

# **BP Service Association**



## **TIMBER WOLF PROFICIENCY BADGES**

**AND**

## **HOW TO QUALIFY FOR THEM**

**2009 Edition**

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## CHAPTER I PROFICIENCY BADGES

The object of the Proficiency Badges is to supplement the Timber Wolf Program, and to develop character and physical health. They should not, however, be regarded in the same way as the Star Tests. Badges are activities which individual Timber Wolves can take up in order that they may progress further along Timber Wolf paths; they should be encouraged to take them up with a view to self-development but not at the expense of their ordinary work with the Pack.

They will start on some of these activities for themselves in many cases before they have won their Second Stars.

Although the original requirement was that a Timber Wolf was allowed, if they wished, to win and wear not more than two Proficiency Badges after they had gained their First Star, this is now left to the Timber Wolf Master's discretion. However, they should at the same time be continuing to work at their Second Star tests.

Proficiency Badges are best granted on the recommendation of a qualified and independent examiner. They are worn on the right arm in parallel rows between the shoulder and elbow.

**Note: The proficiency badge requirements must be in addition to the Star Tests. Star Test work cannot be used to earn proficiency badges.** i.e. Growing an acorn to earn the First Star cannot be used for the Gardener badge

### DIAGRAM OF CHALLENGES AND REMEDIES

Challenges	Cause	Education needed in	Remedy Groups	Timber Wolf activities and badges for
Showing off ..... Bragging ..... Shyness ..... Lying .....	Inexperience	<b>CHARACTER</b>	Intelligence & perseverance	Collecting Observation of nature Gardening
Mischievous ..... Destructiveness ..... Impatience .....	Want of interest or curiosity		Handicraft	Artist Homecraft Toymaking
Disobedience ..... Selfishness ..... Cruelty .....	Disregard of others		Doing things for others	First Aid Home Duties Guide-Duty
Awkwardness ..... Poor physical development ..... Remediable physical defects .....	Want of knowledge and exercises	<b>PHYSICAL HEALTH</b>	Athletics and Cleanliness	Swimming Athletics Team-playing Self-care

## BADGE REQUIREMENTS

### ARTIST

1. Must draw with pencil, brush, pen, or crayon an original illustration of any incident or character in a simple story (size not less than 12cm by 17cm).
2. In addition do one of the following: —
  - (a) Draw from life or memory, in pen and ink or pencil, any animal or human being he has seen.
  - (b) Draw from nature a landscape or still-life group.
  - (c) Keep a sketch-book for a period of three months.
  - (d) Illustrate a story by means of match-stick figures in a series of not less than four pictures.
  - (e) Make a simple greeting card, using pencil, brush, pen, or crayon.

### ATHLETE BADGE

These tests are divided into two classes. One for Timber Wolves aged 8 to 10 years old and the other for Timber Wolves aged 10 and over. The tests are of the same nature in both classes, but the standards are different.

N.B. — The average height of Timber Wolves in Class “A” is 125cm (4’ 1”). If a Timber Wolf in this class is unusually developed (not only in height) he shall be judged in Class “B.”

#### *Class “A.”*

Must be able:

To sprint 45 meters in 10 seconds. (50yds)

To jump 76 cm (high jump). (2’6”)

To jump 183cm. (long jump). (6’)

To climb a tree at least 4.5m., or climb a rope at least 3m. (15’, 10’)

To throw a ball 18m, and catch one thrown from 9m. (20yds, 10yds)

#### *Class “B.”*

To sprint 55 meters in 10 seconds. (60yds)

To jump 81 cm (high jump). (2’8”)

To jump 225cm. (long jump). (7’6”)

To climb a tree at least 4.5m., or climb a rope at least 3m. (15’, 10’)

To throw a ball 27m, and catch one thrown from 14m. (30yds, 15yds)

### CAMPER BADGE \*

- 1 Have camped as a Timber Wolf for 6 nights.
- 2 Know what personal equipment to take camping.
- 3 Know the difference between internal and external frame backpacks.
- 4 Know the proper way of fitting hiking boots to your feet.
- 5 Know the proper way of dressing for the outdoors.
- 6 Cook hotdogs over a fire for members of your Six.

## COLLECTOR

Must make a collection of one group of objects, neatly and systematically arranged, for a period of at least three months, and know something about them. The nature of the collection should be chosen by the Timber Wolf. Suggestions are as follows: — Stamps; postmarks; picture postcards; crests; coins; feathers, leaves or flowers. (For the purpose of the last two, photographic or reproductions may be accepted.) Or, must keep a scrapbook of events, etc., for a period of at least three months.

## CYCLIST \*

- 1 Own or have the regular use of a bicycle of proper 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 a roadworthy condition.
- 4 Under observation go for a short ride on a specified course, showing a knowledge of the proper use of signals and rules for bicycle riding.

## FIRST AIDER

1. Know how to “clean up” and treat a graze.
2. Be able to dress and bandage a hand and cut knee and put on a large arm sling correctly.
3. Know the treatment for stopping bleeding from the nose.
4. Know how to extinguish clothes that have caught fire; and how to treat minor burns and scalds.
5. Understands the need for summoning adult help.
6. Know the simple treatment for shock (not electric).

