

WHITBY AREA
Purple Star POW WOW
Sept 27-29 2013



Camp Samac
Oshawa ON

Registration Package

Registration Deadline September 20, 2013

INSTRUCTIONS

1. **Write or print clearly, legibly, and neatly!**
2. **Complete all applicable sections (It's suggested that you keep a photocopy)**
3. **Attach originals to your Group Committee (or equivalent) cheque payable to:
Scouts Canada Whitby Area**
4. **Forward the package to: Scouter Beth McWhorter
POW WOW Registrations
956 Red Deer Ave
Oshawa, ON L1K 0C4**

OR EMAIL DOCUMENTS TO MEM.MCWHORTER@GMAIL.COM and deliver cheque separately

5. **Receipts will be delivered to you at POW WOW.**
6. **The designated contact Leader is responsible for ensuring that only fully registered members are enrolled as participants.**
7. **If your pack is twinning with another pack or you are sharing camping equipment, please send in with your registration package, a request (in writing) that you wish to camp together.**
8. **There will be potable water at the site.**
9. **Special Needs Cases (wheel chair): All special needs cases will be dealt with individually. Please make us aware of these cases with your registration package.**
10. **No-Trace Camping will be required – Groups must leave the campsites cleaner than when you arrive, and you are required to take away all of your own garbage.**

PLEASE DO # 11 THROUGH # 14 FIRST!

11. **Choose the country you wish to represent from the list below – Indicate your 1st, 2nd and 3rd choice for the country on the Nation|Pack Membership Sheet. Assignments will be made on a first received basis. The registrar will confirm which choice you have as soon as the Nation|Pack Membership Sheet is processed.**
12. **After studying the documentation included please indicate which session your group would like to host.**
13. **Submit the Nation|Pack Membership Sheet to reserve your spot at Pow Wow**
14. **Once your country choice has been confirmed begin “fact gathering” and prepare your pack for the knowledge quiz on their host country.**

NOTES: PLEASE SUBMIT THE FINAL REGISTRATION AND YOUR CHEQUE ASAP.
If full registration is not received prior to the cut off date your country may be reassigned to another group.

PLEASE PRINT CAREFULLY

CONTACT LEADER:	POSITION: LEADERS
GROUP NAME:	TELEPHONE NUMBER:
POSTAL ADDRESS:	E-MAIL ADDRESS:

Leader:	Leader:
Youth:	Youth:

Leader:	Leader:
Youth:	Youth:

Leader:	Leader:
Youth:	Youth:

Note: Provide a separate listing of any Non-Registered Adults who may be assisting you at camp. The Contact Leader is responsible for ensuring that required screening needs are satisfied.

Registration Summary

	Number of		Totals
Youth		x \$15.00	\$
Leaders		X \$0.00	\$
Helpers		NIC	NIC
Total Registration Fee Included			\$

NOTES:

- ***If additional forms are required, feel free to photocopy.***
- ***Cheques ONLY – no cash - made payable to Scouts Canada – Whitby Area. Registrations will not be accepted if cheques are incorrectly issued.***
- ***One Crest will be provided for every registration fee paid***
- ***Additional Crests may be available for sale at the camp.***
- ***All Registrations are non-refundable.***
- ***Late registrations are subject to space availability.***

Forward before the Registration cut-off date of **September 20, 2012**

Country List

Fill in 1st 2nd and 3rd choice on the NationIPack Membership Sheet

- 1. Australia**
- 2. Belgium**
- 3. Belize**
- 4. Brazil**
- 5. China**
- 6. Cuba**
- 7. Denmark**
- 8. Egypt**
- 9. Greenland**
- 10. Greece**
- 11. Hungary**
- 12. India**
- 13. Ireland**
- 14. Italy**
- 15. Japan**
- 16. Mexico**
- 17. Namibia**
- 18. New Zealand**
- 19. Norway**
- 20. Russia**
- 21. Scotland**
- 22. Spain**
- 23. Turkey**
- 24. Vietnam**
- 25. Wales**



United Nations

Nation/Pack Membership Registration

Pack:
Contact:
Telephone:
E-Mail:

1st Choice of Nation:
2nd Choice of Nation:
3rd Choice of Nation:

Estimated Number of Youth:		Estimated Number of Leaders:	
Estimated Number of Helpers:			

We Wish to Run this Session (choose one of the 8 sessions):
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Return this page by email or in person to the registrar - Scouter Beth McWhorter
 Email: mem.mcwhorter@gmail.com or in person to: 956 Red Deer Ave., Oshawa, ON L1K 0C4
 NO phone calls please as this is on a first response in priority. Email response is preferred.



Whitby Area Pow Wow 2013 Purple Star Pow Wow

Purple Star Pow Wow coming to Whitby Area this fall!



Naturally, this camp theme will earn the youth in attendance requirements for their Purple Star; in this case the six needed "A" requirements - #2, 7, 9, 10, 11, and 12.

Youth in attendance will also earn these four Activity Badges:



World Religions



International Trade



Space Exploration



Aboriginal Awareness

As in past Pow Wow camps, the object is to accumulate points. At the end of camp the points will be tallied, and the Pack collecting the most points is declared the winner and is awarded the "Akela's Bone".

