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## **Welcome to Scouting!**

August 1 – 8, 1907, Poole Harbour, southern England ... Baden-Powell organized an experimental camp with scouts from different socio-economic backgrounds. Baden-Powell used observations from Brownsea Island Scout Camp, along with experience from his military career and his life, to write *Scouting for Boys* (1908). The great scouting movement had begun. Thank you for being a part of *this great movement*.

The purpose of this Timberwolf Leader Guide is to consolidate and synthesize information from a variety of sources so that you can start as an informed and confident leader, ready to join the hunt with Timberwolves.

## **What is the BPSA?**

The BPSA offers a community-oriented Traditional Scouting program for youth and adults, boys and girls in the United States. We are not affiliated with the Boy Scouts of America or the Girl Scouts, USA; but are members of the World Federation of Independent Scouts (WFIS) and as such are not in competition with other American scouting associations; we are only their brothers and sisters in scouting. Our association is volunteer run and we have no full- or part-time paid staff—this allows us to keep costs down for parents and youth interested in the scouting program.

## **What is a Timberwolf?**

A Timberwolf is a member of a Timberwolf section of the BP Service Association, which holds as its basis the Timberwolf Promise and Timberwolf Law. These have been characterized for Timberwolves from the Wolf Cub elements as written by the 1<sup>st</sup> Lord Baden-Powell of Gilwell. The Timberwolf program is designed for children typically eight to ten years of age. It is a program based on Lord Baden-Powell's philosophy "to produce healthy, happy, helpful citizens of both sexes" and thus "to develop mutual goodwill and cooperation." (From BP's Last Message to Scout Leaders)

An important fact to keep in mind is that the Timberwolf program is very distinct from the Pathfinder program, and should be kept so. The difference in age and psychology of the two age groups is the reason for two distinctly different programs.

## **The Timberwolf**

Upon registration in the scout group, the scout gets the group flash/rocker and WFIS badge. A scout is given a white necker until Invested as a Timberwolf. Group necker is presented upon first Investiture. If an Otter swam up to Timberwolf, having completed the Timberwolf Investiture requirements, this Otter would keep his/her group necker when moving up to Timberwolves.

A youth becomes a Timberwolf by completing the Tenderpad requirements (see youth handbook) and then being invested during which time they make the Timberwolf Promise.

After being invested, the scout is then known as a Timberwolf, and is entitled to wear the Timberwolf uniform and badges. After investiture, the Timberwolf proceeds to qualify as a One Star Wolf and then as a Two Star Wolf. He/she may also qualify for special proficiency badges as described in the Timberwolf Handbook.

Proficiency badges for different subjects and their tests are set out in the Timberwolf Handbook. First Star and the Second Star requirements are also set out.

## The Timberwolf Program

The Timberwolf program must be planned with youth eight (8) to ten (10) years of age in mind. Knowing the characteristics of this age group and planning activities that they want to do and are capable of doing, will lend to the smooth and interesting section operation. After reviewing the star and badge requirements, it is easy to plan with those areas in mind. Use the Timberwolf handbook as content for program development.

The badge scheme for Timberwolves consists of the Tenderpad requirements, 1<sup>st</sup> and 2<sup>nd</sup> Star requirements, Leaping Wolf requirements and special proficiency badge requirements (see Timberwolf Handbook). The intention of the badge scheme is to help develop the youth's emotional, physical and social well-being, while preparing the scout to become a Pathfinder.

However, it should be noted that not all scouts will wholeheartedly participate in the badge program. For some scouts, the outing (camping) segment of the program and general fellowship is the reason for their membership and this is acceptable, providing their behavior is appropriate to that of a Timberwolf. All scouts are required to do *their personal best* and with this in mind, should a scout be physically or mentally challenged *their best* would earn them the badge.

If at all possible, the entire leadership team should be present for planning the year's program. Start with an overall view of the entire year, perhaps giving themes to each month. The Jungle Theme is very popular with this age group—more on this in a moment.

Then continue the planning by making monthly plans. Finally, complete your program planning by making detailed weekly plans. It is better to over plan and be able to leave out certain items than to not plan enough and stand around wondering what to do with a group of Timberwolves for 15 minutes because the program wasn't adequate.

Start the year off with concrete expectations from both the scouts and their parents, and your role will be much easier to fulfill. For example, plan into your program a basic set of rules including "mutual respect", "cooperation", "pride in uniform", "appropriate behavior", etc. Along with informing parents of this area of your program, don't hesitate to regularly ask them to be parent helpers in as many areas of your program as possible. The process for a background check is simple; ask your Group Scoutmaster or Group Auxiliary chair.

It should be noted that there are numerous courses and workshops available to enhance your knowledge and resources in order that you may provide an outstanding Timberwolf program. **Browsea Training Camp (BTC)** is the first step in continuing leadership development and leaders are encouraged to complete BTC within one year of joining. Next comes the **Woodbeads (WB)** series for leaders. Ask your Group Scoutmaster (GSM) for information on dates and locations.

The Timberwolf Program is based on the story "The Jungle Book" written by Rudyard Kipling. This story is about a young boy growing up in a wolf Pack, learning skills, teamwork and loyalty until he is accepted

into the Pack as a wolf. The Timberwolf program is exactly that—skills, teamwork and loyalty to your fellow Timberwolf. Names, activities, and ceremonies will mirror “The Jungle Book.”

It is the intention of this program to help develop our young emotionally, physically and socially. Programming should be developed with many themes, especially including the *OUT* in *scouting* and, of course, the Jungle theme. Badge requirements are based on the areas of Learning, Skill Development, Exploring and Leadership, AFTER they have earned their first star.

## Timberwolf Naming

Leader Names	– Jungle Names or Scouter so-and-so, Scouter Sally
Timberwolf Names	– First name or a Jungle Name. Sixers are usually named for their Six color along with a Jungle Name, e.g., White Plume, Brown Fox, etc.
Sixes	– Color name, e.g., <i>The Blue Six</i>

## The Timberwolf Promise:

I promise to do my best	On my honor, I promise to do my best
To do my duty to God and my country,	To render service to my country,
To keep the Law of the Timberwolf Pack and	To keep the law of the Timberwolf Pack, and
To do a good turn to somebody every day.	To do a good turn to somebody every day.

## The Timberwolf Law

The Cub gives in to the Old wolf.  
The Cub does not give into himself/herself.

## The Timberwolf Motto

Do Your Best

## The Timberwolf Salute and Sign

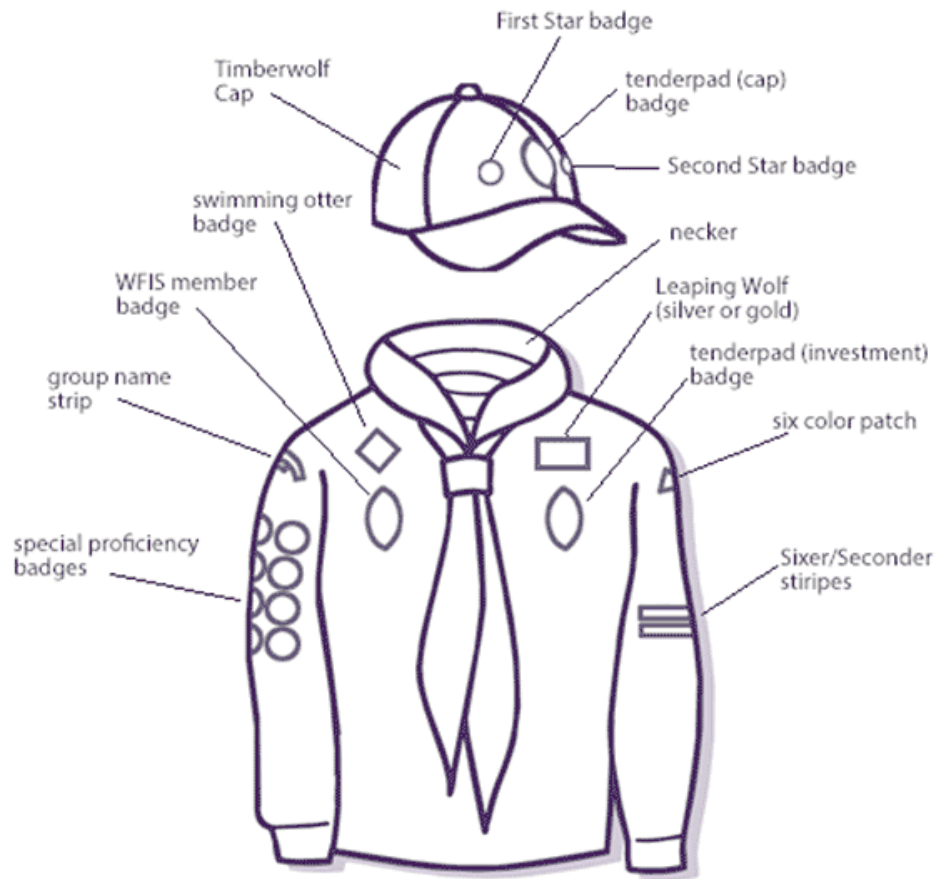
The salute is to the temple. The sign is with arm *stretched high*, as if reaching for “Your Best”



