

KATAHDIN AREA COUNCIL
CUB SCOUT LEADER
POW WOW 2011



PARTICIPANTS GUIDE
to
PREHISTORIC FUN!!!

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for more information or questions.

CUB SCOUT LEADER POW WOW 2011

What is a POW WOW? A POW WOW is a fun filled day of training for all those involved in the Cub Scouting Program. There are a number of great classes you can register for, but register early space is limited.

Who Should Attend? Anyone that has a part to play in the success of a Cub Scout Den or Pack. This includes Cubmasters, Den Leaders, Committee Members, Tiger Leaders, Parents, and even Charter Organization Reps.

When is it? November 5th, 2011, 8am-4pm. Registration/sign-in begins at 8am, opening ceremony starts at 8:45 am, sharp.

Where is it? Church of Jesus Christ of Latter Day Saints, Beechland Rd, Ellsworth ME..

Why go to POW WOW? FUN, FUN, FUN!! You might learn something too. Stay up to date on the Cub Scout Program and providing a quality program. You will get some great new ideas, have a chance to share your own and meet other Cub Scout Leaders!!

Cost? The cost will be \$15 this registration fee will include a POW WOW patch, POW WOW resource book and lunch. Please send registration form to and fee to:

Katahdin Area Council,
P.O. Box 1869
Bangor ME 04402

Pre-register on or before October 26th. Registration may be accepted at the door, but all materials may not be available.



THINGS TO REMEMBER

- Bring a backpack or bag to carry your precious items, pen, paper, and a camera to take pictures of the great ideas you will see.
- There will be a small Scout Shop available on site to purchase the latest literature and other fun and use full items.
- Visit the “the Cave” displays: patch booth, craft museum, resource table, core value midway, ect. A small Scout store will be available to purchase items.
- Please be get those registration forms in EARLY. This will ensure all materials will be reserved for you.
- While we love your children and future Cub Scouts, Pow Wow is an adult leaders training and we do not have accommodations for your children. Pleas find a sitter and enjoy a day for you.
- Please wear your full Scout Uniform, bring a positive attitude and be ready to have FUN!

THE CAVE



POW WOW SESSIONS:

PACK ADMINISTRATION & ADVANCEMENT

Running a Pack isn't just meeting with the boys...There is lots to do behind the scenes! Here are some classes to help your Pack run smoothly.

- 1. G.R.E.A.T Packs:** What makes a “GREAT” Pack succeed? Growth, Resources, Events, Activities, and Training. Leaders need to know how to run their Pack, what their responsibilities are and how to develop a plan. The Cub Scout Delivery Program, how to use it.
- 2. “Advertising” Your Pack:** Scouting everywhere: in the newspapers, on the internet; the do’s and don’ts of communicating with email, Pack Websites, and FACEBOOK.
- 3. Committee & Beyond :** Does your Unit have a Strong Committee? During this session leaders will review the various committee positions, what their responsibilities are and how the committee as a whole helps the Pack grow. This session will also include creating a Pack budget.
- 4. Cub Scout Safety:** As adults we are responsible for the safety of Scouts left in our care. This session will include discussions on the *Guide to Safe Scouting*, age appropriate Cub and Webelos activities and TOUR PLANS.
- 5. The 3 R’s of Leadership:** Recruiting, Retaining and Recognizing! A successful program requires many adult hands. Learn ways to recruit new leaders and FUN ideas to recognize the great ones you have.
- 6. Unit Commissioners, Who are they? How can they help?:** A Unit Commissioner IS a valuable resource to your Unit. Come find out who the Commissioners are in your area and what they can do for your scouting program.
- 7. “Ability Awareness”-** Have a Cub Scout with special needs in your pack or den this class will help you figure out how to work with that Scout and their families in a way that will include and encourage him to *DO HIS BEST*
- 8. Utilizing a Den Chief:** What is a Den Chief? Where do you find them? Learn how these junior leaders can help you run a better den.
- 9. Managing Scout Behavior:** This session is great for leaders who want to learn new ways to handle behavior problems in the Den and Pack. Learn how to use the conduct candle and other ways to control behavior.
- 10. Pins, Patches and Beltloops, oh my!:** Basics of advancements from Tigers to Webelos. Tips on proper record keeping and using belt loops/pins at your meetings. Special Awards that can be earned by Scouts and Adults- Duty to God, Summertime Pack Award, Cub Scout Leave No Trace Award, Cub Scout Observation Award, and Cub Scout Leader Square Knot recognition.



