

EUROPEAN SCOUT FEDERATION

(Fédération du Scoutisme Européen)

British Association

HANDBOOK

Volume Two: Wolf Cubs

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ACKNOWLEDGEMENTS

The production of this handbook is the result of the labours of many people, not least the pioneers who produced the first issue.

This revised version brings the F.S.E. into the twenty-first century. The changes modernise the badge work, whilst retaining the basic principles of the F.S.E.

To all those who have contributed to this handbook, may your reward be watching the Wolf Cubs enjoy the activities in it.

FOREWORD

"Every boy, like every young wolf, has a hearty appetite. This book is a meal offered by an old Wolf to the young cubs. There is juicy meat in it to be eaten, and there are tough bones to be gnawed. But if every Cub who devours it will tackle the bone as well as the meat, and will eat the fat up with the lean, I hope that he will get good strength, as well as some enjoyment, out of every bite."

Those words are taken from The Wolf Cub's Handbook published in 1916, written by Lieutenant-General R. S. S. Baden-Powell.

As we approach the centenary year of Wolf Cubs, the contents of this book have been updated, to bring it in to the twenty-first century but the values laid out by Baden-Powell remain the same. We stay true to his vision and boys and girls around the world continue to enjoy his vision of outdoor fun and instruction.

May I, on behalf of all your Commissioners and Leaders, trust that you will enjoy your days in the Wolf Cubs and that we will see you for many years to come within the Scouting Movement.

Yours in Scouting,

Jad McCormack
National Commissioner.
April 2015.

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TENDERPAD

What is a Wolf Cub?

A Wolf Cub is a young Scout who is not old enough to join the Scouts and still has a lot to learn. Wolf Cubs usually start at the age of seven or eight and stay with their Wolf Cub Pack until they go up into Scouts when they are eleven.

How Wolf Cubs and Scouts began.

Lord Baden-Powell was a famous soldier who taught his troops how to follow tracks and to travel across country without being seen or losing their way. He also taught them to be able to look after themselves whilst camping out in rough country; his men were real 'Scouts'. Baden-Powell's most famous campaign was when he and his soldiers were surrounded in the South African town of Mafeking; here he used the local boys as 'Scouts' to check on the enemy positions, as he did not have enough soldiers to do this job.



When he came back to England he wrote a book called 'Scouting for Boys' which showed how useful army 'scouting' could be to boys in England. In a few years, so many boys had joined the Boy Scouts that Baden-Powell (now usually called B-P) had to leave the Army to be in charge of them.

The sort of Scouting that B-P had started was meant for older boys, but because so many younger boys wanted to join, B-P started the Wolf Cubs in 1916; can you work out how many years ago that was? Girls wanted to join too, and so now there are also girls in the Wolf Cubs, and when they are eleven they also join the Scouts.



When you first join the Wolf Cub Pack you are a Tenderpad; this is the name given to a young wolf who still has a lot to learn, is always running about and getting tired, and getting his feet, or pads, very sore and tender. Once you have passed all the Tenderpad tests, you will be invested as a Wolf Cub.

The Tenderpad Tests

1. Know and understand the Wolf Cub Law, and try to keep it.
2. Know and understand the Wolf Cub Promise, and try to keep it.
3. Know the Scout Salute and Sign, and the Scout Handshake.
4. Know the first Jungle Story, and the Pack leaders' names.
5. Know the meaning of the Grand Howl.

The Wolf Cub Law

The Cub honours his parents and obeys his leaders.
Always does his best, and is a friend to all.

