

# **Timber Wolf Handbook**



**BPSA Canada**

For use by the members of the Association and other interested persons.  
Approved Jan. 4, 2001

# How to use this Handbook

This handbook is distinctively for Timber Wolves and is based on "The Wolf Cub's Handbook" by 1<sup>st</sup> Lord Baden-Powell of Gilwell. It holds the information you will need as a Timber Wolf along with the Star level and badge requirements.

This handbook is designed to fit into a three-ring binder. This way, you and your Timber Wolf Master (Akela), can add information and resources on the requirements as you learn them. This then will be your proof, or brag book and your permanent record of your achievements – *something to be proud of!* Each Timber Wolf will build a personal reference and record book of what they have learned and done. Not every Timber Wolf Pack learns or is given instructions the same way. What works in British Columbia may not work in Nova Scotia or other parts of Canada. This method will allow you and your Timber Wolf Master to adjust the way information and learning takes place. From the Timber Wolf Handbook, you will build your own handbook as you progress through Timber Wolves and up into the B-P Woodsman section.

The requirements in this handbook may be modified by your Timber Wolf Master to allow for variances in both the youth and environments involved.

The Timber Wolf Master may award equivalent Star and Achievement badges to those earned in other like, youth organizations worldwide.

## Welcome to Timber Wolves!!

I would like to bring your attention to the Wolf design on the front cover. His name is "Timber Song" and he is the pen and ink creation of Tenny Whitfield. Tenny is one of Canada's top technical pen artists and he has graciously allowed us the use of Timber Song in our program. Additionally, Tenny is a writer and the following poem is his dedication to Timber Song:

*While our sacred lands have all but diminished,  
our badges of honour, still glisten in the fading sun.  
We proudly stand shoulder to shoulder with our adversaries.  
Knowing that our confidence, strength, and unity,  
will make us victors for all eternity to see.*

This is a song to remember Timber Wolves!

## Timber Wolf Handbook of:

**Name:** \_\_\_\_\_

**Pack:** \_\_\_\_\_

**Six:** \_\_\_\_\_

**Meeting Night and Time:** \_\_\_\_\_

**Location:** \_\_\_\_\_

**Senior Sixer's name and phone number:**

\_\_\_\_\_

**Sixer's name and phone number:**

\_\_\_\_\_

**Second's name and phone number:**

\_\_\_\_\_

**Timber Wolf Master's (Akela) name and phone number:**

\_\_\_\_\_

**Other Woodmaster's names and phone numbers:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Notes:**

## **Timber Wolf Uniform**

<b>Headgear:</b>	<b>Green cap</b>
<b>Shirt:</b>	<b>Grey jersey of approved design</b>
<b>Shorts/Pants:</b>	<b>Khaki or Navy depending on group choice</b>
<b>Socks:</b>	<b>Khaki or Navy to match shorts/pants. Knee high socks with green garter tabs are worn with shorts</b>
<b>Belt:</b>	<b>Black or brown</b>
<b>Neckerchief:</b>	<b>Will be of the approved group colour accompanied by a woggle of the Timber Wolf's choice with the exception of the leather, two-strand Stainsby Turkshead pattern (this is for Woodmaster's only)</b>

