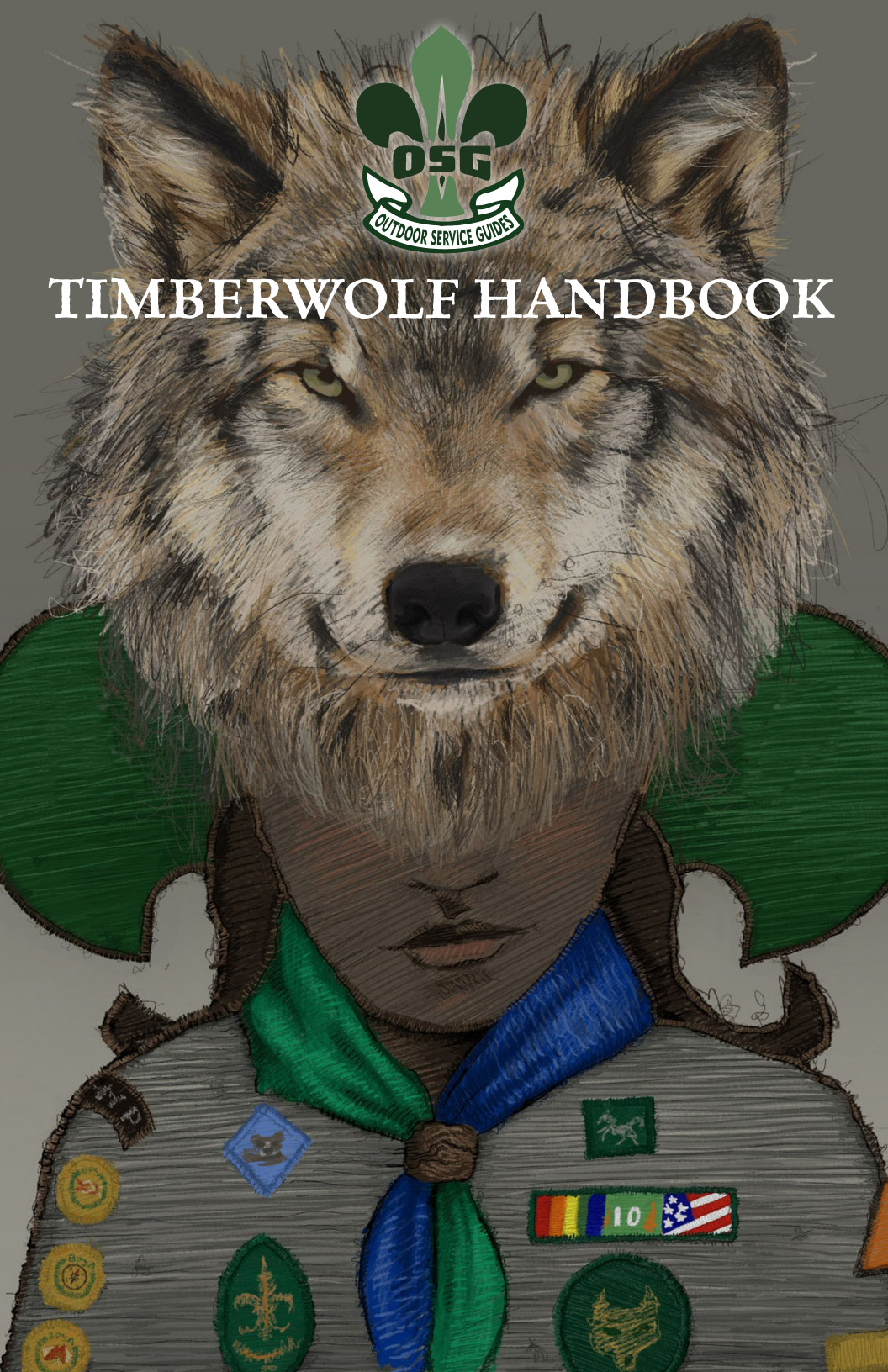




TIMBERWOLF HANDBOOK



OUTDOOR SERVICE GUIDES

TIMBERWOLF HANDBOOK



7TH EDITION
2022



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Outdoor Service Guides

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For helpful links and fun information, please visit:
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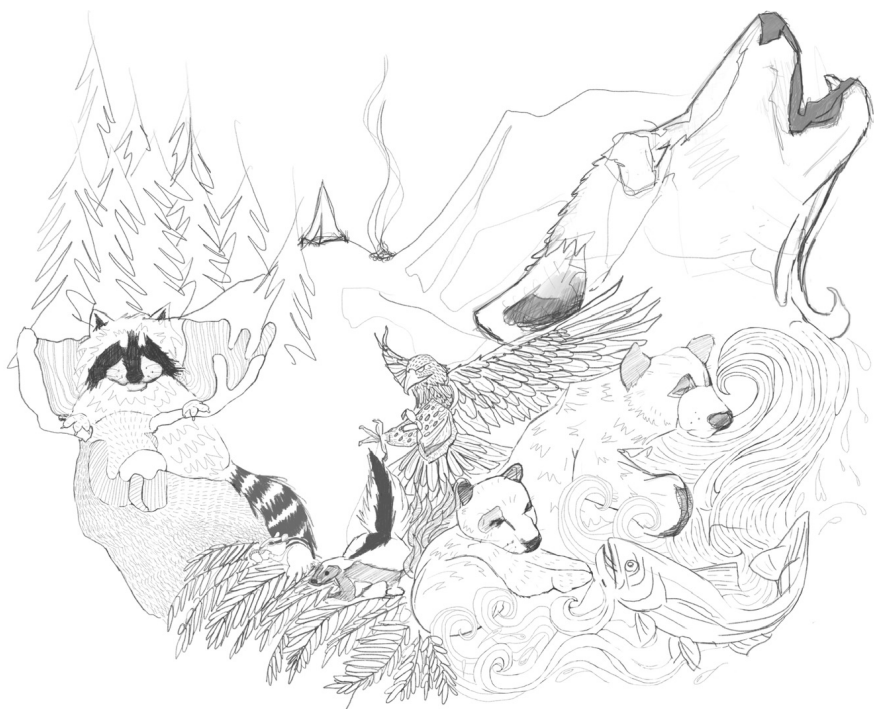
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What is Outdoor Service Guides?

Outdoor Service Guides (OSG) was formed in 2006 as an independent and back-to-basics style scouting association. It utilizes the sound principles and practices of scouting created by Robert Baden-Powell in 1907, and that have been further developed and refined in scout associations around the world for over a century. Our aim is to promote good citizenship and a motivation for service in our communities; healthy physical and mental development; and provide training in habits of observation, discipline, self-reliance, loyalty, and useful skills.



OSG is totally independent of, and not affiliated with, either the Boy Scouts of America or the Girl Scouts USA. We are members of the World Federation of Independent Scouts (WFIS) and, as such, are not in competition with other American scouting associations; we are only their friends in scouting.



The original program for Timberwolves is based on using the natural curiosity of young people as a guide to the activities that will attract and hold them. The appeal of true scouting has always been to that element of the vagabond, pioneer and explorer, which is part of our nature, and is at its most evident in youth.

Scouting is an outdoor movement and that is part of its character. To whatever degree conditions may, at times, force us indoors—such as weather, darkness, etc.—we must regard this as a second-best necessity and never as a satisfactory substitute for the real thing.

The founders of OSG valued inclusiveness and instilled in our organization a sense of purpose. We believe everyone should be welcomed into the scouting movement and we'll 'do our best' to make space for all people who wish to join us. Our mission and policy of inclusion:

OSG welcomes everyone, regardless of race, gender identity, sexual orientation, class, ability, religion (or no religion), or other differentiating factors. Our mission is to provide a positive learning environment within the context of democratic participation and social justice. We foster the development of scouts in an environment of mutual respect and cooperation.

Pack, Six & Community Information

Each timberwolf should keep enter their personal scouting info and keep track of their advancements on this page.

Name_____

Address_____

Phone #_____

Scout Group_____

Six_____

State / District_____

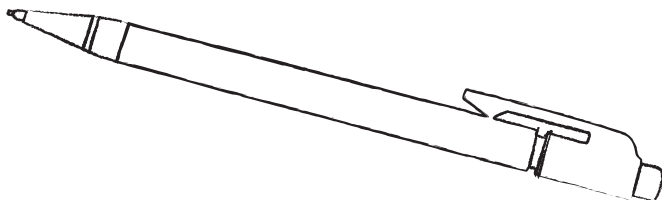
Date of Birth_____

Date of Joining_____

Passed Tenderpad_____

Passed First Star_____

Passed Second Star_____



EMERGENCY ADDRESSES & PHONE NUMBERS

It is very useful to know how to find helpful places and people. Find and fill in the information in case you need it in an emergency. Ask your parents to help you identify two more important contacts to have in your handbook.

Emergency Number: 911

Your Doctor _____

Your Doctor 's Phone #s _____

Nearest Hospital _____

Hospital Phone # _____

Nearest Pharmacy _____

Pharmacy Phone # _____

Nearest Police Station _____

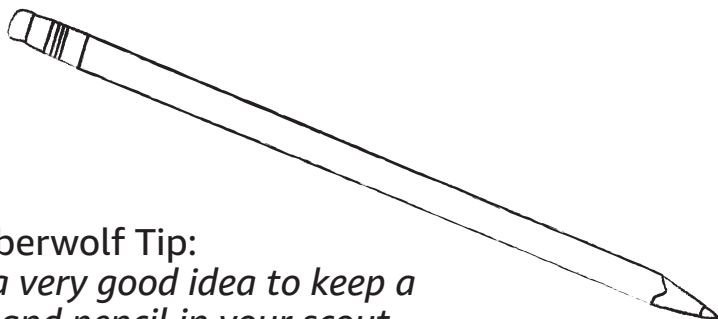
Police Station Phone # _____

Nearest Fire Station & Phone # _____

Other Important Contact Info # _____

Other Important Contact Info # _____

Other Important Contact Info # _____



Timberwolf Tip:

It's a very good idea to keep a pen and pencil in your scout pack at all times!

To the Timberwolf:

Your journey as a Timberwolf will be full of challenge and adventure. Every person is unique. The important thing is to Do Your Best and help your Pack. Your fellow Scouts, leaders and your family will support you. If you ever need to take a different path to reach your destination, please let your family and leader know.

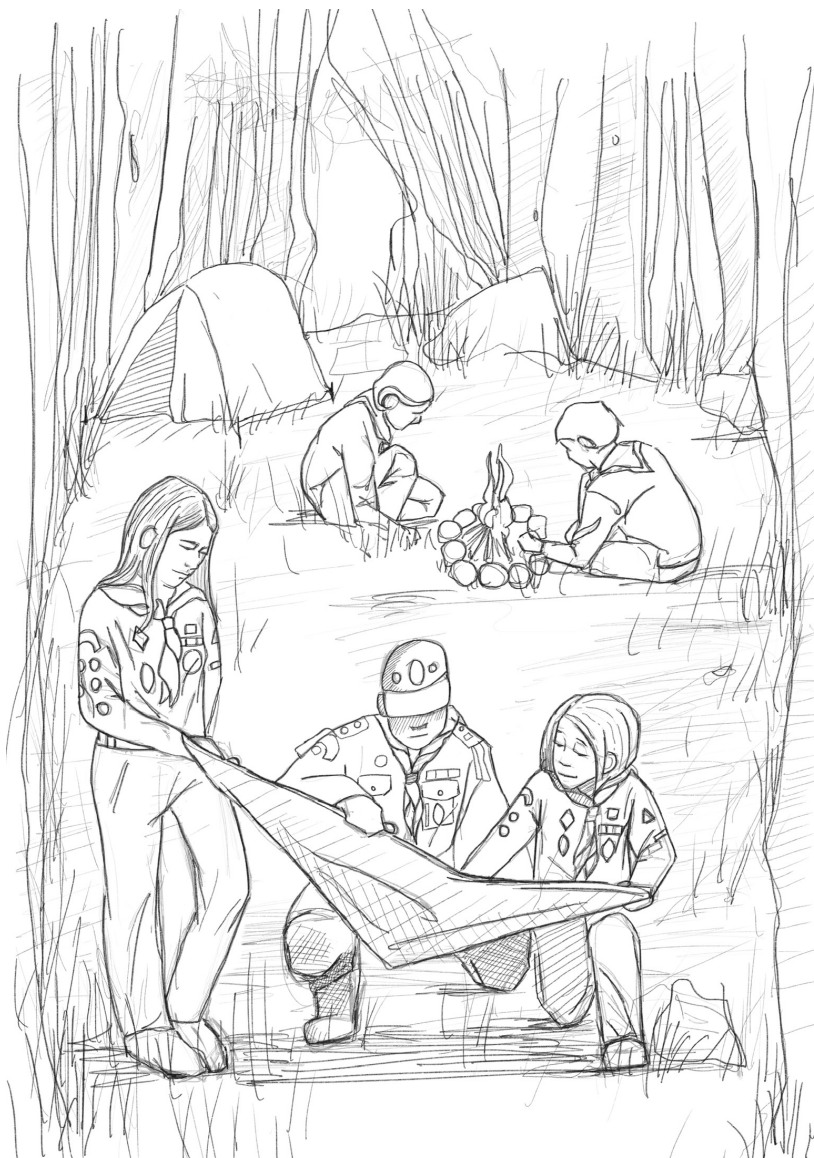
To the Leaders and Family:

In OSG we welcome and embrace all, regardless of their abilities and differences. No physical challenge, or neurological difference need stand in the way of a Scout's success.

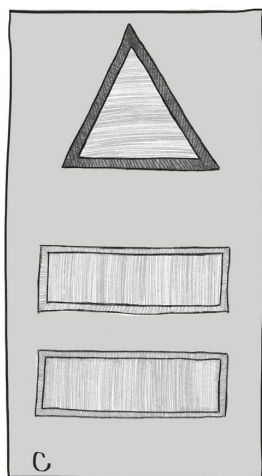
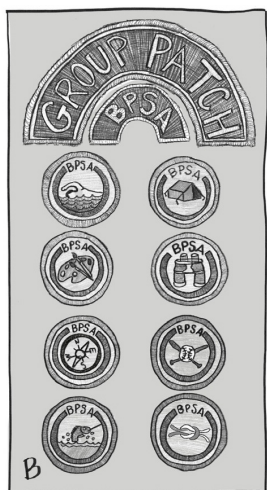
We encourage you to work with your Scout, their guardians, and their leaders to support them on their way, especially when your Scout may need take an alternate path to proficiency.

How to use this book

This handbook is published with the object of providing youth, when they join, full instruction on the tests they will be required to pass, up to their Second Star Badge in the Timberwolf program section. As it is not possible to pass all the tests in one day, and as it is sometimes difficult to remember which tests each individual has passed, a page is provided at the end of each chapter where each test can be signed off. Additionally, there is a single page at the back to track the overall progress of the Timberwolf.



*You can color
in your
handbook!*



Timberwolf Uniform & Patch Guide

Headwear: A navy blue baseball cap.

Necker & Woggle: 32" or 36" square neckerchief of your group's colors.

Woggle (slide) of any pattern except Rover Woodbeads type.

Sweatshirt: Long-sleeved in ash gray color. -or-

T-Shirt: T-shirt (long or short-sleeved) in ash gray color.

Shorts or Pants: Navy blue, khaki, green or gray.

Stockings (optional): Navy blue, khaki, green or gray, plain, for wearing with shorts. Green garter tabs may also be worn with shorts.

Tenderpad Badge: Worn centered on the left breast.

WFIS Badge: Worn centered on the right breast.

Silver Leaping Wolf: Worn over the left breast, above the Inclusive Scouting Campaign Badge. If the Gold Leaping Wolf Badge is earned, it is worn on the Pathfinders uniform.

Inclusive Scouting Campaign Badge: Worn over the left breast, pointing towards the heart.



Section I

Timberwolf Investiture

The Tenderpad Test

To become an invested Timberwolf, you must pass the Tenderpad requirements listed below:

1. Know what it means to be part of a Pack.

Read or listen to one or both of the stories below, then discuss the questions at the end with your leaders and/or your Pack:

The Old Wolf's Story

You want to join the Pack, but first you must know our story. This is the Old Wolf's tale, passed down from many Old Wolves before me. And you, one day, may pass it along to the cubs who come after.

We have many names. Some call us Timberwolf, others grey wolf, *el lobo*, *le-loo'*, or *Canis lupus*.^{*} We come in many colors and live in many lands.

But wolves have not always lived here. Our Oldest Wolves tell us of a time when everything was bitterly cold. It was so cold even great oceans froze, shrinking back and exposing land that today is covered by water. Our ancestors, and many other creatures, left our homes searching for food and comfort amongst the ice and frozen ground. Of course, other animals already lived here. Many of them were huge, fearsome creatures like woolly mammoths, saber-tooth tigers, and dire wolves who were much bigger and fiercer than ourselves.

So, how did we survive? We are gifted with two traits, which you must learn to be a part of the Pack.

First, we have the Pack itself.

We know that we must work as a team to feed and protect ourselves. And to work as a Pack, we must find ways to communicate, to understand each other. We have many tools to share our secrets, our feelings, our whereabouts. Sometimes, we howl!



