

# BP Service Association



Timber Wolf Leader's First Year

## INTRODUCTION

This handbook has been produced to assist Timber Wolf Leaders to run their Section more efficiently. It has been published in loose-leaf format in order that subsequent changes may be made to the content with the minimum of disturbance.

Any suggestions for changes in this handbook should be made to your Headquarters Commissioner for Timber Wolves so that they may be considered.

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**This handbook may be photocopied for Scout purposes.**

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## GENERAL POLICY OF THE TIMBER WOLF SECTION

1. **Object.** The object of the Timber Wolf Section is to provide an organization for young boys and girls where they can take part in suitable activities appropriate to their age and development prior to entering the Explorer Section.
2. **Name or Title.** The Section will be known as a Timber Wolf Pack. This will be divided into Sixes, a Six being the equivalent of a Den or Patrol. A senior Timber Wolf is appointed a Sixer and he or she may pick an Assistant Sixer, known as a Seconder. The Section will be an integral part of the Group and will be known by the Group title.
3. **Age Limits.** Boys and Girls are eligible to join this Section when they have reached their eighth birthday. They transfer to the Explorer Troop when they reach their eleventh birthday, or after ten and a half years of age at the discretion of the Timber Wolf Master.
4. **Uniform.** The philosophy of the Association is that the uniform should not involve the parents in any unnecessary expense. As members of the Group, Timber Wolves will wear the Group neckerchief. The complete uniform is as follows: Grey or Green sweatshirt with a Green baseball cap. A grey or green t-shirt may be worn during warm weather. Dark coloured trousers will be worn.
5. **Meetings.** It is recommended that the Sixers Council should be held at regular intervals. This is an informal body consisting of the Pack Scouters and the Sixers to discuss and plan Pack programming and activities.

Sixer meetings should be arranged to suit the younger age group and should normally be no later than early evening. Meetings should normally last no longer than an hour and a half.

6. **Representation.** The Pack is represented on the Group Council by the Pack Scouters. The Group Council is a meeting of all registered Scouters in the Group. The Group Council is Chaired by the Group Scouter (GSM). The Group Council is responsible for the operation of the Group. The Group Auxiliary is responsible ONLY for the raising of funds and other logistical support.
7. **Finance.** Weekly dues may be levied on the individual Timber Wolves. This should be determined by the TWM and approved by the GSM. The weekly amount should keep in mind local conditions and expenses. The monies should be properly accounted for and banked in the Section Bank Account. The money is to be spent solely for the benefit of the Timber Wolf Pack.

8. **Insurance.** Timber Wolves and their leaders, Instructors, and persons helping are insured for Public Liability purposes, by virtue of the Annual Registration Fee paid by each registered member, in September of each year. Any claim, or incident, which may give rise to a claim, should be notified in writing to the GSM so that they may inform the Association Insurance Representative without delay.
9. **Co-operation between Sections.** The Timber Wolf Pack cannot exist in isolation as it is, or should be, a Section of a Group. There must be contact with the Explorer Troop as it is to that Section that the Timber Wolf will eventually go. Knowing other Scouters and members from other Sections will help the Timber Wolf to understand that he/she is a member of a family in Scouting. The Leaping Wolf Badge will help to forge the link between Timber Wolves and Explorers.
10. **Co-operation with other Organizations.** Joint activities with children of comparable ages in other organizations such as Girl Guides, or Church Youth Groups. We all live in a world outside Scouting as well as with those inside it. As our aim is to make our Youth more reliable and take a useful place in society we must participate in outside activities.
11. **Church Parades.** Timber Wolves should be encouraged to participate in St. George's Day Service, Founders Day, Remembrance Day Parade and special services for Scouting, but it should always be remembered that parents have their say in this and their wishes should be respected.
12. **Programs.** The program of activities should be appropriate to the 8 to 11 year olds and should avoid anything, which may be part of the Explorer Training Program – except for the requirements of the Leaping Wolf Badge. As well as outdoor activities the program should consist of, amongst other things, games with a purpose to promote character building and self-reliance, a sense of duty to others, fun and interest in the outdoors.
13. **Leaders.** Try to avoid, wherever possible, the use of other Section Leaders as Timber Wolf Leaders. Use may be made of Rovers, Senior Explorers, and Explorers of at least 2<sup>nd</sup> Class standard. Use of Guides and Rangers is permitted, with the approval of the appropriate Guider or Commissioner. The minimum age for appointment to the rank of Timber Wolf Master is 21, Assistant TWM is 18 years of age.
14. **Training Restrictions.** Where a Timber Wolf Pack is part of a Seafarer or Air Explorer Group, Timber Wolf must receive only the ordinary Timber Wolf training. The designation and uniform of the Timber Wolf must be the same as for other Timber Wolves and no form of sea or air training may be given.

