



# Prairie Dunes District Klondike

LEADERS GUIDE



# Scouting America

## Prairie Dunes District

### 2026 Klondike Leaders Guide

#### 1. Event Flyer

An illustration for the Klondike Derby "Battle for Hoth" event. It shows a Scout in a winter jacket and hat riding a brown alpaca on a wooden sled. The alpaca is pulling a large, grey, four-legged AT-AT walker. The scene is set in a snowy, mountainous landscape with evergreen trees. A white fleur-de-lis is positioned above the alpaca.

# KLONDIKE DERBY

## BATTLE FOR HOTH

**PRAIRIE DUNES DISTRICT**  
OAK RIDGE PRAIRIE • GRIFFITH, IN  
**JANUARY 23-25, 2026**  
SCOUT CHECK-IN: JAN 23 • 6PM  
BREAK CAMP: • JAN 25 • 10AM

**EARLY BIRD FEE: \$15**  
**\$20 AFTER FRIDAY, 16TH @ 7PM**



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## 2. Event Overview

The 2026 Prairie Dunes District Klondike Derby plunges patrols into the frozen battlefields of Hoth, where survival depends on preparation, teamwork, and resolve.

Operating from Echo Base, patrols take on the role of Rebel teams facing brutal cold, limited resources, and demanding missions across icy terrain. Every challenge reflects the realities of winter Scouting — staying warm, thinking clearly, and working together under pressure.

Throughout the day, patrols will complete skill stations representing critical Rebel operations: building signal fires, rescuing injured comrades, navigating hostile terrain, and constructing defenses against the elements. The signature event is the Carbonite Transport Challenge, where patrols must design and build a Klondike sled to safely move their most valuable cargo — Han Solo in carbonite — across the frozen battlefield.

While themed for fun, the Battle for Hoth remains grounded in core Scouting skills, leadership, and safety. Patrols are encouraged to embrace the theme — including Star Wars-inspired attire — to boost morale and earn additional Scout Spirit points.

## 3. Logistics

**Event Coordinator:** Scott Bilkey | Troop65Hobart@gmail.com

**Where:**

Oak Ridge Prairie County Park  
301 South Colfax Street  
Griffith, IN 46319

**When:**

Friday, January 23, 2026

- Scout Check-In: 6:00 PM – Echo Base (Shelter 1 – Yellow on map)

Saturday, January 24, 2026

- Morning Registration: 8:00 AM – Echo Base
- Opening Flags: 9:00 AM

Sunday, January 25, 2026

- Break Camp: 10:00 AM

## 4. Registration & Fees

- \$15 per Scout – Early registration
- \$20 per Scout – After January 9

Adult Leaders pay registration fee unless actively assisting with the event



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## 5. Park Map



**FIGURE 42:**  
**OAK RIDGE PRAIRIE COUNTY PARK**  
LAKE COUNTY PARKS AND RECREATION DEPARTMENT  
301 South Colfax Street, Griffith, Indiana  
Phone: 219.884.7238  
Current Size= 687 Acres