## **General Policy of the Timberwolf Section**

1. Object: The object of the Timberwolf Section is to provide an organization where young boys and girls can take part in suitable activities appropriate to their age and development prior to entering the Pathfinder Section.
2. Name or Title: The Section is known as the Timberwolf Pack. This is divided into Sixes, a Six being the equivalent of a Den/Patrol. A Sixer is appointed and he/she picks an assistant Sixer, called a Second.
3. Age Limits: boys and girls are eligible to join this Section when they have reached their 8<sup>th</sup> birthday. They transfer to Pathfinder Troop when they reach their 11 birthday, or at Leader discretion.
4. Uniform: The Philosophy of the Association is that the uniform should not involve parents in any unnecessary expense. As members of the Group, Timberwolves will wear the Group neckerchief. The complete uniform will be the uniform as approved by the Baden-Powell Service Association US.
5. Meetings: It is recommended that Timberwolf Meetings be held on a weekly basis, in early evening to suit the younger age group and should normally last no longer than one and a half hours. It is recommended that Sixers Council is held at regular intervals. This is an informal body consisting of the Timberwolf Leaders and the Sixers to discuss and plan Pack programming and activities.
6. Representation: The Pack is represented on the Group Council by the Timberwolf Masters, and Timberwolf Leaders as needed. The Group Council is a meeting of all registered Scouters in the Group. The Group Council is chaired by the Group Scoutmaster (GSM). The Group Council is responsible for the operation of the Group sections. The Group Auxiliary is a different branch of the scout group. The Group Auxiliary is responsible ONLY for the raising of funds and other logistical support.
7. Insurance: Check with your Group Auxiliary and/or Group Scoutmaster
8. Co-operation between Sections: The Timberwolf Pack should have contact with the Pathfinder Troop as it is to that Section that the Timberwolf will eventually go. Knowing other Scouters and members from other sections will help the Timberwolf to understand that he/she is a member of a family in Scouting. The Leaping Wolf Badge will help to forge the link between Timberwolves and Pathfinders.
10. Co-operation with other Organizations: A Scout is a Friend to All and a Brother or Sister to every other Scout.
11. Programs: Activities in the Timberwolf Program should be appropriate to the 8 to 11 year olds and should avoid anything which may be part of the Pathfinder Program with exception to the Leaping Wolf Badge Requirements. Outdoor activities should consist of games and other activities whose purpose is to promote character building, self-reliance, a sense of duty to others, fun and interest in the outdoors.
12. Leaders: The minimum age required for the rank of Timberwolf Leader is 21 years of age and Assistant Timberwolf Scouters must be a minimum of 18 years of age. Adult and Youth required ratios must be met or exceeded at all times, the ratio for the Timberwolf Pack is one leader for ever six Youth.

## Uniform



## Timberwolf Uniform Patch Guide

### Uniform and Badges for Timberwolves

Head gear:	A navy blue baseball cap with the Timberwolf patch sewn on the front.
Scarf & Woggle:	Neckerchief of approved Group color. Woggle of any pattern except Wood Beads type.
T-Shirt/Sweatshirt:	Of approved pattern, ash gray in color.
Shorts or Longs:	Navy blue, Khaki, green or gray.
Socks:	Navy blue, khaki, green or gray. Green for wearing with shorts.
Footwear:	Black shoes, or Hiking Boots.

Badges should be properly sewn on the uniform—not be glued on, nor sewn with huge stitches.

## **The Six**

The Six is the small group within the Timberwolf section. The Six has, typically, between 6-8 scouts. Each Six will have a unique color that can be used with a flag.

## **You and Your Sixers**

Each Six has a Sixer to lead it, and a Second to help the Sixer. A Senior Sixer may also be appointed if desired. The Timberwolf in the position of Senior Sixer would be expected to provide leadership to the other Sixers and Seconds. A Second is appointed by the Timberwolf Master in consultation with the Sixer concerned, to assist the Sixer and to take his/her place when absent.

How often do you look at your Sixers and see a future Baden-Powell Award winner, a business manager, or a company CEO? Can you tell how caring and capable they may be when they grow up?

Maybe not.....but you can give them the opportunity within the program of training to develop abilities of leadership. This presents an exciting challenge to you as a leader.

The Six system provides a way of organizing a Timberwolf Pack and assumes that the Sixer will take responsibility for “looking after” his or her Six. Being in this position can be an exciting job for Sixers and they will look to you for support and encouragement.

Being a Sixer will help a Timberwolf to grow in terms of self-confidence and experience of handling responsibility. Not only does being a Sixer help prepare the scout as a future Patrol member in the Pathfinder Troop, it also helps in relationships with others individually and with small groups...whether at school or during life in general.

## **Choosing Your Sixers**

It is not an easy task to choose which particular Timberwolf to appoint as a new Sixer, as there are several factors to take into consideration.

Your Pack may have its own tradition for the selection of Sixers, but it is always a good idea for the Leader to make this decision in consultation with the other Leaders and existing Sixers to get the widest variety of opinions. It does not necessarily follow that the oldest Timberwolf will be the best suited to become a Sixer, as each varies so much in maturity and ability.

Ideally, a Sixer should have some qualities from the following list:

- Mixes well with other Timberwolves
- Has some experience as a Timberwolf
- Has an amiable personality
- Sets a good example
- Attends regularly and is reliable
- May have had experience as a Second
- Enjoys being a Timberwolf
- May already take lead with the Six

A young person aged somewhere between 9½ and 10½ is a different character from the 8-year-old who just entered the Pack. You know your older Timberwolves – they know the routines and culture. They want to be heard, and they want the best for their Six and their Pack. Your job is to harness this enthusiasm to the benefit of the whole Pack.

The Six system gives you the ideal chance to channel the energies of the older Timberwolves towards helping the Pack. Perhaps, at the same time, they may work on their Leaping Wolf Award.

## **Getting the Best from your Sixers**

When any Timberwolf becomes a Sixer, he/she wants to take a more active role in the Pack. There are many regular jobs within the Pack, which could be done by a Sixer supported by the Leaders. Youngsters of Sixer age like rules and organization. Be careful to not overload your Sixers with responsibility as Sixers be let to join in the play and game of scouting.

The responsibilities taken on by the Sixers could include:

- Teaching Timberwolves new skills
- Organizing a Six-Duty Roster
- Taking a leading role in ceremonies
- Running a game
- Looking after Six Material Boxes
- Welcoming visitors to the Pack

Here are some things to remember to help you support your Sixers:

- Consider how much responsibility the Sixer can handle. This means you should give the Sixers some simple tasks at first, and gradually build up, rather than overwhelm them.
- Show Sixers that you are listening to them during meetings.
- Take Sixers' suggestions seriously and put ideas into practice whenever possible.
- Give Sixers responsibility and let them do some jobs on their own.
- Step in when you see that a Sixer cannot cope, and give support. An example could be to clarify the rules of a game that the Sixer is in process of introducing...but don't take over.
- Clearly define the Sixers' responsibilities, so that they know exactly what they are expected to do.
- Give Sixers the opportunity to practice a skill or activity before they teach it to Timberwolves.
- Show Sixers any new game and play it with them before they run it in the Pack.
- Remember to say 'Thank You' for jobs well done.

Sixers will learn by doing and need your support until they are confident about special responsibilities.

