



**2011 Pow Wow
November 5, 2011
American Heroes
Seckman High School
Imperial, MO 63052**



Please Print:

Name _____ District _____ Unit # _____

Position _____ Council (if not GSLAC) _____

Address _____ City _____ State _____ Zip Code _____

Home Phone (_____) _____ Work Phone (_____) _____

E-Mail _____

DIRECTIONS: From I-55 S: Take the Richardson Road/Vogel Road exit. Take Vogel Road west (toward Home Depot). Go through 3 stop lights to a 4 way stop sign (about 1.4 miles). Turn left on Old Lemay Ferry Road. Travel a distance of 1.9 miles to a 4 way stop sign. Turn left on Seckman Road travel east about 0.4 miles. Seckman High School is on the right. Park in front of the school.
From I-55 N: take the Imperial Main St. exit and make a left to cross I-55. Turn right onto West Outer Rd. Go North on West Outer Road for approximately 1/2 miles to Seckman Rd. Make a left onto Seckman Rd, travel approx. 2 miles to Seckman High School.

FEES: Prices are stated below. Make checks payable to **Greater St. Louis Area Council** and mail or deliver application to **GSLAC, Pow Wow, 4568 West Pine Blvd., St. Louis, MO 63108.**

REGISTRATION AND OPENING:
Registration will begin at 7:30 AM with a Songfest at 8:15 AM and a short Opening at 8:35 AM.

SESSIONS: Each session lasts about 50 minutes. You can attend up to 5 classes. From the list of sessions on the back, select 5 choices, and 3 alternates. Please number your selections from 1 to 5 and mark the alternate sessions with 1A, 2A and 3A. The Midway will be open from 7:30 AM to 2 PM. You will be scheduled for either an 11 a.m. or 12 p.m. lunch/midway period. Lunch is included in the cost of Pow Wow. Lunch will include a sandwich, fruit, chips and drink or bring a sack lunch.
Walk-in registrants will choose sessions from available classes. If you want all your choices, early registration is recommended.

REGISTRATION: Everyone who registers will receive a free Resource CD and patch.

FEE:
Pre-Registration **\$16.00** (until 10/15/2011)
Postmarked after 10/15/2010 & Walk-ins **\$20.00**

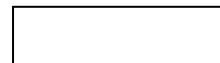
Registration Subtotal (6801.255.20) _____