## **What is a Timber Wolf?**

A Timber Wolf is a member of a Timber Wolf section of the BPSA, 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 1<sup>st</sup> 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 BP's Last Message to Scout Leaders)

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



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

**The Timber Wolf Motto:**

Do Your Best



## **Timber Wolf Master & Leadership Team**

The Timber Wolf Master is appointed on the recommendation of the Group Scoutmaster to the District Commissioner followed by a Warrant of Appointment, or where there is no District Commissioner, by the Provincial Commissioner. 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 following qualifications are required:

- Have attained the age of twenty-one (21) years.
- Have obtained membership in the BPSA.
- 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.
2. A Scout is loyal to the Queen, his Country, his Leaders, 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 Scouter without question.
8. A Scout smiles and whistles under all difficulties.
9. A Scout is thrifty.
10. A Scout is clean in thought, word and deed.

**(Substitute “Her” for “His” as applicable)**

## **Assistant Timber Wolf Masters**

Each pack should have as many Assistant Timber Wolf Masters as is necessary, normally one per Six. 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 Scouters of all the Group sections. The Group Scouter 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 Otters, Explorers and Senior Explorers. 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 Totem**

Each Pack should have a Totem, and the Totem should be a Wolf's Head. Totem Poles embody the spirit and traditions of the Pack and are therefore best kept at the Pack Den. B-P recommended that new Chums 'added' their contributions to the Pack's traditions by affixing a brass-headed nail to the stem of the pole. Subsequently Cubs can have their names added to ribbons representing various badge achievements.



## You and Your Sixers

### Why have Sixers?

Each Six has a Sixer to lead it, and a Seconder to help the Sixer. 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.

How often do you look at your Sixers and see a future St George 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 our 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 Timber Wolf Pack and assumes that the Sixer will take responsibility for “looking after” his or her Six. Being in this position can be an exiting job for Sixers and they will look to you for support and encouragement.

A Timber Wolf is chosen as a Sixer at an important stage in the youngsters development, just before going through a period of change at school or a move to Explorers.

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

The following offers practical advice on how to involve your Sixers and how to hold Sixers Councils.

### Choosing your Sixers

It is not an easy task to choose which particular Timber Wolf 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 Timber Wolf 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 Timber Wolves.
- Has some experience as a Timber Wolf.
- Sets a good example to the younger Timber Wolves.
- Attends regularly and is reliable.
- May already take the lead in keeping the Six in order.
- Enjoys being a Timber Wolf and is an interested member.
- May have had experience as a Seconder.
- Has an amiable personality.

### A Working Partnership

A young person aged somewhere between 9½ and 10½ is a very different character from the 8-year-old who entered the Pack. He or she can be your greatest asset, or the most disruptive influence.

Operating the Six system will give you the ideal chance to channel the energies of the older Timber Wolves towards helping the Pack. Perhaps, at the same time, they may be working for their Leaping Wolf Award.

So how can you maintain good relationships with your Sixers?

Perhaps these suggestions may help:

- Asking for their help in a polite and reasonable manner. For example you could say, “I’m very busy at the moment, so could you possibly help by...?” might get a better response than “Somebody sweep up that mess!”
- A gentle reminder, quietly whispered in an ear, like “Have you forgotten to tide up the Six Boxes?” might produce results.
- Youngsters of Timber Wolf age are often genuinely forgetful.
- Make them feel involved in decisions. Do not ask for their ideas unless you are prepared to give them serious consideration.
- Remember to say “Thank You” to your Sixers and praise them for a job well done.
- Make time each week to have a brief chat with each of your Sixers and listen to what they have to say. It gives them an element of prestige, satisfaction and recognition of their status within the Pack.

You know your older Timber Wolves – they know the rules. 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.

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

When any Timber Wolf becomes a Sixer, they are hopefully, looking forward to taking 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.

The responsibilities taken on by the Sixers could include:

- Looking after new Timber Wolves.
- Organising a Six-Duty Roster.
- Taking a leading role in ceremonies.
- Welcoming visitors to the Pack.
- Teaching younger Timber Wolves new skills.
- Running a game.
- Looking after Six Boxes.

You may be able to find other jobs in your Pack that could be shared with your Sixers. Youngsters of Sixer age like rules and organisation.