Older Timberwolves in the Pack have a significant amount of experience that can be shared with younger Timberwolves. You can put this expertise to good use, but the Timberwolves will require training. Ask the Sixers what they would like to do and also ask them to suggest ways of the tasks being organized. Gradually, they will take on more activities. Sometimes it might be useful to take time and organize a Sixer training day or weekend, especially if you have recently appointed several new Sixers.

Nothing changes overnight and the effort put into early training will reap benefits later as the Timberwolves get used to the idea of Sixer responsibility. It creates Timberwolf culture.

Seconders are a very necessary back-up and should be included in some elements of Sixer training. It is indeed beneficial to involve older Timberwolves in the sharing of ideas and planning for activities.



## **Sixers Council**

One way to help your Sixers feel an important part of the Pack is to regularly meet in Sixers Council. In Sixers Council, Sixers, and possibly Seconders, meet with Adult Leaders. It gives Sixers a say in the running the Pack. The meeting could be held before or after the regular Pack meeting, or arranged to meet your own and your Timberwolves circumstances.

How structured or informal these meetings are is up to you, at the end of the day it's about what suits you and the Pack that's important.

There is little benefit in holding a Sixers Council meeting and then ignoring the Timberwolves suggestion. You should keep a simple record of their ideas and use some of them from time to time.

Do not worry about silly suggestions. You will get plenty of them, especially at first, but listen to the suggestion and it will show that you take their leadership seriously.

Today's Sixers may be tomorrows Patrol Leaders. The acceptance of responsibility as Timberwolves will help them progress through to their Pathfinder Troop, where they can develop their skills further.

### **Topics for Sixers Council:**

Have some questions ready to ask the Sixers, and give them a chance to share their thoughts.

Topics for discussion might include:

- Changes to Pack routine
- Appointment of new Seconders
- New games, activities and projects
- Ideas for outings and camps
- Behavior of the Sixes
- Plans for visiting the Otter Raft or Pathfinder Troop
- A review of what has gone well during the last month, and what hasn't
- New Chums, which Six might they join and how are they settling in

The Sixers Council is a great opportunity to talk with your Sixers and to find out what is really going on amongst the scouts in the Pack. It is also an opportunity to train your new Sixers in their responsibilities, making them feel an important part of the Pack. The meeting is another way to make the older Timberwolves feel that little bit special.

Often, working with the older Timberwolves can be the most rewarding part of running the Pack, as you see the young person grow and develop...ready to face the challenge of the Pathfinder Troop.

## **The Pack**

Except in special circumstance the Pack consists of thirty-six (36) Timberwolves. The programming for the Timberwolf section must be kept as distinct as possible from that of Otters, Pathfinders, and Rovers. Programming focuses on the emotional, physical and social development of scouts.

The Pack is divided into Sixes, ideally consisting of six Timberwolves in each including a Sixer and a Second. Each six should include youth of varying ages for programming purposes.

## **The Totem**

Each Pack should have a Totem, and the Totem should be a Wolf's Head. B-P recommended that new Tenderpads add their contribution to the Pack's traditions by affixing their name to the Totem.

## **Programming**

The next few pages are a resource for you to plan your meetings. All Timberwolf Leaders should thoroughly acquaint themselves with the Timberwolf Handbook before they begin program planning.

### **Sample Meeting Format: Arrival, Inspection, Opening, Material, & Closing**

#### *THE Arrival:*

As Timberwolves arrive for the meeting ensure that there is organized activity, e.g. A Duty Six has previously been assigned to erect the flags (set up a duty roster each month), members of the Six are in their Lairs getting ready for inspection, Sixers are doing attendance and setting up materials. Your Senior Sixer(s) and/or Timberwolf Instructor could be assigned to provide leadership to this time frame. Take this time to connect with parents and families. Put a face to your scout group.

#### *THE Inspection:*

All Timberwolf Leaders do this and a Senior Sixer and/or Timberwolf Instructor may accompany them. Sixes should be assigned equally amongst the leadership team and rotated regularly to ensure that all Timberwolf Leaders become familiar with all scouts. As the inspection team arrives at the Six, the Six stands in a single line with the Sixer on right end and the Second on the left as they face the inspection team. As the inspection team halts in front of the Sixer, the Sixer will call the Six to "Alert" and Salute.

Inspection consists of checking that scouts are in full uniform and that it is clean and smartly worn. It is at this point that if a scout is not in full uniform you request that he/she stand one full step back from the Council Circle during opening ceremonies, or go to the back of the line in in line formation, or simply mention to wear uniform next time. It is not punitive, but instructive.

The best way to get your Sixes to wear their uniforms correctly is to lead by example.

It is hoped that all scouts and leaders will also wear the uniform. However, economics may hamper this and no one should be penalized as a result. Many scout groups have a scholarship, hardship, or work program so that any scout wishing a uniform has opportunity to obtain a uniform.

Additionally, “Paws and Claws” are also inspected.

All Timberwolves will hold out in front of themselves their hands first palm up and then over checking for clean hands and fingernails. When the inspection is complete the Timberwolf Master in charge of the inspection thanks the Sixer before leaving. The Sixer then calls the Six to dismissal.

### *THE Opening Ceremony: Jungle Opening & Grand Howl:*

#### **Jungle Opening**

AKELA: Timberwolves in their lairs; lights dim and moon out

BALOO: Look well, O Timberwolves, Look well! TIMBERWOLVES: (Howl like wolves)

BALOO: Now this is the Law of the Jungle, As old and as true as the sky. And the Timberwolf that keeps it may prosper, But the Timberwolf that breaks it must die!

TIMBERWOLVES: The cub gives in to the old wolf, The cub does not give into himself/herself.

TIMBERWOLVES: (Led by their Sixers, the Timberwolves creep from their lairs as they walk around in circle. We are the (color) six ... We are the (color) six ... We are the (color) six ... We are the (color) six

(Timberwolves form a Rock Circle around Akela and the Totem at the council rock)

AKELA: As the dawn was breaking, the Timberwolf Pack yelled.....

TIMBERWOLVES: (taking one step back as they say “Once” and one step back as they say “Twice” and bringing their feet together as they say “Again”. To form a Parade circle)

AKELA: Feet in the jungle that leave no mark! TIMBERWOLVES: (softly) No Mark! AKELA: Eyes that see in the dark! TIMBERWOLVES: (softly and mysteriously) The dark! AKELA: Tongue....give tongue to it. Hark! Hark!

TIMBERWOLVES: Do the Grand Howl

### *THE Meeting Material:*

After the Grand Howl it is a good idea to have your steam off or high-energy game of the evening, followed by the components of the Timberwolf program which are games, outdoor activities, badge work, handicrafts, stories, acting, music (singing), and Star work.

### *THE Closing Ceremony: Jungle Closing & Grand Howl:*

Once again the Grand Howl (after you are comfortable with your Pack you may choose to do a *Mouse Howl*, same as a Grand Howl only whispered) with the same Timberwolf Leaders who lead opening doing closing as well as the same Duty Sixer. After the Howl is complete you may wish to present badges or stars and this would be the time to hand out notices of upcoming activities/outings, etc. or sign vespers. Once complete the Timberwolf Master doing the closing calls “Good night and Happy Hunting. Pack dismissed.”

### **Jungle Closing**

AKELA: Timberwolves in their lairs; lights dim, moon out.

BALOO: As the creeper that girdles the tree trunk The Law runneth forward and back, For the strength of the Pack is the Wolf, And the strength of the Wolf is the Pack.

TIMBERWOLVES: The cub gives into the old wolf, The cub does not give into himself/herself.

AKELA: Now Chil the Kite brings home the night, That Mang the Bat sets free. The herds are shut in byre and hut, For loosed ‘till dawn are we. This is the hour of pride and power, Of talon, tusk and Claw, Oh hear the call, Good hunting all! Who keep the Jungle Law.

TIMBERWOLVES: (led by their sixers, the Timberwolves creep from their lairs, calling as they come.)  
We are the (color) six ... We are the (color) six ... We are the (color) six ... We are the (color) six ...  
(Timberwolves form a Rock Circle around Akela and the Totem at the council rock)

AKELA: Because of his age and his cunning, Because of his grip and his paw, In all that the Law leaveth open, The Work of the Head Wolf is Law.

AKELA: As the dawn was breaking, the Sambhur belled,

TIMBERWOLVES: (taking one step back as they say “Once” and one step as they say “twice” and bringing their feet together as they say “Agian”, to form a Parade Circle) Once, twice, again!