Each Pack has their own call, their own way to say from far away, "I am here, friends!" Sometimes, we leave scents, each wolf having their own smell, like a name that you read with your nose. Yes, even our urine and scat are really messages for our packmates to follow our path or warn another wolves to stay away. Sometimes, we use our bodies, dancing or bowing, growling or standing tall so we know if it is time to play or fight or share.

Second, we can adapt to many places.

We are not afraid to roam, to walk, to explore. And along the way, we watch so that we may learn the animals and plants, understand the land and water. And, within each new place, whether forest or desert, we find prey to feed us, dens to shelter us, and water to quench our thirst.

Many of the great creatures that roamed this land in the ice and snow are gone, but we are still here. We were once in every place on this continent, this great island of North America. For many generations, we shared the land with the other creatures that survived into warmer years, including the mammals who walk on two legs. The humans, like us, are predators who live in packs. And for generations, we lived in the same deserts, forests, and fields. Many stories talk about wolves and humans as family, who share things, including our homes and food.

But, other people came from a place where wolves were feared. Their stories told of wolves who would eat children and blow down homes. These humans brought their own prey, sheep and cows, that we did not realize were not meant to be shared. The places where we were safe and welcome became smaller. We no longer had Packs in all directions. Our numbers dwindled. Only the ones in the North survived.

Today, a few Packs are venturing south, welcomed by some, still feared by others. Our homes are in lands they call Michigan, Minnesota, Wisconsin, Idaho, Montana, Oregon, Washington, Wyoming, Arizona, New Mexico, New York, Alaska, California, and all over Canada. Our cousins can be found in many other parts of the world.

Of course, that is not the whole story, but is a good beginning. It is your job, young wolf, to find more of our stories and the ways of the wolves. As you hear these stories, share them--for you, young cubs, are the heart of the Pack.

Together we play, Together we hunt. And Together we can do what no one wolf can do alone.

Aaaaaaooooooooowwww!!!

Some questions to think about:

- *What did you learn about wolves?*
- *Where did wolves live? Where do they live now? Do they live in your state?*
- *How do wolves communicate? How does your Pack communicate?*
- *How do you feel like you are similar to a wolf? How do you feel like you are different?*

Note: this story is based on real scientific research and cultural history about wolves. To learn more, check out the resources on the OSG website's Timberwolf resource page.

** The names listed here include el lobo in Spanish, le-loo' in Chinuk WaWa, and Canus lupis in Latin.*

The Story of Mowgli

adapted from The Jungle Book
by Rudyard Kipling

The Seonee wolf pack is no place for a child or a cub of any species. Danger lurks. For the strength of the pack is the wolf and the strength of the wolf is the pack.

"Arugh!" said Father Wolf. "It is time to hunt again." From the valley below the cave came the angry whine of a tiger.

"Something is coming up the hill," Mother Wolf warned. When the bushes rustled near the cave, Father Wolf sprang. But the big wolf stopped the leap in midair.

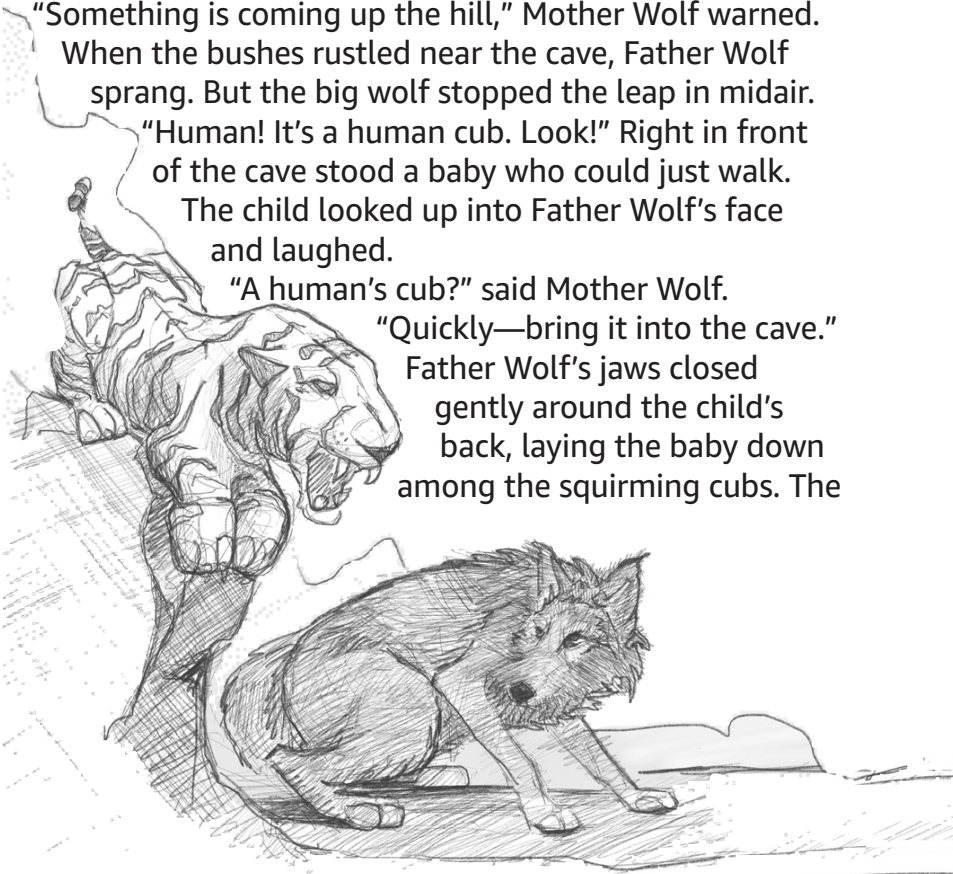
"Human! It's a human cub. Look!" Right in front of the cave stood a baby who could just walk.

The child looked up into Father Wolf's face and laughed.

"A human's cub?" said Mother Wolf.

"Quickly—bring it into the cave."

Father Wolf's jaws closed gently around the child's back, laying the baby down among the squirming cubs. The



moonlight was suddenly blocked from the mouth of the cave, for Shere Khan the tiger's great square head and shoulders were thrust in the entrance. The Wolves knew the mouth of the cave was too narrow for the great Tiger to enter.

"Shere Khan does us a great honour. What does Shere Khan need?"

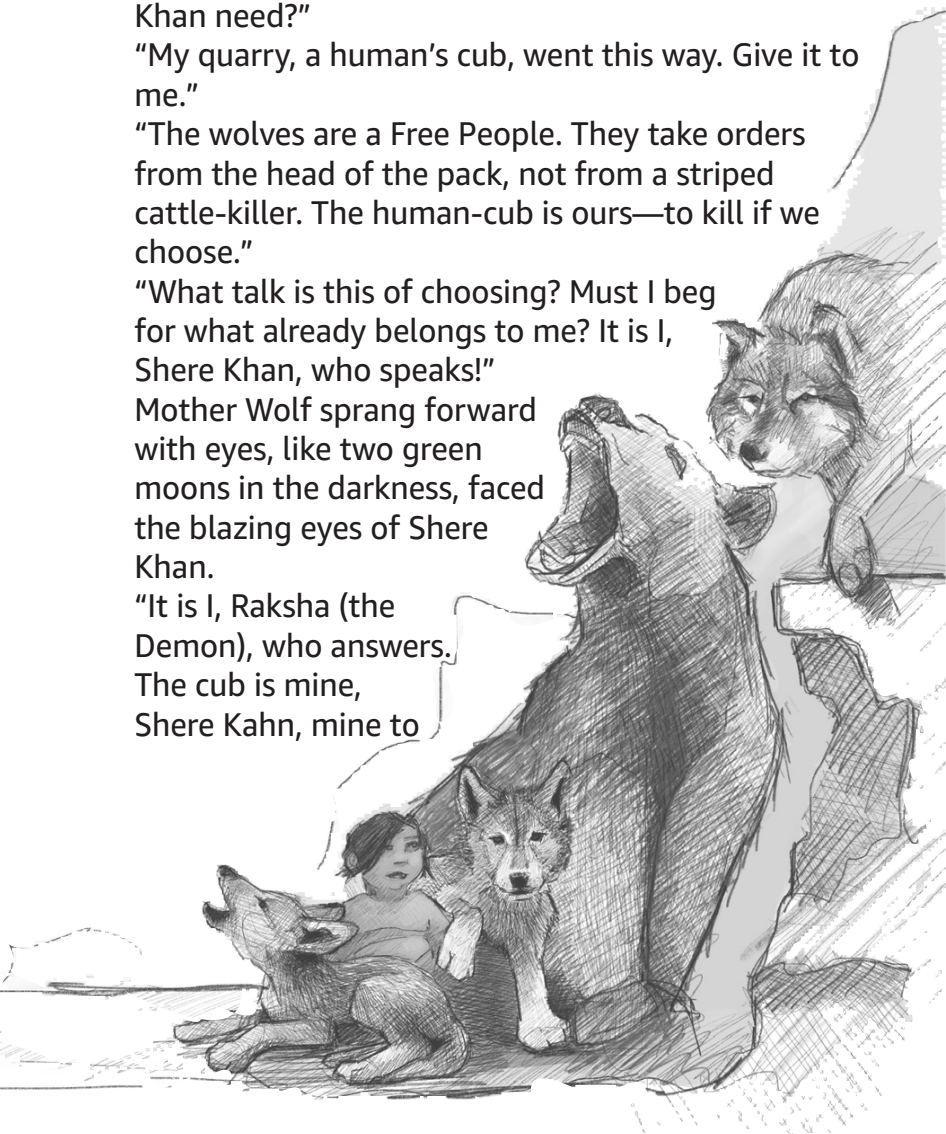
"My quarry, a human's cub, went this way. Give it to me."

"The wolves are a Free People. They take orders from the head of the pack, not from a striped cattle-killer. The human-cub is ours—to kill if we choose."

"What talk is this of choosing? Must I beg for what already belongs to me? It is I, Shere Khan, who speaks!"

Mother Wolf sprang forward with eyes, like two green moons in the darkness, faced the blazing eyes of Shere Khan.

"It is I, Raksha (the Demon), who answers. The cub is mine, Shere Kahn, mine to



me! It shall not be killed. It shall live to run with the pack and hunt with the pack. Someday, perhaps It shall hunt you! Now go back to the jungle, cattle-killer! Go!"

Shere Khan backed out of the cave's mouth.

"We will see what the pack will say about this! The cub is mine, and to my teeth will come its end!"

Mother Wolf fell down panting among the cubs.

"Shere Khan speaks the truth," Father Wolf said. "The cub must be shown to the pack. Will you still keep it, Mother?"

"Naked and alone, yet unafraid!" she said. "Yes, I will keep it. Lie still, O Mowgli, for Mowgli the Frog is what I will call you."

"But what will our pack say?"

The Law of the Jungle was clear. It said that when a wolf's cubs are old enough to stand, they must be brought before the pack. This ceremony was to show the other wolves that they belonged. For the strength of the Pack is the Wolf and the strength of the Wolf is the Pack. Father Wolf waited until the cubs could run a little. Then, on the night of the pack meeting, he took them, along with Mowgli and Mother Wolf, to the Council Rock. This was a hilltop covered with stones and boulders. There on the rock lay Akela, the great gray Lone Wolf. Akela led all the pack by strength and cunning. "Look well, O wolves!"

One by one, the wolves pushed their cubs to the center of the ring for the others to look over. When Mowgli went into the ring. A roar came up from behind the rocks.

"That cub is mine! What have wolves to do with a human's cub?" Shere Khan cried.

Akela's ears didn't even twitch.

"And what have The Free People to do with the orders of others? Look well! Who speaks for this cub?" asked Akela. There was no answer. Mother Wolf got ready for a fight if

it came to that. Then Baloo rose up. Baloo was the sleepy brown bear, the only other creature who was allowed at the pack meetings.

"I speak for the man's cub. There is no harm in it. Let Mowgli run with the pack. I will teach them Laws of the Jungle."

"We need yet another," said Akela.

A shadow dropped down into the circle. Everyone knew Bagheera, and nobody cared to cross the panther's path. As cunning as a jackal, as bold as the wild buffalo, and as reckless as the wounded elephant, Bagheera had a voice as sweet as wild honey and skin softer than down.

"O Akela," purred Bagheera, "I have no right to be here. But the Law of the Jungle says the life of a cub may be bought at a price. Am I right?"

"Good! Good! It is the Law," cried the young wolves, who were always hungry.

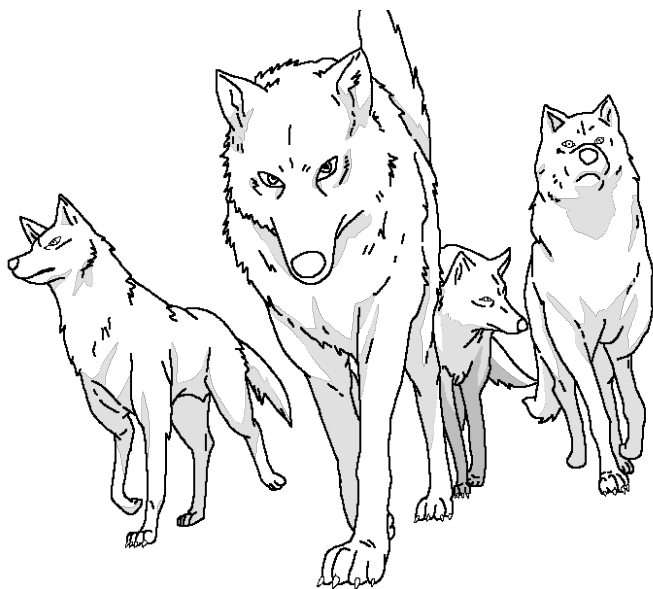
"To Baloo's word I will add one bull, just killed, not half a mile from here." Bagheera went on. "Will you accept the human's cub in trade for this?" Then a chorus of voices sang out. "What matter? What harm can a naked frog do us? Let it run with the pack. Where is the bull, Bagheera?" When the others went off to find their meal, only Akela, Bagheera, Baloo, and Mowgli's own family of wolves were left. Shere Khan had roared off into the night, very angry that Mowgli had been accepted into the Pack.

"Roar well," Bagheera muttered. "The time will come when this naked frog will make you roar another tune—or I know nothing of Humankind."

As a young wolf, the cub has lots to learn.

Some questions to think about:

- *What does "For the strength of the Pack is the Wolf and the strength of the Wolf is the Pack." mean to you?*
- *How does the story show acceptance of those who are different from us?*
- *Which character in the story do you identify most with?*
- *How did Mowgli come to be a member of the Pack? Who stood up for Mowgli against Shere Khan?*



2. Recite from memory the Timberwolf Law. Explain its meaning in your own words.

The Timberwolf Law

**The Cub respects the Old Wolf,
The Cub does not give in to themselves.**

What does this mean? In the jungle, the Old Wolf is wise and knows what is best for successful hunting, so every Timberwolf must listen to their leader immediately. Even when out of sight, the Timberwolf abides their instructions because it is the business of every Timberwolf in the Pack to “play the game” honorably.

A Timberwolf respects themselves by acting with dignity, persistence, compassion, and common sense . They listen to their inner sense of right and wrong.

And so it is in the Timberwolf Pack. The Timberwolf listens to the orders of their Pack leader, Sixer, Parent, Guardian, or School Teacher.

Timberwolves are counted upon at all times to **do their best**, with common sense, and carry out the tasks with which they’ve been entrusted.

When the young wolf is hunting a rabbit to get meat for themselves or for the Pack, they may find that they are getting tired and want to stop; but Timberwolves **will not give in to themselves**, they will “stick to it” and will keep pressing on with the

task. They will **do their best** and try again. In the end they will find that the rabbit is just as tired as they are—and they will get their supper.

So, in the Pack, a Timberwolf may be given a job to do such as to ride a bike or learn how to swim. You may find it difficult or tiring, and if you had your way, you might want to stop. But a Timberwolf will stick to it and give it another try; they will **do their very best**, and in the end they will succeed

3. Recite from memory the Timberwolf Promise. Explain its meaning in your own words.

Before becoming a Timberwolf, you must make a promise. The wording a Cub chooses is a personal decision. Discussing this with your family and leaders may be helpful.

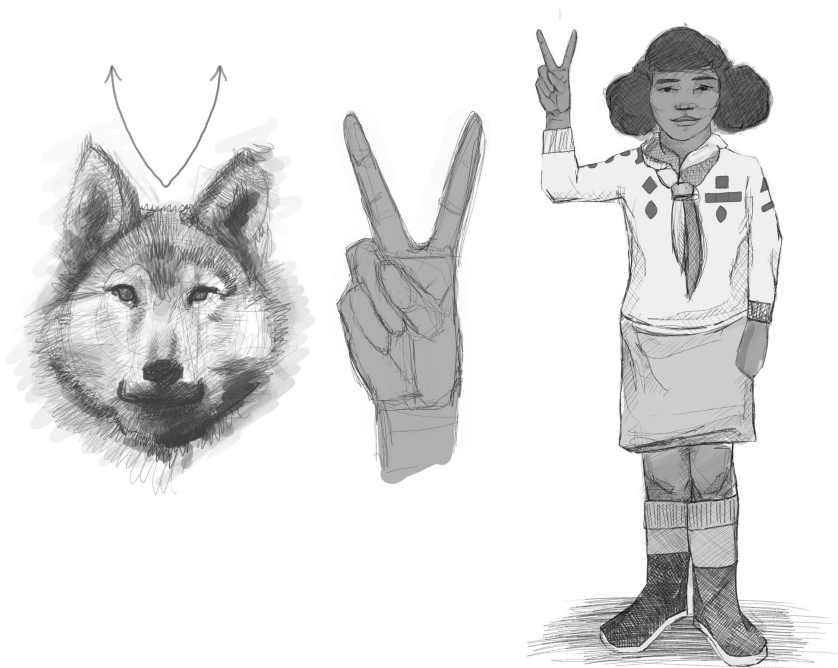
The Timberwolf Promise

**I promise to do my best
to do my duty to
[my conscience, God
(or other deity/belief system),
community, country, etc.]
to keep the Law of the Timberwolf Pack,
and to do a good turn every day.**

4. Demonstrate the Timberwolf Sign and Salute.

Timberwolves greet all uniformed Scouts with a right-handed salute.