## FISHERMAN \*

- 1 Know which fish can be caught in local streams, rivers and lakes.
- 2 Know what baits attract local fish.
- 3 Demonstrate the correct method of landing a fish.
- 4 Know the difference between flies and lures.
- 5 Be able to identify 3 different types of fish.
- 6 Demonstrate the correct method of tying on a fish hook.

## GARDENER

1. Must care for a patch of garden of at least 1.5 square meters for three months.
2. Must be able to name at least four Trees or Shrubs, Flowers or Vegetables grown in a garden.
3. Distinguish and name four common weeds, and be able to use the following tools: spade, fork, hoe, trowel, rake.
4. With the help of seed catalogues or gardening magazines, make a scrapbook of at least six pages, one page to each month, of either flowers or vegetables planted or flowering in that month. A minimum of twelve subjects to be shown.

### GARDENER continued

In case of town Packs where patches of garden are impossible, the following alternatives can be taken in place of 1 and 3.

5. Must care for a window-box for three months, or, must care for two or more perennial plants in pots for three months.
6. Must grow two of the following:—  
A bulb in water, peat moss, sand, or soil. A chestnut or acorn in water, sand, peat moss, or soil. Mustard and cress, peas, or beans on flannel.

### GUIDE

- 1 Be able to give clear and concise directions, well expressed and clearly spoken, to the Examiner, and do so politely and promptly. Be aware of the dangers of speaking to or being approached by strangers.
- 2 Know the whereabouts of the nearest police station, doctor, pharmacy, public telephone, railway station, gas station, repair garage, and hotel.
- 3 Know how to call for police, fire, and ambulance.
- 4 Know the local bus routes.

### HIKER \*

- 1 Explain what the 10 essentials are.
- 2 Explain what to do if you are lost in the wilderness.
- 3 As a Timber Wolf take part in 6-day hikes.
- 4 Know what equipment to take on a day hike.
- 5 Demonstrate how to pack a backpack

### HEMECRAFT

Must thread a needle and sew on a button, and carry out any two of the following tests:

- 1 Knit or weave a useful article.
- 2 Make a basket suitable for fruit or flowers.
- 3 Make 2 Christmas ornaments for the Christmas tree.
- 4 Make a piece of netting (to put over seeds, for a bag, etc.).
- 5 Darn a hole in jersey or stocking, or mend a tear.
- 6 Wash and iron their necker.
- 7 Work a design in cross-stitch on canvas.

PLUS:

- 1 Make a good pot of tea,
- 2 Fry or poach an egg;
- 3 Peel potatoes, and boil or fry them;
- 4 Make a bed, wash up crockery, utensils, etc.;
- 5 Clean windows and brass-work; and
- 6 Sweep and dust a room.

### KNOTTER \*

- 1 Demonstrate simple whipping, and explain its use
- 2 Tie the following knots: Bowline, Clove Hitch, Figure of Eight, Sheepshank, Reef Knot, and Sheetbend, and explain their uses.
- 3 Know the meaning of: Bight, Standing Part, End.

### MODELLER / TOYMAKER

- 1 Make an article from odds and ends, such as fir cones, clothes pegs, etc.,
- 2 Make a toy or model of reasonable size, such as a boat, engine, motor car, doll, or animal, or in reasonably correct proportions and colouring, a composite toy such as a farmyard, jungle, ark with animals, cottage with furniture, or station.

OR

- 3 Make, paint, and display a plastic model of your choice.
- 4 Make and paint a paper mache mask.
- 5 Make and display a wooden toy.

### OBSERVER

- 1 Observe and be able to describe the appearance and habits of Six animals or Six birds.
- 2 Recognise and name accurately Six trees and Six flowers.
- 3 Find their way to an unknown spot, a minimum of 300 meters away, by following directions given to him by the examiner (either compass directions, or signs made on the ground, or landmarks, or a combination of these).
- 4 Be able to play Kim's Game, and remember 9 objects out of 12.

### SWIMMER

- 1 Be able to swim 23m using any stroke except the back-stroke. (25yds)
- 2 Swim on back for 14m. (15yds)
- 3 Be able to float on back for 60 seconds.
- 4 Tread water for 2 minutes.
- 5 Be able to "duck's dive" (i.e., dive while standing in the water or swimming). Or (as an alternative), perform a "honey-pot" (i.e., jump with arms clasped round knees) from a board, bank, or boat.

### TEAM PLAYER

Must be a regular playing member of a properly organised team for football, soccer, hockey, or some other organised game of a similar nature. (The team must be under the control of the Timber Wolf Master, a school teacher, or other person approved by the Timber Wolf Master.) Must have played in at least six matches and must be specially recommended by their captain **and** by the person responsible for the club as being a keen, sportsmanlike player.

(\* Denotes badges that are not from the original Wolf Cub's Handbook)

AND HOW TO GET THEM IS LISTED IN THE FOLLOWING CHAPTERS

To come later....