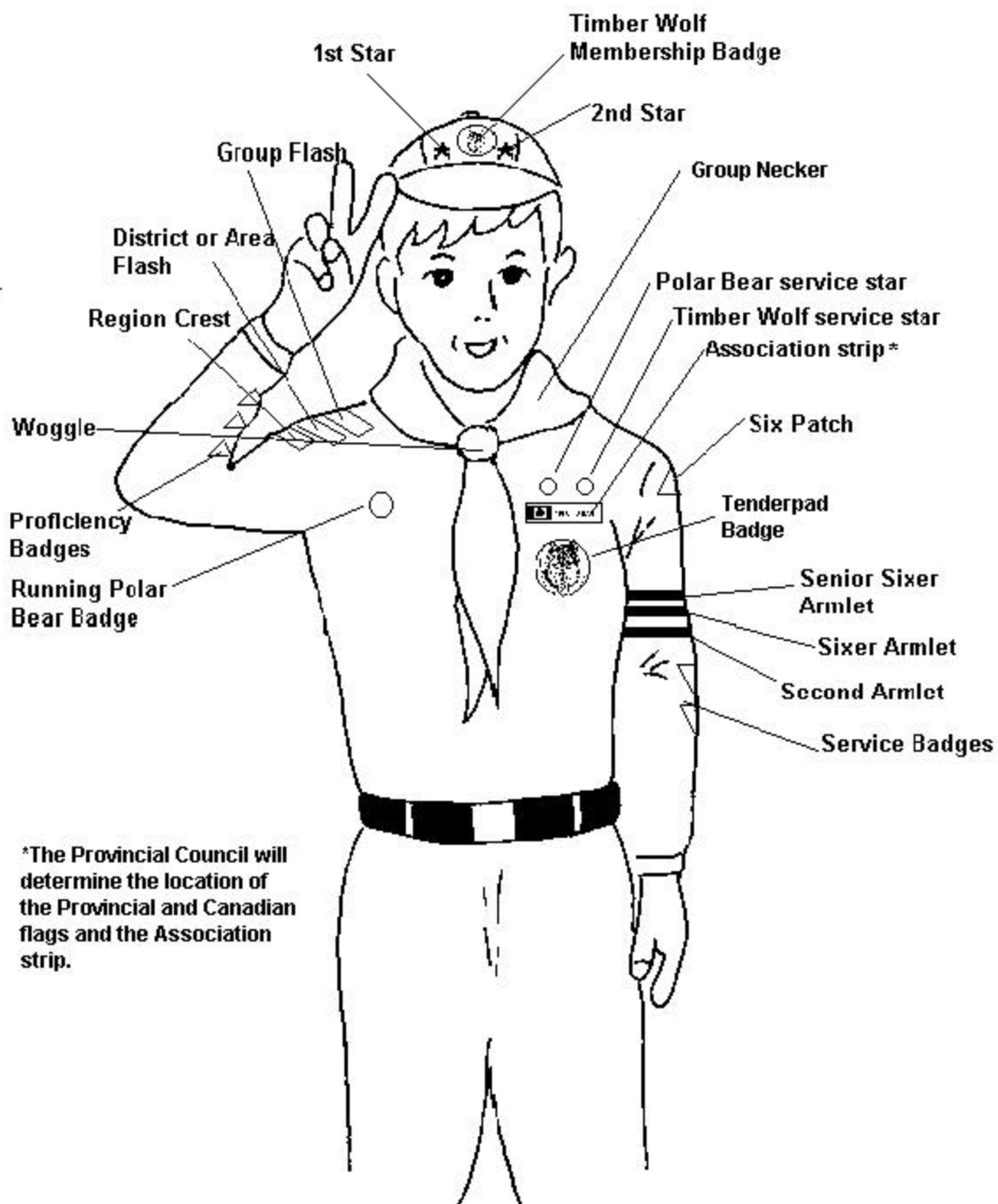
### **Badge Placement on Uniform**

<b>Timber Wolf Membership badge:</b>	<b>Worn centred on the front of the cap</b>
<b>Association strip:</b>	<b>Worn above the Tenderpad Badge</b>
<b>Canadian Flag:</b>	<b>Worn as directed by appropriate Provincial Council</b>
<b>Group flash:</b>	<b>Worn at the top of the right sleeve</b>
<b>District/Area badge:</b>	<b>Worn 2 cm under the Group flash</b>
<b>Regional badge:</b>	<b>Worn 2 cm under the District/Area badge</b>
<b>Provincial badge:</b>	<b>Worn as directed by appropriate Provincial Council</b>
<b>Six patch:</b>	<b>Small triangular badge in the colour of the six, worn at the top of the left sleeve immediately below the shoulder (point upward)</b>
<b>Sponsor Badge:</b>	<b>Worn centered on the point of the necker</b>

## Rank Badges

<b>Tenderpad:</b>	<b>Worn centred on the left half of jersey at the nipple line</b>
<b>1<sup>st</sup> Star:</b>	<b>Worn on the cap to the right of the Timber Wolf badge</b>
<b>2<sup>nd</sup> Star:</b>	<b>Worn on the cap to the left of the Timber Wolf badge</b>
<b>Second:</b>	<b>Armlet of yellow braid 12 mm wide, worn 7 cm above the left elbow</b>
<b>Sixer:</b>	<b>Two armlets of yellow braid as above spaced 2cm apart beginning 7cm above the left elbow</b>
<b>Senior Sixer:</b>	<b>Three armlets of yellow braid as described above</b>
<b>Service badges:</b>	<b>Worn on the left sleeve in parallel rows below the elbow (First Aid, Guide, House Orderly, and Conservation)</b>
<b>Proficiency badges:</b>	<b>Worn on the right sleeve in parallel rows below council designations</b>
<b>Service Stars:</b>	<b>The current year of membership in a Timber Wolf pack, worn on a green felt circle, 2 cm diameter. Worn on the left side, 3 cm above the association crest. Also worn (if applicable), is a 2cm blue felt circle that displays the number of years of membership in the Polar Bear section (see page # 6).</b>
<b>Running Polar Bear Badge:</b>	<b>Worn centered on the right breast. This badge is for those Timber Wolves who have advanced from the Polar Bear section.</b>

## Timber Wolf Uniform and Badge Placement



# **Timber Wolf Program**

## **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 Timber Wolf gives into the Old Wolf,  
The Timber Wolf does not give into himself.