The Timberwolf salute looks like a wolf's head with their ears perked up. The two fingers in the salute are the two ears of the wolf.



5. Take part in a Pack and Six activity.

Your new Timberwolf Pack will do many different things. Taking part in these activities together will help you learn new skills and get to know one another.

Skills you might learn include camping, reading a map, learning to orient with a compass, starting a fire without matches, and staying safe in the outdoors. You will also have opportunities to serve and contribute to your community.

Each Timberwolf Pack considers the views and interests of its members to help decide how to spend its time. Do you have any ideas about what you and your fellow scouts can do? You are encouraged to share your thoughts with your leaders so that they can help make scouting the best it can be for you and your Pack.



6. Show that you know how to do the Grand Howl.

The Grand Howl

"The wolves all sat round the council rock in a circle, and when Akela, the Old Wolf, the head of the pack, took (a) place on the rock, they all threw up their heads and howled their greeting..."

—from "The Wolf Cub's Handbook," Robert Baden-Powell, 1916

So, when the Old Wolf comes to your Pack meeting, the Timberwolves greet them with the Grand Howl.

To do the Grand Howl, you should squat down on your heels with both of your hands on the ground between your feet, knees out to either side.

Then when the leader comes to the Pack, the



Timberwolves throw up their heads and howl. The Grand Howl is meant to not only welcome your Pack leader, but at the same time to show that you are ready to listen attentively.

The call of the Pack all over the world is “We’ll do our best,” so, when the Old Wolf comes into the circle, you should throw up your chins and, all together, howl out: “Akela/Old Wolf – We-e-e-e’ll do-o-o-o-o-o-o-o-o-o-o-o-o-u-u-r BEST!” As you loudly yell the word “best”, you will spring to your feet and place your hands on either side of your head. Your hands will look like two wolf ears.

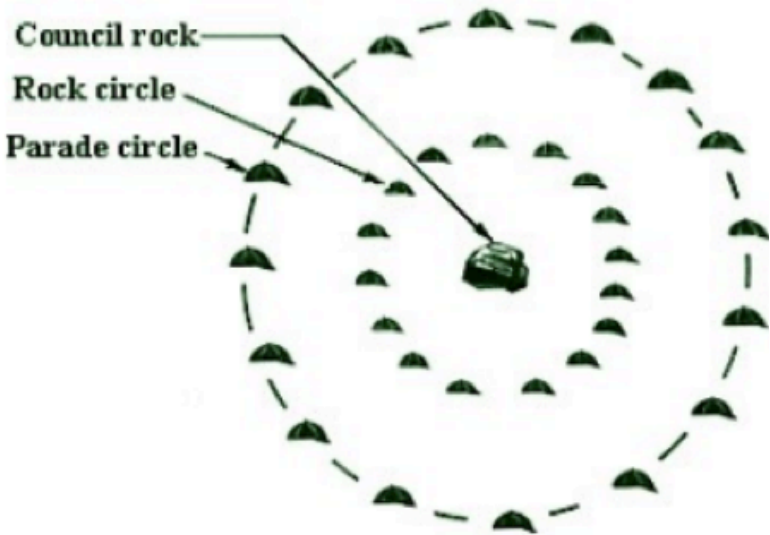
Keep two hands up while the leader calls to the Pack, loudly: “Dyb—dyb—dyb—dyb!” (pronounced “dib”... meaning “Do Your Best”).

After the fourth “dyb,” each Timberwolf drops their left hand smartly to their side and keeps the right hand at the salute, with two fingers up, but now spread out making the salute.

Then the whole Pack yells: “We-e-e-e’ll dob—dob—dob—dob!” (meaning “We’ll Do Our Best”). After the fourth “dob,” each Timberwolf drops their right hand to their side and stands at the alert and waits for orders.

The Council Circle

When the Wolf Pack met in the jungle, Akela stood on a great rock and the wolves sat in a circle around it. When the Timberwolf Pack is formed in the Council Circle, your leader will give the command, "Form parade circle," and each Timberwolf holds hands with Timberwolves on either side and pulls outwards to extend and form a larger circle.



The Meeting

Whatever the Timberwolves may be doing, the moment that they hear the call of "Pack—Pack—Pack!!" every Timberwolf at once answers by yelling "Pack!" and by running at once to form the Parade Circle round the leader in the center. If "Pack!" is called only once, it means silence, and everyone (including leaders) must stop what they are doing and listen.

No one is allowed to call "Pack!" except the Pack leader. A Sixer may call their Six together by calling their Six color.

The Alert!

Remember, when ordered to be "Alert" the Timberwolf stands straight up, with heels together, hands down by their sides, head up, shoulders back, and eyes looking straight ahead—nowhere else.

When they hear the command to "Stand at Ease," they stand with their feet apart and hands clasped behind their back, and they then may look about as much as they please, but still pay attention.



7. Recite the Timberwolf Motto from memory. Explain its meaning in your own words.

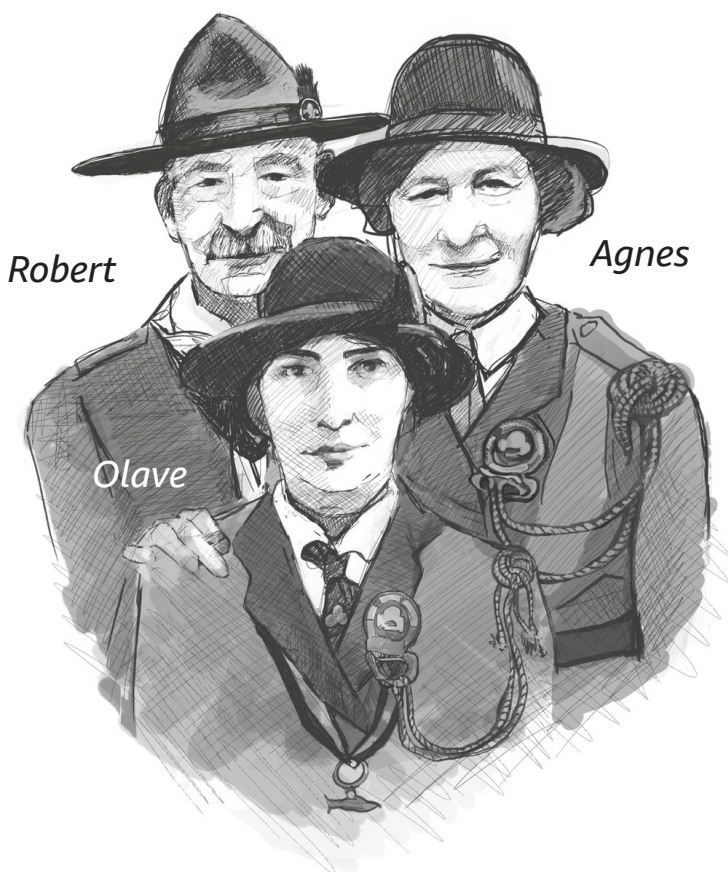
The Timberwolf Motto

“Do Your Best”

The motto is what a Timberwolf lives by. As a Timberwolf you try your hardest in whatever you do. Pay full attention to the task at hand. Soon you will discover that even a boring task can turn interesting when you try to do your best.

But how do you DYB (Do Your Best)? We DOB (Do Our Best) by taking our time to do things well. We do one thing at a time so we can give it our full attention. If there are parts that we struggle with, we can ask a leader or another scout for help. Struggles push us to invent new ways to solve things. Even failing is a great opportunity to learn and motivates us to try again.

When asking for advice, do your best to listen closely so that you can learn. Pay extra attention to the parts with which you had trouble. Is there something you could have done differently? When you try again, use everything you have learned. And once you have learned it, do your best to teach and help others who may be struggling like you were.



8. Know about the three Baden-Powells and Scouting around the world.

Scouting is a family. Other Scouts are our siblings. Our Scouting family lives in countries around the world.

Who started the Scouting movement?

Robert Baden-Powell started the Boy Scouts in England in 1908. A year later his sister Agnes Baden-Powell started the Girl Guides. Olave Soames married Robert and helped spread guiding and Scouting for people around the world. We sometimes call them "the 3 B-Ps."

What were they like as young people?

Agnes and Robert Baden-Powell were sister and brother. Their mother was very smart and liked science, math, art, reading and writing. Their father was a math and science professor at Oxford University. For fun, the family spent time outdoors, enjoyed the arts, and read aloud together.

Sadly, their father died when Robert and Agnes were toddlers. From then on, their mother raised all seven children alone. She worked hard so the children could all go to school and have what they need.

Robert liked to draw, camp, act, and play sports more than sitting in class. Sometimes he would sneak off into the nearby woods. There, he hunted rabbits and cooked them on a tiny hidden fire. When done with school, Robert joined the army and traveled the world as a soldier.

Agnes enjoyed learning, and loved the outdoors and the arts too! Agnes studied natural history--the exploration of nature. She enjoyed collecting and painting plants. She kept live bees, butterflies, and birds in her home. And Agnes built and flew hot-air balloons and airplanes! Agnes spoke eleven languages and was also a musician.

Olave grew up as an athlete. Olave liked swimming, tennis, skating, soccer, and canoeing. At home, Olave played the violin and spent time with horses, dogs, and birds. Olave and Robert met in January of 1912 on a ship crossing the Atlantic Ocean.

How did Scouting start?

The idea for Scouting started with a book of special skills for soldiers. Over time the world Scouting movement came to mean friendship, equality, and peace for people of all ages. Today people think of scouts' character and service as well as their outdoor adventures and skills.

The first ever Scout camp for boys was held on Brownsea Island in England. Robert Baden-Powell made sure to invite scouts from many different neighborhoods in London. The camp went so well, that in 1908 Robert wrote *Scouting for Boys*. Young people around the United Kingdom started making up "scout" patrols.

In 1909 Robert hosted the first Boy Scout Rally at the Crystal Palace in London, England. People wanted to see how many Scouts were in the movement. Robert thought one thousand Scouts would come. Over eleven thousand scouts came to the rally!

Many girls read and followed *Scouting for Boys* too. They signed-up for the rally by using their initials instead of full names. They made their own uniforms and formed patrols! Twenty-four girls joined the boys at the Crystal Palace to claim their place in scouting. As the story goes, Chief Scout Robert Baden-Powell walked by each of the patrols at the rally to look over uniforms and greet the scouts. When he got to the Wolf Patrol— nine girls led by Patrol Leader Marguerite de Beaumont— he asked, "Who are you?" They said, "We're the Girl Scouts!" B-P is said to have replied, "You can't be! There aren't any Girl Scouts." One young girl, Nesta Maude Ashworth, spoke up to the Chief Scout and said, "Oh yes there are! 'Cause we're them!" Nesta stayed in scouting for the rest of her life and became a friend of the 3 B-Ps.

Agnes then created scouting groups for girls called “Girl Guides” in 1910. After a few decades, some groups decided to include boys and girls together. OSG has always welcomed scouts of every gender identity, and we’re proud of that!

Gibraltar and Malta hosted the first overseas groups in 1909. Scouting started in the US in 1910. Unfortunately, we know that scouting in the United States has a history of dividing scouts by the color of their skin. African Americans and other scouts of color were segregated in many scout packs and troops in some parts of the US until the 1970s. This is a shameful part of scouting’s history, but we’re grateful for the scouts who stood up for their friends and families and broke down that barrier. In OSG we believe that scouting is for everyone.

Today, there are more than 46 million people scouting in 216 countries and territories!

What do Scouts around the world do?

They do what you do! Scouts adapt to their own communities. The important things are the same around the world. Scouts wear uniforms, help others, and learn outdoor skills.

Scouts are in the news all the time! You can learn more about worldwide scouts and their projects online. You can even visit scout centers in other countries. OSG has a special badge for members who scout outside of the US.

What did the 3 BP's want Scouting to be like in the future?

Robert, Agnes, and Olave dedicated their lives to Scouting because they wanted young people around the globe to help bring "peace and goodwill upon the earth."

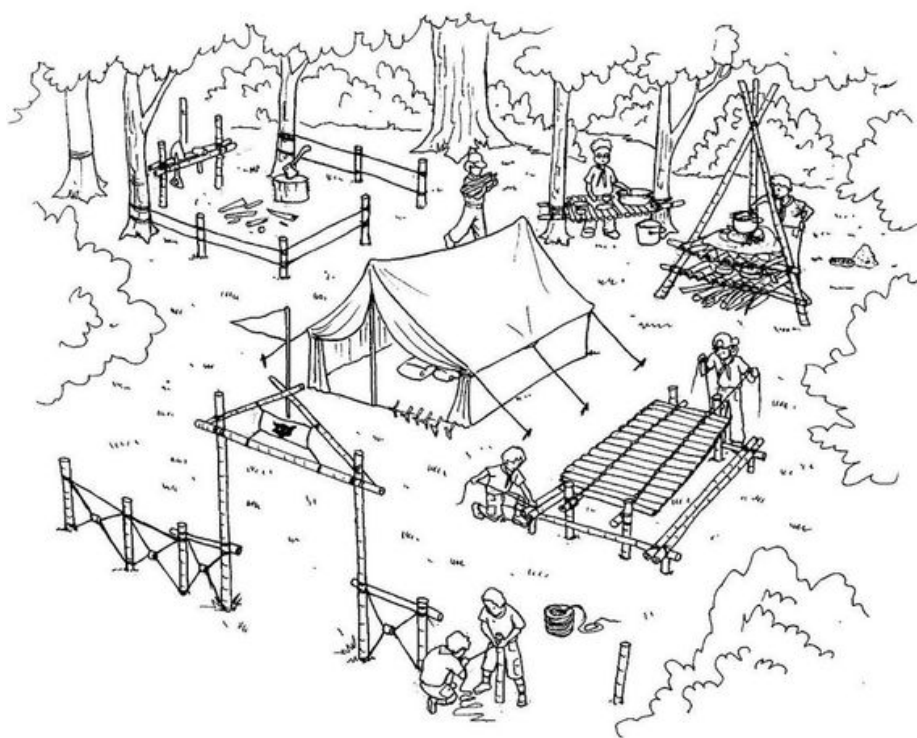
Olave and Robert shared a birthday on February 22nd. Today, we have Founder's Day that date each year. Some Scouts call this day "World Thinking Day" and use it to reflect on the world-wide family of Scouting.

Some questions to think about:

- *How do you think scouting might be different around the world?*
- *How could you connect with a Scout in another country? What would you like to learn about scouting in that country?*
- *Do you have any ideas about how to make your scout group a welcoming place for all people?*
- *Do you think Scouts can support peace and good will? If so, how?*



Robert Baden-Powell was an artist and illustrated all of the early scout handbooks.



Tenderpad Requirement Sheet

** Rovers should initial and date each requirement as completed.*

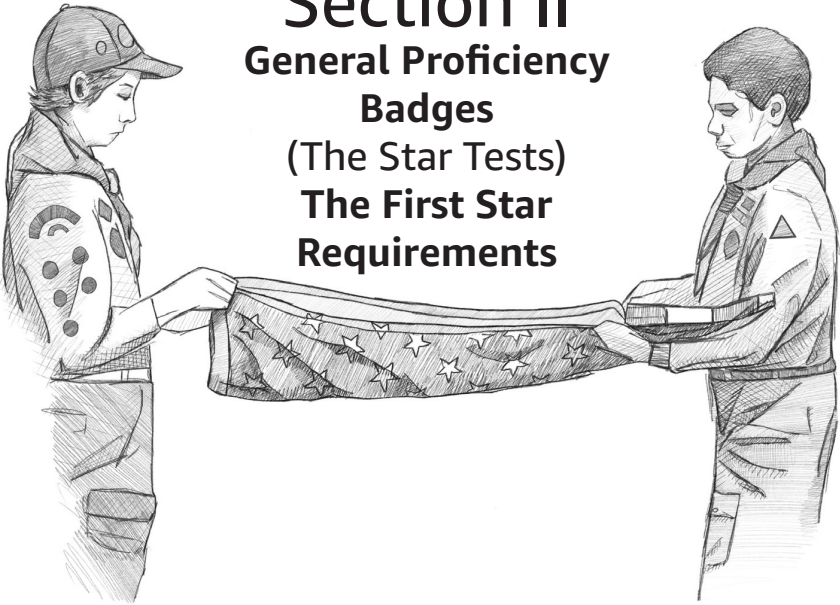
- | | |
|--|---------------------------|
| 1. Explain what it means to enter the Pack as a Timberwolf. | Date _____
Rover _____ |
| 2. Recite from memory the Timberwolf Law, and explain its meaning in your own words. | Date _____
Rover _____ |
| 3. Recite from memory the Timberwolf Promise, and explain its meaning in your own words. | Date _____
Rover _____ |
| 4. Demonstrate the Timberwolf Salute. | Date _____
Rover _____ |
| 5. Take part in a Pack and Six activity. | Date _____
Rover _____ |
| 6. Show that you know how to do the Grand Howl. | Date _____
Rover _____ |
| 7. Recite from memory the Timberwolf Motto, and explain its meaning in your own words. | Date _____
Rover _____ |
| 8. Talk with your Pack about The Baden-Powell Family, or the history of scouting. | Date _____
Rover _____ |

Date Awarded Tenderpad: _____

Congratulations on becoming a Timberwolf!

