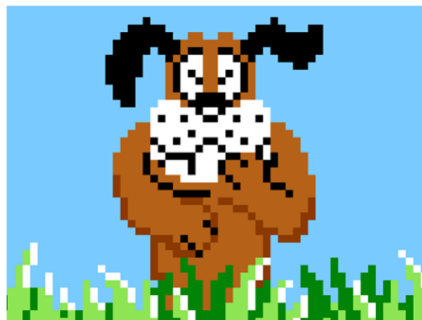
11. **The Legend of Zelda Archery Tournament – Troop 222 (Max Points 50) - Archery Range**
 - Each scout in the patrol gets two (2) arrows to shoot, scoring based on arrows hitting targets averaged out by the number of shooters.

12. **Duck Hunt Sporting Clays - Council Staff (Max Points 50) - Shotgun Range**
 - Shotgun shooting for accuracy. Each patrol gets 5 shots to see how many clay pigeons they hit. (Scouts BSA only will participate in this event.)

 - **A separate bb gun event will be scheduled for AOL between 3:00-4:30**
 - AOLs/ Webelos wanting to participate should be at the range by 3:00 for the safety talk.

13. **Space Invaders - Troop 78 (Max Points 50) – Kindness Center**
 - Patrols will need to work together as a team to use the giant game controller.
 - Proper communication will be key to this event.
 - Points
 - Teamwork – 10 points max
 - Game points scored

14. **Pizza Box Dutch Oven Pizza Cookoff (Max Points 50) - Troop Leaders only event**
 - Bragging rights for your troop's adults. Help feed the staff and prepare your troops' best Pizza. This event will be judged at lunch by the Klondike staff.
 - This is a volunteer event. Points will not go toward the patrols scores.
 - Pizza must be cooked on site and in the open with fresh ingredients.
 - One submission per troop. Submission at Headquarters Porch.
 - Prepare a camp pizza.
 - Points
 - Cooks are subject to sanitary inspection by the judges. 0 -10 points
 - Appearance 0-10 points
 - Aroma 0-10 points
 - Consistency 0-10 points
 - Taste 0-10 points



2025 Klondike Derby Schedule:

January 24, 2025

**6 PM Registration of camping Troops, Headquarters
8 PM SPL/Scoutmaster Mtg – Headquarters (Ware & Horseshoe)
10 PM Taps/Lights out**

January 25, 2025

**6:30 AM Reveille
8:00-8:45 AM Klondike Registration – Goodman Pavilion (1 per unit)
8:30-8:45 AM Team Briefing (SPL or Patrol Leader Only)
8:00-9:00 AM Sled Judging at the Parade Field
9 AM Start Klondike Field Activities
12-1:30 PM Lunch Break (Lunch is provided by your own units)
1:30 PM Klondike Field Activities Resume
3:00 – 4:30PM AOL BB Shoot at the Rifle Range
4 PM Klondike Field Activities Conclude
5 PM Klondike Awards Presentation - Parade Field
6:00 PM Klondike Concludes**

January 26, 2025

**7 AM Reveille
9-10 AM Depart Camps – Check out with the Camp Ware or Camp
Horseshoe Campmaster**

Patrol Needs:

Decorated Klondike Sled (Arcade Game Themed)

3 - Six-foot staves

Patrol first aid kit

Blanket/tarp

Bow saw, hand axe and a pocketknife

Rope for lashings

Patrol flag

Patrol Spirit!

****Hot cocoa will be available in the afternoon at the Kindness Center.**

****The Trading Post will be open all day.**

- * Each Station will have a 1st, 2nd and 3rd place patrol for both Scouts BSA and AOLs.**
- ** There will be a 1st, 2nd, and 3rd overall patrol for both Scouts BSA and AOLs.**
- *** There will be no ties. Ties will be decided by Scout/ Patrol Spirit points awarded at each station. Each station will award 0 – 10 points per patrol. These points will only be used to determine results for tie breakers and not added to overall scoring.**