BPSA CANADA TIMBER WOLF SECTION



TIMBER WOLF MASTER GUIDEBOOK

Revised Jan. 4, 2001

What is a Timber Wolf?

A Timber Wolf is a member of a Timber Wolf section of BPSA Canada (BPSAC), which holds as its basis the Timber Wolf Promise and Timber Wolf Law. These have been characterized for Timber Wolves from the Wolf Cub elements as written by the 1st Lord Baden-Powell of Gilwell. The Timber Wolf program is designed for children typically aged eight to ten years. 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 B.P.'s Last Message to Scout Leaders) This handbook is distinctively for Timber Wolves and is referenced from "The Wolf Cub's Handbook" by 1st Lord Baden-Powell of Gilwell.

What is the Timber Wolf Program?

The Timber Wolf 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 Timber Wolf program is exactly that, skills, teamwork and loyalty to your fellow Timber Wolf.

It is the intention of this program to help develop our young **Spiritually**, **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.

The Timber Wolf Promise:

I promise to do my best To do my duty to God and the Queen, To keep the Law of the Timber Wolf Pack and To do a good turn to somebody every day.

The Timber Wolf Law:

The young wolf gives into the Old Wolf, The young wolf does not give into himself.

The Timber Wolf Motto:

Do Your Best

TIMBER WOLF MASTER

The Timber Wolf Master is appointed on the recommendation of the Area/District Commissioner to the Provincial Commissioner followed by a Letter of Appointment.

The Timber Wolf Master is a person, registered with the Provincial Council as being in charge of a Timber Wolf Pack of a registered Group. The Timber Wolf Master is appointed on the recommendation of the Group Woodmaster and approved by the Regional Commissioner, Area/District Commissioner or where there is none of the aforementioned, by the Provincial Commissioner. The following qualifications are required:

- Have attained the age of twenty-one (21) years
- Have obtained membership in BPSAC
- Have personal standing and character to ensure good moral influence over the Timber Wolves and sufficient steadfastness of purpose to carry out their duties with energy and perseverance
- Willingness to subscribe personally to the Scout Promise and the Scout Law

The Scout Promise

"On my honour I promise that I will do my best To do my duty to God and the Queen To help other people at all times and To obey the Scout Law."

The Scout Law:

- 1. A Scout's honour is to be trusted.
- A Scout is loyal to the Queen, his Country, his Woodmaster, his parents, his employers, and those under him
- 3. A Scout's duty is to be useful and the help others
- 4. A Scout is a friend to all, and a brother to every other Scout
- 5. A Scout is courteous
- 6. A Scout is a friend to all animals
- 7. A Scout obeys the orders of his parents, Patrol Leader, or Woodmaster
- 8. A Scout smiles and whistles under all difficulties
- 9. A Scout is thrifty
- 10. A Scout is clean in thought, word and deed.
- Willingness to undertake such training that is required
- Willingness to gain knowledge of the Timber Wolf program
- Willingness to wear the uniform of BPSAC with pride and purpose

Assistant Timber Wolf Masters

Each pack should have as many Assistant Timber Wolf Masters as is required by the youth to adult ratio. All Assistant Timber Wolf Masters should understudy the Timber Wolf Master in order to maintain continuity of the program. Qualifications for assistants are the same as for the Timber Wolf Master with the exception that the minimum age is eighteen (18).

Both the Timber Wolf Master and Assistant Timber Wolf Masters are members of the Group Council. The Group Council is comprised of all the Woodmasters of all the Group sections. The Group Woodmaster chairs it.

The Pack

Except in special circumstance the pack may not consist of more than thirty-six (36) Timber Wolves.

The programming for the Timber Wolf section must be kept as distinct as possible from that of the Polar Bear, B-P Woodsman and Senior B-P Woodsman. Programming must focus on the spiritual, emotional, physical and social development of the youth members.

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

The Timber Wolf Master appoints a Sixer after consultation with Assistant Timber Wolf Master's as to their recommendations based on the leadership skills observed. The Timber Wolf Master usually discusses such promotions with the Timber Wolf's parents as well.