## **The Timber Wolf Motto:**

**Do Your Best**

## **The Jungle Book:**

"The Jungle Book" by Rudyard Kipling is the basis of the Wolf story, which is the theme of your Timber Wolf section. Your Timber Wolf Masters will have the names of the various characters in this book. For example the Timber Wolf Master will be "Akela" and Assistant Timber Wolf Masters will have names like "Baloo, Bagheera, Hathi, Chil, Raksha, and a variety of others.

## **Chums:**

When you begin in the Timber Wolf program you will be considered a "Chum" prior to your investiture. If you were in the Polar Bear program and participated in the Running-Up Ceremony you will have been presented your white necker and been told the story of the White Coat of Paint. If however, you are new to the program, Akela will, at the beginning of the year present all new participants with their white neckers and tell them the story. You will be very grateful that your Tenderpad requirements are not as difficult as the Zulu boy in the story.

### Lairs:

After you have been assigned to a Six you will arrive at each meeting and go to the designated area your Six has been assigned to. This is called your Lair and it is expected that each Six will create a distinctive cover (usually from cardboard) decorated in an appropriate manner. Possibly a member of your Six is an artist and could paint an animal from the "Jungle Book" and outline in it with your Six colour. There a variety of ways this could be done and if you work together as a team you're sure to produce a great Lair cover.

### Inspection:

Prior to the Grand Howl your Six will be making themselves ready for an inspection by your Timber Wolf Masters. Your Sixer will be preparing you for this event. He/she will ensure that you have clean hands and fingernails as you will be asked for your 'paws and claws' to be shown during the inspection. Additionally, your uniform cleanliness and neatness will be inspected as well. At this time your Sixer will take attendance and collect dues (a form is included at the back of this manual), which is usually around \$.50 per week. As the inspection team approaches your Lair your Sixer will form your Six into a straight line in front of the Lair with him/herself to the Timber Wolf Master's right as they face the Six and the Second at the other end of the line to the left of the Timber Wolf Master. Your Sixer will call "Six Alert" and your Six will come to attention smartly for the inspection. You will be dismissed when the inspection is complete. It is important to remember that inspections are given a point value, which will go towards the earning of Six and Pack recognition throughout the year.

### Pack Calls:

There are a number of calls that you must know and understand if you are to be a Timber Wolf. They are as follows:

- "PACK" when you hear this called by Akela or any other Timber Wolf Master, you must be immediately silent and stop what you were doing.
- "PACK, PACK, PACK" this is followed by a drawn out "P-A-A-A-A-A-C-K" in your loudest voice and run to form the Rock Circle. (These calls may be done in a variety tones.)



### **Hand Signals:**

Your Timber Wolf Masters will show you a number of hand signals. The most important of them is the Silent Signal. When you see one of your Timber Wolf Masters raise their hand above their head making the Timber Wolf Sign (pointer and index finger raised above other fingers and thumb folded under), you must freeze quietly where you are and await instructions on what to do next.

### **The Council Circle:**

When the Timber Wolf Pack met in the jungle, Akela, the old wolf, stood on a great rock (the Council Rock) and the pack sat in a circle around it. Your Timber Wolf Pack will form a tight shoulder to shoulder circle around your Akela (or other Timber Wolf Master calling you to) and this is the Rock Circle. You will then take three steps back to form the Parade or Council Circle so you can begin the opening ceremony (the Grand Howl). Your Pack Totem is also put in the center of the Council Rock beside the Timber Wolf Master calling the Grand Howl.

### The Grand Howl:

The Grand Howl is used for the opening and closing of your Pack meetings. The following explains how the Grand Howl is done, but, which you will not fully participate in until invested. All Timber Wolves not yet invested or not in full uniform will stand one step behind the Council Circle during the ceremony.

You will be called to form a Rock Circle by a Timber Wolf Master who will call "Pack, Pack, Pack". After the Rock Circle formation and a sign from the Timber Wolf Master in charge, the three steps back are taken and the Parade/Council Circle is formed. Then the duty Sixer coming the long way around the outside of the Circle will bring into the centre of the Circle the Pack Totem and place it to the left of Akela or other Timber Wolf Master calling the opening. When the duty sixer has taken the proper position in front of the Timber Wolf Master in charge, that Sixer will lead the Grand Howl. Duty Sixer's will rotate from meeting to meeting.

The Timber Wolf Master in charge will call "Pack Alert" (all Wolves stand straight at attention). The duty Sixer in charge of the Grand Howl will raise his/her hands and arms over-head calling "Wolves". Immediately after that, the duty Sixer will go into a crouch position with knees wide apart. The outstretched arms will come down smartly between the knees and with the pointer and index fingers in a V formation (like Wolf ears) place only these two fingers of each hand on the floor. You will follow the duty sixer and do the same.

All together the pack yells, "A—Kay—Laa (three distinct syllables), We'll Do Our Best". As the word Best is shouted, all of the Timber Wolves spring to the Alert with both hands at each side of their forehead to look like wolf's ears (pointer and index finger open in a v shape).

