

**G E N E R A L
I N F O :**

Hours:

Opening Ceremony: 8:45 am
Closing Ceremony and Awards: 4 pm
(Please arrive prior to opening to allow for Registration and Check-in!).
No childcare provided.

Cost: \$13 prior to October 15 (\$16 October 16 or later). Price includes patch and hand-out materials. Beverages will also be available throughout the day. Please bring a bag lunch (no refrigeration is available) or pre-order lunch when registering (yummy subs or salads!).

Dress Code: As is customary with most Scout training events, the preferred dress is the a Cub Scout leader uniform; however, your presence is preferred over your uniform.

Location Directions:

(Note: Felton is South of Dover)

From Points North—
Take Rt. 13 South through Felton. Turn left on Killen's Pond Road. The school is 1/2 mile on your right.

From Points South—
Take Rt. 13 North through Harrington. Turn right on Killen's Pond Road. The school is 1/2 mile on your right.

**What's NEW and IMPROVED
since last year?**

LOTS of stuff!!!!!!! We've added 5 new courses: *Scouting the Web, Unit Re-chartering, Advancement, Family Involvement, and Geo-caching (how cool is that???)*. There will also be a new mid-way format featuring many great ideas for activities you can do with your den or pack.. **PLUS**, we've re-tooled the content of the many of the sessions to equip you with all the information you need about the new Cub Scouts 2010 delivery format. You will **NOT** want to miss this.



**Del-Mar-Va Council, BSA
Lake Forest High School
Felton, DE**

Contact: Pat Press, Pow Wow Chair
Phone: 302.836.2955
Web: www.delmarvacouncil.org

**Cub Scout
Leader
Pow Wow**

**Saturday
November 20, 2010**



DEL-MAR-VA COUNCIL, BSA
WWW.DELMARVACOUNCIL.ORG

WHAT IS POW WOW?

The Pow Wow is an annual get-together of Cub Scout leaders from an entire Council or district—in this case, from the entire Del-Mar-Va Council.



A Pow Wow is a training conference that takes place in a festive atmosphere. The Pow Wow is a “convention” for pack leaders—the Cubmaster should take all leaders to this learning extravaganza.



WHY SHOULD I GO?

Pow Wow offers a time for parents and all experienced, new, and prospective leaders to learn new things, share ideas and see what the other packs are doing. For registered leaders, Pow Wow meets the supplemental training requirement for leader recognition awards (training knots)—for more information ask your District Training Chair.



WHAT SPECIFIC TYPES OF COURSES ARE THERE?

Refer to the separate “Pow Wow Course Descriptions and Schedule” for detailed information. General Sections of courses include:

Leadership

Enrichment

Crafts

Webelos

Pizzazz

All courses are designed to be hands-on and interactive in order help improve skills, boost confidence and gain enthusiasm for Cub Scouting. Many courses have been re-designed based on the Cub Scouts 2010 delivery method. Most courses are one period in length; except for Pack Administration, Wolf/Bear Den Meeting, Webelos I, and Native American Crafts which are all double period courses.

Register for the Del-Mar-Va Council

Pow Wow online today at:

www.delmarvacouncil.org

WHAT ARE PEOPLE SAYING ABOUT POW WOW?

“It was a lot of fun, can’t wait till next year’s.”

“Just the fact that there is a place to go with like minded adults where scouting and the kids are paramount is justification enough to attend.”

“This was my first Pow Wow and I’m SO glad I attended!”

“I really liked meeting parents and leaders from all over the Council. It was great to share ideas and hear things I otherwise might not have thought of. It was also great to have experienced leaders to answer my questions.”

“I love doing the Pow Wow every year. Its like a re-charger for my Scouting batteries.”



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POW WOW COURSE DESCRIPTIONS

The Course Number and Course Title listed below correspond to the Pow Wow schedule. Courses are one period long, except where otherwise noted. **Blue Course Titles** indicate new courses this year.

LEADERSHIP

100 Pack Administration (2 period course)

Learn the responsibilities of a successful pack. Limited to one person per unit unless space permits.

101 Tiger Cub Program

Learn how to organize and lead an effective Tiger Cub Den.

102 Duty to God

Religious awareness and emblems of recognition

103 Unit Rechartering

Learn tips and tricks for how to recharter your unit smoothly and efficiently and how to make the most of the new online process.

104 Family Involvement

Wouldn't it be great if every boy's family was actively involved in your program? It can be done.

105 Pack/Troop Interaction

How to improve communication and activities between Packs and Troops for a smoother Webelos to Scout transition.

106 Den Chief Utilization

How to use an older Boy Scout helper on your den leadership team.

107 Fundraising

Fundraising principles and ideas for the Cub Pack.

108 Positive Discipline

Positive ways to control behavior in a den meeting.