Section II

General Proficiency Badges (The Star Tests) The First Star Requirements



1. Know about the United States flag, how to fly it, about flags and symbols in your community, and how to show respect to flags and symbols.

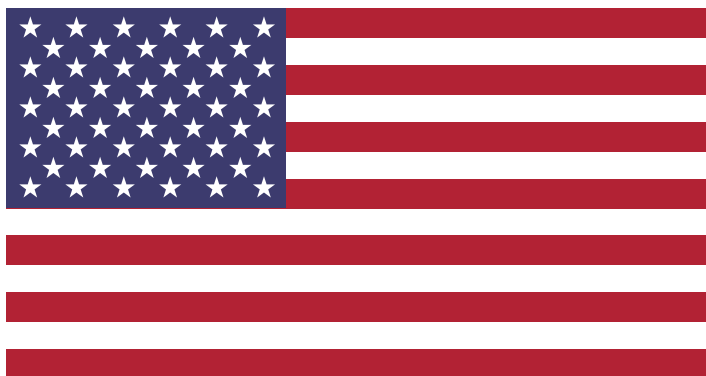
- a. The parts of the U.S. flag
- b. How to fly a flag
- c. Flags and symbols in your community
- d. Respecting flag ceremonies

a. The United States flag means different things to every person. The colors of the flag are red, white, and blue. The flag has 13 stripes. There is one stripe for each of the 13 colonies that formed the United States. The stripes are 7 red and 6 white. The canton (top left corner) is blue with white stars. There is one star for each State of the Union. Today there are fifty stars.

b. All countries are made of many parts. Countries, states, towns and other types of communities each may have their own flags. Even community groups can have their own flags and symbols. OSG has a flag too, and so does WFIS. Scouts do their best to represent their communities well, and improve them where they can.

c. People show respect for flags by flying them correctly. In the United States, there is a Flag Code that sets out some specific rules for flying the flag. The U.S. flag is flown with the blue canton on top, attached to the pole. When hung on a wall, the canton should be on your left as you look at it. It is respectful to keep flags off the ground. There are more U.S. flag details you can learn on your own, or as you advance in scouting.

d. Raising and lowering flags can hold special meaning to many people. When the United States flag is raised or lowered, Timberwolves in uniform remain silent, face the flag, and render a Timberwolf salute. Anyone out of uniform can put their right hand over their hearts. Anytime a flag is raised in a ceremony, a Scout should be observant and respectful. This is not the time for horseplay.



Some questions to think about:

- *What flags or symbols mean a lot to you? Why?*
- *What does the US flag mean to you? What other national symbols can you name?*
- *What do you love about your community? What do you wish were different? What can you do to make it better?*
- *You may use this space below to color in a flag that is meaningful to you - it can be from a community, city, state, country, or create one of your own!*



2. Know about the United States National Anthem or an alternative song that is significant to you and your community.

The Star Spangled Banner is the US National Anthem. Not every scout group uses the Star Spangled Banner, some substitute other songs to use as an anthem. There are many great songs valued by the different communities and cultures in our country.

About the United States National Anthem:

It was written during the War of 1812 by amateur poet Francis Scott Key after watching the attack on Fort McHenry from Baltimore Harbor. The only way to know who controlled the fort was by the flag flying above. The experience inspired Key to write the poem. The poem was set to music, and became the official National Anthem in 1932.

If there are any words or phrases that you don't understand, you can ask a parent or leader to help you.

*O say, can you see, by the dawn's early light,
What so proudly we hailed at the twilight's last gleaming?
Whose broad stripes and bright stars through the perilous fight,
O'er the ramparts we watched were so gallantly streaming;
And the rocket's red glare, the bombs bursting in air,
Gave proof through the night that our flag was still there;
O say, does that star-spangled banner yet wave
O'er the land of the free, and the home of the brave?*

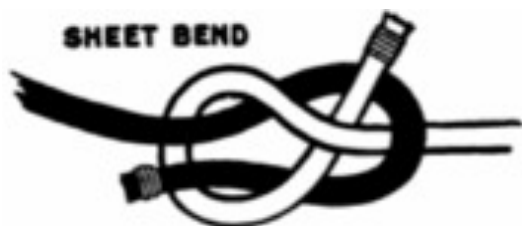
The anthem is often played when the US national flag is presented. Only the first verse is used. You may hear it at the beginning of ceremonies, or during an international competition like the Olympics. Whenever any nation's anthem is played, it is a Scout's duty to be respectful.

3. Be able to tie a Reef (Square) Knot and a Sheet Bend, and know their uses.

The Reef Knot is used to tie two ropes of equal thickness. It lays flat which makes it good for tying bandages. It is also used for tying packages and in other situations where you don't need a knot to be strong. If safety is an issue, use a different knot.



The Sheet Bend is a good knot for tying two ropes together. It may be used to tie ropes or fabric of different thicknesses. This is a more reliable knot than the reef knot.



4. Know how to keep your body clean and healthy. Carry this out in practice.

WASH YOUR HANDS before you eat or touch food and after you use the bathroom. Make sure you rub your hands briskly, using soap and warm water, for at least 20 seconds. Trim your nails, and use a nail brush to remove the dirt.

Brush and floss your teeth at least twice a day. Ask your dentist the best ways to keep your teeth strong and health.

Breathe through your nose, not your mouth. Why? Your nose filters out dust and germs. It also warms the air before it reaches your lungs.

Sneeze or cough into the bend of your elbow and turn away from those around you. Use a tissue when you blow your nose, sneeze or cough. Then, wash your hands. This stops your germs passing to other people.

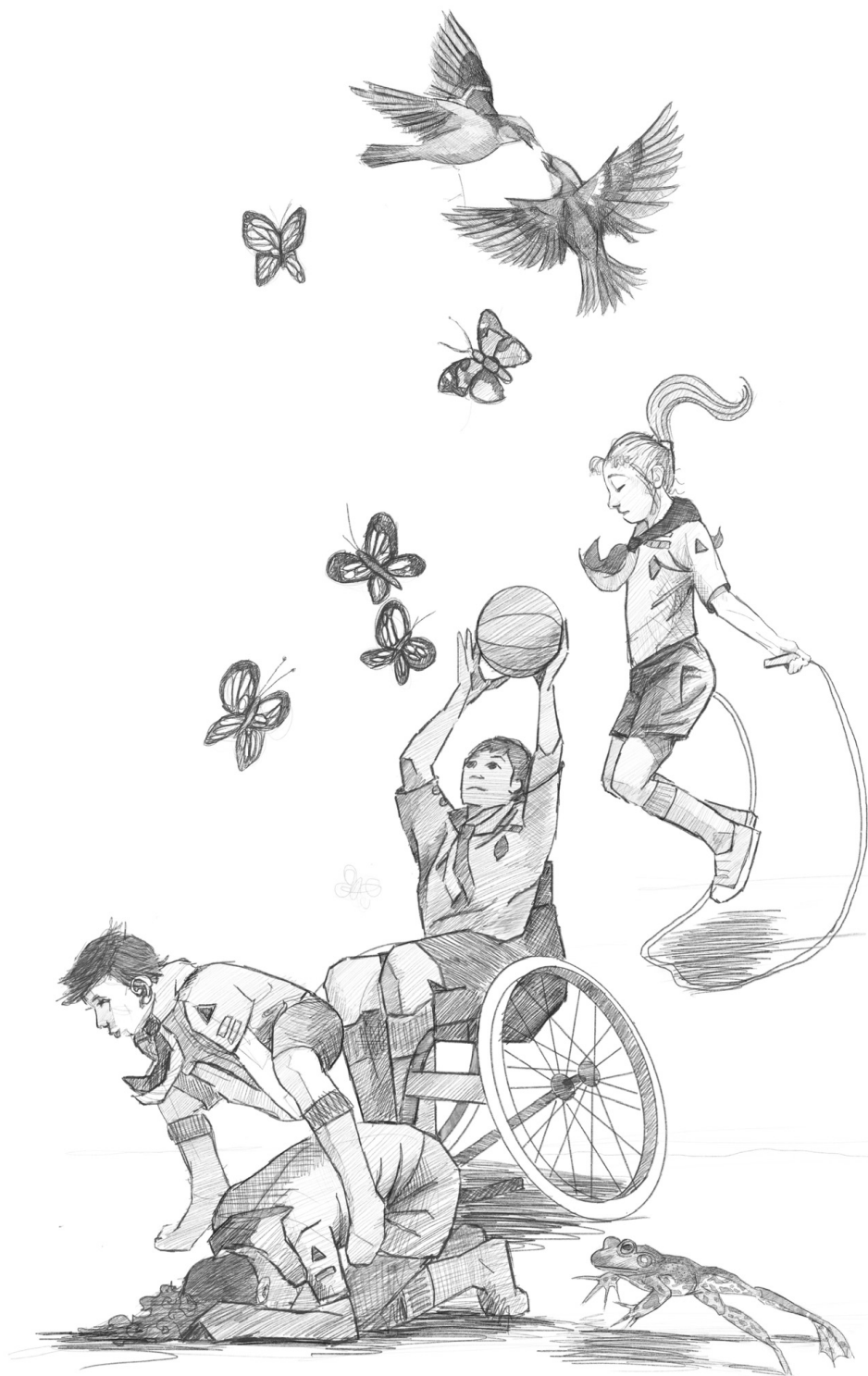
Eat healthy food, drink water, get plenty of sleep (10–11 hours per day), spend time with friends, get outside, and move your body every day.

Find out other ways to keep yourself healthy.

5. Performing certain physical tasks can help each Timberwolf to grow and be healthy. Practicing helps you improve. Try your best at four or more of the following physical skills:

- Turn a somersault or a shoulder roll
- Leapfrog over another Timberwolf of the same size
- Hop (not necessarily on the same foot) round a figure eight course of approximately 25 yards
- Throw a ball so a Timberwolf about ten paces away can catch it. Try the other hand!
- Catch a ball from about ten paces away four times out of six
- Jump rope with both feet together thirty times. Try it backwards!
- Travel upright and with good posture, carrying a weighted object on your head, for as long as you can
- Pick another activity with your Pack or Six such as cartwheels, jumping jacks, crab walks, back bends, potato sack jumping, three-legged race, chin-ups, rope climbing, or create your own

** If a Timberwolf needs guidance or substitutions on any of these activities, your leaders and other adults can help.*



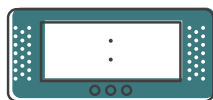
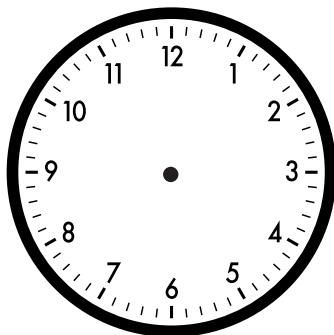
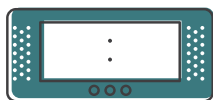
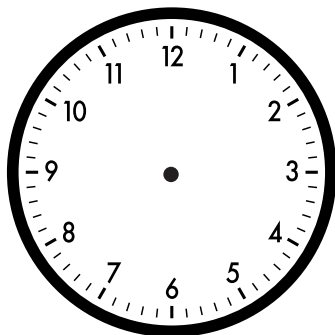
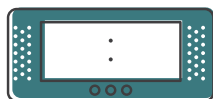
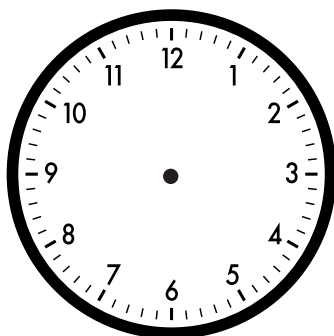
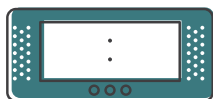
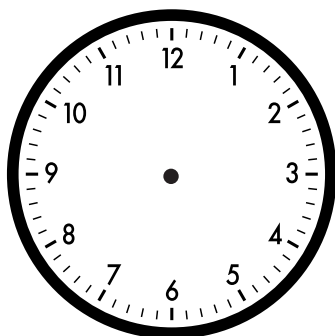
6. Be able to tell time by an analog clock.

There are two kinds of clocks—the type where two hands move around the clock (analog) and the type that displays the time as a row of numbers (digital). Every Timberwolf should know there are 24 hours in a day. Here is a clock face, showing the 12 hour markings and the 60 little divisions around the edges for minutes (0–59 below). There are two hands, one larger than the other. The big hand moves faster than the smaller hand, and goes completely around the clock in one hour, or sixty minutes. The small hand moves more slowly and marks the hours, it circles the clock once every 12 hours. Some clocks have a second hand which revolves once per minute or sixty seconds.



The clock with the row of numbers is often called a digital clock. You can see an example of this on your computer screen (usually appearing in one of the right-hand corners). Can you tell what time it says? We will also use the clock positions in orienteering - when something is directly ahead of you, you could say it is “at twelve o’clock”. When something is directly behind you, it is ‘at six o’clock’. This makes communicating positions and directions easier.

You may use the clocks below to practice.



7. Show how to clean your shoes and fold your clothes neatly. Let your leaders know that you do your best to keep your Pack's den and your own room tidy.

It is important to keep your footwear clean and dry. This keeps your feet healthy.

The first thing to do is to use a damp sponge to scrape or wash off any excess mud from your shoes or boots. Then ensure they are dry. If for any reason they have gotten wet, stuff them with newspaper and leave them to dry in a warm (but not hot) place. Spread some newspaper on the ground or table and take a stiff brush and brush away any remaining mud. It's best to do this outside, if possible.

If your shoes are leather, you should then apply polish with a clean cloth or towel and then buff it into the leather using a larger brush. Use a soft cloth to polish. If you are cleaning sneakers, it is usually only necessary to wash them with a sponge and allow them to dry. Wash the laces in a sink when needed. Ask your family to help you with this. Never wash sneakers in a washing machine except with a very cool gentle wash with no spin and no detergent.

Some questions to think about:

- *Can you think of reasons why it is important to keep clean and tidy?*
- *Taking care of your clothes and shoes requires great attention to detail. What can you learn from doing this that you can apply to other areas of your life?*



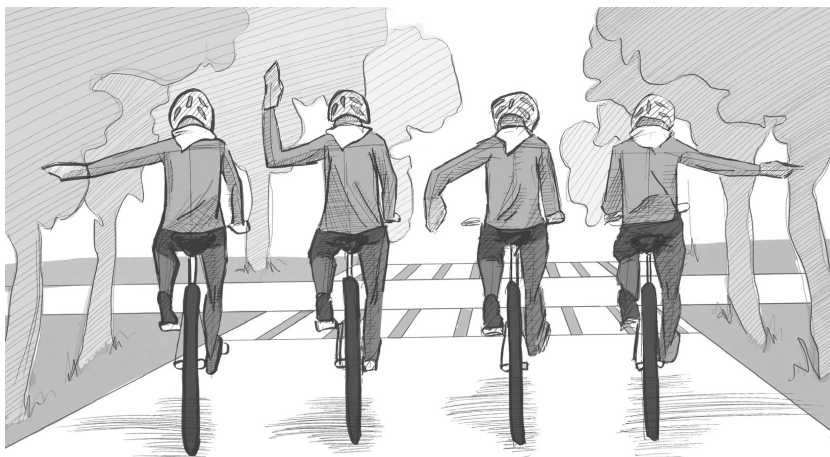
8. Show that you understand road safety rules for biking and walking.

Bicycle Safety

You **SHOULD**:

- Wear safe, appropriate clothing for biking including:
 - *A bicycle helmet that conforms to current regulations.*
 - *Clothes that will not get tangled in the chain/wheel or cover your lights. (For example, no long skirts, capes, or loose pants).*
- Light-colored, reflective, or fluorescent clothing that helps other people see you.
- Understand road markings and signs. Be aware of local biking rules and guidelines and follow them.
- Plan your route beforehand using designated biking lanes whenever possible.
- Keep both feet on the pedals and hands on the handlebars except when signaling.
- Leave space between you and other vehicles.
- Bikes should travel in the same direction of traffic, usually on the right side of the road, unless otherwise indicated.
- Ride single file on narrow or busy roads and be considerate of other road users.
- Use your bell or say “passing on your left/right” when passing another bike or pedestrian.

- Clearly signal to others what you intend to do. When possible use hand signals, especially when turning. See diagram below.