You will keep both hands to your head while the duty sixer calls to the Pack "DYB,DYB,DYB,DYB" (Do your best). DYB is pronounced DIB.

After the fourth "DYB", your Akela will salute and all Timber Wolves will drop their left hand smartly to the side and, changing the right hand to a salute (pointer and index finger closed), reply, "We'll DOB, DOB, DOB, DOB" (Do our best).

After the fourth "DOB", all Timber Wolves drop the right hand to the side and remain at alert. The duty sixer will return to his/her position in the circle and the singing of O'Canada and an opening prayer will follow. The Timber Wolf Master in charge will then call the pack to "stand easy" (feet spread apart and hands behind your back) and give the instructions for the remainder of the meeting. This same ceremony will also close the meeting with the exception that O'Canada will not be sung.

### Clan, Pack and Troop Liaison:

As a Timber Wolf in your third year of programming and possibly a Sixer or a Second, you may wish to advance your leadership skills. It is at this time you may ask of Akela and your parents to become an "Amaruq" to the Polar Bear Clan. "Amaruq" pronounced Ah-mah-ruuk is the Inuit word for wolf. The Polar Bear section for younger members is based on the story "The Way of North" written by Rosalie Rasmussen. The setting of this story is the Arctic and is about two Polar Bears who become Timber Wolves. Your role as an Amaruq would be to assist the Polar Bear Masters with their weekly program as well as on outings. This might mean two meetings a week as well as all the outings the Polar Bear Clan and your Timber Wolf Pack would be attending. You should carefully consider the time commitment and responsibility this role would involve. Your Akela, the Polar Bear Master and your parents will decide how often and when you may be able to become an Amaruq.

## **Tenderpad Requirements**

When you join the pack, you are called a Chum. This means you are still a young wolf and your paws are still tender. You must learn the ways of the Pack. Other members of your Pack and your Six, your Sixer, Second, Timber Wolf Masters and of course Akela will show you the way. When you have learned the ways of the pack you will be invested as a Timber Wolf.

**Requirements are as follows:**

1.	Recite from memory the Timber Wolf Promise, Law and Motto. *Record in your own words, what each line of each element means to you.
2.	Demonstrate the Timber Wolf sign and salute. *Record in your own words, what the TW sign and salute indicate.
3.	Know how to do the Grand Howl.
4.	*Record in your own words what it means to "DYB" and "DOB".
5.	*Tell in your own words how Mowgli entered the Pack.
6.	*Tell in your own words who B-P was and his importance to scouting.
7.	Take part in a Pack activity (other than a regular meeting).
8.	Be invested as a Timber Wolf and be presented your Group necker and Tenderpad badge.

- \* Any requirement that asks you to "Record, Explain, Tell, Summarize, or Outline"
- \* means you use a separate sheet of paper for a report and it must be signed by one
- \* of your Timber Wolf Masters, approved adult or Badge examiner, and then
- \* inserted into your binder. This applies to the Tenderpad, Star and Badge
- \* requirements as well as your Camp/Ramble/Hike Log.

### First Star Requirements

1.	Know the composition of the Canadian Flag. Record in your own words the correct way to fly and fold the flag. Make or draw a Canadian flag.
2.	Explain in simple terms the role of the Queen, the Governor General and the Prime Minister in the government of Canada.
3.	Memorize the words to "O'Canada" and recite them for a Timber Wolf Master.
4.	With members of your Six and under the supervision of a Timber Wolf Master, erect a tent.
5.	Summarize (more than 50 words) the story of St. George, the Patron Saint of scouting.
6.	Know and be able to recognize the Provincial and Territorial flags of Canada.
7.	Demonstrate for a Timber Wolf Master how to tie a reef knot and sheet bend and know their uses.
8.	Take part in 1 night ramble with your Pack and 3 day hikes. (These should be recorded up in your Camp/Ramble Log)
9.	Know the importance of good posture and demonstrate three exercises that will help keep you fit. Lead your Six in those exercises.
10.	Explain in a minimum of two paragraphs, the importance of good personal hygiene.
11.	Demonstrate to a Timber Wolf Master your ability to tell time from a non-digital watch/clock.
12.	Outline the Highway Code rules for operating a bicycle in your province.
13.	Spend four nights camping (does not have to be consecutive) as a Timber Wolf in a lean-to, tent or cabin. These to be recorded in your Camp/Ramble Log.
14.	Outline in a minimum of two paragraphs a concern that you have for the environment. Explain what you think should be done about it.
15.	Make a model or other such craft from recycled materials.
16.	Have at least three months of satisfactory service as a Timber Wolf