AKELA: And a wolf stole back, and a wolf stole back!

TIMBERWOLVES: To carry the word to the waiting pack!

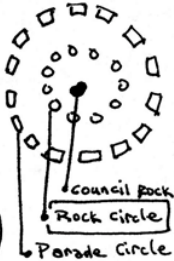
AKELA: The full moon risen, the Timberwolf Pack howled.

TIMBERWOLVES: (Cubs do the Grand Howl)

AKELA: A brave heart and a courteous tongue shall carry you far in the jungle. (*Timberwolf Words*)  
Thank you for a night of good hunting that led us down trails both familiar and new. Watch over us. Help us to keep the Timberwolf Law and to do our best in the week ahead. (*Announcements?*)

AKELA: Wood and Water, Wind and Tree Jungle Favor go with thee. Good Night and Good Hutting

# 1 THE GRAND HOWL



CROUCH POSITION

2



AKELA approaches TW chin up and yell

3

Ah-KAY-LA!  
We-eeel  
dooo oo...  
Oour rrr...  
.....

BEST!



ON "BEST" spring to feet and make TW ears on side of head

4



DO YOUR BEST

DYB  
DYB  
DYB  
DYB

4 DIB

DUTY SIFER CALLS TO THE PACK

ON 4TH DYB DROP LEFT ARM



Make the TW sign

6A

We-e-e-el \*DOB-DOB-DOB-DOB



\* DO OUR BEST

WHOLE PACK YELLS

6B

\* AT ALERT \*



ON THE 4TH DOB, DROP right arm and stand at ALERT

7



HOLD HANDS; step back; and form Council Circle

## The Grand Howl

The first meeting of the year Akela usually leads the Grand Howl and from then on it is on a rotational basis amongst the Timberwolf Leaders (Senior Sixers and Timberwolf Instructors may not lead ceremonies other than Campfires). Additionally, Akela will usually lead on special occasions such as Investiture, Leaping Wolf, etc.

In the Jungle Book, the wolves all sat around council rock in a circle and when Akela, the old wolf, the head of the Pack, took his place on the rock, they all threw up their heads and howled their welcome to Akela.

When Akela comes to the meeting, the Timberwolves salute him/her by squatting around in a circle as young wolves do, and giving Akela the Timberwolf Grand Howl.

To do the Grand Howl, Timberwolves squat down on their heels with both of their hands on the ground between their feet, knees out to either side, throw up their heads and howl. But the howl means something more. The Grand Howl is meant to not only welcome Akela and show that Timberwolves are ready to “Do Your Best!”

The call of the Pack all over the world is “We’ll do our best,” so when Akela comes into the circle, Timberwolves should throw up their chins, and altogether howl out making each word a long howl–

“Aaaaah-kaaaaay-laaaaa! – We-e-e-ell do-o-o-o-o-o-o-o-o- our – BEST!”

Yell the word “best” sharp, short, loud and all together, while at the same time Timberwolves spring to their feet with two fingers of each hand pointing upwards at each side of the head, to look like two wolf’s ears, fingers of the hands together.

Keep two hands up while the Duty Sixer calls to the pack, loudly: “DYB---DYB---DYB---DYB” (pronounced “dib” ... meaning Do Your Best). After the fourth “DYB,” each Timberwolf drops their left hand smartly to their side and keeps the right hand at the salute, with two fingers up, but now spread out making the salute.

Then the whole pack yells: “We-e-e-e’ll DOB DOB DOB DOB!” (meaning “We’ll Do Our Best!”). After the fourth “DOB,” each Timberwolf drops their right hand to their side and stands at the alert and waits for orders.

Video of Opening and Closing with Grand Howl, <https://youtu.be/2VqgZs9IPrk>

## Sample Weekly Plan – One Meeting

October 1

- 6:00 p.m. Sixer Council Meeting
- 6:20 p.m. Gathering – Sr. Sixer
- 6:30 p.m. Inspection – All
- 6:40 p.m. Opening Ceremony/Grand Howl – Begheera
- 6:50 p.m. Game – Akela
- 7:00 p.m. Instruction: Tool Safety – Ms. Williams
- 7:10 p.m. Parent and Youth Project
  - 1<sup>st</sup> year Wolves – Timber Boxes – Baloo; 2<sup>nd</sup> year Wolves – Bird Houses – Akela;
  - 3<sup>rd</sup> year Wolves – Bird Feeders – Hathi
- 7:30 p.m. 1<sup>st</sup> year Wolves, Tenderpad – Akela; 2<sup>nd</sup> and 3<sup>rd</sup> year Wolves, review Promise etc. – Bagheera
- 7:40 p.m. Council Circle, Discuss Fall Camp and give out permission forms and gear list – Baloo
- 7:50 p.m. “Promise, Law and Motto” relay game – Hathi
- 7:55 p.m. Closing Ceremony – Bagheera

Materials Required: Timberwolf Game Book – Akela; Plywood, Nails, Saws, Hammers – Ms. Williams; Permission Forms/Gear List – Bagheera; Puzzle pieces for relay game – Hathi

## Sample Monthly Plan

- October 1 Sixer Council meeting; Inspections for point system commence Instruction Tool Safety Youth Project 1<sup>st</sup> year—Timber Boxes, 2<sup>nd</sup> year—Bird Houses; 3<sup>rd</sup> year—Bird Feeders.
- October 8 Astronomy Night
- October 15 Kit Check for Fall Camp; Leaf collage; Lair Corners Instruction; Introduction to First Aid
- October 18-20 Fall Camp
- October 22 Commence Adopt-A-Grandparent program at Auxiliary Hospital
- October 29 Fall Festival Party with Otters & Pathfinders Family Night; Leaf Collage; Games

As you acquire experience in the scout group, you will program the whole year in advance. Ultimately, you will have a yearly plan that cycles into a three-year plan, thereby accounting for the full arc of the Timberwolf scout experience.

Before you go into detailed weekly plans, you should hold a parents meeting to inform them about the kind of program their children will be attending and your expectations, as well as a description of the Star and Badge program. Parent education will promote a strong scout program. In addition, parent participation on outings/camps and special meetings is often needed. Involve your scout community.