The Wolf Cub Promise

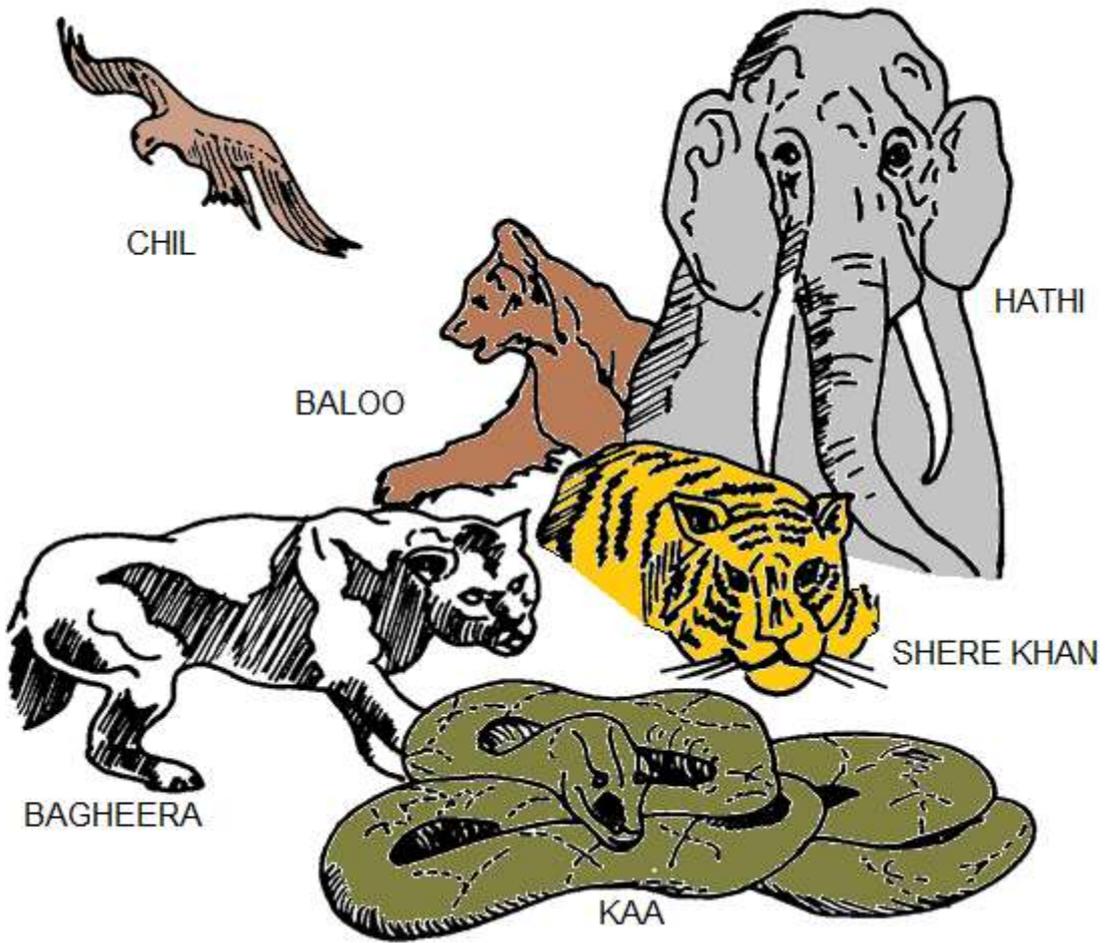
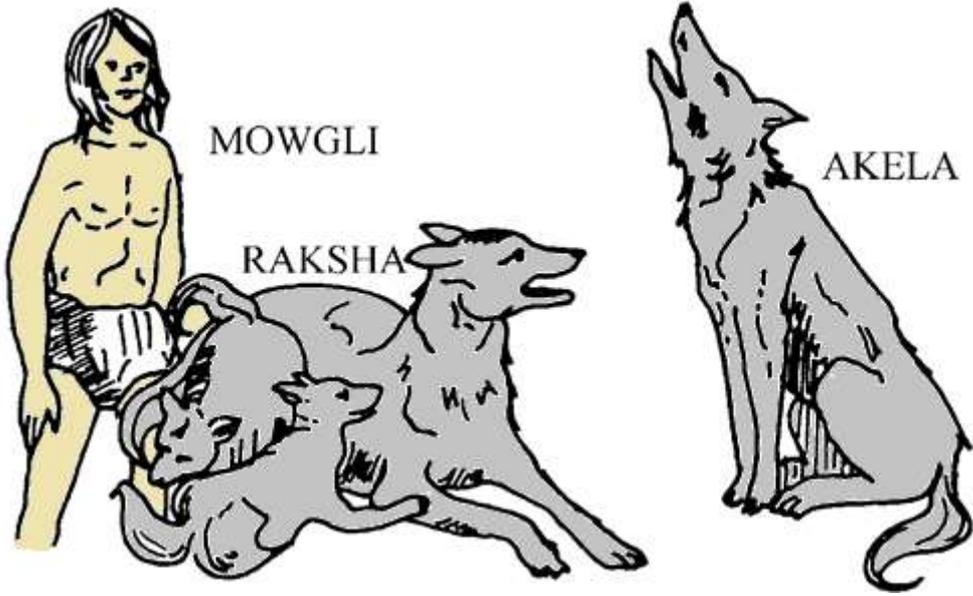
I promise to do my best to do my duty to God,
The Queen, my Country and Europe.
To keep the law of the Wolf Cub Pack,
and be helpful each and every day.