- Be aware of all traffic around you, especially when turning, changing direction, starting or stopping. If biking with others, you may warn your fellow riders if you are aware of a vehicle coming from behind.
- Look ahead for obstructions in the road, such as rocks and potholes. Leave plenty of room when passing parked vehicles. If biking with others, signal to those behind you about any such hazards.
- At night, your bike **MUST** have a front white light and a rear red light or reflector.

You **MUST NOT:**

- Ride in a dangerous, careless, or inconsiderate manner.
- Carry a passenger on your bicycle unless equipped and legal.
- Leave your bicycle where it would endanger or obstruct road users or pedestrians.

Pedestrian/Walking Safety

- Understand road markings, signs, and crosswalks. Be aware of local rules and guidelines and follow them.
- Be very careful when crossing a street. Use a crosswalk when available.
- Clearly signal to traffic what you intend to do.
- When there is no sidewalk pedestrians should travel in the opposite direction of traffic, usually on the left side of the road, unless otherwise indicated.
- Be aware of your surroundings.
- Wear light-colored, reflective, or fluorescent clothing when walking at night.
- There is safety in numbers. If possible, travel with a group so that you are more visible.

9. Make a list of books about topics that interest you. Tell a story from a book on your list to your Six or Pack.

Reading is a wonderful way to learn about our world. A librarian can help you find books that you might enjoy.

You are asked to share a story with your Six or Pack from a book that you have read. Sharing ideas helps you understand them. Storytelling is also a long-standing Scout tradition.

Hopefully, this requirement will encourage you to engage in a lifetime of reading, learning, and storytelling. Keep your list here in your handbook.

My Book List



10. Have at least three months satisfactory service as a Timberwolf.

To be part of the Timberwolf Pack, attend the meetings and outings regularly and with enthusiasm. Follow the Timberwolf Law, Motto, and Promise. Time will fly by and soon you will have earned your First Star.

11. Re-pass the Tenderpad Tests (this is to be the final test for First Star).

It has been some time since you first became a Timberwolf. Your final task for First Star is to show your leaders that you remember all you have learned.



A Timberwolf is allowed to earn and wear up to two Special Proficiency Badges after they have earned their First Star. After they achieve their Second Star, they are encouraged to earn and wear as many Special Proficiency Badges as they like.

There is a Special Proficiency badge section later in this handbook.

Congratulations!

You have earned your First Star!

By earning your First Star, you now have one wolf eye open. You are ready to start opening your other eye. You are bigger and stronger and a bit wiser. The things you start to do now may be more challenging. That makes it even better when you succeed, doesn't it?

First Star Requirement Sheet

** Rovers should initial and date each requirement as completed*

Requirement	Completed
1. Know about the National flag, how to fly it, about flags and symbols in your community, and how to show respect to flags and symbols.	Date Rover
2. Know about the United States National Anthem.	Date Rover
3. Be able to tie a Reef (Square) Knot and a Sheet Bend, and know their uses.	Date Rover
4. Physical Skills.	Date Rover
5. Know how to keep your body clean and healthy. Carry this out in practice.	Date Rover
6. Be able to tell time by an analog clock.	Date Rover
7. Show how to clean your shoes and fold your clothes neatly. Keep your room tidy.	Date Rover
8. Show that you understand road safety rules for biking and walking.	Date Rover
9. Tell a story to your family, Pack, or Six from the list of books that interest you.	Date Rover
10. Have 3 months satisfactory service as a Timberwolf.	Date Rover
11. Repass the Tenderpad tests.	Date Rover

Date Awarded First Star: _____

The Second Star Requirements

1. Use the alphabet in Semaphore, Morse Code or American Sign Language (ASL) and be able to send and receive simple words.

Now, we come to a subject Timberwolves really like—signaling. Whether you signal by Semaphore, Morse Code, ASL, or with other methods, it is important to signal clearly so another Timberwolf can understand it easily. Codes can be challenging to learn. It's okay to take your time, and learn them little by little if you need to.

You have the choice of using either Semaphore, Morse Code, or ASL to meet this requirement.

Semaphore signaling uses flags or your arms to send a message. Semaphore can be seen from great distances.

In Morse Code, you send a signal, using things such as flags, a buzzer, a keypad, a light, or even just sounds or your arms. Morse Code can be used day or night and over great distances.

ASL is a language used by many people throughout the United States, Canada, West Africa, and other places around the world. Other countries may have their own sign language.

Semaphore

Before you start signaling, remember that you are sending a message with your arms or flags to someone who is far away and cannot hear you. Your job is to send it clearly so that the person who is receiving can understand it easily.

1. First, stand with your feet a little apart, facing the receiver squarely.
2. If you are using flags, grasp the sticks firmly near the flag itself with your first finger pointing along the flag, and the stick running up your arm. This helps to keep your arms and flags straight.
3. Keep your arms stiff, and do not let them bend or allow your sticks to wobble.
4. Know the seven different arm positions at which the flags can be used. Be able to make the movements briskly.
5. The Semaphore alphabet advances clockwise and moves in circles using both left and right hands. Learn the alphabet by using these circles.



*Scout Semaphore by
Robert Baden-Powell*





























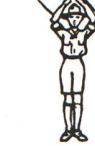
Semaphore Alphabet Circles

The first circle is A to G.

A to D is done by moving your right hand, and E to G by moving your left. When you can do these letters perfectly, try words that are made up of letters in this circle such as Age, Bag, Fad, Cage, Feed, Deaf, and so on. When you have completely mastered the first circle, go on to the next.

The second circle—H to N—(with J left out) is where you have to be even more careful that your angles are absolutely correct. In this circle, your right arm is kept at the “A” position throughout, and only the left arm moves for K to N.

Now look over the Semaphore Chart and learn the third, fourth, fifth, sixth, and seventh circles. When you have learned them thoroughly, practice sending or receiving simple words slowly.

ERROR  A	 B	REPEAT  C	 D	 E
 F	 G	 H	 I	 J
NEGATIVE  K	PREPARATORY  L	 M	ANNULLING  N	INTERROGATORY  O
AFFIRMATIVE  P	 Q	ACKNOWLEDGE  R	 S	 T
 U	 V	 W	 X	 Y
 Z	ATTENTION 		INTERVAL 	NUMERALS 

Morse Code

Morse Code can be sent in many ways, such as with flags, a flashlight, buzzer, keypad, or even a whistle.

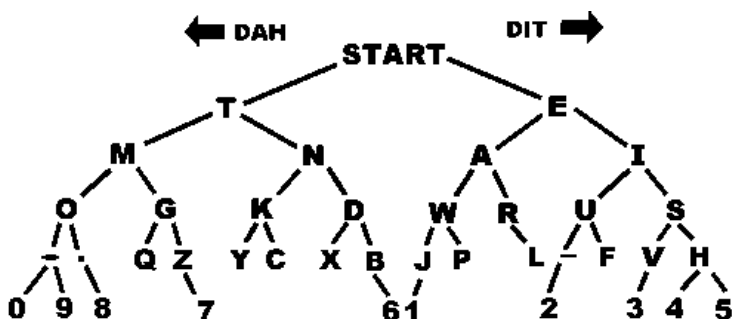
In Morse Code, the letters are formed by dots and dashes and the length of the dash is three times that of the dot. When speaking morse code signals say “dit” for dots and “dah” for dashes.

A dot looks like this: •

A dash looks like this: —

There are several ways a Timberwolf can go about this, but perhaps the best is to start by learning four or five letters. Go on to learn four or five more and soon you will have mastered the whole alphabet. Take your time, memorizing every letter thoroughly.

Here is another method to decipher morse code:
To use this tool move left in the chart for a dash (or dah) and right for a dot (or dit).



*Image used by permission of the
website www.learnmorsecode.com*

International Morse Code

1. The length of a dot is one unit.
2. A dash is three units.
3. The space between parts of the same letter is one unit.
4. The space between letters is three units.
5. The space between words is seven units.

A ● —
 B — ● ● ●
 C — ● — ●
 D — ● ●
 E ●
 F ● ● — ●
 G — — ●
 H ● ● ● ●
 I ● ●
 J ● — — —
 K — ● —
 L ● — ● ●
 M — —
 N — ●
 O — — —
 P ● — — ●
 Q — — ● —
 R ● — ●
 S ● ● ●
 T —

U ● ● —
 V ● ● ● —
 W ● — —
 X — ● ● —
 Y — ● — —
 Z — — ● ●

1 ● — — — —
 2 ● ● — — —
 3 ● ● ● — —
 4 ● ● ● ● —
 5 ● ● ● ● ●
 6 — ● ● ● ●
 7 — — ● ● ●
 8 — — — ● ●
 9 — — — — ●
 0 — — — — —

American Sign Language

American Sign Language (ASL) is a beautiful and expressive means of communication.

ASL was created by Deaf people and is the fourth most used language in the United States. There are different sign languages in different parts of the world.

Practice a few letters at a time, until you can recall them from memory. Move on to the next few letters. Try doing the entire alphabet in sequence.

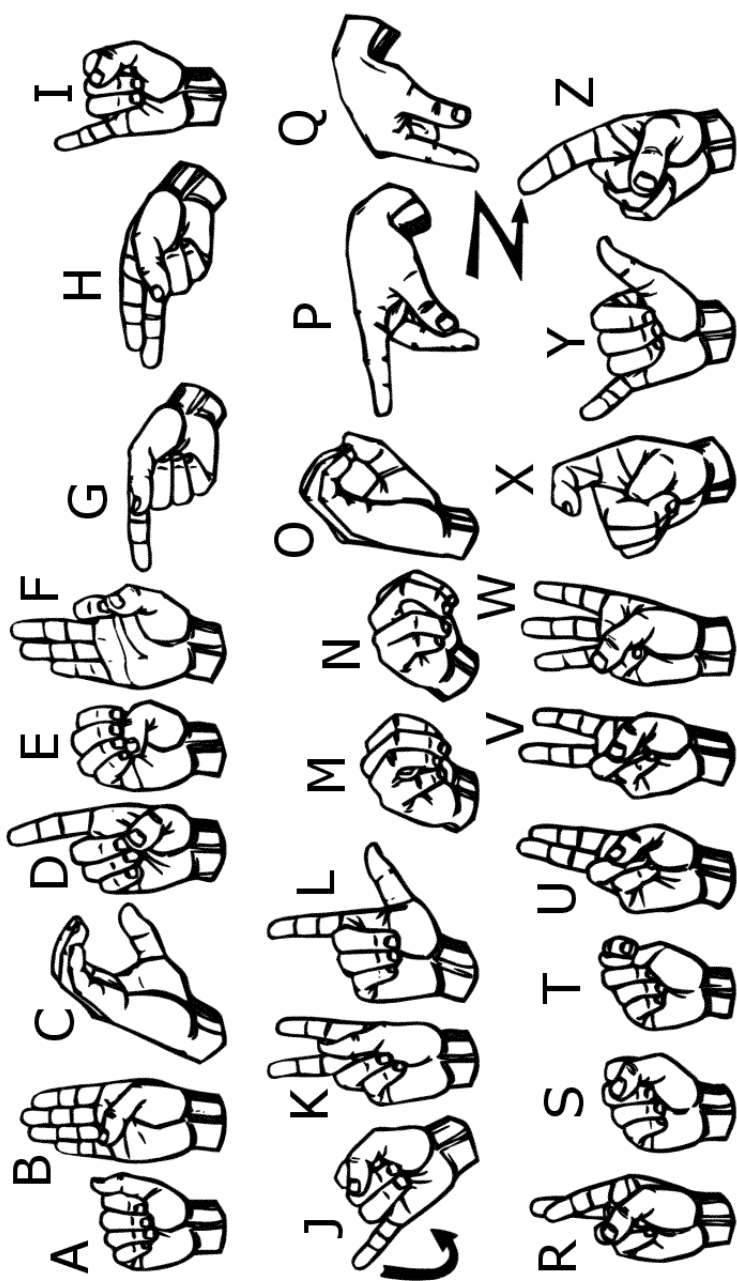
Once you learn the alphabet, use it to form simple words. Try spelling your name and signing "hello" and "good-bye" to your friends.

There is much more to American Sign Language than just the alphabet. ASL is a system of signing and includes signs for whole words.

Do some research at your library or look online if you'd like to learn more.

Here are the ASL signs for the numbers, too.





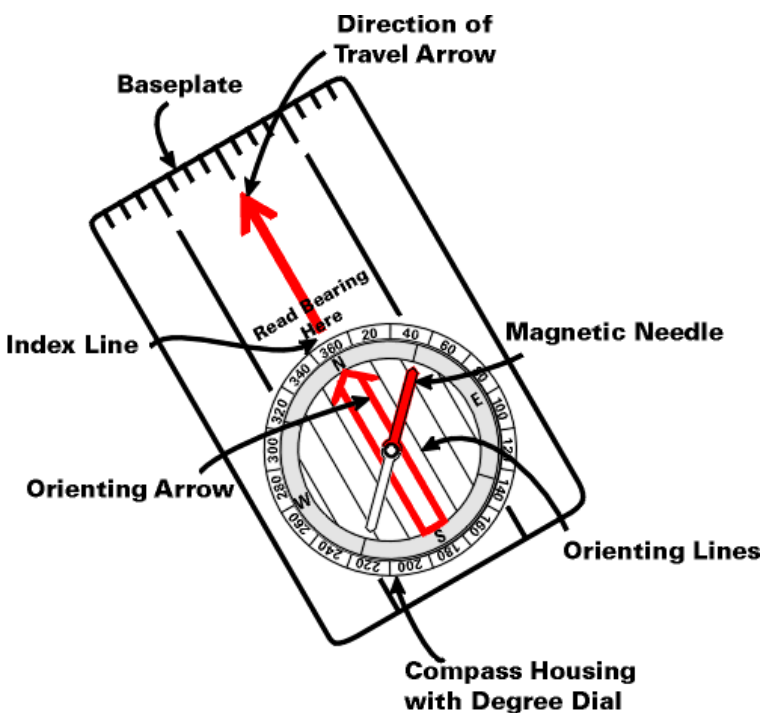
2. Use a compass to show a knowledge of the 8 principal points.

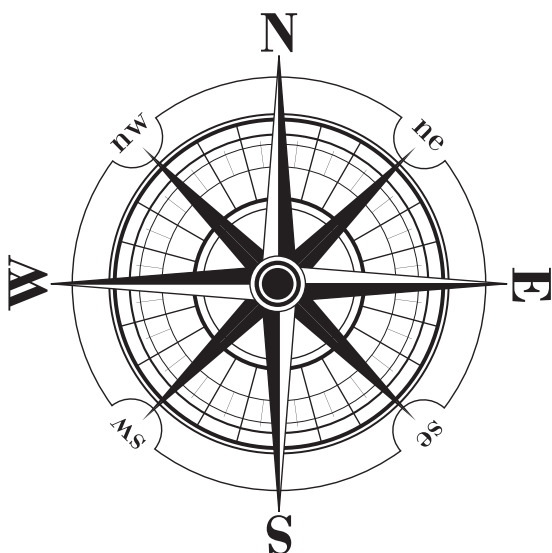
As a Timberwolf, you will go on many hikes. Anyone can get lost, so a Scout always carries a compass with them to find their direction.

The compass has been used for nearly five thousand years. The Chinese are said to have used compasses as early as 2634 BCE.

For this requirement you will learn the eight principal points.

The needle on a compass is magnetized and always points to the North Magnetic Pole. So, if you face the same way as the needle, you are facing north.





South is the opposite of north. If you face north, South is behind you.

East and West are also opposites. If you face North, then East is on your right, and West is on your left.

Halfway between each of the four main points are four others: Northeast, Southeast, Southwest, and Northwest.

You can also tell the different directions by the location of the sun.

Of the stars up above, the Sun is the best;

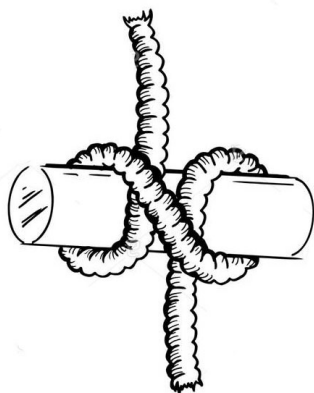
It comes from the East and sets in the West.

If you are up early and see where the sun rises, you know where east is. At midday, the sun is due south. The sun sets at night in the West. At night, if you can see the North Star then you have found north.

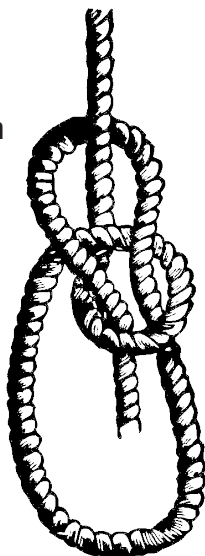
3. Be able to tie a Bowline and a Clove Hitch. Know their uses.

Here are two more knots that will come in handy for many purposes. The diagrams will help you tie them. Even better, ask a Rover or an experienced Scout to show you how. You can learn them faster that way.

The Clove Hitch: This is one of the most used of all knots, and it is easy to tie. Its main use is for tying or hitching a rope to a pole, as in the illustration below. This knot is often used to start pioneering structures. The ends will stand a strain without slipping, either lengthwise or downwards. Learn a couple of ways to tie it. Learn it well enough to tie it blindfolded or behind your back.