## Sample Year Plan

Service Project: Metro Restoration January 31 <sup>st</sup>					
January 2015 GREEN	February 2015 BLUE	March 2015 WHITE	April 2015 RED	May 2015 GREEN	June 2015 BLUE
<b>Proficiency Focus:</b> <i>Athlete</i> <i>Guide</i> <i>Modeler</i> ..... <b>3<sup>rd</sup> SIX MEETING:</b> (Blue & White) Birds with Metro ..... <b>4<sup>th</sup> SIX MEETING:</b> (Green & Red) Hands-on practical application of proficiencies. <b>18<sup>th</sup> PACK MEETING:</b> Apply the proficiency skills to a pack activity. <b>31<sup>st</sup> Pack Activity:</b> Service Project Metro Restoration	<b>Proficiency Focus:</b> <i>Observer</i> <i>Hiker</i> <i>Artist</i> ..... <b>14<sup>th</sup> SIX MEETING:</b> (Green & Red) Birds with Metro ..... <b>15<sup>th</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>PACK MEETING:</b> None <b>Pack Activity:</b> None <b>28<sup>th</sup> Group Activity:</b> Mazama Lodge (Feb. 28 <sup>th</sup> – March 1 <sup>st</sup> )	<b>Proficiency Focus:</b> <i>Conservationist</i> ..... <b>1<sup>st</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>15<sup>th</sup> PACK MEETING:</b> Apply the proficiency skills to a pack activity. <b>28<sup>th</sup> Pack Activity:</b> Service Project Metro Restoration	<b>Proficiency Focus:</b> <i>Map Reader</i> <i>Knatter</i> <i>Camper</i> ..... <b>12<sup>th</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>PACK MEETING:</b> None <b>24<sup>th</sup> Pack Activity:</b> Camp Out (24 <sup>th</sup> -26 <sup>th</sup> )	<b>Proficiency Focus:</b> <i>Observer</i> <i>Artist</i> <i>Gardener</i> ..... <b>3<sup>rd</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>17<sup>th</sup> PACK MEETING:</b> Apply the proficiency skills to a pack activity. <b>Pack Activity:</b> Community Garden	<b>Proficiency Focus:</b> <i>Map Reader</i> <i>Knatter</i> <i>Camper</i> ..... <b>7<sup>th</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>21<sup>st</sup> PACK MEETING:</b> Apply the proficiency skills to a pack activity. <b>26<sup>th</sup> Group Activity:</b> Hullabaloo (26 <sup>th</sup> -28 <sup>th</sup> )
Service Project: Oregon Food Bank					
July 2015 WHITE	August 2015 GREEN	September 2015 RED	October 2015 BLUE	November 2015 WHITE	December 2015 RED
<b>Proficiency Focus:</b> <i>Conservationist</i> ..... <b>12<sup>th</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>PACK MEETING:</b> None <b>Pack Activity:</b> None (Leaders at Woods Beads)	<b>Proficiency Focus:</b> <i>Observer</i> <i>Hiker</i> <i>Artist</i> ..... <b>2<sup>nd</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>16<sup>th</sup> PACK MEETING:</b> Apply the proficiency skills to a pack activity. <b>Pack Activity:</b> Backpack Camping	<b>Proficiency Focus:</b> <i>Athlete</i> <i>Guide</i> <i>Cyclist</i> ..... <b>6<sup>th</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>20<sup>th</sup> PACK MEETING:</b> Apply the proficiency skills to a pack activity. <b>Group Activity:</b> Bike Rodeo	<b>Proficiency Focus:</b> <i>Map Reader</i> <i>Knatter</i> <i>First Aider</i> ..... <b>4<sup>th</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>PACK MEETING:</b> None <b>9<sup>th</sup> Pack Activity:</b> Timberce (9 <sup>th</sup> -11 <sup>th</sup> )	<b>Proficiency Focus:</b> <i>Observer</i> <i>Hiker</i> <i>Artist</i> ..... <b>1<sup>st</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>15<sup>th</sup> PACK MEETING:</b> Apply the proficiency skills to a pack activity. <b>29<sup>th</sup> Pack Activity:</b> Hike	<b>Proficiency Focus:</b> <i>Map Reader</i> <i>Knatter</i> <i>Signaler</i> ..... <b>6<sup>th</sup> SIX MEETING:</b> Hands-on practical application of proficiencies. <b>20<sup>th</sup> PACK MEETING:</b> Apply the proficiency skills to a pack activity. <b>Pack Activity:</b> Service Project Oregon Food Bank



## How to Use Games

A Child's life is largely made up of play, but that play is very real to the child. Children not only pretend to be jet planes and astronauts, while the game is going on, they are jet planes and astronauts. They are disappointed and disillusioned if a grown-up takes a game lightly, finishes it abruptly before it is played out, or does not worry about keeping the rules.

In the play-world, children are learning and testing the rules of life, which they have to observe as adults later on. They will learn to give and take, to co-operate with others, to accept defeat without complaining, and succeed without being boastful.

Timberwolf Leaders need to appreciate this world of imagination and to use it in their approach to scouting. Every activity of the Timberwolf program could be, or could include a game.

Timberwolves enjoy games because they enjoy make-believe, and the physical exhilaration of running, jumping, and chasing. Many games provide mental relaxation through physical activity. Other games encourage mental alertness. It is the leaders' task to choose games carefully with purpose in mind, and to build a program which balances one type of game against another.

Games are not time fillers. There is little value in a rowdy, ill-tempered game, and Timberwolves quickly recognize that if games are to be enjoyed by all, rules and self-discipline are necessary. The importance of fair play, and the need to be unselfish and help each other, can begin to be appreciated by scouts.

### Points To Watch When Preparing Games

- 1) Ensure variety in the type of games chosen. They should not all be competitive games or all chasing games. Do not overdo the favorites.
- 2) Have all equipment ready before you start.
- 3) Rules should be simple and instructions clear. Children forget complicated rules, and in the heat of a game rules can too easily be broken.
- 4) If a game goes wrong, it is better to stop the game immediately and explain again.
- 5) Have silence when explaining a game, and that includes the other adult leaders
- 6) Have a trial run to make sure everyone knows what to do. Try out new games at the Sixers meeting; they will enjoy experimenting.
- 7) "You're Out" games are undesirable if they leave children idle on the side-lines. Arrange the game so that after a short wait, or demonstration of knowledge, the regain "life" and rejoin the game.
- 8) Watch the flow of a game so it is not too long that all fun is exhausted.
- 9) It is not always possible for everyone to have a turn in every game.

As games are such an important part of the Timberwolf leaders' plan, a book in which notes are taken on which games were played, and how to increase the challenge, is a necessary piece of personal equipment

The following will give you a better idea of the type of games you can play.

- 1) Pack games, e.g. *Port and Starboard*. These are usually energetic, non-competitive, and good fun. They develop a Pack spirit.
- 2) Relay games between Sixes, e.g. *fire lighting relay*. These are usually competitive. They develop good team spirit, good sportsmanship, and self-discipline.

- 3) Team games, e.g. *Volley Ball*. These games involve two teams, and are an opportunity to mix up the Sixes, and not overwork Six competition.
- 4) Skill games, e.g. *Emergency Calls*. The purpose is to learn, revise, or practice some skill.
- 5) Sense games, e.g. *Hearing Kim*. These form a large part of Timberwolf training. Games to train all the senses should be used.
- 6) Quiet games, e.g. *The Buzz*. Relax and quiet scouts down after a spell of activity. This helps create the right atmosphere before a story time, scout work, Investiture, or closing.
- 7) Acting games, e.g. *Who Am I?* This is useful for introducing acting in a simple form, which stimulates imagination, encourages self-confidence, and creates lots of fun.
- 8) Wide games, e.g. *Big Game Hunting*. This is a traditional scouting name for games played out of doors over a wide area. They involve hiding, chasing, ambushing, imagination, and make believe, and are a big favorite with most Timberwolves—they expect to do these when they join the Pack.
- 9) Circle games, e.g. *Circle Dash*. These are useful as they can involve all of the Pack or Sixes. They can be competitive or just to let off steam. They are used for ending a Pack Meeting as the Pack is already in a circle before the Grand Howl.

## **Handling the Moment**

If despite your best efforts, a situation arises bad behavior disrupts the activity, threatens safety, or order, then as immediate action you can:

1. Stay cool, calm and collected. It gives a powerful message that you are in aware and will handle it.
2. Take positive action. Don't let the situation drift on or pretend it didn't happen. Your action might be as straight forward as stopping the activity and having a discussion. Or it may be necessary to separate scouts from the others for a separate talk while the activity is restarted for the remainder.
3. Be in sight of others, if you need to talk to scouts to the side, always be in sight of the others. At all costs you should never be alone with a young person behind closed doors.
4. Listen carefully to all sides and get information before you make statements. This is especially true in a situation where you did not witness the incident. If necessary, highlight any safety issues and state what is expected and why.
5. Maintain eye contact when talking in such circumstances, to help get your message across.
6. Remember, close proximity fuels anger and aggression. Maintain space between you and the group or individual....don't get in their face. Avoid naming, or "calling out" scouts.

Later, perhaps at your next leaders' meeting, discuss the incident, the actions taken and the lessons to learn for the future. Remember for next time that prevention is better than cure

## **Behavior of the Pack**

Most of us have had occasions when behavior has affected the smooth running of the Pack during a meeting or event. Such behavior exceeds high spirits and general “naughtiness.” It spoils the activity or event for everyone and may lead to physical injury, damage or distress.

Sometimes poor behavior can be caused by underlying causes outside of our control. There could be allergies, and other undisclosed or undiscovered medical conditions. There are also very different standards of acceptable behavior between home, school, and scouting. Promote compassion.

Don’t be afraid to approach someone from outside for help such as your Group Scoutmaster or your Commissioner. On occasions where bad behavior is persistent, it is important to involve guardians informing them of your concerns. The scout concerned should be informed that you intend to visit their guardians. Always be accompanied by another adult from your group when this visit takes place.

Leaders who have experienced persistent disruptive behavior often feel a sense of inadequacy. They think they have somehow failed. Unfortunately, incidents of this sort happen to everyone sooner or later, even in the best-run meetings and events. Therefore, it makes good sense for Leaders to think ahead and prepare themselves.

An important first step is to recognize that discipline needs to be a team effort. Good behavior can only be achieved with the co-operation of all concerned—adult Leaders, guardians, helpers, and young people.