Making your Promise in front of the whole Pack is what really makes you a Wolf Cub; only you can keep your Promise. When you promise to do something, everyone will know that you are going to do it.

The Jungle Book

Rudyard Kipling wrote a story about a young boy from India who grew up with a real Wolf Pack. His name was Mowgli, and the wolves who looked after him were led by the old Grey Wolf called Akela (Ah-kay-lah). In the book Akela was very wise. He made sure that all the young wolves kept the laws of the Pack and taught them how to become strong and useful.

There were several other jungle creatures too. Baloo was a big bear who taught the young wolves the law, Bagheera was a great black panther, Kaa was a python, Raksha was the mother wolf who adopted Mowgli, Rikki-tikki-tavi was a cheerful mongoose, Chil was a kite, which is a bird like an eagle, and Hathi a big elephant. All these were known as the 'Old Wolves', and the leaders of your Wolf Cub Pack will probably be known by one of these jungle names too.



The Grand Howl

In *The Jungle Book*, the young Wolf Cubs all sat around in a circle to greet Akela when he arrived and took his place on the Council Rock, and you will do the same too. Akela will shout "Pack! Pack! Pack!" and you will all run into a circle. Akela goes to the centre of the circle and faces the leading Wolf Cub (usually one of the Sixers). As Akela lowers his arms, all the Wolf Cubs (except the new recruits) jump up and land in a squatting position, just like a wolf, with both hands touching the floor between their feet. All the Pack then yells out "Ah-kay-lah, We'll Do Our Best", and jumps back up.

The leading Wolf Cub calls to the rest of the Pack "Cubs dyb, dyb, dyb, dyb!" (dyb stands for Do Your Best), and then everyone salutes and yells out "We'll dob, dob, dob, dob"! (dob stands for Do Our Best). The Pack then stands at the alert, and waits for orders.



The Pack

Sometimes, one of the Old Wolves will shout "Pack"! Just once; this means stop whatever you are doing, stand at the alert, face the Old Wolf and stop talking straight away.

Whenever an Old Wolf calls "Pack, Pack, Pack"! all Wolf Cubs must shout "Pack"! in reply, at the same time running to make a circle around the Old Wolf who called.

If an Old Wolf stands still with both hands stretched out in front, it means that the Wolf Cubs should run and line up in front of him in their sixes, with the Sixer at the front. Everyone will stand alert and quiet.

Standing at the alert means standing up straight like a soldier, with your arms at your sides, and your feet together. When you get the command 'At Ease' you can stand with your feet apart, and your hands behind your back. When you move from "At Ease" to "Alert" or "Alert" to "At Ease" try to remember to move only your left leg!

