



# **Illum\* Base Takeover**

2026 Winter Klondike Leader's Guide

January 30-February 1, 2025

Host: Crew 162

\*Or, Ice-Planet-From-Unnamed-Franchise-That-Gives-Light-Swords-Power

## Welcome to the 2026 Winter Klondike!

Picture this: You're just hanging out, having a good space time on your awesome spaceship with your even cooler space job, when suddenly you have to land on a weird ice planet because some Darth UnScoutLike is trying to steal all the crystals! You can't believe that this is happening, right in the middle of your game of Space Uno, too. But a good space troop would never ignore a distress call.

With your gaggle of Space-Troop-Mates, a humble group of space merchants (Did I mention you were in space?), you must train with the planet locals and go on missions to stop that Darth guy from stealing all the Crystals and forever halting Light sword production.

On behalf of the North Star District, Venturing Crew 162, and the 2026 Klondike staff we welcome you to this year's event at Camp Buffalo.

And if this sounds loosely based on Star Wars... um. Don't get us sued.

### What Leaders Can Expect:

Troops should plan to arrive on Friday night and set up camp. There is a meeting that night for leaders and SPLs during which we will give a brief overview of the event and answer any lingering questions

Troops will spend the morning going around camp learning the skills they need to succeed in events, before going on to the afternoon where they will be "tested" on them. Tested in the cool fun way.

Since hopefully it will be cold, we plan on having several buildings open for warming and movies playing in the dining hall.

Troops must bring all skits/songs to a staffer by 6pm for the final campfire.

P.S. We are currently expecting the Real Darth UnScoutLike to make an appearance

# 2026 Winter Klondike Leader's Guide

## Questions?

### Please Contact:

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Jennifer Vandeburg, District Executive 765-432-1685 jennifer.vandeburg@Scouting.org

## When / Where

Friday, January 30 thru Sunday February 1

At Camp Buffalo

**\*(Camp Buffalo – 9400 N Boy Scout Rd Monticello, IN 47960)**



## Fees and Deadline

Fees are \$22 per Scout or adult through January 18, 2026, and \$27 per person between January 19 and January 25..

## Weather:

The camporee will be held regardless of weather conditions. Some activities may be shortened or changes may be made around the elements.

## Food:

Saturday lunch will be provided; however, troops are expected to provide all of their other meals.

## Policies and Regulations

### Participation:

All Scouts are required to be registered members of the Scouting America before arriving at the camporee.

### Leadership:

**Adult:** Each troop registering for the Camporee is responsible for its own leadership. It is SCOUTING AMERICA policy for there to be at least two leaders with the troop at all times. They must be available and present in camp 24 hours a day. NO EXCEPTIONS! The Troop camp leader must be a registered adult leader, at least 21 years of age, and preferable should be the year-round leader. If the year-round leader cannot attend, leadership can be recruited from Assistant troop leaders.

**Youth:** Troop leaders are expected to set the pace by their own examples of living the Scout Oath and adhering to the Scout Law.

## Camp Uniform

The official Scouts BSA uniform or class A uniform is NOT required to be worn. Troops are encouraged to wear a class B uniform instead. Attire should be appropriate to weather conditions.

## Campgrounds

### Campsites:

Campsite assignment will be determined by the Camporee staff and will be given to all troops at the time of check-in.

### Restrooms:

Please respect the use of all sanitation facilities. Troops will be responsible for any damages or replacements. Restrooms are not used for washing dishes or equipment.

### Water:

Water is available on site, but not in the campsites.

### Trash:

Troops are responsible for their own trash they bring into the campsite. Trash bins will be made available for use

## Lights Out

All Troops are to be in their campsite after dark, following any Camporee events. All noise will stop at Taps. Scouts and Leaders are responsible for maintaining quiet time after Taps. Please respect the Troop quiet time as to not bother those in the surrounding campsites.

## Equipment:

Each troop is required to provide all equipment needed to participate in the Camporee. This includes all tents, stoves, cooking and eating items, and all materials that go into camp gadgets, gateway materials, etc.