A Senior Sixer may also be appointed if desired. The Timber Wolf in this position would be expected to provide leadership to the other Sixers and Seconds.

A Second is appointed by the Timber Wolf Master in consultation with the Sixer concerned, to assist the Sixer and to take their place when absent. The Sixer's Council is an informal body composed of Timber Wolf Masters, the Sixers [including the Senior Sixer(s)] and if desired the Seconds. The Sixer's Council deals with matters of internal administration and should meet once a month.

The Timber Wolf Master may, with the approval of the B-P Woodmaster concerned, obtain the services of a B-P Woodsman, as a "Timber Wolf Instructor". This youth must hold the First Class Badge or be a Senior B-P Woodsman. With the approval of the Regional Commissioner, Area/District Commissioner and the Guider concerned, a Pathfinder or Ranger may also be a Timber Wolf Instructor. A Timber Wolf Instructor is entitled on appointment, to wear a cloth badge with a Wolf's head in green above the left breast pocket.

The Timber Wolf

To become a Timber Wolf the youth must have reached the age of $7-\frac{1}{2}$, but must not have reached their 11^{th} birthday

- A Timber Wolf may go up to the B-P Woodsman Troop on attaining the age of 11, but typically will remain with the Pack until the end of the school year.
- In individual cases the Timber Wolf Master, B-P Woodmaster and Group Woodmaster may agree that the Timber Wolf shall be allowed to go up to the Troop at any time but not more than six months prior to their 11th birthday.

A youth becomes a Timber Wolf by completing the Tenderpad requirements (see youth handbook) and then being invested during which time they make the Timber Wolf Promise. Prior to investiture they are known as Chums and wear a white necker. This necker is usually presented at the yearend promotional ceremonies. However, if you have new members registering who have not been in the Polar Bear program they should be presented their white necker and told the story of the Coat of White Paint (printed at the back of the guidebook). After being invested, they are then known as a Timber Wolf, and are entitled to wear the Timber Wolf uniform and badges.

After investiture, the Timber wolf proceeds to qualify as a One Star Wolf and then as a Two Star Wolf. They may also qualify for proficiency badges as described in the Timber Wolf Handbook.

Proficiency badges for different subjects and their tests are set out in the Timber Wolf Handbook. First Star Badge and the Second Star Badges are also set out.

The Timber Wolf Uniform

Refer to Timber Wolf Handbook

Timber Wolf Master Uniform

Refer to the Policy, Organization and Rules of BPSA Canada

The Timber Wolf Program

The Timber Wolf 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.

The badge scheme for Timber Wolves consists of the Tenderpad requirements, 1st and 2nd Star requirements, Leaping Wolf requirements and proficiency badge requirements (see Timber Wolf Handbook). The intention of the badge scheme is to help develop the youth's spiritual, emotional, physical and social well being. It should be noted however, that not all youth members would wholeheartedly participate in the badge program. For some youth members the outing (camping) segment of the program and general fellowship is the reason for their membership and this is acceptable providing their behaviour is appropriate to that of the Timber Wolf. All youth are required to do <u>their personal best</u> and with this in mind, should a youth member be physically or mentally challenged <u>their best</u> would earn them the badge.

It should be noted that this guidebook and that of the youth handbook are designed to print and insert the information into a binder. Not only thrifty, it ensures the start of the youth's badge requirement documentation and recording. Additionally, program outings such as to a Space Science Centre, Provincial Museum, Environmental Centres etc. often provide handouts relative to badge requirements that may be inserted as well. It is essential that all Timber Wolf Masters have a copy of the Youth Handbook, the Timber Wolf Master Guidebook and the Policy, Organization and Rules. These are available on CD Rom or may be printed off the Web Site.

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. E.g. Conservation month ties in with 1st Star requirement #12 and #13, 2nd Star requirement #4, Conservation badge and Handicraft #1 badge. The Jungle Theme is very popular with this age group. Then continue the planning by making monthly plans. Finally, complete your program planning by making detailed weekly plans. Remember the old adage, 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 Timber Wolves for 15 minutes because the program wasn't adequate.