PROGRAM PIZZAZZ!!

Energize Den & Pack meetings and events with FUN!

11. **Potpourri of Ceremonies:** Make your Pack and Den meetings shine and sparkle with meaningful, fun and well planned ceremonies for themes, advancements and recognitions. Learn to use simple props. Fun and Unique ideas for recognizing that special adult or scout who has done something “extra”.
12. **Cub Scout Songs, Skits & Run-Ons!:** Keep the fun ALIVE ! Learn the joys of Cub Scout singing, wacky skits and just plain old fun. You too can act like a kid!
13. **OUR Fabulous Flag:** Tons of great ways to help scouts learn about their duty to country. This class is devoted to flag etiquette and flag ceremonies, including the proper way to retire a flag.
14. **Pine Wood Derby:** Helpful tips for building pinewood derby cars and running a successful Pine Wood Derby race. Other activities including Rain Gutter Regatta and the Space Derby.
15. **Happy Birthday Scouts:** This class will cover everything you need to know about planning your Blue and Gold. Learn special ceremonies, crafts and recognition ideas.
16. **Outing in Scouting:** Excite your Scouts with an adventurous outdoor program. Leaders from Tigers to Webelos will learn age appropriate camping/hiking ideas, where to go, what to pack, and fun useful gadgets you can make. Leaders will be also be introduced to the Cub Scout Leave No Trace principals. Fun ideas for teaching tree ID and animal tracks.

HANDS ON FUN!!

The best way to keep Scouts on track is to have plenty of hands on activities for them to do.

17. **“Tongue” Tied:** During this session leaders will learn how to teach youth how to tie basic knots. Learn what to do and “knot” to do when tying knots.
18. **Don’t Cut Corners:** To whittle or not to whittle? What tools can my Scouts use? Leaders will learn the answers to these questions and get fun project ideas for the boys.
19. **Fun with Magic:** Learn magic tricks you can teach your scouts for the Bear magic elective, Tiger Cub magic fun elective or Webelos Showman elective.
20. **Mad Scientist:** A must for anyone who thought science was to tough to teach. Leaders will learn simple experiments to amaze their Scouts.
21. **Cooking with Cubs:** Learn how to create fun and exciting programs with Cubs in the kitchen.
22. **Games, Games, Games:** A good leader always has a game in their back pocket for just those moments. Leaders will learn simple games, how to build a “chest of games” and what types of games work best for gathering activities, small or large groups and team building.
23. **Cubbie Crafts & Scrounging:** Leaders can be overwhelmed by the cost of materials to put on a good program. This session will help you locate many items at minimal cost. Leaders will learn to make low cost crafts, neckerchief slides and more.

Registration

Name: _____ Phone: _____

Address: _____

District: _____ Unit: _____ Position: _____

Email: _____

9-9:55 Session 1	10-10:55 Session 2	11-11:55 Session 3	12-12:45	1-1:55 Session 4	2-2:55 Session 5
Committee & Beyond	G..R.E.A.T Packs	Cub Scout Safety	L	Fun With Magic	
Advertising Your Pack	3 R's of Leadership	Potpourri of Ceremonies	U	"Tongue" Tied	Pinewood Derby
Ability Awareness	Cub Scout Songs, Skits, ect.	Unit Commissioners	N	Happy Birthday Scouts	Cooking with Cubs
Mad Scientist	Games, Games, Games	Don't Cut Corners	C	Utilizing a Den Chief	Outing in Scouting
Our Fabulous Flag	Pins, Patches & Belt loops	Cub Crafts & Scrounging	H		Managing Scout Behavior

Please choose 2 classes from each session, indicating a first and second choice. Every effort will be made to get everyone into there first choice.

Session 1: 1st choice _____
2nd choice _____

Session 2: 1st choice _____
2nd choice _____

Session 3: 1st choice _____
2nd choice _____

Session 4: 1st choice _____
2nd choice _____

Session 5: 1st choice _____
2nd choice _____