T-SHIRTS:
Pow Wow T-Shirt **\$12.00**
Check Size: S M L XL 2X 3X

T-Shirts Subtotal (6806.255.20) _____

T-Shirts will be by pre-order only before 15 October, 2011

Website
TOTAL ENCLOSED



SESSION DESCRIPTIONS

Lunch/Midway			
Lunch includes sandwich, fruit, chips, cookies and drink.			
Choice	Class #	Class Name	Description
Hands on Sessions			
	H01	Gathering Time Activities	What to do with boys before the meeting starts
	H02	Knots & Ropes	How to teach boys to whip rope and tie basic knots
	H03	Knife Safety	Basic knife safety for Cubs – Bring your pocket knife
	H04	Nature Crafts	Learn to make crafts from leaves, rocks, pine cones and more
	H05	Mad Scientist	Science fun for Cubs
	H06	Walking Sticks	Learn how to make your own walking stick
	H07	Neckerchief Slides	Boys love cool neckerchief slides – come get some new ideas
	H08	Chest of Games	Learn some simple games and what materials you should have
	H09	Working with Tools	Learn simple projects using tools; hammers, coping saws.
	H10	Indian Crafts and Fun	Learn ideas for costumes and crafts; learn about arrow head hunting.
	H11	Engineering Fun	Learn about how catapults, blocks and tackles, how levers work and more!
	H12	Fun with Magic	Learn magic and circus tricks you can teach and how to incorporate them in the meetings or campouts!
Pack Leaders			
	P01	Electronic Pack	Learn how to use computer based program - Packmaster
	P02	Award Programs	Learn about awards program; how they work, where to get guidelines and rule. Example of brag vest and blankets
	P03	Managing the Pack	How to run the pack – learn about finances, re-chartering, pack communications, and parent support
	P04	Managing the Pack Budget	Every pack needs a budget, what you can and can't do
	P05	Retaining and Recognizing Adults	How to keep leaders in the program and recognize their contribution
	P06	Ceremonies	Learn how to make your pack ceremonies memorable
	P07	Pack Committee	Learn how to develop a plan that will help secure the necessary leadership allowing your unit committee to work at full capacity.
Rank Specific			
	R01	Tiger Fun	Make your meetings fun! What to do with Tigers and partners
	R02	Advancement	Ideas to spark advancement in your den - make it fun
	R03	Bear Hands On	Learn tips to make your Cub program fun
	R04	Wolf Hands On	Learn tips to make your Cub program fun
	R05	Webelos Cooking	Learn simple ideas to teach your Webelos to cook
	R06	Utilizing Your Den Chief	What is a Den Chief? Where do you find them? Learn about the benefits of having these junior leaders.
	R07	Webelos to Scout Transition	Learn how to plan for and transition Cub Scouts to a Boy Scout Troop.
	R08	Thingamajig-Watchamacallit	This session will cover a variety of gadgets, doodles and other fun items to make outdoors and indoors fun
	R09	Arrow of Light Ceremonies	How to make the Arrow of Light ceremony memorable
All Cubs			
	C01	Trails and Hikes	Cubs of all ages love to hike and be outdoors. This session will direct you to age appropriate hiking trails in the area
	C02	Cubs in the Kitchen	Fun snack ideas the boys can make
	C03	Skits and Run-ons	Learn to spice up those skits
	C04	Managing Boy Behavior	Every leader experiences behavior problems – learn tricks to help
	C05	Camping for all Ages	Learn the different levels of camping for the different ranks
	C06	Discovering the Outdoors	Teach your boys to protect and enjoy the gifts of nature
	C07	Pinewood Derby and Other Races	Learn the rules and equipment needed to run successful derbies
	C08	Blue and Gold Banquet	How to organize a fun and memorable banquet
	C09	Pack Meeting Pizzazz	Learn great ideas to involve the family
	C10	Scrounging	How and where to find free or low cost materials for your program
	C11	Sing Along with Cubs	Learn fun songs from silly to icky for den and pack meetings, along with simple instruments to make.

SESSION DESCRIPTIONS

HANDS ON SESSIONS	
Gathering Time Activities	This session will help Den Leaders develop activities to keep the boys active before the meeting begins. You will learn quite and active age appropriate activities.
Knots & Ropes	During this session Leaders will learn how to teach youth how to tie basic knots. Learn what to and knot to do when tying knots.
Knife Safety	. This session will show you how to handle a knife safely, Whittlin' Chip requirements and basic skills. Please bring a knife.
Nature Crafts	Leaders can learn how to use nature as a means for creative expression among your youth. How materials found in nature can help you meet requirements and have fun at the same time
Mad Scientist	A must take session for all leaders concerned that science is too difficult to teach. Leaders will learn how to make science fun and learn some simple experiments.
Walking Sticks	Leaders learn how to make hiking a little more fun for the boys. Whether it is from a broomstick to a tree branch, learn how to turn these objects into beautiful and useful walking sticks. Each leader will take home a walking stick.
Neckerchief Slides	Every pack and den wear neckerchiefs with their uniforms. Leaders will learn how to make fun and easy neckerchief slides. Each leader will make at least three slides to take home.
Chest of Games	. Leaders will learn some simple games, how to build a chest of games and what should be in your game chest. Great to use with Gathering Time Activities.
Working with Tools	Leaders learn fun ways to work with tools and boys. Leaders will be introduced to basic tools and projects to make with the boys. Each participant will leave with a project they made.
Indian Crafts and Fun	Boys love Indians. Leaders learn about their customs, costumes, skits, crafts to use with your boys. Leaders will share in Indian activities to take home.
Engineering Fun	Leaders from all age groups learn about engineering. How does a catapult work? What is a block and tackle? How do levers work? Come and find out how this will be fun for the boys.
Fun with Magic	Learn magic tricks you can teach your scouts. Learn circus tricks like-juggling, balancing, etc. And/or tricks the pack leaders can incorporate in a pack meeting or camp out.
PACK LEADERS	
Electronic Pack	Learn how to use computer based program – Packmaster for pack management of finance and advancement. This is a pre-requisite for advanced Packmaster being offered at University of Scouting.(Join the 21 st century and learn electronic communications within your unit.)
Award Programs	Leaders will learn about Sports & Academics, BSA Family Program, National Den Award and Conservation award. How do they work, where to get guidelines and rules. Examples of brag vest and brag blankets.
Managing the Pack	Leaders need to know how to run their pack, what are their responsibilities and how to develop a plan. Each will leave with a sample Manuel to use in their units.
Managing the Pack Budget	Leaders will learn how to develop a working budget, why do units need one and what can and can not be done. Sample budgets will be provided to all participants.
Retaining and Recognizing Adults	Retaining and recognizing leaders are an important part of the Scouting program. Learn how to retain leaders once they are recruited and how to recognize these individuals.
Ceremonies	Learn the Who, What, Where, When and How of ceremonies. Leaders will have the opportunity to learn the basics, how to make simple props and how to make them fun and educational.
Pack Committee	Unit leaders will become familiar with the various committee positions, what their responsibilities will be and how the committee as a whole helps the unit grow. Learn how to develop a plan that will help secure the necessary leadership allowing your unit committee to work at full capacity. Committee members will leave with knowledge about their specific positions and where they fit in.
RANK SPECIFIC	
Tiger Fun	Tigers the first step in scouting. Learn how to make your meetings fun, what to do with Go and See its and many other ideas to keep the boys interested in the Scouting program.
Advancement	Leaders will learn how the advancement program works, the progression through ranks, how to achieve arrow points and who is responsible for signing off on the requirements. This session will help new leaders develop a working program.