They like to have fun, but they also want, and need, to be taken seriously. Here are some things to remember to help you support your Sixers:

- You'll need to know how much responsibility they can handle. This means you should give the Sixers some simple tasks at first, and gradually build up, rather than overwhelm them with far too many responsibilities.
- You'll need to show the Sixers that you are listening to them during meetings.
- You'll need to take their suggestions seriously and put ideas into practice whenever possible.
- You must be prepared to give them responsibility and let them try to do some jobs on their own.
- You must be able to step in when you see that the youngsters 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.
- You must clearly define their duties and responsibilities, so that they know exactly what they are expected to do.
- You should give them the opportunity to practice a skill or activity before they try to teach it to a small group of Timber Wolves.
- You should show the Sixers any new game and play it with them before they run it in the Pack.
- As previously stated and probably most importantly, nothing works better than praise and encouragement, so do remember to say 'Thank You' for jobs well done.

How about special day hike or other outing for the Sixers as treat? The Sixers will be learning by doing and they will need your support until they are confident about special responsibilities.

Older Timber Wolves in the Pack have a significant amount of experience that can be shared with younger Timber Wolves. You can put this expertise to good use, but the Timber Wolves 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 Timber Wolves get used to the idea of Sixer responsibility.

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

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

### Sixers Council

One way of helping your Sixers feel an important part of the pack is to have regular Sixers Councils, once a month should do fine. This is where Sixers and possibly Seconders meet with the Adult Leaders. It is a way of giving the Timber Wolves a say in the running of the Pack.

There is no need for any great organizational upheaval to have a meeting. The meeting could be held before or after the regular Pack meeting, or arranged to meet your own and your Timber Wolves 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 Council meeting and then ignoring the Timber Wolves suggestions or comments. 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 make it clear that you are interested in their views only if they are prepared to listen to each other – and to you seriously!

### Topics for Sixers Council:

It is a good idea to have some questions ready to ask the Sixers, and give them a chance to put forward their points of view.

Topics for discussion might include:

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

The Council is a great opportunity to talk with your Sixers and to find out what is really going on amongst the youngsters in the Pack. This is also a great time to understand the behaviour of the Timber Wolves 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 Timber Wolves feel that little bit special.

Often, working with the older Timber Wolves 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 Explorer Troop.

### Timber Wolf Instructor

The Timber Wolf Master may, with the approval of the Explorer Leader concerned, obtain the services of an Explorer, as a "Timber Wolf Instructor". This youth must hold the Second Class Badge or be a Senior Explorer. With the approval of the 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 7-½, but must not have reached their 11<sup>th</sup> birthday

A Timber Wolf may go up to the Explorer Troop on attaining the age of 11.

In individual cases the Timber Wolf Master, Explorer Leader and Group Scouter 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 11<sup>th</sup> 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 “New Chums” and wear a white neckerchief.

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 and the Second Star requirements are also set out.

### **UNIFORM AND BADGES FOR TIMBER WOLVES**

Head gear:	A green baseball cap with cap badge on front.
Scarf & Woggle:	Neckerchief of approved Group colour. Woggle of any pattern except Woodbead type.
Sweatshirt:	Of approved pattern, Grey or Green in colour.
T-Shirt:	Of approved pattern, Grey or Green in colour.
Belt:	Black web material with plain brass buckle.
Shorts or Longs:	Olive Green or Tan.
Socks:	Lovat Green for wearing with shorts. Green garter tabs.
Footwear:	Black shoes, or Hiking Boots.
Tenderpad Badge:	Worn centered on the left breast.

- WFIS Badge: Worn centered on the right breast.
- Group flash: Worn on the top of the right shoulder.
- Proficiency Badges: Worn in vertical rows on right sleeve.
- Six Flash: Worn at the top of the left sleeve, point up.

### **Timber Wolf Leader Uniform**

- Head gear: A green beret with cap badge, or khaki Scout Stetson, flat brim, leather band with boot lace.
- Scarf & Woggle: Neckerchief of approved Group colour. Woggle of any pattern except Woodbead type unless qualified.
- Shirt: Of approved pattern, Khaki in colour.
- Belt: Black web material with plain brass buckle.
- Shorts or Longs: Olive Green or Tan.
- Kilt: Family, Association, Provincial, Regimental, or National Tartan.
- Socks: Lovat Green for wear with shorts or Kilt. Green garter Tabs.
- Footwear: Black shoes, or Hiking Boots.
- Optional Items: White Lanyard, Belt Knife, Belt multi-tool, Skean Dhu if wearing a kilt.
- Beret Flash: TWM wears a Green cloth plume behind the cap badge, ATWM wear a red cloth plume in the same manner.
- Tenderfoot Badge: Worn centred on the left breast pocket.
- WFIS Badge: Worn centred on the right breast pocket.
- Group flash: Worn on the top of the right shoulder.

Your badges should be sewn on your uniform properly. They should not be glued on, nor should they be sewn with huge stitches. Take pride in your uniform!