Start the year off with concrete expectations from both the youth members 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 behaviour", 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.

It should be noted that there are numerous courses and workshops available to enhance your knowledge and resources in order that you may provide outstanding youth programming. E.g. Woodbeads I, Woodbeads II, Craft Workshop, Campfire Planning Workshop, Camp Cookery, Cold Weather/Winter Camping. Ask your Group Woodmaster for information on dates and locations.

The next few pages will be devoted to programming samples of what a regular meeting night might look like. These are intended as a resource on which you will begin to plan your own meetings. It should be noted that all Timber Wolf Masters should thoroughly acquaint themselves with the Timber Wolf Handbook before they begin program planning. Additionally, you should also ensure you have a copy of the Policy, Organization and Rules of BPSA Canada.

Normal Meeting Format

Arrival:

As Timber Wolves 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 collecting dues. Your Senior Sixer(s) and/or Timber Wolf Instructor could be assigned to provide leadership to this time frame.

Inspection:

This is done by all Timber Wolf Masters and they may be accompanied by a Senior Sixer and/or Timber Wolf Instructor. Sixes should be assigned equally amongst the leadership team and rotated regularly to ensure that all Timber Wolf Masters become familiar with all youth members. As the inspection team arrives at the Six, the Six should be standing 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, he/she will call the Six to 'Alert'. Inspection consists of checking that youth members are in full uniform and that it is clean and smartly worn (top button done up and nothing in pockets, necker pressed and even, head gear on correctly, pants and/or shorts clean and unwrinkled, belt worn, etc.) It is at this point that if a youth member is not in full uniform you request that he/she stand one full step back from the council circle during Uniform required to participate in opening opening ceremonies. ceremonies is headgear, necker, and shirt. It is hoped that all youth members and Woodmasters will also wear the uniform from the waist down as well, however, economics may hamper this and no one should be penalized as a result. Additionally, "Paws and Claws" are also inspected. All Timber Wolves 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 Timber Wolf Master in charge of the inspection thanks the Sixer before leaving. The Sixer then calls the Six to dismissal.

Grand Howl (Opening Ceremonies):

The first meeting of the year Akela usually leads the Grand Howl and from then on it is on a rotational basis amongst the Timber Wolf Masters (Senior Sixers and Timber Wolf Instructor's may not lead ceremonies other than Owns and Campfires). Additionally, Akela will usually lead on special occasions such as Investiture, Leaping Wolf, etc. Please refer to pages 9 and 10 of the Timber Wolf Handbook.

Program implementation:

After the Grand Howl it a good idea to have your steam off or high-energy game of the evening, followed by the other components of the program (badge work activities, craft, song, story, quiet game). It should be noted that the elements of the Timber Wolf program are games, outdoors, badge work, handicrafts, stories, acting, music (singing), and star work.

Closing Ceremonies:

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 Timber Wolf Master who lead opening doing closing as well as the same 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, permission slips, etc. Of course O'Canada is not sung to close but it is very appropriate to have a closing prayer (opening and closing prayers could be the rotating duty of the seconds - have a selection for them to choose from) or vespers. Once complete the Timber Wolf Master doing the closing calls "Good night and Happy Hunting". Pack dismissed.

Sample Monthly Plan

October 1 Sixer Council meeting

Inspections for point system commence

Instruction Tool Safety Parent and Youth Project:

1st year Wolves – Timber Boxes 2nd year Wolves – Bird Houses 3rd year Wolves – Bird Feeders (link to Conservation Badge)

Instruction: 1st year Wolves – Tenderpad requirements 2nd and 3rd year Wolves – review Promise,

Law and Motto

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 at Polaris

October 22 Commence Adopt-A-Grandparent program at Auxiliary

Hospital

October 29 Halloween Party with Polar Bears and B-P Woodsman

Family Night
Pumpkin Carving
Apple Bobbing

These are the collective thoughts and ideas of the Timber Wolf Master team and should be done in three-month stages to begin with i.e. September, October and November. As you acquire experience and time in the program you will program the whole year in advance.