In rough breakdown; Saturday's events are rotational challenging Pack against Pack in various "Learn and Earn" sessions. At Purple Star Pow Wow, there will be **8** different sessions. Each session can earn the Pack as many as **50** points, for a total of **400** points for winning each challenge. The runner up will receive **30** points. During the course of the weekend, Sunday excluded, for additional points the youth will be expected to visit other packs for the purpose of learning what that pack has to teach. This will earn packs "Trade Points" At the conclusion of Saturdays events, the Trade Points will be tallied and Bonus points will be awarded: 1st place = 25 pts., 2nd place = 15 pts., 3rd place = 10 pts, and the rest 5 points.

On the final day, Sunday, a team of Judges will meet with each pack to evaluate just how well that pack represented its self as laid out in the following section. The top Packs will earn additional points. The maximum possible points that any Pack could earn then is **545 points**.

It's sure to be a whole lot of fun and a close competition!

1. International Trade:



-Each pack represents one of Canada's Trading Partners.

-While packs are out on their fact gathering, they are Canada, and are trying to learn as much as they can about that trade partner they are visiting.

-Fact gathering can be done as a pack during any non-event time, during meal times, and after the days normal activities are done.

-Fact gathering may also be done by 3rd year cubs that already have the activity badge for the session their pack is scheduled for.

-Each trading fact learned is good for one "trade point".

The more facts learned, the more trade points earned.

SCORING:

Most Trade Points Earned:

25 bonus pts

Second Most:

15 bonus pts

Third Most

10 bonus pts

All Others

5 bonus pts

2. Space Exploration: Badge Learn & Earn - Requires 2 host packs; 1 for Information and Quiz to determine winning pack, 1 for Space Station Build Off.



-Information and quiz to cover those factoids required as per the Scouts Canada Cub Book; Canadarm, Canada's Space program, Space Shuttle etc.

Host pack can determine the type of quizzing used to test knowledge at end of session.

SCORING: Winner:

50 points

Consolation:

30 points

-Space Station Build Off host needs to review factoids about Space Stations. Using materials of their own choice, (Cardboard boxes, or SOSO tubes) competing packs are to design and build a space station, explain layout and reason for their layout. The judging of the winner should consider rationality of design, amount of information given, cooperation in the building etc.

SCORING: Winner:

50 points

Consolation:

30 points

3. World Religions: Badge Learn & Earn - Requires at least 3 host packs, each teaching a different religion. Two (2) should be Islam and Judaism, plus one



additional (or more dependent on interest.). The goal is to teach the visiting packs about that religion as per Part 1, sect a) and b), and Part 2. Hosting pack will determine the testing method to determine a winner.

SCORING: Winner: 50 points (per religion) X 3
Consolation: 30 points (per religion) X 3

This session provides the perfect opportunity to teach youth about acceptance of and tolerance for other religions, ideals and ways of life. The suggestion is to make the very most of this opportunity.

4. Aboriginal Awareness: Badge Learn & Earn -



Requires 3 host packs as follows:

Aboriginal Game - Parts 1 & 2 of Cub Book

Aboriginal Game - Parts 3 & 5 or 6

Aboriginal Game: host pack is to teach the rules of a First Nations Game, teach the basic skills, then referee a head to head competition between the visiting packs.

SCORING: Winner: 50 points
Consolation: 30 points

Parts 1 & 2 of Cub Book; hosting pack to cover these portions of the requirement, then test for knowledge. Head to head "Jeopardy" style quiz is recommended.

SCORING: Winner: 50 points
Consolation: 30 points

Parts 3 & 5 or 6; host pack to cover these requirements. For the 2nd part (either 5 or 6) , relate the delivery to the particular Nation selected for part 3, host pack's choice of Nation.

SCORING: Winner: 50 points
Consolation: 30 points

Saturday Event Summation:

By the end of events on the Saturday, the packs will have attended 8 sessions, and will have visited at least 10 of an estimated 18 packs attending, with wonderful results for the youth.

- 1. They will have earned up to a maximum of 400 points from activities scheduled**
- 2. They will have earned up to a maximum of 25 points from Trade Points**
- 3. They will have earned FOUR Activity Badges for the weekend.**

Sunday Challenge:

This next part is the second place the Trade Partner information comes into effect. Several panels of Judges will go around during the day, and test, quiz, observe and generally estimate how well each pack represents Cubbing in their Trade Partner Nation. Effectively, each pack should know the following:

- 1. The Cub Law and Motto in their Nations language. (Kudos for those who also know the Promise too, and 10 bonus Challenge Points!)**
- 2. Any representations of Flags, Logos etc. for that Nations Cubbing/Scouting programs**
- 3. Representations of Activity Badges Cubs earn in that Nation**
- 4. Variations in the Cub Uniform.**
- 5. Any other facts the pack can learn about their Nation's Cub Program, and way of life.**

For each item the judges uncover of the packs knowledge, unless otherwise stated, the pack will receive two points. These points will be tallied, and Challenge Points will be awarded as follows:

First Place:	100 points
Second Place	90 points
Third Place	80 points
Fourth Place	70 points
Fifth Place	60 points
All others	50 points

<p>That makes a Total Maximum of 545 points available to any one pack!</p>

Where there is a tie in knowledge of a packs Trade Nation's Cubbing, the pack with the more orderly, cleaner or ready to leave campsite will take the win.

As always, the Challenge Points will be added to the Saturday events points, and the pack with the highest score will be declared winner of the weekend, and awarded the "Akela's Bone" Plaque.

Let the Pow Wow Challenge Begin!

Scouter Greg Long, Whitby Area AAC, Pack