## 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, 1<sup>st</sup> and 2<sup>nd</sup> 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 *their personal best* and with this in mind, should a youth member be physically or mentally challenged *their best* 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 from your DC or GSM.

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.

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 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.



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, Cold Weather/Winter Camping. Ask your Group Scouter for information on dates and locations.

## **Programming**

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 the BPSA.

### **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:**

All Timber Wolf Masters do this and a Senior Sixer and/or Timber Wolf Instructor may accompany them. 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' and Salute.

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, neckerchief 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 opening ceremonies.

Uniform required to participate in opening ceremonies is headgear, neckerchief, and shirt. It is hoped that all youth members and Leaders 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 Campfires). Additionally, Akela will usually lead on special occasions such as Investiture, Leaping Wolf, etc.

#### 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:

1<sup>st</sup> year Wolves Timber Boxes

2<sup>nd</sup> year Wolves Bird Houses

3<sup>rd</sup> year Wolves Bird Feeders

Instruction: 1<sup>st</sup> year Wolves Tenderpad requirements  
2<sup>nd</sup> and 3<sup>rd</sup> 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

October 22  
Commence Adopt-A-Grandparent program at Auxiliary Hospital

October 29  
Halloween Party with Otters and Explorers  
Family Night  
Pumpkin Carving  
Apple Bobbing

These are the collective thoughts and ideas of the Timber Wolf Master and the adult leadership 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, behavior 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 behavior), 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. Gathering - Sr. Sixer  
6:30 p.m. Inspection - All  
6:40 p.m. Opening Ceremony/Grand Howl - Bagheera

6:50 p.m. Game - Akela  
7:00 p.m. Instruction: Tool Safety - Mr. Black  
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. Instruction: 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:

Timber Wolf Game Book - Akela  
Plywood, Nails, Saws, Hammers - Mr. Black  
Permission Forms/Gear List - Bagheera  
Puzzle pieces for relay game - Hathi

### **October 8**

6:20 p.m. Gathering - Sr. Sixer  
6:30 p.m. Inspection - All  
6:40 p.m. Grand Howl (Jungle Opening) - Akela  
6:45 p.m. Game Star Dish (Scouting games from A to Z) - Baloo  
6:55 p.m. Stargazing (group activity) - Timber Wolf Master takes each Six to an area outside where they can lie on the ground and try to find the North Star and six constellations.  
7:10 p.m. Game Wind Power, Timber Wolves race sailboats powering them by blowing or fanning. - Bagheera  
7:20 p.m. Tin Can Constellations Timber Wolf will pick one 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 (Leaders 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  
8:00 p.m. Outdoor Campfire Stargazing Theme - Hathi  
8:25 p.m. Jungle Closing - Akela

Vespers sung followed by Good Night and Good Hunting

Materials required:

Groundsheets, flashlights, star chart and compass - Akela  
Cans, nail, hammer, wood - Bagheera

## Games for Timber Wolves

### The Importance of Play

A child's life is largely made up of play, but that play is very real to the child. Children not only pretend to 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.

The play-world is a very real world to children. In it they 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.

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

### How To Use Games

The Timber Wolves enjoy games because they enjoy all make believe, and the physical exhilaration of running, jumping and chasing. Many games provide mental relaxation through physical activity although Timber Wolves do not appreciate this. Other games encourage mental alertness.

It therefore follows that the leader's task is to choose games carefully with a purpose in mind, and to build a program which balances one type of game against another. They must never be just time-fillers.

To be of value games must be enjoyable. There is little value in a rowdy, ill-tempered game, and Timber Wolves quickly recognize that if games are to be enjoyed by all, some rules and self-discipline are necessary. The importance of fair play, and the need to be unselfish and help the smaller, weaker, or physically less able can begin to be appreciated by them.

### Points To Watch When Preparing Games

- 1) Ensure that there is variety in the type of games chosen. They should not all be competitive games or all chasing games. Do not overdo the favourites.
- 2) Have all the 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 or the rules are broken, 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. It is better to have the Timber Wolves sitting down while you explain the game. They fidget far less than if they are left standing, and you have more command of the situation.
- 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) Knock-out games are undesirable if they leave children idle on the side-lines, where they may start up a rival game of their own. Arrange the game so that after a short wait they regain their "life" and rejoin the game.
- 8) Do not allow a game to go on so long that all fun is exhausted. It is not always possible for everyone to have a turn in every game.

### Games Book

As games are such an important part of the Timber Wolf leaders stock in trade, a games book in which you can record games is a necessary piece of personal equipment. It should be divided into sections for easy reference. The following will give you a better idea of the type of games you should be running.