Before we go into some samples of the detailed weekly plan, which is the final stage of your program planning, we should insert a parent meeting into the plan at the beginning of the year. Parents should be informed about the kind of program their children are attending and your expectations of them and the Timber Wolves. Points to discuss with parents should be the elements of Timber Wolves, behaviour and discipline policy, brief descriptor of the Star and Badge requirements, need for parent

helpers on outings/camps and at special meetings, explanation of the point system (based on attendance, inspections and behaviour), permission slips, kit inspections prior to camp, pine cars and whatever else is relevant to your particular program and environment.

Sample Detailed Weekly Plan

October 1

Sixer Council Meeting at 6:00 p.m.

| 6:20 p.m. 6:30 p.m. 6:40 p.m. 6:50 p.m. 7:00 p.m. 7:10 p.m. | Game (Oh Instruction | eremony/Grand Howl Goosh from BSA Cub Game Book pg 56) : Tool Safety Youth Project | Sr. Sixer All Bagheera Akela Mr. Black | | | |
|--|---|---|--|--|--|--|
| 7.10 μ | 1 st ye 2 nd ye 3 rd ye | Baloo Akela Hathi | | | | |
| 7:30 p.m. | Instruction 2 nd and 3 rd | Akela Bagheera | | | | |
| 7:40 p.m. | Council Cire | cle – discuss Fall Camp and give sion forms and gear list | Baloo | | | |
| 7:50 p.m. | "Promise, L (Parents ag | Hathi | | | | |
| 7:55 p.m. | Bagheera | | | | | |
| Materials required: | | BSA Cub Game Book Plywood, Nails, Saws, Hammers Permission Forms/Gear List Puzzle pieces for relay game | Akela Mr. Black Bagheera Hathi | | | |
| October 8 | | razzio pioces for rolay game | i idiiii | | | |
| 6:30 p.m. | p.m. Inspection p.m. Grand Howl (Jungle Opening) p.m. Game – Star Dish (Scouting games from A to Z) | | | | | |

Game – Wind Power, Timber Wolves race sailboats 7:10 p.m. powering them by blowing or fanning. Bagheera Tin Can Constellations – Timber Wolf will pick one 7:20 p.m. of the six constellations viewed and mark its points on a 48 ounce can. A piece of wood 2 x 4 is slide into the can and nails are pounded through the points leaving holes in the can in the shape of the constellation. Tea light candles are given to the Timber Wolves to be placed into the cans and lit (Woodmasters only, light candles). Turn off the lights and view the various constellations. Akela 7:40 p.m. Skit – Timber News by the Red Six Baloo Outdoor Campfire - Stargazing Theme 8:00 p.m. Hathi Jungle Closing 8:25 p.m. Akela

Materials required: Groundsheets, flashlights, star chart

and compass Akela
Cans, nail, hammer, wood Bagheera

Investiture Ceremony

Vespers sung followed by Good Night and Good Hunting

The Investiture Ceremony is a special event for everyone. Family and friends should be invited to share this occasion of successful completion of the Tenderpad requirements. The youth member will now be able to wear the Timber Wolf uniform with pride and respect.

Preparations: Family and friends should be seated to the left and right of the Council Circle allowing adequate viewing as each Timber Wolf is individually invested by Akela. Prior to the meeting start, a table should have been set up to the back of Akela, on which should be the youth (adult as well if there are Timber Wolf Masters being invested) neckers, woggles and uniform badges. You may also want to have candles and reduced lighting as this enhances the special occasion.

The Ceremony:

Opening Ceremonies will be done and with the Timber Wolves still in the Council Circle each Wolf is called up individually with a parent(s) (have an alternative adult to accompany the child if a parent is not available) to be asked if they know the Promise, Law and Motto. The youth member answers "yes".

A draped Timber Wolf flag is then held horizontally by two members of the leadership team. Akela then asks the youth member to place their left hand on the flag and raise the right hand in the Timber Wolf Salute. The youth is then asked to repeat the Timber Wolf Promise after Akela (some youth members will be quite willing and ready to rattle it off from memory and that's okay, but, some people, big and little, freeze under such circumstances and need the "repeat after me" method.