## Second Star Requirements

1.	<p>Explain in your own words the importance of water safety. Achieve the next level up from a beginner swimmer at your local community pool. Achievement levels may vary from the different programs provided in your local area.</p> <p style="text-align: center;"><u>Alternate</u></p> <p>Your Timber Wolf Master will determine your capability based on your location. For valid reasons, if you are unable to participate in a water program, your Timber Wolf Master will develop a suitable alternative.</p>
2.	Explain by a drawing and demonstrate to a Timber Wolf Master your knowledge of the eight principal points of a compass.
3.	Demonstrate to a Timber Wolf Master your ability to tie the following and record the uses of the following 4 knots:
3a.	a bowline and a sheet bend (look carefully, the knot is the same)
3b.	a round turn with two half hitches and a clove hitch (look carefully, the 2 half hitches should be a clove hitch)
4.	Design and make a woggle out of waste / leftover material.
5.	Produce a satisfactory model or article made entirely by you from wood, metal, cardboard, clay or other modeling medium. It may be woven, carved, cut or molded. This is to be a new project and not one you from school.
6.	Produce eight sketches by yourself of nature related items (flowers, trees, birds, bees, butterflies, streams, etc.) and have your name clearly marked on them.
7.	Under the supervision of a Timber Wolf Master or other approved adult, lay and light a fire out of doors. Boil water over the fire and make a hot drink. (This should be written up in your Camp/Ramble Log)
8.	Run or cycle over a route of at least one kilometre with a verbal message of at least twenty words, this is to include at least two numbers and repeat it correctly.
9.	Explain how / when / why to use a public telephone in an emergency to get adult help.
10.	Explain and demonstrate how to clean and dress a cut finger, treat a minor burn, the danger of dirt in an open wound, how to stop a nose bleed, the simple treatment for shock (not electric), the treatment for hypothermia, how to use a triangular bandage (or your necker) as a sling, the importance of getting adult help and the emergency phone number in your area. Your Timber Wolf Master may want to provide a simple first aid course and follow up test for this requirement.
11.	On an outing, observe and point out three different trees, three different birds and three other natural things such as insects, flowers or fish (depending on your location). With the help of your Timber Wolf Master or other approved adult, identify these items. (This should be recorded in your Camp/Ramble Log)
12.	Explain how to feed and water birds in the winter. Build a suitable feeder and over a period of 3 months, record the types of birds that visit it.

13.	Demonstrate for your Timber Wolf Master or other approved adult the safe way to use a pocketknife and how to look after it.
14.	Demonstrate for your Timber Wolf Master or other approved adult how to plug in and disconnect domestic electrical appliances (toaster, kettle, etc.).
15.	With your Six, construct a simple obstacle course for your pack outdoors or in your meeting hall.
16.	Illustrate by drawing and labeling, your Provincial Flag, tree, flower and bird. Draw only those that your province has.
17.	Have camped, as a Timber Wolf at least eight nights (does not have to be consecutive) in lean-to, tent or cabin. (Non cabin camping is preferable if at all possible and should be recorded in your Camp/Ramble Log)
18.	Have participated as a Timber Wolf on a least four rambles/day hikes. (These should be recorded up in your Camp/Ramble Log)
19.	Have at least twelve months of satisfactory service as a Timber Wolf.

Excerpt from “The Wolf Cub’s Handbook” by B-P.

‘ He (Akela) reminds them of the meaning of the two stars, that young wolves are born with their eyes shut. ... At first they see how to see and to obey the Old Wolf’s directions so you, as Tenderpaws, learned the Laws of the *Timber Wolf Pack* and the Promise, how to make yourselves healthy and active and strong. ... Now you have shown that you have both eyes open and can do the duties of trained *Timber Wolves*. So you will henceforth wear the cap with the two marks on it, which means your two eyes are now bright as stars, that you will see quickly and well, you will let nothing escape your notice. You will look ahead and be prepared to do what will be wanted, you will look around and see how you can help others, you will look back and so remember what has been told you. In this way, you will be a smart and useful *Timber Wolf*. ‘

### Leaping Wolf Requirements

1.	Be a "Two Star" Timber Wolf.
2.	Hold four proficiency badges, one of which must be First Aid.
3.	Have camped as a Timber Wolf no less than 10 nights (not consecutive) in lean-to, tent or cabin. You should be able to refer to your Camp/Ramble Log for this requirement.
4.	Make a list of things to do if you are lost in the woods, how to make yourself visible from the air and for searchers, how to call out, and how to keep warm and seek shelter.
5.	You must have taken part in at least three B-P Woodsman Patrol or Troop activities, two of which may be regular meetings. You must have been introduced to the B-P Woodsman Promise, Law and Motto.

You will be awarded the Leaping Wolf badge upon your Investiture into the B-P Woodsman Troop. This badge along with your Running Polar Bear badge (if your were in the Polar Bear program prior to Timber Wolves) may be worn throughout the remainder of your program years.