The Bowline: This is a very good knot to know because it forms a loop that will not slip. It is the sort of knot you tie on a rope if you were throwing it to a person in trouble in the water.



4. Understand the meaning of THRIFT in all things and carry it out in practice.

Thrift is a small Norse word with a big meaning to scouts. Thrift is taking care of everything in your life; like clothes, food, friendships, and even money. Being thrifty means using resources wisely — your own and others. To a Timberwolf, your thrift shows how you manage yourself, treat others, and care for natural resources.

Using resources wisely means taking no more than you need, giving back when you can, and not being wasteful. In nature, this can mean Leave No Trace. At the dinner table, it can mean only taking what you'll eat and later helping with the dishes without being asked. It also means caring for your uniform, gear, and clothes. Do not damage them unnecessarily, making trouble for yourself or others to clean and mend them.

It is much nicer to make your own playthings, instead of buying them, or expecting someone else to give them to you. In just the same way, the Pack can make things for itself — jump-ropes, signaling flags, and so on.

Thrift is as much about using wisely as it is about saving. Resources are not endless and can run out. Preserve resources when you can, and use them when needed. The best way to do this is planning and practice. Try to re-use things you have now to save money for later.

Recognize that time and work also have value, and use both smartly. Help save time at home by cleaning up after yourself and doing chores without being asked. Being careful with your energy during a hike can be an important part of thrift.

Lastly, having thrift is different than being a "scrooge." One of the best uses of your time, effort, and resources is giving to others. Plan to give while you plan to save, and use your effort to do a good turn for somebody every day.

Some questions to think about:

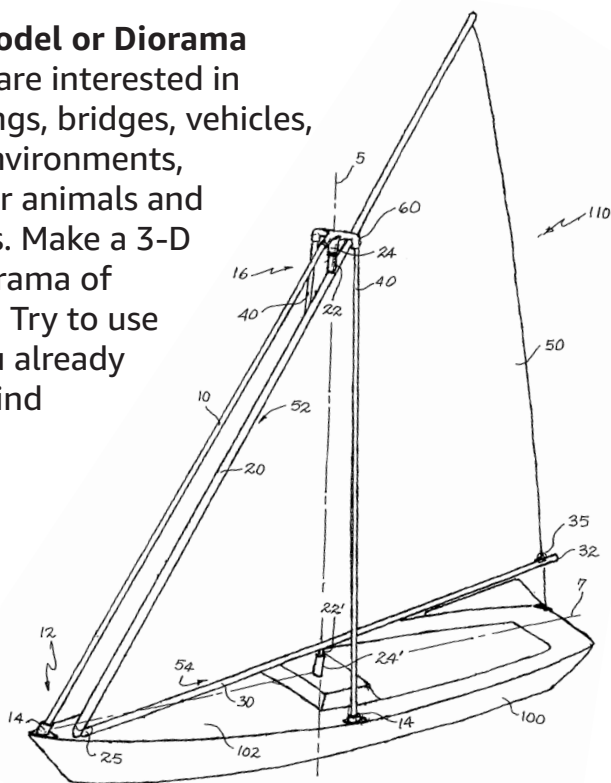
- *How do you practice thrift every day?*
- *How can you help your family save time and effort?*
- *What things can you make or repurpose rather than buying new?*
- *What are ways you can save and conserve resources like money and food?*
- *How might we teach others about the importance of not wasting resources?*

5. Produce a satisfactory model, useful object, or series of sketches made entirely by yourself.

Because Timberwolves like to do different things, this requirement gives you many options to complete it. Try as many as you like, such as making a model, knitting, carving, painting, or drawing. If you are fond of nature and you can draw, perhaps sketches of flowers or animals will appeal to you. On the other hand, if you are handy at making things, you'll likely want to make a model or build a bird feeder. Challenge yourself and do your best!

Produce a Model or Diorama

Perhaps you are interested in boats, buildings, bridges, vehicles, campsites, environments, dollhouses, or animals and their habitats. Make a 3-D model or diorama of your interest. Try to use materials you already have or can find outdoors.



Create a Useful Object

Perhaps you would like to learn how to knit, throw clay on a pottery wheel, weave a basket, or carve something. Why not ask a skilled person to show you how? Create an object that you can use.



Draw Eight Sketches

Draw eight sketches of boats, flowers, animals, aircraft, your house, or something else of interest. Clearly label what is in your drawings. Try experimenting with different drawing styles and media (pencils, charcoal, pastels, etc.)



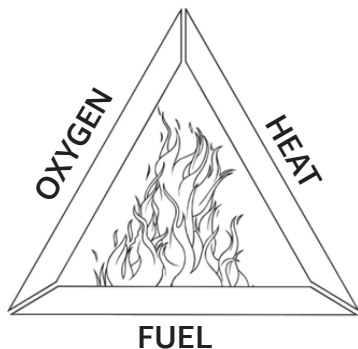
Once you decide what kind of craft you like best for the requirement, share your work with your leader.

Remember: There's no harm in someone showing you how to do it, but you should complete the project yourself. These skills will come in handy later on.

6. Safely lay and light a fire. Clean up afterwards to a “Leave No Trace” standard. Talk to your Pack Leaders about fire safety.

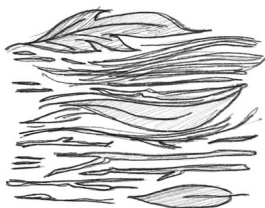
SAFELY STARTING A FIRE

As a Timberwolf, you should not light fires without an adult present. Your Leader will help you choose a safe area. Fire consists of three ingredients: fuel, heat, and oxygen. These 3 things need to be arranged in a balanced way to get the result you want.

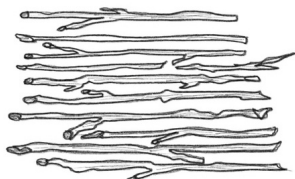


Pile your wood on the windward side of where you will start the fire. Windward is the side where the wind is blowing from. This will keep your firewood from catching fire before you are ready.

Before lighting your fire, collect all the supplies you will need - tinder, kindling, and fuel. Find which kinds of wood are best in your area.



Tinder



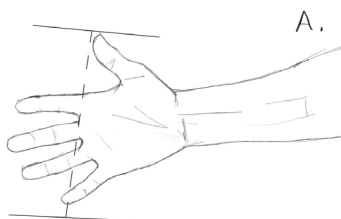
Kindling



Fuel

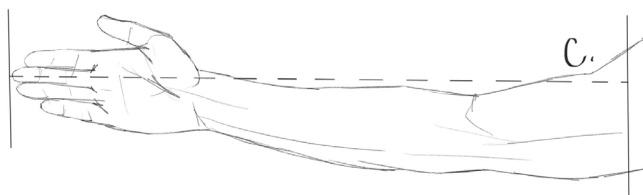
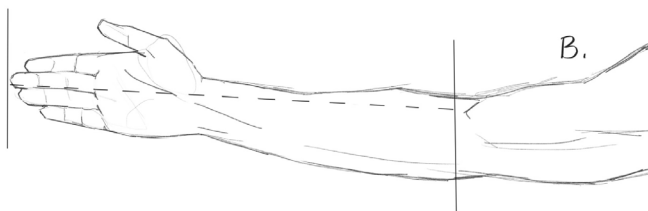
To start the fire you will need tinder - tiny dry pieces. Good tinder can be bark, dry grass, dead leaves, wood shavings, and brush. Make sure the pieces are very dry. When you are ready, start lighting the tinder from the windward side.

Tinder should be smaller than the size of a pencil in thickness and length, approximately the size of your hand with outstretched fingers.



Next you will need kindling - lots of small, dry twigs and sticks. Start small and add larger pieces as your fire grows. When stacking kindling and fuel be sure to leave space for air to reach the flames. Build up the fire with tinder and kindling.

Kindling should be no thicker than your thumb and about as long as your elbow to your fingertips.



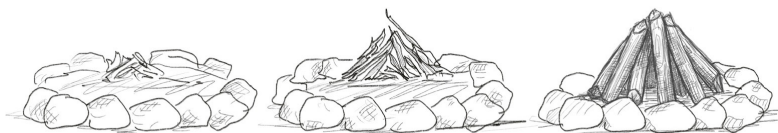
To provide heat and keep the fire burning steadily use large sticks and logs as fuel. Wait until there is a glowing bed of red embers to cook on.

Fuel should be about as thick as your wrist and as long as your entire arms length.

Here is one example of how to lay your tinder, kindling, and fuel. Fires need to be constructed differently in different environments... ask your Leaders and experiment to find out what works best near you.

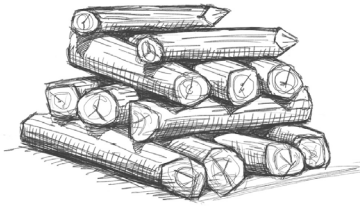
1. Make a triangle with your tinder, light from the middle
2. Add kindling and pile on loosely.
3. As the kindling begins to burn, add fuel.

You can cook nearly anything on a fire, and it's great fun. Try sausages, hot dogs, veggie burgers, ash cakes, or twists of dough wrapped around a peeled green stick.

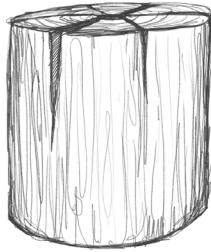


Never remove sticks from the fire. Never leave a burning fire unattended. Clean up thoroughly afterwards after first ensuring the fire is out and cold.

A good test of your skill is to light a fire with one match or use flint-and-steel.



*Log Cabin,
Teepee, and
Swedish fire
designs*



Leave No Trace is a program created to help people reduce their impact on the natural world. We want to leave nature as we found it. When you collect supplies for your fire and cleanup afterwards, you want to want to do your best to Leave No Trace.

7. Run, cycle, or travel with a verbal message of at least 15 words. Go by a specific route and deliver it correctly.

To deliver a message correctly, the first thing to do is to pay attention to whomever is giving you the message. Repeat it back to them to make sure you know it. Keep repeating it to yourself as you go on your journey. If you practice this now, you'll be surprised how much it improves your memorization skills as you grow older.

It is more important to get the correct message delivered than to get it there quickly. Best of all would be to get it there both quickly and correctly.

If you are passing the message along to another person, make sure that they have the correct message. They can repeat it back to you to make sure it is right.

FIRST AID

8a. Be able to use a phone to seek help in an emergency.

Every Timberwolf knows to call 911 in an emergency. When you call, clearly state whether you are calling to report a fire, ask for emergency rescue, police, or ambulance. Remember to stay calm and speak slowly. Tell the 911 operator exactly what's wrong and where you are. Give the address or location information, if you know it.

8b. Know when it is necessary to get an adult's help.

There will be times when you will need an adult to help you. If someone gets badly hurt, or you are not sure how to handle a situation, find an adult you trust. Be aware that until you are older, there are some things that you cannot do by yourself. Everyone needs help sometimes.

If necessary, shout for help so that anyone passing by can hear you.

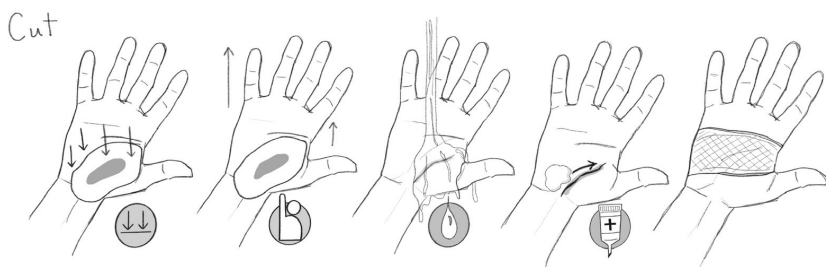
9a. Understand the danger of dirt in a scratch or wound.

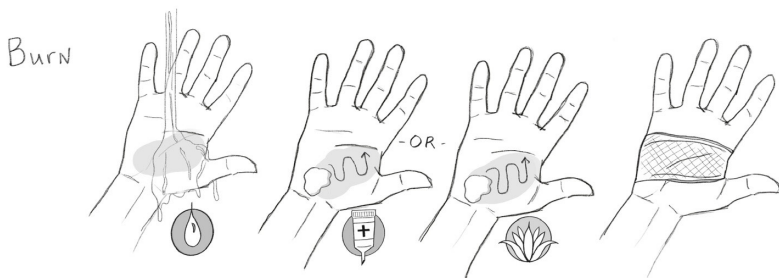
All scratches, scrapes, and cuts should be promptly cleaned with soap and water. This will help the cut to heal. Most cuts heal just fine.

Keep an eye out for signs of infection. If the skin around a wound begins to get warm, red, swollen, increasingly painful or is draining fluid, then it may be infected. Any red streaking of the skin around a wound may indicate a more serious infection, especially if the person also has a fever. It is time to seek medical care.

9 b. Show how to clean and dress a cut and treat a burn or scald.

Cuts and Scrapes: Let the wound bleed a little; the flowing blood will carry any dirt or other foreign matter out of the wound. Wash the wound with mild soap and a washcloth under running water. After washing the wound, blot dry and apply a clean bandage. Apply gentle pressure if necessary.





Burns and Scalds: This is an injury to the skin caused by heat. If someone touches a hot stove, they will get a burn. If someone spills boiling water on their skin, they will get a scald.

No matter the size of the burn or scald, your first priority is to cool the skin (except for 3rd-degree burns). For small burns, hold it under clean cool water to quickly lessen the pain, prevent further damage, and promote healing. Do not put ice or ice water on a burn. It can further damage the skin.

The treatment for the three specific types of burns is as follows:

First-degree burns: In minor burns and scalds, the skin turns red and may swell. . Treat immediately with cool water. Keep the burn under the water until there is little or no pain. You can cover with pure aloe vera (not lotion) or a proper ointment. Then apply a clean dressing and bandage loosely. Do not touch a burn with anything except a clean covering.

Second-degree burns: A second degree burn occurs if a blister forms. Do not break blisters. Treat a second degree burn the same way that you treat a first-degree burn. Change the bandage daily after washing your hands. Look out for signs of infection like redness, pus, or swelling. Ask an adult for help if the blisters become increasingly painful. As the burn heals, it may itch. Don't scratch.

Third-degree burns: In very severe burns, the skin may be burnt away. Some flesh will be charred. If many nerve endings are damaged, there may be little pain. Call 911. The victim should be rushed to hospital because their life is at stake.

Do not try to clean a severe burn. Do not apply creams, ointments, or sprays on a severe burn. Do not remove pieces of clothing that stick to the burned area. Loosely wrap a clean sheet around the victim to protect the wounds.

Take steps to minimize shock (see 9c below) If the weather is cool, then cover them with blankets. Keep the person from getting chilled or overheated. Comfort and reassure the person.

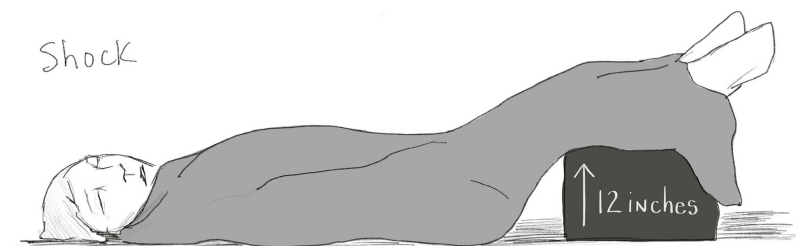
Sunburn: Most sunburns are first-degree burns, but can get worse. It is important to take care of your skin. Protecting your skin from the sun in childhood can protect you from skin cancer later in life. Sunburns are easy to prevent by wearing a hat, covering your skin, staying in the shade, and wearing sunscreen. A healthy diet with lots of fruits and vegetables also helps to keep your skin healthy.

If you get a sunburn, then there are some ways to help it feel better. You can apply aloe vera or proper ointment. Do not scratch or pick at your skin while it heals. Do your best to be very gentle.

9c. Know the simple treatment for shock (not electric).

Shock occurs when the body is so injured that it cannot send blood to the important parts. People who have shock may be very weak, pale, or even confused. Treat every accident victim for shock, even if there are no definite symptoms. Since shock is sometimes a delayed reaction to an accident, prompt treatment may prevent it from occurring at all.

Keep the person lying down. Unless their back or head hurts, elevate the legs slightly to increase the flow of blood to the head. Keep them warm with a jacket or blanket. Call 911 and obtain a doctor's care as soon as possible.



10. Observe and point out three birds, three trees, and three other natural things, when in the outdoors. The Timberwolf is to choose what to identify.

Birds

You must point out, in the outdoors, three birds, not domestic. Domestic means tame, so, of course, your three birds must not include birds that are pets or farm animals. No matter where you live in the United States, you'll have no difficulty finding three different kinds of birds.

Different birds are common in different areas of the United States. What kind of birds are found in your area?

Perhaps your leader can point out these birds to you on your outings. Or maybe your parents, guardians, or school teachers can show you how to recognize them. You can recognize them by their size, their color, and their habits. Of course, no Timberwolf is going to stop when they have learned just three birds—you should keep on until you can identify every bird that is common in your community.

Trees

If you live in an area where there are lots of woods, then it won't take you long to learn about three trees. However, if you live in the city, prairies, or in the desert, this might be a bit more difficult. But wherever you live, there are three kinds of trees that will be common to your part of the country in parks or natural spaces. Your leaders, your parents,

guardians, or teachers will be able to help you.