- 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 involving two teams are an opportunity to mix up the Sixes but do not overwork Six competition.
- 4) Games involving Skill e.g. Emergency Calls. The purpose of these games is to learn, revise, or practice some skill.
- 5) Sense training games e.g. Hearing Kim. These form a very large part of Timber Wolf training. Games to train all the senses should be used.
- 6) Quiet games e.g. The Buzz. Relax and quiet them down after a spell of activity. This helps create the right atmosphere before a story time, 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) Wilde 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 favourite with most Timber Wolves. This is the sort of thing they expect to do when they join the pack.
- 9) Circle games. E.g. Circle Dash. These are useful as they can involve all 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 for the Grand Howl.

Many games fit into more than one category and should be cross-referenced. A suggested lay-out for your games boom might be:

	<b>Title of Game</b>	<b>Dates when played</b>	<b>Cross-Reference</b>
<b>Purpose</b>			
<b>Equipment</b>			
<b>Description</b>			

### Games Box

Every Pack should have a games box containing balls, small baseball bat, blindfolds, chalk, whistle, bean bags, and ropes. The maintenance of the games equipment is a job which a parent helper in your Pack could undertake.

## PACK CEREMONIES

### Jungle Opening

*Cubs in their lairs; lights dim, moon out*

BALOO: Look well, O Wolves, Look well!

CUBS: *(Howl like wolves)*

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

CUBS: The Cub gives in to the Old Wolf,  
The Cub does not give in to himself.

CUBS: *(Led by their Sixers, the Cubs creep from their lairs, calling as they come. )*  
We are the *(colour)* six  
We are the *(colour)* six  
We are the *(colour)* six  
We are the *(colour)* six

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

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

CUBS: *(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)*  
Once, twice and again!

AKELA: Feet in the jungle that leave no mark!

CUBS: *(softly)* No mark!

AKELA: Eyes that can see in the dark!

CUBS: *(softly & mysteriously)* The dark!

AKELA: Tongue.... give tongue to it. Hark! O Hark!

CUBS: Do the Grand Howl *(the Pack should already be at ease so there is no need for this instruction)*



## **Jungle Closing**

*Cubs 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.

CUBS: The Cub gives in to the Old Wolf,  
The Cub does not give in to himself.

CUBS: *(Led by their sixers, the Cubs creep from their lairs, calling as they come. )*  
We are the *(colour)* six  
*(Cubs 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,

CUBS: *(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)*  
Once, twice and again!

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

CUBS: To carry the word to the waiting pack!

AKELA: The full moon risen, the wolf pack howled.

CUBS: *(Do the Grand Howl)*

AKELA: A brave heart and a courteous tongue shall carry you far in the jungle.

CUB PRAYER: 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 Timber Wolf law and to do our best in the week ahead.

AKELA: Wood and Water, Wind and Tree  
Jungle Favour go with thee  
Good Night, Good Hunting.

## **Investiture Ceremony**

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 an Assistant TWM. Akela then asks the youth member to place their left hand on the flag and raise the right hand in the Timber Wolf Sign. 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 neckerchief 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. 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 Explorer Troop. It takes place at the Timber Wolf's investiture as an Explorer. The badge is **not** worn on the Timber Wolf uniform. Akela will present the badge at their Explorer investiture, and it will be worn on the Explorer uniform until they gain their First Class Badge.

## The Grand Howl

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

When Akela comes to the meeting the Timber Wolves salute him by squatting around in a circle as young wolves do, and giving Akela the Timber Wolf Grand Howl.

To do the Grand Howl they squat down on their heels with their two hands on the ground between their feet, knees out to either side.

Then when the Old Wolf comes to the Pack, the young Wolves throw up their heads and howl. But their howl means something. They want to welcome Akela, and at the same time to show that they are ready to obey their command.

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

“Ah-kay-la! – We-e-e-ell do-o-o-o-o-o-o-o-o-o- o-u-r - BEST”.

Yell the word “best” sharp and loud and short and all together; and at the same time 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.



A Timber Wolf in the Grand Howl position.