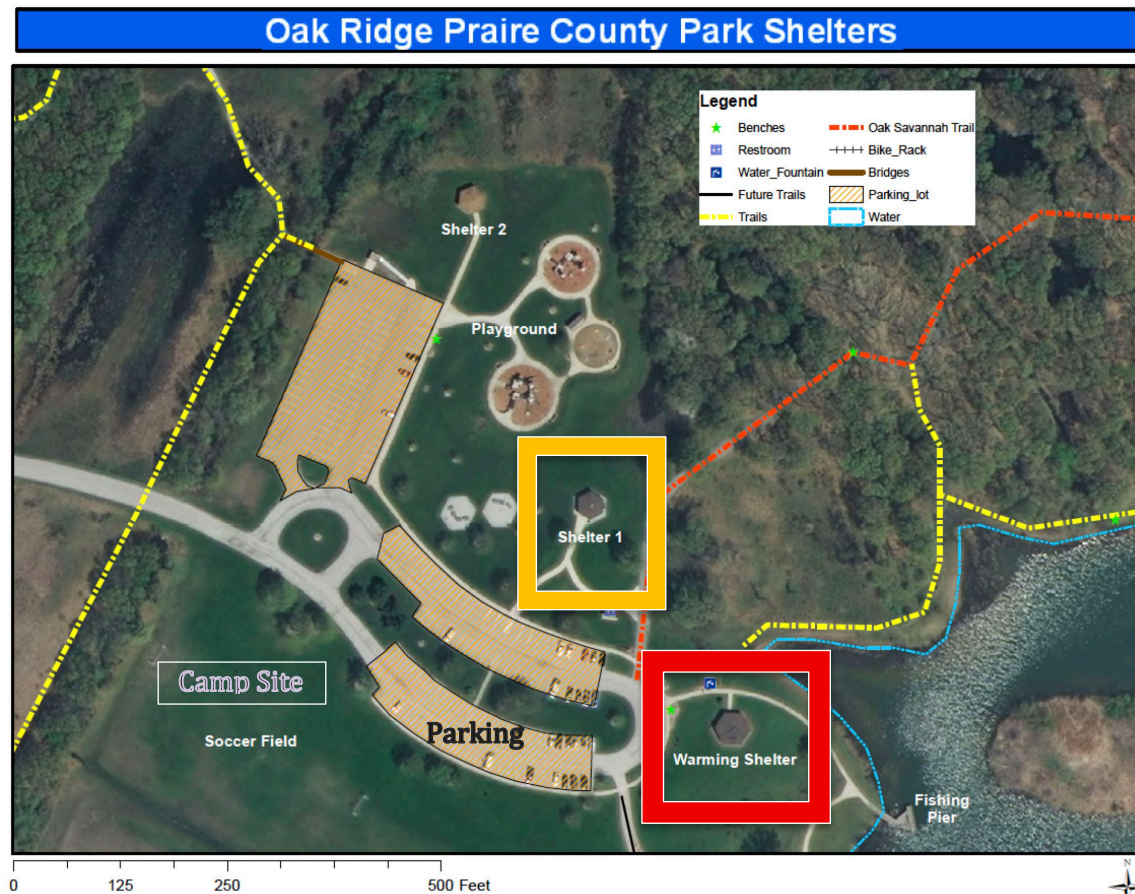




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#### i. Key Locations

**Shelter 1** – ‘Echo Base’: Registration / Check-In / Leader Council

**Warming Shelter** – Event First Aid Station / Weather Shelter

**Camping Site**



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## 6. Safety

### iii. Event First Aid Lead:

Bridgette Bonilla Troop 65

### iv. First Aid Location:

Warming Shelter, staffed throughout the event

### v. Cold Weather Clothing – SAFETY FIRST

<https://www.scouting.org/health-and-safety/safety-moments/winter-activity/>

#### Clothing Requirements:

Clothing is one of the most critical safety requirements for the Klondike Derby. Knowing how to stay warm and dry is essential for every Scout and leader participating in this winter event.

Winter weather is highly unpredictable. A pleasant day can quickly turn into a snowstorm, high winds, or even freezing rain. Preparedness is mandatory. The most effective cold-weather clothing starts with the right mindset: dress to stay dry, avoid excessive sweating, and adjust layers as conditions and activity levels change.

Cold-weather activities require appropriate clothing and boots that protect the Scout while remaining versatile enough to prevent overheating during active periods and maintain warmth during rest periods. Layered clothing is the only acceptable approach. Beneath outer pants and shirts, an insulating inner layer is essential for personal safety and comfort. NOTE: Cotton does not insulate when wet and significantly increases the risk of hypothermia. Wool and synthetic materials are much better for their moisture-wicking and insulating properties.

Remember, keeping warm is the most important part of cold-weather camping and outdoor activities. Use the “C-O-L-D” method to stay warm.

**C = Clean:** Insulation is only effective when the insulating layers are kept clean and fluffy. Dirt, grime, and sweat can reduce the ability of a garment to keep you warm.

**O = Overheating:** Avoid overheating by adjusting the layers of your clothing to keep from sweating during warmer temperatures. Stay hydrated by drinking plenty of water. Avoid energy drinks (sports drinks are OK).

**L = Loose layers:** A steady flow of warm blood is essential to keeping all parts of your body heated. Wear several loosely fitting layers of clothing and footwear that will allow maximum insulation without blocking your circulation. Always wear a hat.



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D = Dry: Sweaty, damp clothing and skin can cause your body to cool very quickly, possibly leading to frostbite and/or hypothermia. Keep dry by avoiding clothes that absorb moisture. Always brush snow off your clothes before you enter a heated area. Keep the clothing around your neck loose so that body heat and moisture can escape instead of soaking through your layers.

A Scout is prepared.

#### Clothing Inspection:

Before participating in Klondike activities, each Scout will complete a clothing check-in with their unit leader. This inspection is required for participation.

If a Scout is not dressed appropriately for the weather:

- They will not be allowed to participate in stations
- They will be asked to retrieve proper gear
- They may need to contact parents to bring missing items
- In some cases, they may be required to return home

This inspection is not optional. Event leadership will closely monitor clothing compliance throughout the weekend to ensure Scout safety.

Let's avoid unnecessary drama by ensuring every Scout arrives properly prepared — warm, dry, and ready for adventure.

#### Mandatory Clothing Requirements:

(Each Scout Must Have)

1. Heavy winter coat (insulated, wind-resistant)
2. Appropriate footwear for conditions, no tennis or gym shoes, etc. - Waterproof, insulated winter boots preferred
3. Wool or synthetic socks (minimum two pairs)
4. Pants (extra pair recommended) - Snow pants or insulated outer pants preferred
5. Insulated winter gloves or mittens (minimum one pair)
6. Winter hat that fully covers ears

#### Additional Gear:

<https://www.scoutshop.org/blog/winter-camping-checklist-for-scouts.html?srsId=AfmBOoqIilTVWIRIvgcexVh4oL6pfJoGBusDUj5JscjZIKrK1ol9JEEz>