The Last Resort—No matter how much we dislike the idea, a situation may persist and the only action to be taken may be to ask the scout to leave the scout group. In this instance, you must follow the procedures laid down in the PO&R. The Group Scoutmaster and the Commissioner will be involved. It rarely comes to this.

In such cases, the leadership team did not fail. All we promise is to “Do our Best.”

## **Getting Scouts’ Attention**

Whatever the Timberwolves may be doing, the moment that they hear the call of “Pack—pack —pack,” every Timberwolf at once answers by yelling “Pack!” and by running at once to form the Parade Circle round Akela.

If Akela only calls “Pack!” once, it means silence, and every one (including leaders) must stop what they are doing and listen.

Only a Timberwolf leader (Pack Leader) or Akela is allowed to call “Pack!”

A Sixer may call their six together by calling their six color.

These calls are good to practice on occasion to remind scouts, and show to new scouts.

## Sample Experiential Plan

Make your Timberwolf meetings multifaceted—combine scout proficiencies with outdoor education. In this way, your hike becomes an opportunity to teach navigation skills, and is a richer scout experience.

# Mazama Snowshoe Trip

## Overview

Scouts will embark on a moderate snowshoe hike lasting about three hours. During the hike, the adult leader will intentionally disorient and rely on scouts to use map and compass to determine way back to planned route.

## Objective & Proficiencies

Scouts will demonstrate the ability to: correctly read a map; navigate using a compass; include others in the decision making process.

This experience addresses the following proficiency requirements:

- Rover Rambler Badge (add total mileage of hike to Rambler log)
- Timberwolf
  - Investiture requirement #10: take part in Pack activity
  - Second Star, requirement #2: 8 principle compass points
  - SPB Observer 1ai-iii: six animals/birds
  - SPB Artist: #2b: draw nature, #2c: 3mo sketchbook
  - SPB Hiker #1: day hike, #3: if lost, #4: equipment
  - SPB Map Reader, requirements #1, 4

## Background & Readiness

Previous 3-5 mile hikes, use of snowshoes, and familiar with a day pack.

## General Experience Plan

- Gear check and conversation about winter gear (*transition* Map)
- Map knowledge
- State mileage and est. time. State the two stopping points
- Sit-spot location one, sketch animals, birds, nature
- Sit-spot location two, sketch animals, birds, nature
- Disoriented
- What do you do if lost?
- Scouts navigate to back to known trail
- Back on map trail!
- At lodge. Debrief

## Reflection

- Debrief Plan (Scouts)
  - Retell the snowshoe hike; what worked? what did not work?
- Reflection (Leaders)
  - Congratulate scouts. Bring TW FJ and TW HB to dinner.

Designed For:

- *Rovers*
- *Timberwolves*

## Required Materials – Leader

- ☐ Ten Essentials
- ☐ Map & Compass
- ☐ Snowshoes for all
- ☐ Emer. Release Forms
- ☐ Stove, hand warmer, liquids
- ☐ FRS radio (5-5), cell, other

## Required Materials – Scouts

- ☐ Ten Essentials
- ☐ TW field journal
- ☐ TW handbook
- ☐ Daypack

## Attachments

- ☐ Maps
- ☐ Safety Plan
- ☐ Medical Plan
- ☐ Communications Plan

## Recommended Venue(s)

- Mazama Lodge, Mt. Hood

## Helpful People or Organizations

- Mazama Caretakers: Charles and Brett.

## Sample Contingency Plan

Also known as *Be Prepared* for emergencies

<b>55<sup>th</sup> Cascadia Contingency Plan</b>					
<b>Event Name:</b>			<b>Event Date/Time:</b>		
<b>Family Radio System Channels:</b>					
Channel	Privacy Code	Assignment	Remarks		
<b>Important Telephone Numbers:</b>					
Name/Facility	Assignment	Primary Number	Secondary Number		
			<input type="checkbox"/> Mobile <input type="checkbox"/> Land		<input type="checkbox"/> Mobile <input type="checkbox"/> Land
			<input type="checkbox"/> Mobile <input type="checkbox"/> Land		<input type="checkbox"/> Mobile <input type="checkbox"/> Land
			<input type="checkbox"/> Mobile <input type="checkbox"/> Land		<input type="checkbox"/> Mobile <input type="checkbox"/> Land
<b>Safety Message/Plan:</b>					
<b>Medical Plan:</b>					
<b>Medical Aid Station(s):</b>					
Location	Contact Number/Frequency	Trained Medical Personnel?			
		<input type="checkbox"/> Physician <input type="checkbox"/> Paramedic <input type="checkbox"/> EMT			
<b>Hospital:</b>					
Hospital Name	Address	ER Contact Number	Ground Travel Time	Trauma Center	Burn Center
				<input type="checkbox"/> Yes Level:	<input type="checkbox"/> Yes <input type="checkbox"/> No
<i>Report <b>all</b> injuries. Bring any injury more severe than a small cut or scrape to the medical aid station.</i>					
<b>Event Medical Lead/Contact Number:</b>					

## White Necker Ceremony

It is a good idea to welcome the new scout (or “New Chum”) into Timberwolf section. A New Chum is any Timberwolf-age scout that is entering the Pack, without being Invested. Otters that completed their Swimming Up requirements (the Timberwolf Investiture requirements) will skip the White Necker and retain the scout group necker—a honor, if you will. More on the White Necker, below.

Scouts not Invested are told the story of the *Coat of White Paint*, drawing parallels between the young person in the story and that of the New Chum, and between the white paint and the white necker. When invested, the white necker is traded for the scout group necker. The white necker also serves as a visual for leaders as to which scouts may need extra attention, and a reminder of supporting a scout through General Proficiencies to get Invested in a timely manner.

## Investiture Ceremony

Parent: Here is a cub, Akela, will you keep the cub?

Akela: Of course I will keep the cub, but what will the Pack say? The Law of the Jungle says that, as soon as a wolf cub is ready, the cub must be taken to the Pack Council so that the other wolves may identify the cub.

*New Chum to the center of the circle.*

Akela: Look well O Wolves, Look well! It is the Law of the Jungle that, if a Timberwolf is to be accepted into the Pack, the cub must be spoken for by two members that are not the parents. Who speaks for this Timberwolf?

Baloo: I speak for this Timberwolf. I will teach him/her the Laws of the Jungle.

Akela: We need yet another, who speaks besides Baloo?

Bagheera: (pause) O Akela and the free people, I have no right here at your Council, but the Law of the Jungle says the Timberwolf may be accepted for a price. If he/she is willing to pay the price, let him/her be accepted into the Pack.

Akela: The price we ask is the Promise all Timberwolves make and strive to keep. Do you know the Law and Promise of the Timberwolf Pack, the Grand Howl and the Salute?

Timberwolf: Yes Akela, I do

Akela: What is the Law?

Timberwolf: The cub gives in to the old wolf, the cub does not give in to himself/herself.

Akela: Are you ready to make the solemn Promise of the Timberwolves?

Timberwolf: Yes Akela, I am

*Invested Timberwolves make the Timberwolf sign. (New Chums do not)*

Timberwolf:           I Promise to do my best,  
                          To do my duty to render service to my country  
                          To keep the Law of the Timberwolf Pack,  
                          and to do a good turn to somebody every day.

Akela:                I trust you to do your best and to keep this Promise. You are now a Timberwolf and one  
                          of the Great Worldwide Brotherhood of Scouts.

*Hand the new Timberwolf their cap, 2 TW badges and the WFIS badge, and replace the white necker with  
the Group necker. Shake hands and have the TW salute the Pack.*

*Repeat for next New Chum and conclude with the Grand Howl.*

\* Investing a scout once he/she is ready will honor that scout's achievement; keep ceremonies short (as  
you will not have 8 scouts Invested at once); and instill the desire in other scouts to be Invested.

### **Investiture of a “One Star” Timberwolf**

Scout is presented the Star within the Six. Again, as a new scout group, it may be advantageous to share  
the scout's achievement with the Pack as a way to inform scouts of Timberwolf levels and to construct  
Timberwolf culture. Think of a ceremony that works for your scout group and culture.

### **Investiture of a “Two Star” Timberwolf**

This is an investiture for those Timberwolves who have completed the Second Star requirements.