## Presentation of Sixers Stripes

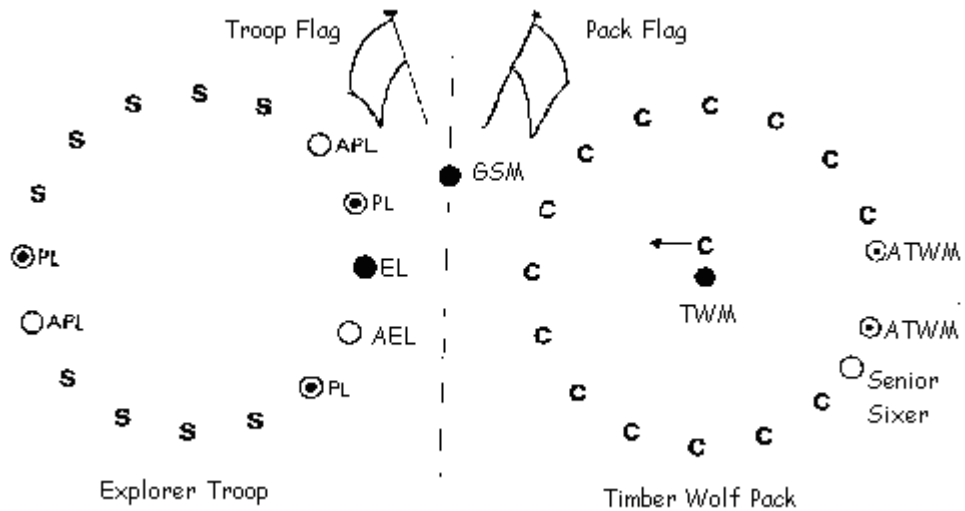
Some Packs hold simple ceremonies for this and it is certainly an occasion for congratulations.

The Pack may also give the Pack Yell where this is part of Pack tradition. It is not desirable to ask a Timber Wolf to make any kind of promise at the presentation.

## Going Up Ceremony - from Pack to Troop

Prior to this important ceremony, careful preparation by the Group Council is essential. The presence of the Group Scoutmaster is of vital importance and 'briefing' of the Troop and the Pack is also important and needs to be carefully carried out so that the right spirit is engendered. Like-wise, parents and visitors need to be informed:-

1. The Pack is in the Parade Circle, the Troop is in a "Horseshoe" a short distance away.
2. Akela is in the centre of the circle, facing the horseshoe, the Assistant Leaders and Timber Wolf Instructors form part of the circle.



1. The Timber Wolf Leader gives a brief explanation of the significance of the occasion, and what is happening.
2. The Pack gives the Grand Howl.
3. The Timber Wolves going up are called out in front of their Leader.
4. The Leader asks each Timber Wolf in turn to re-affirm the Cub Promise phrase by phrase. All the Pack members make the Scout sign. (Note-"On my honour", not "I have promised".)
5. Each Timber Wolf then says goodbye to the Assistants and returns to their place in front of their leader. The Pack may, if desired, then give the Pack Yell or a similar means of farewell
6. The Timber Wolf Leader says. "*Open the Circle*". Whereupon that part of the circle nearest the Troop divides and backs away to convert the circle into a horseshoe. The primary purpose of this is to let all the Pack watch the rest of the ceremony
7. The Timber Wolf Leader then leads the Cubs to the dividing line, where the Explorer Leader, Group Scoutmaster and PL(s) are waiting. The Timber Wolf Leader wishes the Timber Wolf good luck, and after saluting, introduces him/them to the Explorer Leader.
8. The Explorer Leader greets him/her with a few suitable words of welcome and encouragement, and introduces the Patrol Leader(s). The PL's then take the new Explorer(s) back to their patrols.
9. The Group Scoutmaster may say a few suitable words about the progress of the new Explorer(s) through the family of Scouting.

The ceremony ends with the Troop greeting the new recruit(s) with the Troop Yell or cheers.

The Timber Wolf Leader orders the circle to close before dismissing the Pack.

After the ceremony a good opportunity exists for joint activities such as a few carefully chosen games, until the Timber Wolves must go home and the Troop Meeting starts.

**NOTE:** The approach of the whole function should be one of pride and happiness that another Timber Wolf is going into the Troop. No suggestion of sadness at losing them must be allowed to creep in.

The Group Scoutmaster may accompany the Timber Wolf Leader and the Timber Wolves to meet the Explorer Leader.

It is a good idea to hold the ceremony out of doors or on a combined outing.

A Group may have its own tradition or the use of some natural or artificial obstacle to separate the two sections, e.g. a bridge built by the Explorers, a log to cross, a ladder to climb, etc. If this is considered to be of value then it is not out of place; provided it does not spoil the simplicity of the ceremony or confuse those taking part with unnecessary complications.

## **Behaviour in the Pack**

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

The reasons for such behaviour can lie outside Scouting and its activities. It is important to distinguish between those causes of behaviour that Leaders can influence and those that they can do nothing about.

Leaders who have experienced persistent disruptive behaviour 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 behaviour can only be achieved with the co-operation of all concerned, that is, adult Leaders, helpers and young people.

This chapter offers suggestions that might help prevent behavioral difficulties. It also offers guidance on what to do when things go wrong.

### **Handling the Moment**

If, despite your best efforts, a situation arises when bad behaviour disrupts the activity, threatens safety or challenges your authority or that of another adult, then as immediate action you should:

- Try to stay cool, calm and collected. It gives a powerful message that you are in charge.
- 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 stating what you believe is unacceptable and making clear what you do expect. Or, it may be necessary to separate the culprit(s) from the others for a separate talk while the activity is re-started for the remainder.