109 Pack Meetings

Who? What? Where? How? Why?

ENRICHMENT

200 Advancement

Advance! Learn about Belt Loops, Pins, Rank Advancement, Special Awards, Scout Awards, Leader Awards, and more!

201 Academic & Sports Programs

Add fun to your Pack program with family involvement and awards of belt loops, pins, & letters.

202 Derby Days

How to run a Pinewood Derby, Space Derby, and Rain Gutter Regatta.

203 Ceremonies

Create and present meaningful ceremonies. See props and ideas.

204 Service to Others

Learn ways to perform service projects in your community.

205 Flag Etiquette

Learn the proper way to show respect for our nation's flag.

206 Wolf/Bear Den Meeting (2 period course)

"You're the Cub Scout." Participate in a den meeting. Review den record keeping. A must for new leaders!

208 Emergency Preparedness

Learn about the BSA Emergency Preparedness Award.

209 Scouting History

Learn about Scouting's rich 100 year history.

210 Scouting the Web

Unlock the treasure trove of online resources to enhance your den or pack's program!

CRAFTS

300 Shavings and Chips

Hands-on experience. Earn the Whittlin' Chip award. Please bring a pen knife.

301 Leather and Crafts

Take home a leather project you complete.

302 Neckerchief Slides

Make a slide that any Cub Scout could make.

303 Scrap Crafts

Recycle and reinvent items most people would throw in the trash.

306 Kitchen Crafts

Create fun things to eat.

307 Native American Crafts (2 period course)

Lore and crafts.

WEBELOS

400 Webelos I (2 period course)

Webelos program to include earning the Webelos badge.

401 Webelos II

Onward to the Arrow of Light and moving from pack to troop.

402 Webelos Nature

Nature centered activities

403 Science and Geologist

Learn skills to teach and earn these activity pins.

405 Handyman & Craftsman

Hands-on projects used to earn activity pins.

406 Camping Skills

Learn ways to teach outdoor skills used to earn the Webelos Outdoorsman activity pin.

407 Historic Trails

Learn about Cub-appropriate historic trails in our region.

PIZZAZZ

500 Games

Scouting is a game. Learn why having fun-and-games are important and actually play some!

501 Songs and Cheers

How to teach songs, cheers and group participation activities.

502 Pack Pizzazz

How to add excitement to den and pack meetings with that little "extra" something.

504 Lets Go Camping

What is the Council Cub Camping Program and how to get involved.

505 Knots

Learn the basic knots, their use, and how to teach them.

506 Knots II

Advanced knot tying skills. Must have taken Course 505: Knots

507 Geocaching

Orienteering, puzzle solving, hiking, and cool hand held electronic devices. What kid won't go crazy over this!

508 Magic

Learn simple tricks to use, teach, and make your program pop.

2010 Pow Wow Schedule

		<i>x = single session</i>		<i>d = double session</i>			
Course#	Course	Period					
LEADERSHIP		1	2	3	4	5	6
100	Pack Administration	d	d		d	d	
101	Tiger Cub Program			x			x
102	Duty to God	x			x		
103	Unit Rechartering		x			x	
104	Family Involvement			x			x
105	Pack and Troop Interaction	x			x		
106	Den Chief Utilization		x			x	
107	Fundraising	x		x		x	
108	Positive Discipline	x			x		
109	Pack Meetings		x				x
ENRICHMENT							
200	Advancement	x			x		
201	Academics and Sports			x			x
202	Derby Days		x		x		
203	Ceremonies	x			x		
204	Service to Others			x			x
205	Flag Etiquette		x			x	
206	Wolf/Bear Den Meeting	d	d		d	d	
208	Emergency Preparedness			x			x
209	Scouting History		x		x		
210	Scouting the Web	x		x		x	
CRAFTS							
300	Shavings and Chips		x	x	x	x	
301	Leather Crafts		x	x	x	x	
302	Neckerchief Slides	x		x		x	
303	Scrap Crafts		x			x	
306	Kitchen Crafts		x		x		
307	Native American Crafts		d	d	d	d	
WEBELOS							
400	Webelos I	d	d		d	d	
401	Webelos II			x			x
402	Webelos Nature		x			x	
403	Science/Geologist	x			x		
405	Handyman/Craftsman	x		x		x	
406	Camping Skills		x		x		
407	Historic Trails			x			x
PIZZAZZ							
500	Games		x	x	x	x	
501	Songs and Cheers	x					x
502	Pack Pizzazz		x			x	
504	Let's Go Camping	x		x		x	x
505	Knots I	x		x		x	
506	Knots II		x		x		
507	Geocaching			x			x
508	Magic	x		x	x		x

Please Note: Number of participants may be limited due to room size and/or method of presentation of content. First registered, first served.