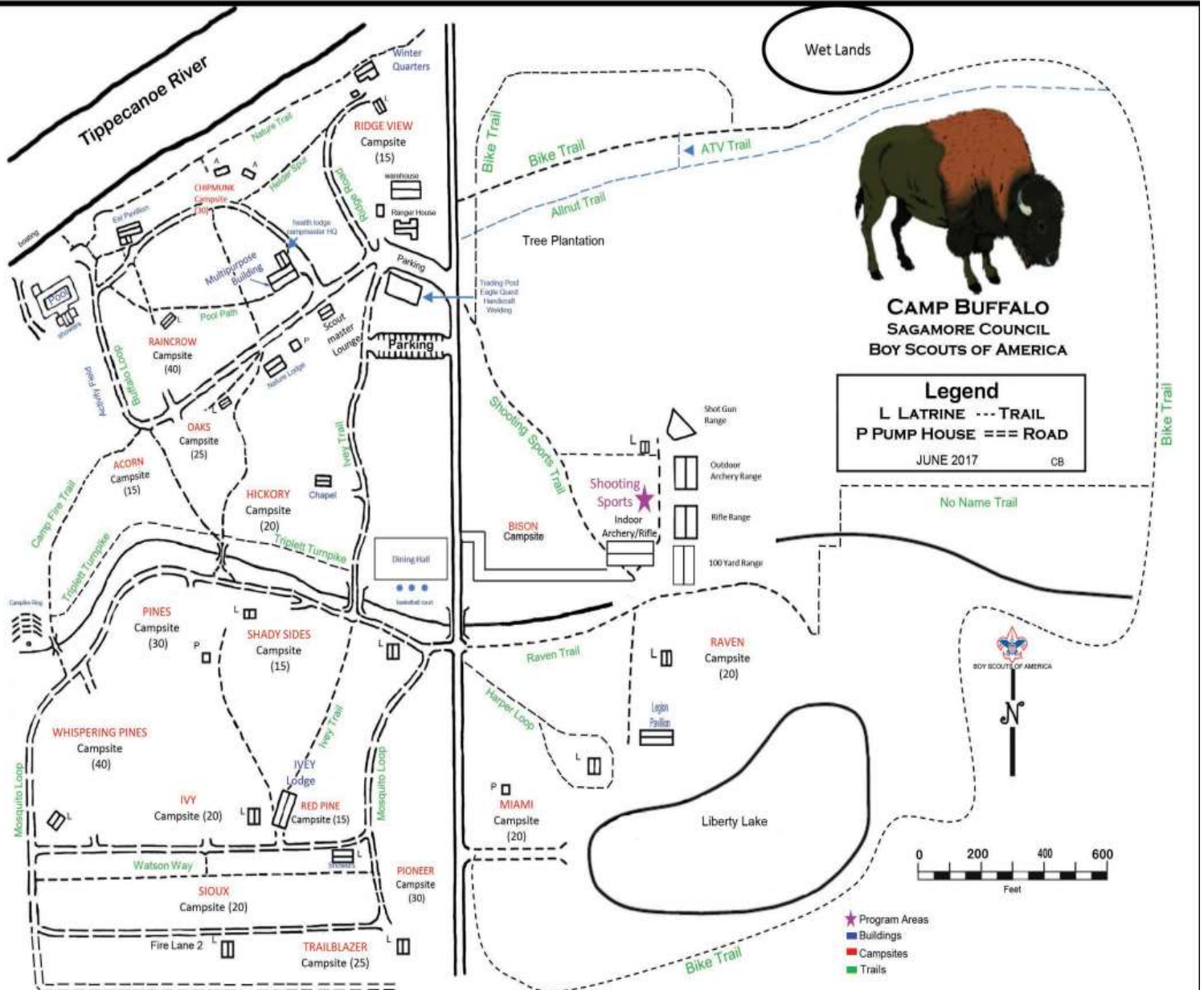
## Lastly:

Remember a Scout is obedient. We are blessed to have a facility like Camp Buffalo, so let's remember to follow **Leave No Trace Scouting – If you carry it in, carry it out.** The Camp provides trash barrels and dumpsters, but we as scouts and leaders need to do our best to leave the campground in a better condition than when we arrived.

**Don't forget a Camporee is supposed to be fun, don't turn it into a chore**

# Camp Buffalo

9400 N Boy Scout Rd.  
Monticello, IN 47960



# 2026 Winter Klondike Itinerary

Schedule may change during event due to actual use of time, which will be communicated as needed!

## Friday, April 1, 2022

5:00pm -7pm -	Registration, camp setup and dinner <b>*Troops need to provide their own dinner</b>
8:00 pm	Leader/SPL Orientation meeting
10:00 pm -	Lights out

## Saturday, April 2, 2022

6:00am – 8:00am	Breakfast*
8:30 am	Opening assembly & flags, outside Dining Hall
9:00am – 11:00 am	Activities (learning)
<b>11:00am -1 pm –</b>	<b>Lunch*</b>
1:00pm – 4:00 pm	Activities (competing)
5:00pm –	Dinner Preparation*
6:00pm -	Dinner at your site with your troop.
8:00 pm –	Closing camp fire
10:00 pm	Lights out

## Sunday, April 3, 2022

6:00am – 10:00am –	Tear up camp and go home
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# Troop Activities

## **Disguise making (morning only)–**

Before heading into enemy territory, it's smart to make sure they know you're not a threat. This is easiest when you convince them you've been there the whole time. So, head to handicrafts to make your own Disguise

## **Fire Building (Teaching/practice in morning, contest in afternoon)–**

Guys, hate to say it, but being stranded on an ice planet is really cold. This isn't even a part of your stealth mission, you just have to make a fire to stay warm from the cold. The last guy that came through crawled inside his Tan-Tan, and I really recommend making a fire before trying that.

## **Knot Rescues (Teaching/practice in morning, timed contest in afternoon)–**

Important thing to know about this planet you're traversing is there are caves. A lot of them. And ravines. On your way to stop Darth Unscoutlike, you may need to rescue one (or several) rebels out of said ravines using your cool knots. Knowing which one to use comes in handy.

## **Hideout building (Teaching/practice in morning, timed contest in afternoon)–**

The best part of a mission is sitting and waiting for something to happen, and it is even cooler if you make a sick lookout out of twigs. Sure, it'll keep the wind at bay, too, but we all know it's happening for cool points.

## **Radio Signals (Game in morning, Game in afternoon. We win.)–**

Communication is important in a team, and so troops will have to compete in a game of Kim's Game to prove their communication skills, relaying their memory to one scribe who has not seen the pile. On the mission, they will communicate in intense situations with radios and- oh wait. Just heard back from headquarters. All the radios are broken; Troops will have to make do with two fires and a sheet of morse code translation.

## **Snow-speeder Race (Afternoon only)–**

Once you deliver the information back to your base, you and your troop will need to get out of there as fast as possible. So, loading all your gear onto your snow-speeder (or sled, if your speeder is broken), try to get out before you get caught.

## **Campfire:**

5pm: Everyone will all report back to their own camp sites. They will prepare for dinner, eat dinner, and clean up for the fire ceremony.

8pm: Closing Fire Ceremony

10pm: Lights out