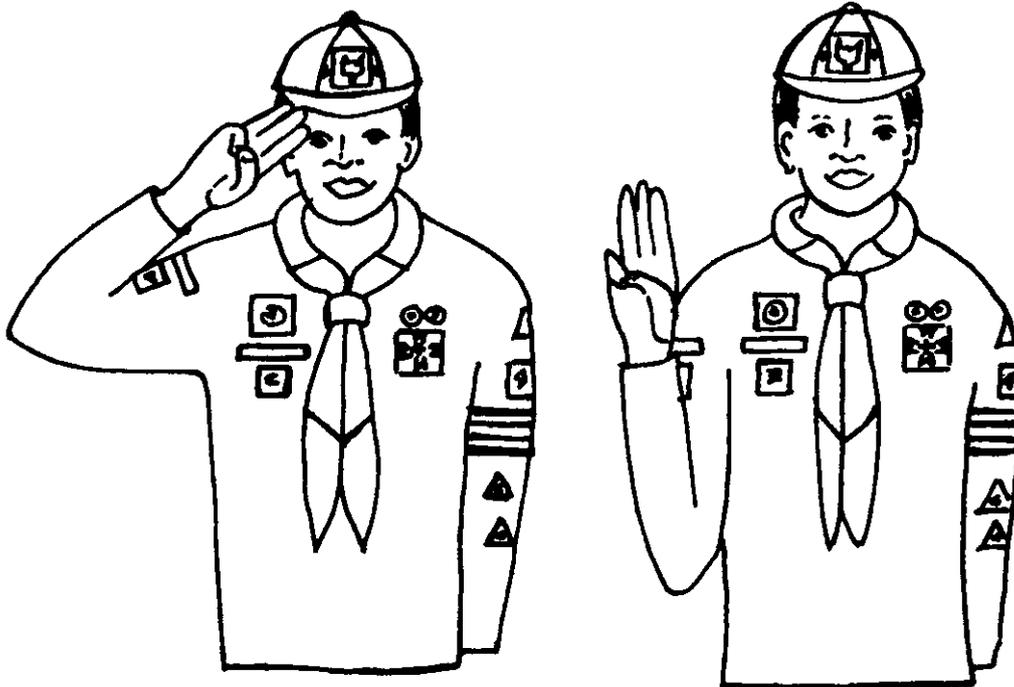


Wrong Way To Stand

Right Way To Stand

The Scout Salute

All Wolf Cubs and Scouts all over the world greet each other with the same salute; it is made with the right hand, and you must hold your little finger down with your thumb, keeping the other three fingers straight up. When you make your Promise you will salute at shoulder height; this is called the Scout Sign.



The Wolf Cub Motto

The Wolf Cub Motto is 'Do your best' (Dyb).

The Wolf Cub Handshake

Wolf Cubs and Boy Scouts also have a special handshake; it is made with the left hand. The reason for this goes back to Baden-Powell's days in Africa; there it was a sign of great trust for warriors to shake hands with their left hands, because they would have to put down their shields, leaving both men still with their spears in their right hands.

Sixes and Sixers

Wolf Cub Packs are divided up into several groups called 'sixes' which usually have six members, and are usually called after the colour of a particular type of wolf (white, grey, tawny, black, or red). Every six is led by a 'Sixer' who is in charge of that six, and he is helped by a 'second'. All Wolf Cubs in the six should try to make sure that his six is the best in the Pack.

Investiture

When you have passed your Tenderpad tests, you will be invested as a Wolf Cub; this means that you receive your badges and your neckerchief, and you must make your Promise in front of the whole Pack. Making your Promise is what makes you a real Wolf Cub; only you can make your promise, and you alone can try to keep it. After you have been invested you can join in the Grand Howl for the first time.

FIRST STAR

The First Star Tests

Now that you have been invested as a Wolf Cub you can start the tests which will make you into a real Wolf Cub, and not just a Tenderpad.

1. Cleanliness

- a) Know why you should keep your hands and feet clean and your nails clean and cut.
- b) Know how to take care of your teeth and why you should do this.
- c) Show how you should breathe correctly, and know why.

Your hands and feet should be kept clean with frequent washing with soap and water. This will stop any germs spreading. It is every Wolf Cub's duty to clean his body daily.