Timber Wolf Record of: \_\_\_\_\_

	Date Completed:	Signature
<b><i>Tenderpad Requirements:</i></b>		
Promise, Law and Motto		
Salute		
Know Grand Howl		
Meaning of DYB/DOB		
Story of Mowgli		
Story of B-P		
Pack Activity		
Invested into the Pack		
<b><i>First Star Requirements:</i></b>		
Canadian Flag		
Role of Queen, Governor General and Prime Minister		
O'Canada		
Erect tent		
St. George		
Provincial/Territorial flags		
Reef Knot and Sheet Bend		
Night Ramble / 3 Hikes		
Posture/Exercise		
Personal Hygiene		
Non-digital Time		
Highway code		
Four nights camping		
Environment concerns		
Model		
Three months service		
Awarded First Star		

<b><i>Second Star Requirements:</i></b>		
Water Safety		
Compass		
Bowline and Round turn		
Woggle		
Model		
Eight Sketches		
Light fire		
Run / Cycle		
Public Phone		
First Aid		
Observe three		
Winter feeder		
Knife use		
Match and fire safety		
Electric appliances		
Obstacle course		
Provincial flag		
Camped eight nights		
Four rambles/day hikes		
Twelve months service		
Awarded Second Star		
<b><i>Leaping Wolf Requirements:</i></b>		
Two star Timber Wolf		
3 proficiency + First Aid		
Camped 10 nights		
Lost in Woods		
Participate in Troop		
Awarded Leaping Wolf		
<b><i>Service Promotions:</i></b>		
1 Year		
Second		
2 Year		
Sixer		
3 Year		
Senior Sixer		

## Badges

**All badges must have some form of RECORD of each item in your binder**

### Artist:

1.	Draw with pencil, pencil crayon (wet/dry), brush, pen, crayon or oil pastel an original illustration of an incident or character from a story of your choice (not less than 12 x 18 cm).
2.	Do the following:
2a.	Draw in any medium listed in 1, any animal from the Jungle Book
2b.	Draw from nature a landscape or still life group
2c.	Keep a sketchbook for a period of three months (date sketches, 12 minimum)
2d.	Illustrate a story by means of match stick figures in a series of not less than four pictures
2e.	Make a simple greeting card of your own design using the mediums in 1
2f.	Make a model using any modeling medium (clay, model magic, play dough, plaster, etc.).

### Athlete:

This badge is divided into two classes:

Class A - 8 and 9 years old

Class B - 10 years old and over

The tests are the same nature in both classes but the standards are different. Complete any three of the following:

Activity	Class A	Class B
Sprint – 50 metres	11 seconds	9 seconds
Long Jump	2 metres	3 metres
Climb a tree or Rope	Minimum 4.5 metres Minimum 3 metres	Same Same
Softball Throw Catch	18 metres 5 metres	25 metres 13 metres

Your Timber Wolf Masters may want to hold an Olympic Night to meet this requirement.

### Camper:

1.	With your Timber Wolf Pack, camp for at least five nights in a lean-to or tent (this requirement must be over at least 2 camps).
2.	Know how to pack your kit properly and how to take care of it and yourself at camp.
3.	Under supervision, you and another Timber Wolf pitch a tent at camp.
4.	Prepare and cook a meal (at least two items) of your Timber Wolf Master's choice and under his/her supervision, at camp on an open fire, serve the meal and clean up after.
5.	Make a list of 'Tent Safety Procedures' (why no source of heat in tents, why no running around and in tents, etc.) in a least two paragraphs.
6.	Participate in a camp activity.
7.	You must be a Second Star Timber Wolf to achieve this badge.

### Collector:

1.	Make a good collection of one group of objects (coins, cards, stamps, pins, etc.) neatly and systematically arranged, for a period of at least three months.
2.	Explain your interest and knowledge of your collection as you show it to your Timber Wolf Pack. You may already have a current collection and that would be acceptable to bring in and show.

### Computer:

1.	Know the major parts of computer hardware and their use.
2.	Demonstrate how to use a word processing and spreadsheet software application
3.	Explain how a computer can be used to perform simple tasks.
4.	Be able to store and retrieve data created and discuss types of storage.
5.	Demonstrate and explain at least two programs you have used recently, only one of which may be a game.
6.	Explain how computers are used in every day life.
7.	Visit a business and/or organization that uses computers and record how they are used there.

## Conservation:

1.	Take part in a conservation project (cleaning up a stream, clearing waste land, tree planting, anti litter campaign, etc.) approved by your Timber Wolf Master. Give a detailed account of the activity. This could be done as a six or pack activity.
2.	Do either a or b:
2a.	Make a bird feeder or nesting box
2b.	Grow from seeds, sunflowers or other bright flowers that will attract birds to your yard or community.
3.	Find out about the SPCA or World Wildlife Fund and write a brief explanation about their work
4.	Find out about one animal in Canada and one animal in the world at large that is listed as “endangered.” Draw pictures of them and write a brief outline of their feeding habits and environment
5.	Do a or b and all of c and d
5a.	Visit a Zoo or farm and investigate and report on one of the animals.
5b.	Explain how energy can be conserved and what natural forces can be harnessed to produce energy
5c.	Observe and record the growth and development of a plant, butterfly or frog
5d.	Investigate, explain and record some examples of pollution in your area