- Remember that when talking to an individual or a group, it helps reduce anger and aggression if you tell them to sit while you stand. It further reinforces the message that you are in charge.
- If you need to talk with the culprit(s) on one side, always be in sight of the others – protect yourself. At all costs you should avoid being alone with a young person behind closed doors.
- Especially in situations where you did not witness the incident, listen carefully to all sides to try to get the facts before you make any statements or judgements. This is often more difficult than it sounds because emotions and strong feelings get in the way of the real issue.
- When you have the facts, calmly have your say, sticking to the facts. If necessary, highlight any safety issues and state what you find unacceptable and what you expect to happen from now on. Avoid trying to reinforce these messages with personal threats and aggressive statements.
- When talking to an individual or a group in such circumstances, remember the importance of maintaining eye contact in helping you get your message across.
- Remember close proximity fuels anger and aggression. Maintain space between you and the individual or group.

Later, when time allows (and you will need to make time) and when the situation is calmer, talk with those involved about the incident. Try to find out:

- Was it an isolated incident or resulting from a chain of circumstances?
- Was it anything to do with the meeting or was it related to something outside the meeting?
- Was it a situation that had been simmering for a period of time?

Until you have all the available facts, you will not be able to make a fair and balanced judgement.

Later still, 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.



## Prevention Is Better Than Cure

Accepting that an effective “cure” will be necessary sometimes, it is far better to work towards “prevention”. Here, there are a number of things that the leadership team can do to maintain acceptable standards of behaviour and discipline in the Pack. Above all, it is important to recognize that maintaining behaviour and discipline requires a team effort, so discuss the following issues as a team, perhaps at a leader meeting as a regular agenda item:

- Discuss and agree on the behaviour that you will not accept. Extreme examples would include swearing, kicking, punching, biting, spitting, and screaming, but you will also need to consider persistent breaking the rules or failing to follow instructions for activities, persistent interruptions, not paying attention, talking while someone else is talking, excessive noise, shouting and pushing.
- Discuss and agree on the procedures to follow if these types of behaviour occur and ensure that all the leadership team are aware of them, including occasional helpers. Don't forget new leaders need to be made aware of this as well.
- Discuss and agree on the types of behaviour you expect to see. These might include young people and adults listening to each other, everyone following activity instructions, sticking to the rules at games, and showing a good attitude. You might agree that no one will make fun of anyone else because of their colour, race, faith, and abilities and that quiet times would be quiet (but still fun). There would be no malicious teasing and everyone would be able to participate in all parts of the meeting.

In order to encourage the type of behaviour you expect, the leadership team might:

- Take a good look at the Pack program. Problems often occur when there is nothing to do. This applies to adults as well as young people! Keep the program active, varied and fun. Try to avoid knock out games where increasing numbers will not be taking part. Is the program a mix of old favourites and new ideas?
- Take a good look at how the leadership team runs program activities. Are the activities properly planned? Does everyone know what is happening and what he or she is supposed to do? Does everyone have a part to play? Is all the equipment available and ready at the right time in the right place? Does the program keep moving or are there waiting times between activities?

- Take a good look at the behaviour of the leadership team. What message does this give the young people? Do you think about how to reward good behaviour rather than criticise bad behaviour? How often do you give praise, say “thanks and well done”? Is the team consistent in its approach to discipline? Is everyone treated in the same fair but firm way with no favouritism? Do the adults observe the same rules and instructions as the young people? This applies to leaders not directly involved who might be chatting in the corner of the hall while instructions are being given or during a quiet period.
- Look at your teamwork. Troublemakers will easily detect when it is possible to play off one adult against another. So a consistent approach with everyone aware of what action is to be taken and what each other has said will reduce the opportunities for trouble makers to find an excuse for bad behaviour. Do those not directly involved in the activity help by keeping an eye on things? It is easy to miss something in running the activity so extra pairs of eyes can be invaluable, especially when young people know they are being observed.

### Other Sources of Help

Sometimes, the underlying cause of bad behaviour is outside our control. Examples might be allergies and other undisclosed or undiscovered medical conditions. It is important to note that there may be very different standards of acceptable/unacceptable behaviour between home, school and Scouting.

If a situation arises when standards of behaviour are not as you would wish but nothing you do seems to make any difference, then it may be helpful to invite someone from “outside” to your meeting. This might be the GSM, or the ADC Timber Wolves, that is, someone who does not regularly attend your meeting.

Don’t tell them the problem, let them make their own judgement but it is possible that they will see something you have missed. At the same time, they may simply confirm that the underlying cause for bad behaviour is outside your control. This is important information.