Finger and toe nails should be cut once a week. Fingernails should be cut round and toe nails straight across. If fingernails are not kept clean and short, germs could get under them and you might put them in your mouth. If toe nails are allowed to grow too long they may dig into your toes and be uncomfortable.

Your teeth should be cleaned at least twice a day, of which one should be last thing at night. If the teeth are not cleaned, particles of food stick to the teeth and decay them. Your teeth are preserved by a covering of enamel, and decaying matter settling between the teeth attacks this enamel and once a crack has been made, the tooth affected soon rots.

You should breathe through the nose because when you do this the air is warmed and cleaned by the fine hairs in the nose before it enters the lungs. If you breathe through the mouth, the cold air, and the impurities in the air, pass directly into the lungs without any chance of being cleaned.

It is not enough to know these things; it is most important to carry them out regularly.

2. Feats of Skill

- a) Leapfrog over another Wolf Cub of the same size.
- b) Perform a forward roll.
- c) Throw and catch a ball at least eight times out of ten, either with another Wolf Cub 7 metres away, or against a wall 3 metres away.

In the leapfrog, the Wolf Cub being leapt over should have his back to you; start with someone a bit smaller, but try not to squash him! You should finish standing at the alert.

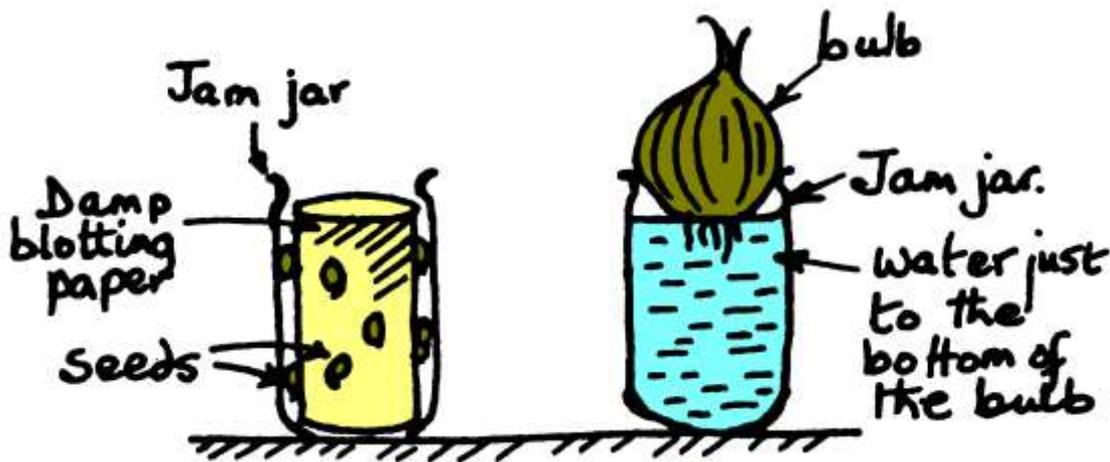
A forward roll is best done on a mat, or outdoors on grass. Tuck your head well in as you roll forward, and really roll; try not to be stiff. Don't forget to finish standing at the alert.

Keep on practising until you can do them all well.

3. Discovering Nature

Grow a bulb, bean, mustard, cress, or a similar plant.

Most of you probably like watching things grow, and it is even more fun if you grow things yourself. There are lots of ways to grow plants. You could grow a bulb on top of a jar full of water, but the jar must have a narrow neck so that it holds the bulb only just touching the water. You could try growing beans wedged between damp blotting paper and the inside of a jam jar, or mustard and cress grown in a small tub with some soil.



4. Mime

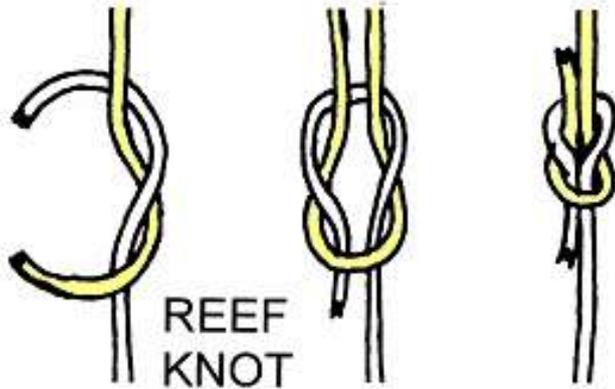
Perform a simple mime alone, or with another Wolf Cub.

