

# FACT SHEET

## Progression in the Timber Wolf Pack

Timber Wolves are typically youth aged 8-11. They will spend their first month working on their Tenderpad and then start on their First Star requirements, which they can receive once they have spent 12 months in the Pack.

They will then spend the next 12 months working on their Second Star which they receive typically when they are 10 years old.

After both stars have been earned, or, to use the parlance, “once both eyes have been opened”, a Timber Wolf may choose to work on the Leaping Wolf badge which introduces them to the Explorer section and prepares them for the “Leaping Up” ceremony when they transition to the Explorer Troop.

The approximately three years that a youth spends in the Timber Wolf sequence will be filled with fun and new adventures. They will gain their first experiences in leading others and in turn being led by a peer.

Timber Wolves is the section where we start to really introduce youth leadership. The Pack is divided into smaller groups called Sixes, and is led by a youth called a Sixer. A Sixer chooses their assistant, called a Second that will also fill in if the Sixer is unable to attend. Sixers can help the members of their Six in meeting the Star requirements

In larger Packs, the Sixers will meet, typically once a month, with Akela to provide input and help with planning for the Pack. These meetings are called the Sixers Council.

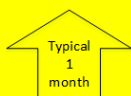


# Tenderpad to Second Star Sequence

## Tenderpad



- 1) Know and understand the Timber Wolf Law
- 2) Know and understand the Timber Wolf Promise
- 3) Know the Timber Wolf Salute
- 4) Know the Grand Howl
- 5) Have a knowledge of the life of the founder, Lord Baden-Powell of Gilwell

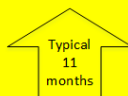


Based on requirements of  
BP Service Association Provincial Councils in Canada

## First Star



- 1) Know the composition of the flag and the right way to fly it.
- 2) Be able to tie the following knots and know their uses: reef knot, sheet bend
- 3) Turn a somersault; leapfrog over another boy of the same size; hop (not necessarily on the same foot) round a figure of eight course of approximately 25 yards; throw a ball first with the right hand, then with the left, so that a boy 10 yards away catches it four times out of six; catch a ball (either hand or both may be used) thrown to him from 10 yards distance four times out of six
- 4) Skip with both feet together thirty times. (It must be done backwards on the toes with the knees slightly bent all the time: the Timber Wolf must turn the rope himself.) Walk upright and with good carriage, carrying a weight on his head, for 20 yards
- 5) Know how and why he should keep his hands and feet clean, his nails clean and cut, and his teeth clean; and why breathe through his nose; and be carrying these things out in practice
- 6) Be able to tell the time by the clock
- 7) Grow a plant from a seed or bulb and describe how you went about it
- 8) Clean a pair of boots or shoes, fold his clothes neatly, and satisfy his Timber Wolf Master that he is doing his best to keep the Pack Den tidy and to leave no litter anywhere
- 9) Show that you understand the meaning of the Highway Safety Rules of your province in relation to pedestrians
- 10) Ask your parents, teacher, Timber Wolf Master, or librarian to help you make up a list of books and read two of them. Tell a story, or part of a story, that you have read to your Pack, Six or Parents.
- 11) Have at least three months' satisfactory service as a Timber Wolf



## Second Star



- 1) Know the alphabet in Morse or Semaphore, and be able to send and read simple words slowly. (If Semaphore is chosen, small flags may be used if desired; if Morse is chosen, flags should not be used.) American Sign Language is given as an option, but it is not explained here.
- 2) Use a compass to show a knowledge of the eight principal points
- 3) Be able to tie the following knots and know their uses; clove hitch and bowline
- 4) Understand the meaning of thrift in all things and be carrying it out in practice
- 5) Produce a satisfactory model or article made entirely by himself in wood, metal, cardboard, clay, plasticine, or similar substance; or an article knitted or netted, woven or carved; or a set of at least eight sketches drawn by himself in colours (chalk or paint) of National flags, or animals, or flowers, with their names clearly written
- 6) Lay and light a fire indoors. Run or cycle with a verbal message of not less than fifteen words, go by a certain route, and deliver it correctly. Be able to use the telephone; or know where and how to ask for assistance in an emergency (Ambulance, Fire, Police).
- 7) Perform the toe-touching and knee bending exercises. Walk a plank 12 feet by 6 inches, the height of an ordinary table above the ground
- 8) Show how to clean and tie up a cut finger, cover a scald or burn, and understand the danger of dirt in a scratch
- 9) Have at least 9 months' satisfactory service as a Timber Wolf



# Leaping Wolf



- 1) Be a two star Timber Wolf.
- 2) Hold the First Aid proficiency badge.
- 3) Know the Explorer's Law and Promise.
- 4) Know the story of B.-P. and the history of scouting.
- 5) Know the Explorer Motto and its meaning.
- 6) Demonstrate the Scout Salute, Sign and handshake.
- 7) Make a Staff.
- 8) Describe the composition of, and the history of the Canadian Flag. Demonstrate how to hoist, break, and fold it.
- 9) Make, and know the meaning of the woodcraft signs given in Camp Fire Yarn 4 in "Scouting for Boys".
- 10) Demonstrate with rope how to tie a (1) Reef Knot, (2) Sheepshank, (3) Clove Hitch, (4) Round Turn and Two Half Hitches, (5) Bowline, and explain their uses.
- 11) Whip the end of a natural fiber rope and properly fuse the end of a plastic or nylon rope.

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