It is also worth noting that if the problem doesn’t occur the night your visitor is present, try again. If the problem consistently disappears during a visit, then perhaps the way the meeting is run when a visitor is present is different from normal.

On most occasions where persistent bad behaviour is causing difficulties, it is a good idea to involve the parents/guardians, informing them of your concerns. At one level, this would be a chat at the end of a meeting, with the young person present. At a second level, where such informal contact has not improved the situation to your satisfaction, a home visit may be necessary. The young person concerned should be told that you intend to visit their parents of guardians. It is also essential that another adult accompany you from your Group or District.

Before the visit, prepare by talking with other adults in the leadership team. Decide what action you are prepared to go to ensure acceptable behaviour. During the visit, sensitivity will be required because no parent or guardian believes his or her child could possibly misbehave sufficiently to warrant a visit by a leader from Scouting.

When explaining the problem, stick to the facts without exaggeration and if action is agreed, then make a point of determining a review period after which the position will be discussed further.

### The Last Resort

However much we dislike the idea, there may be situations outside our control where the only sensible course of action is to ask the young person to leave. Causes of bad behaviour like allergies and other medical conditions or, those that require specialist help are outside our control.

Asking a young person to leave the Movement is the ultimate sanction and must follow the procedures laid down in the PO&R. The GSM and the DC will be involved.

In such cases the leadership team should not feel that they have failed. All we ever promise is to “Do Our Best”.

Happily, in the vast majority of cases, positive actions by the leadership team can influence good behaviour and will enhance the quality of Scouting for all concerned.

## Jungle Names for the Cub Pack

a) Names held 'Ex Officio'

Akela	Head Wolf	Timber Wolf Master
Baloo	The Bear	Assistant Timber Wolf Master
Bagheera	Black Panther	Assistant Timber Wolf Master
Raksha	Mother Wolf	Assistant Timber Wolf Master
Black Plume		Sixer
Brown Tip		Sixer
Grey Brother		Sixer
Red Fang		Sixer
Tawny Fur		Sixer
White Claw		Sixer
Sahi	The Porcupine	Pack Scribe
White Hood		Pack Storekeeper

b) Names awarded for prowess in Cub Activities.

Ahdeek	The Reindeer	Team games
Apukwa	The Bulrush	Weaving
Blue Smoke		Signalling
Chil	The Kite	Singing
Crimson Arrow		Throwing and catching
Dahinda	The Bullfrog	Leapfrog, cartwheels, etc.
Ferao	The Scarlet	
Golden Quil		Artist
Hawkeye		Observation
Hiawatha		All-round athletics
Iagoo	The Story Teller	Telling stories
Jacala	The Crocodile	Acting
Kaa	The Python	Tree Climbing
Karela	The Bitter Vine	Knotting
Keego	The Fish	Swimming
Keneu	The Great War Eagle	Running
Kotick	The Seal	Wrestling
Kwasin	The Strong Man	Boxing
Limmerskin	The Wren	Message carrying
Little Beaver		Lair Building
Mysa	The Wild Buffalo	Good Hearing
Nag	The Cobra	First Aid
Nushka	"Look !"	Guide
Oonai	The Wolf	Reciting
Pukeena	The Grasshopper	High Jump
Scarlet Feather		Fire Lighting
Sea Catch	The Seal	Diving
Shaw-Shaw	The Swallow	Skipping
Singum	The Lion	Book-carrying
Rann	The Eagle	Good eyesight
Tilji-Pho	The Lark	Musician
Toomai		Folk dancing
Wabeeno	The Magician	Walking the Plank
Wawbeck	The Rock	Modelling
White Elk		Long jump
Won-Tolla		Hopping

c) Names awarded by Akela at his discretion.

Hathi	The Elephant	Regular Attendance
Jeebi	The Ghost	Biggest Cub
Kim	Little Friend of all	
Ko	The Crow	Noisiest Cub
Mang	The Bat	Obedience
Mor	The Peacock	Tidiness and cleanliness
Onaway	"Awake !"	Alertness
Shada	The Pelican	Perseverance
Rikki-Tikki-Tavi	The Mongoose	Cheeriness
Mowgli		Friend to Animals
Sona	The Himalayan Bear	Good Manners
Suggeema	The Mosquito	Smallest Cub
Tall Pine		Tallest Cub

Resources:

- The Timber Wolf Handbook.
- BPSA PO&R.
- The Jungle Book by Rudyard Kipling (This should be read by both youth members and Leaders 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.

**ENJOY TIMBER WOLVES!!!**

**ANNEX A**

The Timber Wolf Uniform –



**ANNEX B**

The Timber Wolf Leaders Uniform –