The Pack is formed up in a Parade Circle, but the Timberwolves who have earned their Second Star are  
bareheaded inside the circle. Their caps, with the 2 Stars attached are with Akela. Akela relates the tale of  
how Timberwolves are born blind, but learn to see as they grow and become members of the Pack. If the  
Pack has a Totem, it is then brought into the circle. The Grand Howl is performed, with the Two Star  
Timberwolves standing at Alert inside the circle.

Akela then holds the Totem and says:

“Now, with your eyes on the two eyes of the Totem, and the Two eyes of all the Pack upon you, will you  
repeat your Promise as a Timberwolf?” Each Timberwolf in turn comes forward, grasps the Totem and  
repeats the promise.

“On my honor, I promise to do my best to render service to my country, to keep the law of the  
Timberwolf Pack, and to do a good turn to somebody every day.” (scout selects the promise version)

As each Second-Star-to-be Timberwolf repeats the Promise, Akela places the cap on the Timberwolf's  
head. The next Timberwolf then comes forward. When all have repeated their Promise, Akela then asks,

“Will you do your best?” The Timberwolves in unison, loudly reply: “We’ll DOB DOB DOB DOB” Akela then loudly says: “Good Hunting to you!” and waves them away. The invested Two Star Timberwolves run off to their own Six, shake hands with them and fall in.

## Sixer Ceremony

The appointment of a Sixer is often celebrated within the Six as they are a scout “family.” However, it makes sense for new groups to do a Pack celebration of all appointed Sixes as a way to explain what a Sixer is and create large-scale Timberwolf culture.

## Swimming Up Otter Ceremony (to provide context for TWs)

Otters sit on one side of the fire and **Timberwolves sit on the opposite side of the fire**. If Pathfinders and Rovers are present, they can stand in an outer ring around the Otters and Timberwolves.

Start – Otters sing Vespers as a group:

*Softly falls the light of day  
As our meeting fades away;  
Silently each Otter asks  
Have I done my daily task?  
Have I kept my honor bright?  
Can I guiltless rest tonight?  
Have I done and have I dared  
Everything to 'Be Prepared'.*

Ahmeek then calls out each Otter who is swimming up by full name and asks them to stand

Ahmeek (addresses swim-up Otters): I hope you will always remember your Otter promise. For the last time, I ask you to join me in the Otter promise.

Otters (either together if a large group or individually if four or less): make the Otter sign and recite the Otter promise:

“I promise to do my best, to obey my leaders and my parents and to be a good Otter”

Ahmeek: Do I have your honor that you will always remember and obey this promise?

Otters: YES!

Ahmeek: Akela, will you accept these Otters into your Timberwolf Pack and will you teach them the ways of the Timberwolf?

Akela: YES!



Ahmeek addresses the Timberwolf Pack: Timberwolves, will you accept these new Timberwolf recruits into your Pack and help guide them in the ways of the Timberwolf Pack? If so, answer in a GRAND HOWL!

Timberwolves: Grand Howl

Ahmeek: Otters, this is the last time you will ever be addressed as an Otter. I ask you to take a moment and think upon your time with the Otters and remember them well. Look up at the night sky, the same constellations that have looked down on you as an Otter will continue to look down on you as a Timberwolf. Take solace in knowing that the things you have learned as an Otter will serve you well as you make your journey into your new Timberwolf Youngster. Think for a moment about one of your favorite memories of your time as an Otter.....(pause about a minute).....when you are ready, you can swim up to the Timberwolves, swimming passed each Otter, passing the campfire and jumping over the log as you go, where Akela will welcome you and teach you the new Timberwolf salute.

\*note - we used a log for the Otters to jump over as a make shift “ceremonial” bridge but you can use anything. If we had time, we could have also had the Timber-wolves make a rope bridge.

When the Otters reach the other side of the campfire, Akela greets each new Timberwolf recruit individually with the Timberwolf handshake and teaches them the new Timberwolf salute.

### **White Necker Otters jump the log**

Remaining Otters sing Taps:

*Day is done, (stand motionless)*  
*Gone the sun, (point Skyward)*  
*From the lake, (Extend both arms towards floor)*  
*From the hills, (move both arms, parallel to floor)*  
*From the sky, (move both arms towards sky)*  
*All is well, safely rest, (lower arms slowly)*  
*Friends are near. (bow head)*

Akela: Welcome new Timberwolf recruits! You may now join the Timberwolves in your first GRAND HOWL!

Timberwolves: GRAND HOWL

Everyone: claps!!!

## Timberwolf Moving Up Ceremony

Note: there is distinction among the following ceremonies for Timberwolves that have reached the age of Pathfinder: Moving Up, Leaping Up (Silver), Leaping Up (Gold).

### *THE Going Up Ceremony - from Pack to Troop*

Prior to this important ceremony, careful preparation by Group Council is essential. The Group Scoutmaster must be present and it is of vital importance. Briefing of the Troop and the Pack is also important and needs to be carried out so that the right spirit is present. Parents and visitors need to be informed as well.

1. The Pack is in the Parade Circle, The Troop is in a “horseshoe” a short distance away.
2. Akela is in the center of the circle, facing the horseshoe, the Assistant Leaders form part of the circle.
3. Akela gives a brief explanation of the significance of the occasion and what is happening.
4. The Pack gives the Grand Howl.
5. The Timberwolves going up are called up by Akela.
6. Akela asks each Timberwolf in turn to re-affirm the TW Promise. All Pack members make the TW sign.
7. Each Timberwolf then says goodbye to the TW Leaders and returns to their place in front of Akela.
8. Akela says “Open the circle”. Whereupon the part of the circle nearest the Troop opens up and backs away forming a horseshoe.
9. Akela leads the Timberwolves to the dividing line, where the Pathfinder Leader and the Group Scouter and the Patrol Leaders are waiting. Akela wishes the Timberwolf good luck, and after saluting, introduces him/her to the Pathfinder Leader. You can have some symbolic object, like a log, to symbolize the stepping over from Timberwolves to Pathfinders.
10. The Pathfinder Leader greets him/her with a few suitable words of welcome and encouragement, and introduces the Patrol Leader(s). The PLs then take the new Pathfinder back to their Patrols.
11. The Group Scoutmaster says a few words about the progress of the new Pathfinder(s) through scouting.
12. The ceremony ends with the troop greeting the new members with the Troop Yell or cheers.
13. Akela orders the circle to close and then dismisses the Pack.

## Leaping Wolf Ceremony

The Gold or Silver Leaping Wolf badge is not worn on the Timberwolf uniform at the ceremony. Akela will present the badge, and the badge is worn on the Pathfinder uniform until the scout gains his/her First Class Badge.

Leaping Silver Wolf: This scout moves up in the above mentioned “Moving Up” ceremony with badge distinction and the sense of a job well done.

Leaping Gold Wolf: This ceremony is specific, and should contain some mystique.

Ideally, the Leaping Wolf has visited the Troop a few times and one of the Patrol Leaders has done the testing. After all, it is the Patrol Leader that introduces the scout to the Pathfinder Leader and says that the scout is ready to be Invested as a Pathfinder.

When the scout is ready to Leap Up, the Akela and Pathfinder Leader will meet with the scout and discuss this ceremony. The scout is given a Pathfinder shirt, with the Pathfinder investiture badges already sewn on, plus the Leaping Gold Wolf badge (parents can help out by setting up the uniform shirt and beret). The scout then puts the Pathfinder shirt on secretly with the Timberwolf shirt on over top to hide the Pathfinder shirt underneath.

The Pack will be in Rock Circle and Akela will announce that “There comes a time in the life of a young wolf, when they have learned all they can from the Jungle and it is time for them to go out and explore on their own. That time has come for \_\_\_\_\_.”

The Pack will now conduct a normal Moving Up ceremony, except that between the scout and Troop horseshoe is a large blanket. Under the blanket is the scout’s Pathfinder beret and staff. The staff is raised on either side but hidden from view so as to hold the blanket up for the scout to take off the Timberwolf shirt with ease.

The scout is invited to crawl under the blanket and Akela will say something like “in those famous words of Baloo the Bear, as Mowgli was preparing to leave the Jungle for the last time, he gave him this advice – Wood and Water, Wind and Tree, Jungle favor go with thee. Good-bye and Good Hunting!”

While Akela is saying this, the scout removes the Timberwolf shirt to leave on only the Pathfinder shirt, and puts on Pathfinder beret.