After the promise is made the parent then places the necker around their child's neck. Akela then puts the woggle on and introduces them to the Pack and welcomes them to the Group and organization. The youth member then approaches all Timber Wolf Masters, assistants and instructors and gives them the left-handed shake.

The ceremony is repeated with each youth until all are done. The evening could then be ended with a campfire singsong and refreshments.

Investiture of a 'Two Star' Timber Wolf

This is a special 'Investiture" for those Timber Wolves who have completed their Second Star requirements.

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

Akela then holds the Totem and says:

"Now, with your two 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 Timber Wolf."

Each Timber Wolf in turn comes forward, grasps the Totem and repeats the promise:

"I have promised to do my best,

To do my duty to God and the Queen,

To keep the law of the Timber Wolf Pack

And to do a good turn to somebody every day"

As each Timber Wolf repeats the Promise, Akela places the cap on the Timber Wolf's head. The next Timber Wolf then comes forward.

When they have all repeated their promise, Akela then asks:

"Will you do your best?"

The Timber Wolves 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 Timber Wolves run off to their own Six, shake hands with them and fall in.

Leaping Wolf Ceremony

This is the official ceremony Timber Wolves participate in prior to joining the B-P Woodsman Troop. It takes place in the final month of the program year and should be in conjunction with the Polar Bear Clan, the B-P Woodsman Troop, and the Senior B-P Woodsman Troop promotional ceremonies. The Timber Wolf Master (Akela) will officiate the Leaping Wolf Ceremony.

The Ceremony begins as a basic Opening Ceremony. The Polar Bears form their Ice Floe, begin their Opening Ceremony but do not complete it waiting for all to participate in the flagbreak and O'Canada. Akela now begins the Grand Howl to the point prior to O'Canada. The B-P Woodsman Troop will then form their Horseshoe as will the Senior B-P Woodsman. The Senior Section will call "alert" and perform the flagbreak. O'Canada will then be sung (please ensure that all guests are standing for the flagbreak and the singing of O'Canada – this is something that should be discussed in the planning stages as to who will announce for all to rise) and an opening prayer will be given. All sections participate from their respective positions (sample layout on the following page).

At this point the Polar Bears will begin their Running-Up Ceremony and Akela will greet and welcome each Polar Bear Running-Up and drape them with the white "Chum Necker" and position them into the Council Circle. After all eligible Polar Bears have been welcomed Akela will tell the story of the "White Coat of Paint". This informs all new Chums that they are like the Zulu boy and must earn their Tenderpad before being invested into the Timber Wolf Pack and shedding the white necker for the Group necker.

Now it is time for the eligible Timber Wolves to Leap into the B-P Woodsman Troop. Akela calls each Timber Wolf individually into the Council Circle and speaks to them of their achievements in the Pack and that they are ready to face the new challenges that await in the B-P Woodsman Troop. At this, Akela walks them out of the Council Circle after they hand given all the Woodmasters the left-hand parting shake. They are met by their parent(s) who drape them with their new B-P Woodsman uniform. Akela then walks them over to the B-P Woodsman Troop Horseshoe opening where the Duty PL and APL greet them and take them up the Horseshoe and introduce them to the B-P Woodmaster who in turn welcomes them into the Troop and places them into the Horseshoe.

As the other section continue with their ceremonies, the Timber Wolves sit cross-legged in the Council Circle and watch. When all advancements are complete Closing Ceremonies are done in the same order as the Openings. Once **Flag Down** is completed by the senior section, a closing prayer is given and all sections are dismissed. As the families of the youth members will all be in attendance at this event, some form of entertainment (indoor campfire) should be ready, followed with refreshments.

The Group Council (Woodmasters of all sections) plan the Advancement Ceremonies to ensure the significance of the event for the youth. Additionally, the Group Committee is also involved to assist in providing the refreshments as well as the Chum neckers for this event.