## Crime Prevention:

1.	Explain
1a.	What you must tell your parents if you are going away from home without them
1b.	What you must remember to do and say if a stranger starts to talk to you
2.	Draw a picture and write a slogan that will encourage young people to respect others property and to discourage vandalism
3.	Tell why it is important to record serial numbers and identification of your property in case of theft. Record / discuss how you might mark your belongings to assist in their return if they are stolen. a) Know how to mark your bicycle and other belongings b) Know how does this help to prevent property from being stolen? c) Know how this aids the police in returning recovered stolen property to the owner.
4.	Visit your local police station to learn about Crime Prevention and Neighbourhood Watch. Record / explain about both.
5.	List what precautions should be taken to prevent burglary in your home if your family is going out for the day and if your family is going away on a holiday.

### Cyclist:

1.	Know the proper size of bicycle you should have for your size
2.	Be able to mount and dismount properly
3.	Be able to clean and oil the bicycle and pump up the tires. Understand the need for keeping the bicycle in roadworthy condition
4.	Under observation of your Timber Wolf Master or examiner, go for a short ride on a specified route, showing knowledge of the proper use of signals and rules for the road-user on wheels (as per the Highway Traffic Act).

### Entertainer:

Be able to give a satisfactory performance in any three of the following:	
1.	Playing a musical instrument (two well known tunes)
2.	Sing (two well known tunes)
3.	Reciting (two minutes)
4.	Acting or miming (two minutes)
5.	Puppetry (two minutes)
6.	Organize and lead a skit with your six (two minutes)

### First Aid:

1.	Show you know the meaning of "First Aid" and the need to summon adult help.
2.	Show how to clean and dress minor cuts and scrapes and know the importance of keeping them clean.
3.	Know how to treat sprains, apply a triangular bandage to a sprained ankle and put on a large arm sling
4.	Know the common causes of burns and scalds in the home, their treatment and how to prevent them. Know / describe how to put out burning clothing.
5.	Know how to treat a nosebleed.

### Gardener:

1.	Care for and cultivate a garden space of at least 1.5 metre square for a season. Where garden space is not available, you may use pots or a window box.
2.	Be able to demonstrate the use and care of a spade, fork, hoe and rake.
3.	Be able to point out and name six garden flowers and six vegetables growing in a garden or market garden.
4.	Identify
4a.	four common weeds,
4b.	three common enemies of the garden
4c.	three common friends of the garden

### Guide:

1.	Be able to give clear and concise directions, well expressed and clearly spoken, to your Timber Wolf Master or examiner, doing so politely and properly.
2.	Record / explain the dangers of speaking to or being approached by strangers and how to stay safe.
3.	Know the whereabouts of several of the following, nearest police station, hospital, drug store, pay telephone, fire alarm, transit terminal, gas station, and hotel/motel. These can be near to the meeting hall or your home.
4.	Know how to summon police, fire and medical help.

### Handicraft:

1.	Make an article from odds and ends such as pinecones, clothes pegs, etc. Or recondition two toys approved by your Timber Wolf Master.
2.	Do either a, b or c:
2a.	Make a worthwhile toy or model of reasonable size, such as a boat, engine, car, airplane or animal
2b.	Make in reasonably correct proportions and colouring a worthwhile composite toy Or model such as a farmyard or jungle ark with animals, cottage with furniture or a station
2c.	Make two useful or decorative articles from cane, raffia, wool, leather, wood, string or any other suitable material approved by your Timber Wolf Master.

(Note: An article submitted for the Second Star requirement must not be admitted for any part of this badge.)

**Hobbies:** *The purpose of this proficiency badge is to cover subjects that are not covered by Artist, Collector, Handicraft, etc.*

1.	Have a continual interest in your hobby for at least three months
2.	Show your Timber Wolf Master or examiner what equipment and/or materials you use for your hobby.
3.	Show your Timber Wolf Master or examiner what you have accomplished with your hobby.
4.	Explain how you can improve your level of skill and proficiency in your chosen hobby.

**House Orderly:** *Perform number 1 and any five from list below. Record the date, duration and personal assessment of difficulty for each activity chosen.*

1.	Make tea, coffee or hot chocolate, fry bacon or sausage and cook an egg any style.
2.	Prepare potatoes, and boil, bake or fry them.
3.	Wash and dry dishes after a full course meal.
4.	Clean at least two main floor windows.
5.	Make your bed, clean and tidy your room on 2 separate occasions
6.	Lay a table for at least three people for a meal of two courses.
7.	Thread a needle and sew on 2 buttons or 2 of your badges.
8.	Wash and iron your necker.