Akela will then ask – “Are you ready to Leap Up?” The scout replies when ready “Yes Akela” and then Akela will say – “Then Leap \_\_\_\_\_” at which point the scout jumps over the staff while throwing off the blanket behind. The scout then turns around and collect the staff and the Patrol Leader will meet the scout and take him/her into the Horseshoe. The Troop will then dismiss (unless there is another to Leap Up) to a private place to conduct the new scout’s Pathfinder Investiture, having done everything to be Invested as a Pathfinder.

# General and Special Proficiencies

Page numbers referenced are from the September 5, 2013 Timberwolf handbook (pdf)

## Timberwolf (TW) Scout Levels



WFIS Badge & Group Flash: get and wear from the start of scout program  
Scouting for All: Optional, worn centered above left pocket seam



### **Tenderpad : Left "pocket location" on shirt**

- 11 skills (p.19)
- Gives investment



### **First Star : Right side of front of cap**

- 3 months of Timberwolf service from Tenderpad
- Repass ALL Tenderpad skills
- 14 skills (p.31)
- Able to get *two* SPBs while working on Second Star
- SPBs on right arm in parallel rows between shoulder and elbow



### **Second Star : Left side of front of cap**

- 12 months of Timberwolf service from First Star
- Repass all Tenderpad & First Star skills
- 12 skills (p. 46)
- Able to get *all* SPBs in any order



Duty Sixer: Left sleeve, two stripes

- Scout in charge of the Six



Secondar: Left sleeve, one stripe

- Secondary scout in charge of the Six



Senior Sixer: Left sleeve, three stripes

- Scout who is in charge of the Pack, under the Timberwolfmasters



Timberwolf Six Flash: Left sleeve shoulder, opposite Group Flash



### **Leaping Wolf : Above right breast pocket**

- Optional, transitional badge



### **Silver (p. 49)**

- Means of showing good service as a Timberwolf

### **Gold (p. 50)**

- Must have Second Star and Leaping Wolf --Silver
- Must have 4 SPBs
- Presented during transition to Pathfinder (PF)
- Worn on PF uniform until passed Fist Class Tests

**Special Proficiency Badges (SPBs): Right arm, between shoulder and elbow (p. 51)**

- Must have First Star to pursue badges
- No more than 2 Special Proficiency Badges while working on Second Star
- With Second Star, all SPBs can be earned
- SPBs are broken into 5 categories
- Bolded SPBs are encouraged and ones which the TW Pack will do
- Take up in any order for self development
- 15 SPBs = three rows of 5 badges each. Start badges in middle row, right of middle, then left of middle.

**Character SPBs (4)**

1. Collector
2. Observer
3. Gardner
4. **Signaler (semaphore or Morse code)**



**Handicraft SPBs (4)**

1. Artist
2. Modeler
3. Homecraft
4. House Orderly
5. **Knotter**



**Service SPBs (3)**

1. **First Aider**
2. Guide
3. Conversationalist



**Physical Health SPBs (4)**

1. Athlete
2. Swimmer
3. **Cyclist**
4. Team Player



**Outdoor Living SPBs (4)**

1. Camper
2. Hiker
3. Angler
4. **Map Reader**



**Swimming Otter: Right, above WFIS badge**

- for Otters swimming “upstream” to Timberwolfs



Based on September 2013 TW HB – update needed

## The Colors

### Presenting the Colors: *[Responses/actions.]*

1. Please stand for the presentation of the colors. *[Audience stands and is silent.]*
2. Scouts and audience, attention. *[Scouts stand at attention.]*
3. Color Guard, attention. *[Color Guard stands at attention.]*
4. Color Guard, advance. *[Color Guard walks to flagpole. Color Guard commander leads the color Guard. One of the front members of the Color Guard carries the folded flag.]*
5. Color Guard, halt. *[Color Guard halts at flagpole.]*
6. Color Guard, post the colors. Scout hand salute! *[Audience salutes. Color Guard hooks flag to lanyard, hoists it smartly to the top of the pole, and ties off the lanyard securely. If desired, the appropriate bugle call can be played as the flag is being hoisted. If it is played, the entire call should be played—not stopped in the middle. When Color Guard finishes, they stand at attention.]*
7. Color Guard, salute. *[Color Guard salutes the flag.]*
8. Two! *[Audience and Color Guard salutes are released.]*
9. Color Guard, about face. *[Color Guard turns (toward their right) and stands at attention, preparing to exit.]*
10. Forward, march. *[Color Guard leaves the field. Color Guard commander follows the color Guard.]*
11. Halt. *[Color Guard stops.]*
12. Color Guard, dismissed.
13. Audience, at ease.

### Retiring the Colors: *[Responses/actions.]*

1. Please stand for the retiring of the colors.
2. Scouts and audience, attention.
3. Color Guard, attention.
4. Color Guard, advance.
5. Color Guard, halt.
6. Color Guard, retire the colors. Scout hand salute! *[Audience salutes. Color Guard lowers flag slowly and reverently, catching the flag as it comes down. If desired, the appropriate bugle call can be played as the flag is being retired. If it is played, the entire call should be played—not stopped in the middle.]*
7. Two! *[Once the flag is unhooked and in the color Guard's hands, salutes are released.]*
8. *[After the flag is unhooked, the Color Guard commander ties the lanyard off securely while the Color Guard folds the flag\*. The color Guard member who will be in front as the color Guard leaves the field should hold the folded flag.]*
9. Color Guard, about face.
10. Forward march.
11. Halt.
12. Color Guard, dismissed.
13. Audience, at ease.

\*Alternatively, instead of folding the flag, it may be gathered loosely and held securely against the chest of one color guard member. The guard files out and then folds the flag off-scene, after the ceremony is concluded.

Sample jodies for whilst hiking, to build community, or for show when your scout group visits another

### **Timberwolf Travel**

Timberwolf, Timberwolf where have you been?

*Around the world and back again.*

Timberwolf, Timberwolf how did you go?

*Walked with my feet and my ten toes.*

Timberwolf, Timberwolf what did you do?

*Rendered service to me and you.*

Timberwolf, Timberwolf how'd you get back?

*As a giant TIMBERWOLF PACK!*

*(all) HOWL!*

### **Can't You See (\*adjust your necker colors)**

Parents, Parents can't you see, What the Timberwolves did for me.

*They helped me hike the longest trail, Always there--won't let me fail.*

Parents, Parents can't you see, What the Timberwolves did for me.

*Helped me to stay strong and true, With colors--\*green, and white, and blue.*

Parents, Parents can't you see, What the Timberwolves did for me.

*Not hooked on electronic play, Now I'm outside every day.*

*(all) Parents, Parents can't you see, What the Timberwolves did for me.*

## Leader Resources

Historical texts with topics on Timberwolves (also called “Cubs”)

*Timberwolf Handbook* (BPSA)

*Wolf Cubs* (“Gilcraft”)

*The Wolf Cub Handbook* (Baden-Powell)

*The Cubmaster’s First Year* (Coombs)

*Games for Cubs* (Mackenzie)

*Scout Skits, Run-ons and Even More Scout Skits* (Mercaldo)

These and more can be found on The Dump, <http://www.thedump.scoutscan.com/scouts.html>

## Youth & Leader Protection topics for discussion

Two-Deep supervision

Protect scouts, Protect yourself

Handling the moment

Mandatory reporter

Report, reporting

A Community of Constant Collaboration and Consultation

## Glossary (under work)

Timberwolf Master (TWM): in charge of Timberwolf section; sits on Group Council; often not a Six leader.

Akela (AK): The Timberwolf Master

Badges, Date earned: date when scout consistently demonstrates the badge or SPB

Badges, Date awarded: date when scout is presented with badge or SPB at ceremony or gathering

Timberwolf (TW): scout in the 8-10 age section

Special Proficiency Badge (SPB): 15 special badges for Timberwolves to earn

## Notes

This Timberwolf Leader Guide is a response to the number of newly forming scout groups in the US. The goal is to provide a way for a new Timberwolf leader to put on a good program without having read all of the historical books and handbooks, or yet been to a Brownsea Training Camp. This Leader Guide additionally answers the many questions asked by leaders within the first year of forming a scout group.

This is a work-in-progress and won’t be considered a publishable draft until Spring of 2016. I have a list of edits to be made if you are interested. Please send edits, revisions, and suggestions to:

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Travis A. Wittwer, GSM 55<sup>th</sup> Cascadia

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