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1. Scarf or neck gaiter
2. Underwear (extra pair recommended – we trust you will be wearing these 😊)
3. Extra complete change of clothes (packed dry)
4. Additional cold-weather item as needed (hand warmers, liner gloves, etc.)
5. Insulating mid-layer (fleece or wool sweatshirt or jacket)
6. Long-sleeve shirts (non-cotton preferred)
7. Thermal base layers (top and bottom)
8. Sleepwear suitable for winter temperatures
9. Low Temperature rated sleeping bag
10. Insulated sleeping pad (insulates scout from cold ground)
11. Scout Handbook
12. Scout 10 Essentials
  - a) Pocketknife
  - b) First-aid kit
  - c) Rain Gear
  - d) Mess kits, cup and reuseable water bottle
  - e) Head lamp
  - f) Trail food
  - g) Fire starter kit
  - h) Sun protection (yes in winter, include lip balm)
  - i) Map and compass
  - j) Extra Clothing!

#### Equipment for Stations (place on sleds):

1. Klondike style sled (patrol made, if possible) Flint & Steel, or matches, etc.
2. Tinder and kindling - You will not be able to acquire this on site.
3. Fire starter – flint and steel. No man-made accelerants allowed.
4. Patrol Flag
5. Staves - 4 per Patrol
6. 6 ft. rope per Scout
7. One 25 ft. rope per sled
8. First Aid Kit and Splints
9. Blanket or tarp – 2 per group
10. Clip Board
11. Writing utensil and paper



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## 7. Stations and Scoring

As Imperial forces close in, Rebel patrols are dispatched from Echo Base on Hoth to complete critical missions across the frozen landscape. Survival depends on skill, discipline, and teamwork. Each station represents an essential operation needed to hold the line against the cold and ensure the safe evacuation of personnel and supplies.

Patrols will rotate through a series of skill stations designed to test winter Scoutcraft, leadership, and preparedness. Challenges mirror real cold-weather Scouting tasks—building fires for warmth and signaling, treating injured comrades, navigating hostile terrain, and constructing shelters against the wind and snow.

All stations are scored on a 10-point scale. Scoring emphasizes skill execution, safety, and Scout Spirit. Station leaders may deduct points for unsafe behavior or poor teamwork.

A central element of the Klondike Derby is the Carbonite Transport Sled. Patrol sleds represent Rebel transport vehicles and are used throughout the event to move required patrol gear from station to station. The same sled will be inspected, scored, and used in the featured Carbonite Transport Race, where patrols must safely transport their frozen cargo—Han Solo in carbonite—across the course.

### vi. Stations

#### 1. Hoth Signal Beacon – Fire Building & Safety

Patrol demonstrates safe fire building appropriate for winter conditions.

Fire must successfully burn a suspended string or boil water in a paper cup.

#### 2. Wampa Cave Rescue – First Aid

Patrol responds to a cold-weather injury scenario involving hypothermia or frostbite.

#### 3. Build Your Lightsaber – Knots & Lashings

Patrol demonstrates required knots and lashings by constructing a stable structure.

#### 4. Chewbacca's Axe Yard – Totin' Chip & Axemanship

Patrol demonstrates proper tool safety, control, and axemanship techniques.

#### 5. Tauntaun Survival Shelter – Cold-Weather Shelters

Patrol designs and explains an emergency shelter suitable for winter survival.

#### 6. Jedi Navigation Trial – Orienteering

Patrol completes a navigation challenge using map, compass, and pacing skills.

### vii. Scoring

Each station is worth 10 total points, distributed as follows:

- Skill Performance: 6–8 points
- Safety & Procedure: 0–2 points
- Scout Spirit: 0–2 points





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Scout Spirit is evaluated at every station and includes:

- Patrol cooperation and communication
- Leadership and shared responsibility
- Preparedness and proper gear
- Positive attitude and enthusiasm
- Respectful conduct toward staff and other patrols
- Appropriate Star Wars-themed attire



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#### viii. Carbonite Sled

A central element of the Klondike Derby is the Carbonite Transport Sled. Patrol sleds represent Rebel transport vehicles and are used throughout the event to move required patrol gear from station to station. The same sled will be inspected, scored, and used in the featured Carbonite Transport Race, where patrols must safely transport their frozen cargo—Han Solo in carbonite—across the course.

#### 1. SLED REQUIREMENTS & INSPECTION

- Patrol sleds may be prebuilt prior to the event
- No wheels permitted
- Sled must be capable of transporting all required patrol gear
- Construction must be stable, durable, and safe
- Sharp edges, loose fasteners, or unsafe designs are not permitted
- The same sled must be used for station transport and the final race
- All sleds will undergo a sled inspection prior to the race. Sleds that fail inspection must be corrected before racing or will be disqualified from race scoring.

#### Carbonite Transport Sled Inspection – 10 points

- Safe construction & stability – 4 pts
- Ability to carry required gear – 3 pts
- Design effectiveness & durability – 2 pts
- Scout Spirit & teamwork – 1 pt

#### Carbonite Transport Race – 10 points

- Safe completion of course – 4 pts
- Patrol coordination & control – 3 pts
- Compliance with race rules – 2 pts
- Scout Spirit & attitude – 1 pt