### **Map Reader:**

1. .	Understand the main signs and symbols used on the map of your locality
2.	Pin point your house and Timber Wolf meeting hall, and explain how well known local features are shown on the map.
3.	Make a topographical map and scale model of a 40 metre high incline, showing the contour lines at regular intervals.
4.	Know how to use a compass and orient it to a map.
5.	Show you can follow given bearings (min.2, max.4) over a .5 kilometer distance.
6.	On a map of a five-kilometer stretch of road selected by your Timber Wolf Master, describe what you would see.

### **Observer:**

1.	Do either a, b or c
1a.	Observe from life and be able to describe the appearance and habits of any six living creatures (animals, birds, reptiles, insects, etc.).
1b.	Recognize from life and name accurately six trees and six flowers in season, preferably wild.
1c.	Record in reasonable detail a nature log (of wildlife viewed and their habits) for a period of at least three months.
2.	1. Find your way to an unknown spot, between 275 and 350 metres away, by following directions given to you by your Timber Wolf Master. Use either compass directions, trail signs, landmarks or any combination of these.
3.	Be able to play Kim's Game naming nine objects out of twelve.



### Reader:

1.	Produce a list of books that you have read in the last year. Name the authors and be able to describe to your Timber Wolf Master or examiner about the story of at least three of the books on your list.
2.	Read aloud a simple piece of prose or poetry chosen by your Timber Wolf Master or examiner.
3.	Show that you understand how to care for books and make a dust cover and adorn it in your own design.
4.	Demonstrate to the examiner, how to use a dictionary.

### Signaler:

1.	Know the alphabet in Semaphore or Morse, paying special attention to correct positions of Semaphore or the timing of Morse.
2.	Be able to send and read a short simple message of ten words slowly but getting all ten correct.
3.	4. Exchange a message with a member of your pack by using a "secret" code to be chosen or invented by you.

### Sportsman:

1.	Explain the rules for two team games such as baseball, football, hockey or soccer.
2.	Show reasonable proficiency and be taking an active part in at least one of these sports as a member of an organized league or school team. (A signed <u>Badge Card</u> , [on which is printed the requirements for the Badge] from the coach or physical education teacher is required.)
3.	Show good sportsmanlike spirit in all Timber Wolf games and activities.

**Swimmer:** *Or have qualified and received the Red Cross Water Safety Level 6 or equivalent.*

1.	Be able to swim 25 metres on your front without resting.
2.	Swim on back for 15 metres
3.	Do a or b or c
3a.	Be able to float on back for 30 seconds
3b.	Tread water for two minutes
3c.	Demonstrate for 5 minutes, correct drown-proofing techniques
4.	For diving do all four:
4a.	Record the dangers and how to make safe, activities such as jumping or diving into natural water (not a swimming pool)
4b.	Dive while swimming in water (prone dive)
4c.	Jump with arms clasped around knees from a diving board or bank
4d.	Dive from the side of the pool
5.	Know the Water Safety Code.

Badge Chart of \_\_\_\_\_

Name of Badge	Date Completed	Signature
Artist		
Athlete		
Reader		
Camper		
Collector		
Computer		
Conservation		
Crime Prevention		
Cyclist		
Entertainer		
First Aid		
Gardner		
Guide		
Handicraft		
Hobby		
House Orderly		
Map Reader		
Observer		
Signaler		
Sportsman		
Swimmer		

## **LOG BOOK OF CAMPS/RAMBLES/DAY HIKES**

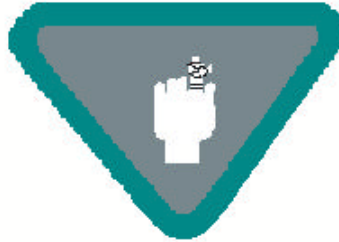
It is at this point that each Timber Wolf must insert records (story/report) of the rambles, hikes and camps you have attended.

Each activity whether it be a ramble, hike or camp needs to have the date of the activity, where it took place, the length of time it took, what happened during the activity and what you, the Timber Wolf thought and/or felt about what you did. On completion of your record, have the Timber Wolf Master or examiner that attended the activity, read and sign your report.

# TIMBER WOLF SERVICE BADGES



**Conservation Badge**



**First Aid Badge**



**Guide Badge**



**House Orderly Badge**

# TIMBER WOLF PROFICIENCY BADGES



**Artist Badge**



**Athlete Badge**



**Camper Badge**



**Collector Badge**



**Computer Badge**



**Crime Prevention Badge**



**Cyclist Badge**



**Entertainer Badge**

# TIMBER WOLF PROFICIENCY BADGES



**Gardener Badge**



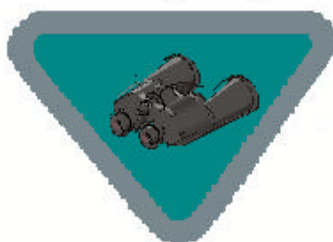
**Handicraft Badge**



**Hobby Badge**



**Mapreader Badge**



**Observer Badge**



**Reader Badge**



**Signaller Badge**



**Sportsman Badge**

# TIMBER WOLF PROFICIENCY BADGES



**Swimmer Badge**