Coat of White Paint

The test of the Zulu boy before he became a full-fledged warrior was very hard. When a boy was becoming old enough to be a warrior he was taken and stripped of his clothing, and was painted white all over. He was given a shield with which to protect him, and an assegai or small spear with which to kill animals or his enemies. He was then turned out into the jungle.

If anyone saw him while he was still white they would try to hunt him down; and that white paint took about a month to wear off, it would not wash off. So for a month the boy had to hide away in the jungle, and live as best as he could. He had to follow up the tracks of deer, and to creep up near enough to spear the animal in order to get food and clothing for him. He had to make fire by rubbing two sticks together to cook his food. He had to be careful not to let his fire smoke too much, or it would catch the eye of his enemies.

He had to be able to run long distances, to climb trees, and to swim rivers in order to escape from his pursuers. He had to be brave, and stand up to a lion or any other wild animals that might attack him. He had to know which plants were good to eat and which were poisonous, and how to cook them. He had, of course, to make his own cooking pots out of the bark of trees or of clay. He had to build himself a well hidden hut to live in. He had to take care that wherever he went he left no foot tracks by which he could be followed. If he snored when he slept it would give him away to a keen-eared enemy.

For a month he had to live this life, sometimes in burning heat, sometimes in cold and rain.

When at last the white stain had worn off, he was able to return to his village, and then he was received with great joy, and was allowed to take his place among the young warriors of the tribe.

Resources:

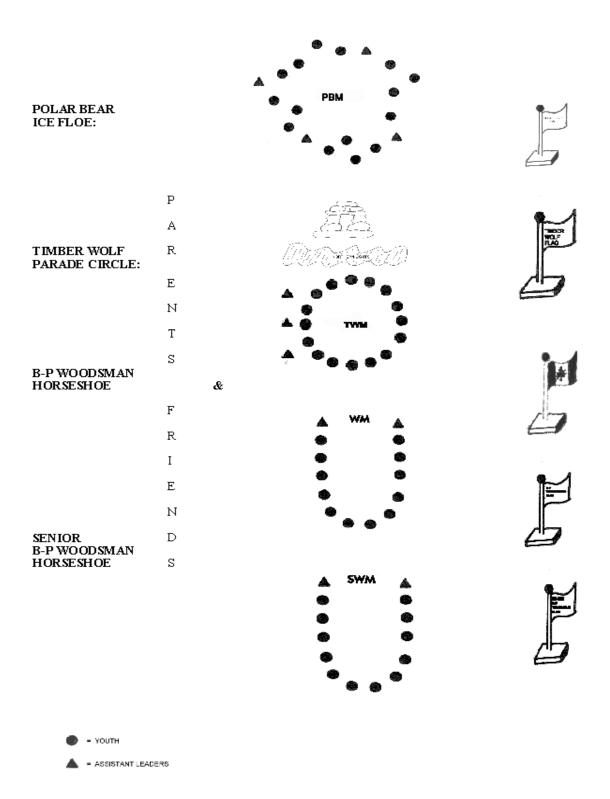
The Jungle Book by Rudyard Kipling (This should be read by both youth members and Woodmasters alike)

Old editions the Wolf Cub's Handbook written by Lord Baden-Powell of Gilwell.

The Internet has a vast number of sites with numerous programming, song, story, cooking, knots, skits, etc. ideas (the writers personal favorite is the Jim Speirs site) and links

ENJOY TIMBER WOLVES!!!

Leaping Wolf Ceremony



ATTENDANCE AND DUES

| YOUTH'S NAME | MONTH | | | | | | | | MONTH | | | | | | | | | | |
|--------------|-------|--|--|--|--|--|--|--|-------|--|--|--|--|--|--|--|--|--|--|
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MONTHLY FINANCIAL STATEMENT CASH RECEIPTS AND EXPENDITURES FOR THE MONTH OF ______, 2 ____ (SECTION) (GROUP) DATE ITEMS RECEIPTS EXPENDITURES BALANCE **TOTALS** SIGNED: _____(Section Treasurer) AUDITED: _ (Group Committee Treasurer)