There are evergreen trees and deciduous trees in nearly every part of the North American continent. Evergreen trees keep their leaves all year long. Deciduous trees lose their leaves once a year. Identifying trees can be done in many ways, including looking at the types of leaves they produce, their bark, and their various sizes, shapes, and locations.

11. Have at least 1 Scouting Year of satisfactory service as a Timberwolf.

12. Re-pass the Tenderpad and First Star tests (*this is to be done last*).

Now you have come to the end of your tests for the Second Star. If you can show your leaders that you remember all that you have learned for your Tenderpad and First Star, you can then put a Second Star on your cap.

Now both of your wolf eyes are open. With the skills you have gained, you can be even more helpful to your Pack, your Community, and your Leaders. But, you can only remain helpful so long as you keep practicing all of the things you have learned.

Second Star Requirement Sheet

** Rovers should initial and date each requirement as completed*

Requirement	Completed
1. Use the alphabet in Semaphore, Morse Code or American Sign Language (ASL)	Date Rover
2. Use a compass to show the knowledge of the eight principle points.	Date Rover
3. Know how to tie a bowline and clove hitch and explain their usage.	Date Rover
4. Understand the meaning of thrift in all things and show you are carrying these out in practice.	Date Rover
5. Produce a satisfactory model, useful object, or series of sketches made entirely by yourself.	Date Rover
6. Know how to lay and light a fire out of doors, explain proper fire safety to your leader, and show that you understand how to "Leave no Trace"	Date Rover
7. Run, cycle, or travel with a verbal message of at least 15 words by a certain route, and deliver it correctly.	Date Rover

8a. Know how to use a phone to seek help in an emergency.	Date _____
	Rover _____

8b. Understand the necessity of summoning adult help when there is an emergency	Date _____
	Rover _____

9a. Understand the danger of dirt in a scratch or wound.	Date _____
	Rover _____

9b. Show how to clean and dress a cut finger and treat a burn or scald.	Date _____
	Rover _____

9c. Know the simple treatment for shock (not electric).	Date _____
	Rover _____

10. Observe and point out three birds, three trees, and three other natural things.	Date _____
	Rover _____

11. Have at least 1 Scouting Year of satisfactory service as a Timberwolf	Date _____
	Rover _____

12. Repass the Tenderpad and First Star tests.	Date _____
	Rover _____

Date Awarded Second Star: _____

Congratulations! You now have your Second Star!

Section III

Leaping Wolf Badges

The Leaping Wolf Badges are the highest single honors a Timberwolf can earn. They demonstrate commitment to the Scouting Movement and good service to the Pack.

Silver Leaping Wolf

This badge is to be worn on your Timberwolf Uniform.



The Silver Leaping Wolf reflects a scout's commitment and advanced proficiency as a Timberwolf.

1. Be a Two-Star Timberwolf.
2. Hold the Timberwolf First Aider Special Proficiency badge.
3. Hold at least one of the following Service Special Proficiency badges: Guide, House Orderly, or Conservationist.
4. Hold any three additional Special Proficiency Badges.
5. Camp at least 10 nights as a Timberwolf with your Six or Pack.*
6. Participate in at least 8 day hikes and 4 night hikes with your Six or Pack.*

**(If it is not possible to meet these requirements, then talk to your leaders about earning some of the Special Proficiency badges in the Outdoor Living section instead.)*

Silver Leaping Wolf Requirement Sheet

** Rovers should initial and date each requirement as completed*

Requirement	Completed
1. Be a Two-Star Timberwolf.	Date_____
	Rover_____
2. Hold the Timberwolf First Aider Special Proficiency Badge	Date_____
	Rover_____
3. Hold at least one of the following Service Special Proficiency badges: Guide, House Orderly, or Conservationist.	Date_____
	Rover_____
4. Hold any three additional Special Proficiency Badges.	Date_____
	Rover_____
5. Camp at least 10 nights as a Timberwolf	Date_____
	Rover_____
6. Participate in at least 8 day hikes and 4 night hikes	Date_____
	Rover_____

Date Awarded Silver Leaping Wolf: _____

Gold Leaping Wolf

This badge is to be worn on your Pathfinder Uniform.

The Gold Leaping Wolf is a transitional badge and requires that the Timberwolf already have their Silver Leaping Wolf badge. This badge includes the basic Pathfinder Tenderfoot requirements and is awarded during the investiture ceremony as a Timberwolf becomes a Pathfinder.



For information on the Tenderfoot requirements listed, please refer to the OSG Pathfinder Handbook, which contains the appropriate chapters and references.

1. Have taken part in a Pathfinder Patrol or Troop activity.
2. Pass the Pathfinder Tenderfoot Tests.

Gold Leaping Wolf Requirement Sheet

** Rovers should initial and date each requirement as completed*

Requirement	Completed
1. Have taken part in a Pathfinder Patrol or Troop activity.	Date Rover
2. Pass the Pathfinder Tenderfoot Tests.	Date Rover

Date Awarded Gold Leaping Wolf: _____

Section IV

Special Proficiency Badges

The object of the special proficiency badges is to help develop character, physical health, and the skills of a scout. They should not, however, be regarded in the same way as the Tenderpad and Star tests. Badges are activities that individual Timberwolves can take up in order that they may progress further along the Timberwolf path; 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 earned their Second Star.

A Timberwolf is allowed to earn and wear up to two Special Proficiency Badges after they have earned their First Star. After they achieve their Second Star, they are encouraged to earn and wear as many Special Proficiency Badges as they like.

Upon earning the Second Star, a Timberwolf may wear more than two Special Proficiency Badges. These badges are worn on the right arm in parallel vertical columns between the shoulder and elbow.

Timberwolf proficiency badges are divided into five groups:

Character, Handicraft, Service for Others, Physical Health, and Outdoor Living

Special Proficiency badges are granted on the recommendation of a qualified and capable examiner. The examiner should be knowledgeable and experienced in the skills required for the badge. An independent expert or a qualified leader may sign off on the badge.

Badge Guide

- ☐ Tenderpad
- ☐ 1st Star
- ☐ 2nd Star
- ☐ Silver Leaping Wolf
- ☐ Gold Leaping Wolf

Special Proficiency Badges

Character

- ☐ Collector
- ☐ Observer
- ☐ Gardener
- ☐ Signaler

Physical Health

- ☐ Athlete
- ☐ Swimmer
- ☐ Cyclist
- ☐ Team Player

Handicraft

- ☐ Artist
- ☐ Modeler
- ☐ Home Craft
- ☐ Knotter

Outdoor Living

- ☐ Camper
- ☐ Hiker
- ☐ Angler
- ☐ Map Reader

Service for Others

- ☐ First Aid
- ☐ House Orderly
- ☐ Guide
- ☐ Conservationist

CHARACTER

Collector

1. Choose ONE of the following:

a. Collect a group of objects over a period of at least three months. The collection should be neatly and systematically arranged indicating an intelligent interest in the items. The nature of the collection should be chosen by the Timberwolf. Suggestions include feathers, leaves, flowers, rocks, stamps, trading cards, and coins.

b. Keep a scrapbook, diary, or journal of events, for a period of at least three months.



Observer

1. Do ONE of the following:

a. Observe the appearance and know something of the habits of six animals (birds, mammals, reptiles, fish, amphibians, invertebrates) or

b. Know the names and appearance of either:

i. Six spring flowers, six summer flowers, and six autumn flowers, or

ii. Twelve trees or shrubs or

iii. Twelve mushrooms/fungi

2. Find your way to an unknown spot, not more than 300 yards away, by following directions given to them by the examiner (either compass directions, or signs made on the ground, or landmarks, or a combination of these).

3. Successfully identify nine objects out of twelve when playing Kim's Game. (It is preferable to select variations of this game that are not used in the Pack.)



Gardener



- 1a. Must care for a patch of garden of at least 16 square feet for at least three months.
- 1b. Use the following tools in a garden: spade, fork, hoe, trowel, rake.
2. Must be able to name at least four common trees, shrubs, flowers, or vegetables.
3. A weed is a plant that is growing where the gardener does not want it to grow. In your garden, correctly identify what plants are weeds and remove them.
4. With the help of a seed catalogue, gardening magazine, or the internet make a scrapbook covering at least six months including at least twelve images/ subjects, of either flowers or vegetables that could be planted or be flowering in that month.

In the case of the Timberwolf living where land is not available for gardening, the following alternative requirements can be taken in place of (1) and (3) above.

- (1). Must do one of the following:
 - a. Must care for a window box for three months, or
 - b. Must care for two or more perennial plants in pots for three months.
- (3). Must grow two of the following:
 - a. A bulb in water, peat moss, sand, or soil.
 - b. A chestnut or acorn in water, sand, peat moss, or soil.
 - c. Mustard, cress, peas, or beans on a cloth or paper towel.

Signaler



1. Do one of the following:
 - a. Send and receive in Morse Code, by buzzer or other sound device, a complete message of at least 10 words, at a rate of at least 15 letters per minute.
 - b. Send and receive by Semaphore Code, using signaling flags, a complete message of at least 10 words at the rate of at least 15 letters per minute.
 - c. Send and receive using American Sign Language a complete sentence of at least 10 words at the rate of at 10 letters per minute. Or, using American Sign Language word signs, sign at least 10 words per minute.
2. Briefly discuss other common codes and methods of signaling.

HANDICRAFT

Fine Arts



1. Draw with pencil, brush, pen, marker, or crayon an original illustration of an incident, scene, or character in a story (size at least 5 by 7 inches).
2. Complete one of the following:
 - a. Draw an animal or person using pen, ink, or pencil.
 - b. Draw a landscape or still-life.
 - c. Keep a sketchbook for a period of three months.
 - d. Illustrate a story using stick figures. Include at least four pictures.
 - e. Make a greeting card using pencil, brush, pen, marker, or crayon.

OR

1. Be able to give a satisfactory performance in one of the following:
 - a. Play a musical instrument (2 tunes).
 - b. Sing (2 songs).
 - c. Acting or miming.
 - d. Puppetry.
 - e. Conjuring (Magic tricks, slight of hand).
 - f. Jokes or comedy sketch.
 - g. Dance routine.
 - h. Recitation.

Modeler



1. Using odds and ends, such as pine cones, clothes pins, paper rolls, or popsicle sticks, make one of the following:
 - a. a model of reasonable size, such as a boat, car, airplane, or a building
 - b. a dynamic model such as a rocket, a mechanically-propelled boat or car, or a sailboat
2. Make and paint a paper mache mask.
3. Construct a wooden toy.

SAFETY NOTE *Work closely with an adult when: using tools; assembling items that use electricity, chemicals, or moving parts; working with sharp objects. Always practice "Safety First" and use appropriate gear to protect yourself.*

An item presented for the Second Star Test must not be admitted for any part of this badge.

Homecraft



1. Must be able to thread a needle, sew a button, and carry out any TWO of the following:
 - a. Knit a useful article.
 - b. Make a piece of netting (to put over seeds, for a bag, etc.)
 - c. Work a design in cross-stitch.
 - d. Make a rug or mat.
 - e. Darn a hole in a shirt or sock, or mend a tear.
 - f. Wash and iron your neckerchief.
 - g. Make a basket.
 - h. Weave a useful article.

Knotter



1. Must be able to tie a square knot, sheet bend, clove hitch, and bowline, as required by First Star and Second Star; and explain their uses.
2. Be able to tie the following knots and explain their uses:
 - a. Sheep Shank
 - b. Two Half-hitches
 - c. Taut Line
3. Properly lash three staves together to make a tripod for use in camp.
4. Be able to whip the end of a frayed rope.
5. Help someone else—another Timberwolf, friend, or family—learn any one of the knots required for First or Second Star.

SERVICE FOR OTHERS

First Aider



1. Know the meaning of "First Aid" and know when to summon help.
2. Be able to dress minor cuts and scrapes and know the importance of cleanliness in treatment.
3. Be able to treat sprains,
 - a. Apply a triangular bandage to a sprained ankle.
 - b. Put on a large arm sling.
4. Know about burn prevention and treatment
 - a. Name the common causes of burns and scalds and how to prevent them.
 - b. Know how to extinguish flames if your clothes catch fire.
 - c. Know how to treat simple burn and scalds.
5. Know how to treat a nosebleed.
6. Understand the symptoms of shock and know simple treatment for shock (not electric).

Guide

1. Be able to give clear and concise directions to the examiner. Be aware of the dangers of speaking to or being approached by strangers.
2. Know the location of the nearest police station, hospital, pharmacy, firehouse, railway or bus station, gas station, and hotel to your home.
3. Know how to call for police, fire, ambulance, and poison control.
4. Know either:
 - a. The name or number, of at least two public transportation routes, and at least two places each way on these routes or
 - b. Know 4 major roads through town and the next town where they lead.



House Orderly

1. Work with your family and set up a chore schedule to help out around the house. Complete the chores on time for at least three months.
2. Help plan, prepare, and cook at least three meals at your home.
3. Be able to fry, poach, or scramble an egg.
4. Be able to peel potatoes and cook them.
5. Clean windows or brass work.
6. Sweep or vacuum and dust a room.
7. Wash a load of dishes and put them away. You may wash by hand or use a dishwasher.



Conservationist



1. Take part in an environmental stewardship or conservation project. Some ideas are to clean up a stream bed, pick up trash along a trail, or another conservation project that is happening in your community.
2. Do one of the following:
 - a. Make a bird feeder or nesting box.
 - b. Grow native plants from seeds.
 - c. Plant a native tree (seedling or sapling) in your area.
3. Learn about two conservation organizations and talk about their work with your Pack, Six, or family.
4. Learn about one animal in your area and one in the world at large that is in danger of extinction; draw or write about their feeding habits and environment.
5. Understand the principles behind "Leave No Trace".
6. Complete one of the following:
 - a. Visit a zoo, farm, or wildlife conservation center. Learn about one of the animals, draw or write about it.
 - b. Observe how a plant grows, or how a butterfly or frog develops, and record it in a log book.
 - c. Be able to describe examples of pollution in your area and write about them.

PHYSICAL HEALTH

Athlete

Complete the requirements below or satisfactorily complete a fitness program offered by your school, community, or nationally such as the Presidential Active Lifestyle Award (PALA+). Please note our Statement of Inclusivity on page 4.



These tests are divided into two classes, a and b. Class "a" is for Timberwolves 8 and 9 years old; class "b" for those 10 and 11 years old. The tests are of the same nature in both classes, but the standards are different.

1. Be able to sprint...
 - a. 50 yards in 10 seconds
 - b. 60 yards in 10 seconds
2. Be able to high jump...
 - a. 2 ft. 6 in.
 - b. 2 ft. 8 in.
3. Be able to long jump...
 - a. 6 ft.
 - b. 7 ft. 6 in.
4. Be able to climb a tree or rope...
 - a. at least 15 ft. for a tree, or 10 ft. for a rope
 - b. at least 15 ft. for a tree, or 10 ft. for a rope
5. Be able to...
 - a. throw a ball (baseball size) 20 yards, and catch one thrown from 10 yards.
 - b. throw a ball (baseball size) 30 yards, and catch one thrown from 15 yards.

Swimmer

1. Must be able to swim 25 yards (any stroke).
2. Be able to float on your back for 60 seconds in salt water or 30 seconds in freshwater; or tread water two minutes in salt water or one minute in freshwater.
3. Swim on your back for 15 yards.
4. Be able to “duck dive” (i.e., dive while standing in the water or swimming).



Cyclist

1. Be able to understand and explain the Highway Safety Rules.
2. Be able to properly size a bicycle and helmet for yourself or others.
3. Be able to mount and dismount the bicycle properly.
4. Be able to clean and oil a bicycle and pump the tires properly. Understand the need for keeping the bicycle in road-worthy condition.
5. Under observation, go for a short ride on a specified course, showing knowledge of the proper use of signals and rules for bicycling.



Team Player

1. Be a regular playing member of an organized team such as baseball, gymnastics, basketball, volleyball, soccer, or other team sport of a similar nature.
2. Play in at least six games or matches.
3. Be described by the team captain, coach, or other responsible person for the team as being a keen,



sporting player.

OUTDOOR LIVING

Camper

1. Camp as a Timberwolf for six nights (they do not have to be consecutive).
2. Be able to pack your personal equipment for a camping trip.
3. Be able to pack and unpack a small tent (1- or 2-person capacity) and set it up properly. Keep your tent clean and waterproof.
4. Be able to dress for the outdoors in all seasons.
5. On a campout, boil water and cook for members of your Pack, Six, or family. Cleanup after the meal including washing cookware.
6. Show proper campfire safety.
7. Understand the principles of 'Leave No Trace'



Hiker

1. As a Timberwolf, take part in at least six day hikes.
2. Be able to explain the difference between an external and internal frame backpack and show how to properly pack a backpack for hiking.
3. Explain what to do if you become lost on a hike in the wilderness.
4. Know, and make a list of, the equipment you would need for both a day hike and a night hike (after dark). See the Ten Essentials, listed in the back of the book.



Angler

1. Know what game fish are present in your local streams, rivers, and lakes. Learn the wildlife fishery rules for your state.
2. Know what kinds of bait 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 three different types of fish.
6. Tie on your own fish-hooks, lures, or flies.