Bear Hands On	Bear Leaders will learn how to make the den meeting fun with hands on activities: crafts, games, field trips or opening and closings. Leaders will have hands on experience.
Wolf Hands on	Wolf Leaders will learn how to make den meetings fun with hands on activities: crafts, games, field trips or opening and closings. Leaders will have hands on experience.
Webelos Cooking	A must for NEW & OLD Webelos Leaders. Scouts will demonstrate how to cook with Webelos in the outdoors. Leaders will have the opportunity to learn about meal planning, duty rosters, simple open fire cooking ideas and samples. Leaders will be outdoors for this session.
Utilizing Den Chiefs	What is a Den Chief? Where do you find them? Learn about how these junior leaders can help your den run better.
Webelos to Scout Transition	How do we get our Webelos into the Scouting program with ease? Leaders will learn about the disappearing pack, how to help Webelos decide on troop, and other ideas on retaining and moving Webelos into troop life
Thingamajigs - Watchamacallits	New this year! This session will cover a variety of gadgets, doodles and other fun items to make outdoors and indoors fun. Leaders will be able to make and take a thingamajig or a watchamacallit.
Arrow of Light Ceremonies	Your boys have now completed the Webelos program. They have earned the highest Cub Scouting award ; how should we celebrate their achievement? This session will discuss ceremonies, how to use them to make the occasion memorable.
ALL CUBS	
Trails and Hikes	Scouts love to hike and be outdoors. This session will direct you to age appropriate hiking trails in the area.
Cubs in the Kitchen	Learn easy cooking and non cooking ideas to help your youth in the kitchen. Find out what achievements can be accomplished with simple recipes.
Skits and Run on	Leaders make your den the center of attention through simple easy to make costumes and props to go along with those fun skits and run-ons the boys will do at pack meetings, campfires and den meetings.
Managing Boy Behavior	Leaders will learn ways to handle behavior problems in the den, learn how to use the conduct candle, and other ways to control behavior.
Camping for all Ages	Leaders from Tigers to Webelos will learn age appropriate camping ideas, where to go, types of camping available and what to take along with you to make it fun.
Discovering the Outdoors	Learn about the outdoors and what to expect when you are there. Leaders will learn how to protect and enjoy nature's gifts and resources within the community.
Pinewood Derby and Other Races	. Pinewood Derby is the ultimate experience for Cub Scouts but only one of many different types of derbies, such as Space Derby, Rain gutter Regatta and Bike Derby. Learn the rules equipment needed to run successful derbies.
Blue and Gold Banquet	Leaders will learn how to organize, hold and make simple decorations to make this event come off without a hitch and to have fun.
Pack Meeting Pizzazz	Monthly Pack meetings bring the pack together as one. This session will teach you how to have fun and show off the boys skills. How to incorporate skits, songs, ceremonies into one meeting.
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 or no cost to you. Great ideas and resources to share.
Sing Along with Cubs	Music is a fun way to bring Scouts out of their shell. Learn fun songs from silly to icky for den and pack meetings, along with simple instruments to make.