Map Reader

1. Be able to describe the difference between road maps and topographic maps and know when to use each.
2. Understand the main symbols and signs used on a topographic map.
3. On a map of your area, pinpoint your home, school, and three other locations. Explain how local features are shown.
4. Complete one of the following:
 - a. Make a scale model of a hill, showing contour lines at regular intervals. or
 - b. Create a contour map of terrain you can observe.
5. Be able to use a map and compass. Be able to "orient" or align a map using a compass.
6. Show that you can use four-figure grid references on a map.
7. Be able to describe what you would see in real life after reviewing a topographical map. The Examiner should select at least a five-mile stretch of road with distinctive features. Make a simple sketch of the area of the map selected.

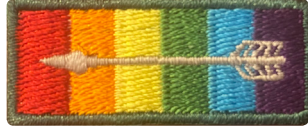


Section V

Additional Awards

Inclusive Scouting Campaign Badge

Qualifying for the award is an individual matter. Each Timberwolf simply affirms, in their own heart, an intention to honor and work toward inclusivity and diversity and to treat all humans with respect. This will likely be a matter of personal reflection, although sharing of ideas would make for a wonderful discussion with your Leaders, Parents, Pack, Community, or others.



When you are ready to wear this award, ask your leader.

The silver arrow, symbolizing action, is worn pointed towards your heart.

Some questions to think about:

- What does it mean to be inclusive?
- Why do you think we wear a badge for inclusivity?
- How can we welcome others into our scouting family?
- Why is it important for scouts to think about inclusivity?

World Scouting Award (WSA)

The WSA is an award for International Scouting. OSG Scouts who travel abroad to scout with another scouting association can wear the award while on their journey, where it can serve as a form of national identification, and thereafter in remembrance of the journey/experience.



The purpose of the WSA is to foster a broader appreciation for scouting as a worldwide movement, and to inspire Scouts to plan, fundraise, and travel on their own adventures. This in turn furthers Baden-Powell's commitment to strengthening the bonds within the global scouting family, and thereby promoting peace.

- Participation with all non-domestic WFIS, WOSM, or WAGGGS* Associations would qualify.
- Only one such award can be worn, regardless of how many times a Scout has scouted abroad.
- To qualify, the Scout must participate at an official scouting event/camp in a foreign country.
- Scouts must wear the OSG uniform with neckerchief while scouting abroad.
- GSMs and section leaders can issue the WSA upon verification of a qualifying planned or completed foreign visit.
- Scouts may begin wearing the WSA when their travel to the event commences, not before.
- The standard WSA can also be awarded to foreign scouts who join OSG-events in the uniform of their non-domestic Association. They can wear/display the WSA per their Association policies.
- *World Federation of Independent Scouts, World Organization of the Scouting Movement, and World Association of Girl Guides and Girl Scouts.

The Whittler Award

STOP: *A knife is an important tool. Always seek permission from your leaders and your family before using or practicing with your knife. Your leaders and your family may decide if and when you may carry and use your knife even after you have earned the Whittler Award.*

Earning the Whittler Award means that a Scout has the skills and responsibility to be trusted with their own knife. To earn the award, you must meet these requirements:

1. Explain the safety rules for handling a knife. Know how to check your work area for hazards, examine your knife before use for damage or defects, check your radius, safely open and close your knife, and hold it properly while cutting or whittling.
2. Demonstrate your ability to use a knife to whittle something. With a leader or other adult present, carve something in wood or soap using only your knife. Examples include a fuzz (feather) stick, tent stake, or basic shape.
3. Explain the proper care of a knife. Show how to sharpen a knife, and explain why it is important to keep your knife sharp, clean, and dry.
4. Demonstrate how to pass a knife to another person. Make sure that the person you are giving the knife to has a firm grip on it before you let go of it.
5. Explain what it means to be a guardian of the woods or backcountry. Explain the importance of being a Scout who protects and respects nature and does no intentional harm to trees.



This is not an award you earn once! You must keep the award on you and follow all safety guidelines at all times when carrying your knife. If not, your award can be taken away and you will have to re-earn the privilege of carrying your knife.

Using the word **SHARP** can help you remember how to safely and responsibly use your knife:

S for Safety

- Establish a radius/Blood Circle before you unsheath your knife. Stretch your arm out with the closed/covered knife in your hand and carefully remove your arm in a circle around you. Make sure you can't touch anyone or anything else.
- Clear your work area of any other tools or items that might get in the way.
- Have a First aid kit ready.
- Make sure your hands are clean



H for Handling

- Always cut away from yourself. Keep fingers and knees out of blade cutting area.
- Know how to pass a knife safely. Always pass a closed/sheathed knife when possible. To pass a knife, hold it by the cheek, with the blade pointed away from your arm and the handle out. Pass the handle to the receiver. Make sure they are ready with a firm grip and verbal confirmation (often a thank-you) before letting go.
- Sheath knife before standing or moving.



A for Awareness

- Examine knife before use to make sure that it is sharp and in good condition.
- Be aware if you are getting tired, distracted, or angry. Take a break.
- Be aware; it may not be you who makes a mistake. Someone else may enter your Blood Circle by not being aware.


R for Responsibility

- Make sure you have permission to use your knife.
- Never damage a tree or plant unnecessarily.
- Store your knife in its sheath and put it back where it belongs when done.
- Keep knife clean, sharp, and in good shape. Never put it in the dirt or fire.

P for Purpose

- Have a reason to use the knife; it is not a toy.
- Never, ever point your knife at someone, even if joking.
- Your knife should never be left out when not in use.

Remember to sign the back of your card!



Scout's Signature


**ON MY HONOR AS A SCOUT,
I PLEDGE TO:**

Be a guardian of the woods or backcountry. A Scout never damages a tree by hacking it with a knife.

Know my knife. I will keep my knife sharp and well-maintained before I go into the woods.

Get permission. A Scout gets proper permission before using a knife to cut, slice, or carve into anything, and never carves into something that does not belong to them.

Be safe. I will always use my knife under safe conditions, checking for hazards in my surroundings and using safe handling techniques.



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Section VI

Lone Timberwolf Program

Can a youth become a Timberwolf Scout and join the Outdoor Service Guides in the US without becoming a member of a local Scout group and Pack? You bet!

As the program is growing and interest picks up, there are a number of Scouts, along with their families, who understand the need for Scouting and want to share that experience; but, for any number of reasons, they may not be able to join a local Scout group with a Timberwolf Pack. These might include living arrangements, health concerns and other issues that might prevent a child from attending a local Scout group's Pack meetings—not to mention, there just might not be a OSG Scout group near you and your family yet.

The Lone Timberwolf program is a way for children ages 8 to 11 (grades 3 through 5) to become registered Timberwolves with the Outdoor Service Guides in the United States and participate in the game of Scouting.

Lone Timberwolves must be registered with OSG with at least 1 parent or guardian registered as a Lone Rover (18 or over). Lone Timberwolves may not be led by other adults. The moment a Lone Timberwolf becomes two or more Timberwolves from different families, we want you to register as a full OSG group.

For Lone Timberwolves, their parent or guardian will act as the Examiner for each of the general proficiency badges in this handbook and can sign off on all the requirements as their Timberwolf proceeds through the program.

For the Special Proficiency Badges, the registered adult examiners are encouraged to find someone in the Timberwolf's local community who would be qualified to teach or talk about the subject. This ensures that the Lone Timberwolf gets proper instruction in the more specialized areas that those badges cover. Even Timberwolf Packs need to bring in experts and specialists to help with these badges.

In general, a lone Timberwolf and their Examiners should follow all the requirements laid out in this handbook as closely as possible. In those instances where a requirement is stated as needing to be done with the Timberwolf's Six or Pack, the examiner may replace that with "family," "instructor," or any other individual or group with which the Timberwolf has interaction.

Section VII

Additional Information

The Scout Left Handshake

Scouts around the world all greet each other with a left-handed handshake and know that it is a sign of trust and friendship. We don't know exactly how the tradition started, but here are a few possibilities:

- Robert Baden-Powell and some of his close friends were left-handed. Some people believe that the handshake honors them and promotes ambidexterity (being able to use both hands).
- Some people think we shake with our left hand because it is closer to our heart.
- Other stories associate the left-hand shake with bravery and trust. Historically, most people carried weapons in their right hands and shields in their left. By throwing away the weapon and shaking with your right, you are saying "I mean you no harm." By throwing away your shield and shaking with your left you are saying "I trust you mean me no harm." Thus, Scouts shake hands with the left hand as proof of their good faith and true friendliness.

In some cultures and with some people, offering your left hand would be considered inappropriate or rude. In these instances, offer your right hand or the appropriate greeting instead. Remember, the purpose is to show trust, respect, and friendship.

FLAG CEREMONY

Presenting the Colors: *[Responses/actions]*

Please stand for the presentation of the colors.

[Audience stands and is silent.]

Scouts and audience, attention.

[Scouts stand at attention.]

Color Guard, attention.

[Color Guard stands at attention.]

Color Guard, advance.

[Color Guard walks to flagpole. Color Guard commander leads the Color Guard. One of the front members of the Color Guard carries the folded flag.]

Color Guard, halt. *[Color Guard halts at flagpole.]*

Color Guard, post the colors. Scout hand salute!

[Audience salutes. Color Guard hooks flag to lanyard, hoists it smartly to the top of the pole, and ties off the lanyard securely. If desired, the appropriate bugle call can be played as the flag is being hoisted. If it is played, the entire call should be played—not stopped in the middle. When Color Guard finishes, they stand at attention.]

Color Guard, salute. *[Color Guard salutes the flag.]*

Two! *[Audience and Color Guard salutes are released.]*

Color Guard, about face. *[Color Guard turns (toward their right) and stands at attention, preparing to exit.]*

Forward, march. *[Color Guard leaves the field. Color Guard commander follows the color Guard.]*

Halt. *[Color Guard stops.]*

Color Guard, dismissed.

[Color Guard goes back to their Six.]

Audience, at ease.

Retiring the Colors: [Responses/actions]

Please stand for the retiring of the colors.

Scouts and audience, attention.

[Audience stands and is silent.]

Color Guard, attention. *[Color Guard stand at attention.]*

Color Guard, advance. *[Color Guard walks to flagpole. Color Guard commander leads the Color Guard.]*

Color Guard, halt. *[Color Guard stops.]*

Color Guard, retire the colors. Scout hand salute!

[Audience salutes. Color Guard lowers flag slowly and reverently, catching the flag as it comes down. If desired, the appropriate bugle call can be played as the flag is being retired. If it is played, the entire call should be played—not stopped in the middle.]

Two! *[Once the flag is unhooked and in the color Guard's hands, salutes are released.]*

[After the flag is unhooked, the Color Guard commander ties the lanyard off securely while the Color Guard folds the flag. The Color Guard who is holding the folded flag is in front.]*

Color Guard, about face. *[Color Guard turns around.]*

Forward march. *[Color Guard leaves the field. The Color Guard leaves the field first while holding the folded flag, others follow.]*

Halt. *[Color Guard stops.]*

Color Guard, dismissed. *[Color Guard goes back to their Six.]*

Audience, at ease.

THE 10 ESSENTIALS

Make sure to have these ten items with you whenever you go for a hike or other outdoor adventure. This is just a suggested list. Your 10 Essentials might vary based on the adventure, the skills and experience of your fellow scouts, and the environment you're visiting. Always check with your leaders for any special items you might need to pack.

HYDRATION – Water and water treatment supplies

Drink plenty of water while you explore outdoors! You lose a lot of water and salt when you exercise, and you need to replace them to stay healthy. Before heading out on your trip, pack plenty of water. In case of emergency or if you cannot carry enough water for your whole trip, it is important to carry water purification tablets or a water filter. These will allow you to collect water from lakes or streams. Never drink untreated water! You can get very sick from water that looks clean.

NUTRITION - Food

In case your plans change, you always want to have an extra day's supply of food with you. It is best to carry no-cook items with lots of salt, fat, and carbohydrates such as trail mix, peanut butter pretzels, hard cheese, and granola bars. Salty, high calorie foods are easy to carry while providing the energy and nutrients you need for outdoor activities. (But, don't forget to switch back to fruits and vegetables for snacks when you get back home!)

SUN PROTECTION – Sunglasses, sunscreen, and hat
Sun protection is necessary to protect your skin and eyes against harsh UV rays that cause sunburns and skin cancer. Consider using sunglasses, sunscreen, and hats. Your Timberwolf Hat is great for this! Sun-protection clothing such as pants and long sleeve shirts also reduce your exposure to the sun.

INSULATION – Warm jacket, hat, gloves, rain shell, warm/dry socks, and thermal underwear
Nature is unpredictable. Be prepared for sudden changes in weather conditions including cold temperatures, wind, rain, or snow. Pack an extra layer of clothing that reflects the most extreme situation you might experience. If you were trapped outdoors overnight or in a storm, you would need to stay warm.

FIRST-AID SUPPLIES – First Aid Kit
Be prepared for emergencies by packing first-aid supplies with you. Start with a pre-made kit and modify it to fit your trip and your medical needs. Check the expiration date on all items and replace them as needed. Include a small first aid guidebook in case you are faced with an unfamiliar medical emergency.

NAVIGATION – Map and compass, GPS system
Navigation systems help you plan your route before your trip and orient yourself during your activity. Know how to use a topographical or relief map as well as your compass and/or GPS unit before going out. Even if you have a GPS system, it is smart to have and know how to use a paper map and compass as back up in case the GPS cannot get a signal or runs out of battery.

ILLUMINATION – Flashlight, lanterns, and/or headlamp

Make sure to bring a flashlight, lantern, or headlamp when you travel outdoors. They come in handy if you stay out after dark, need to look in a poorly lit area, or for some types of first aid. Headlamps are the preferred light source because you can still use both hands. Be sure to pack extra batteries.

FIRE – Matches, lighter, and fire starters

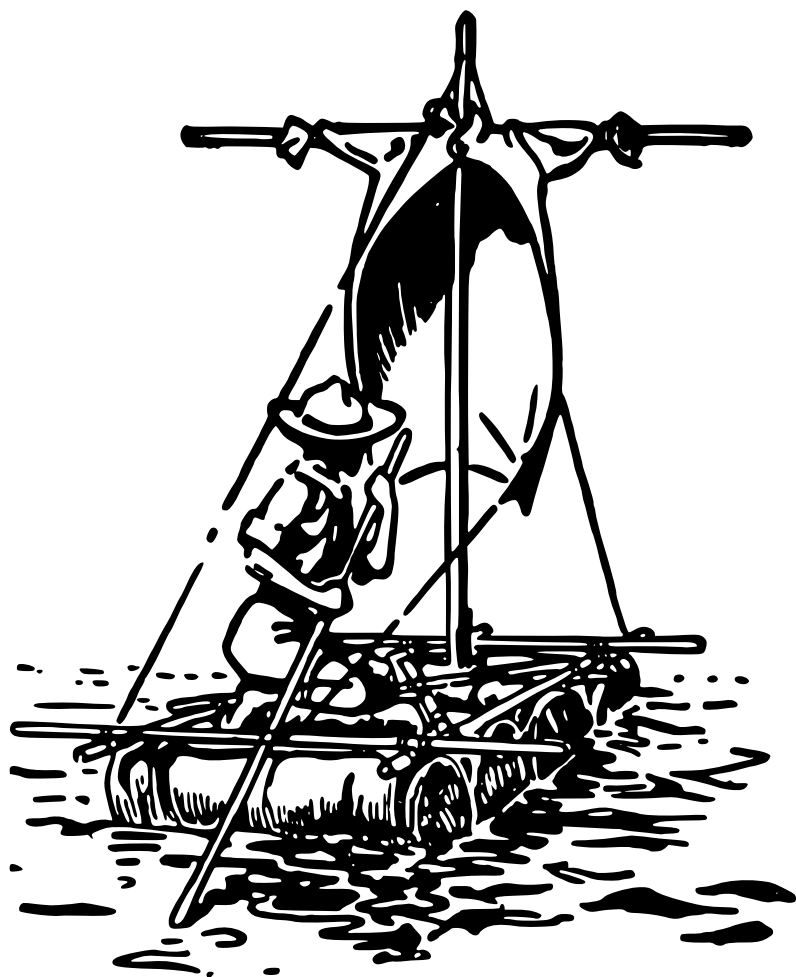
Fire can be an emergency signal and a heat source for cooking and staying warm. Pack matches (preferably waterproof) and fire starters—items that catch fire quickly and sustain a flame.

TOOLS AND REPAIR KIT – Duct tape, knife, screwdriver, sewing needle, thread, and scissors

Carry a basic repair kit with you to help repair equipment. The kit should include items such as duct tape, a knife, a sewing needle, thread, and scissors. Consider packing a multi-tool, a compact version of many tools that can include a knife, screwdriver, can opener, etc. Be sure to bring any tools specific to your trip, gear, and activity.

SHELTER – Ultra-light tarp/tent, emergency blanket, or plastic trash bag

In case of bad weather or an unplanned overnight stay, you need to a way to create a simple shelter. This can include a lightweight tarp or tent. If that is too heavy or bulky, you can bring a mylar emergency blanket or heavy duty plastic trash bag.



This Handbook Belongs to



Timberwolf Handbook
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