A mime is acting without saying anything. You can mime being a postman or a doctor or a bus driver, or you could mime having a bath or digging a hole. Whatever you choose, Akela must be able to guess what it is. Remember to use your face as well as your body in your mime. If you are working hard in your mime, then make it look like hard work.

5. Knotting

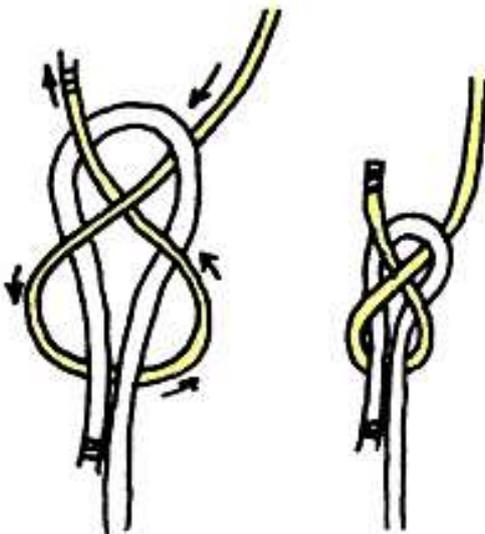
- a) Be able to tie a Reef knot and know when to use it.
- b) Be able to tie a Sheetbend, and know when to use it.

Stand next to your instructor so that you see the knot the same way round. Practice is important, so don't just practice at your Pack meeting, but find some rope at home as well.



Reef knot

The Reef knot is used for joining light ropes or string together, and it is also used for tying bandages and slings because it lies flat and is not uncomfortable. It is the commonest knot for tying two ropes of equal thickness; it will not slip if both ropes are pulled equally, and is easy to untie.



SHEETBEND

Sheetbend

The Sheetbend is a good knot for joining two ropes together, especially if one is thicker than the other, or for tying one rope to another which has a loop at the end.

6. Road Safety

- Show an understanding of the Green Cross Code
- Know the different types of pedestrian crossings and how they work
- Know the importance of using the pavement or footpath and what to do if there isn't one.
- Know the importance of being seen in the dark or poor light

Many grown-ups, as well as children, are still killed and injured every day on the roads in the town and the country, often through carelessness. As a Wolf Cub you can be useful here, not only to yourself but also to many other people, by using your eyes and your wits.

The Green Cross Code

This is a guide for all pedestrians.

First find a safe place to cross the road then stop.

It is safer to cross at subways, footbridges, islands, Zebra and Pelican crossings, traffic lights or where there is a policeman, a 'lollipop' person or a traffic warden. If you can't find any good crossing places like these, choose a place where you can see clearly along the roads in all directions. Don't try to cross between parked cars. Move to a clear space and always give drivers a chance to see you clearly.

Stand on the pavement near the kerb.

Don't stand too near the edge of the pavement. Stop a little way back from the kerb, where you'll be away from traffic, but where you can still see if anything is coming. If there is no pavement stand back from the edge of the road but where you can still see traffic coming.

Look all around for traffic and listen.

Traffic may be coming from all directions, so take care to look along every road. And listen too, because you can sometimes hear traffic before you can see it.

If any traffic is coming.

If there's any traffic near, let it go past. Then look around again and listen to make sure that no other traffic is coming.

When there is no traffic near, walk straight across the road.

When there is no traffic near it's safe to cross. If there is something in the distance do not cross unless you're certain there's plenty of time. Remember, even if traffic is a long way off, it may be moving very fast. When it's safe walk straight across the road, don't run.

Keep looking and listening for traffic while you cross.

Whilst you're crossing the road, keep looking and listening in case you didn't see some traffic or in case other traffic suddenly appears.

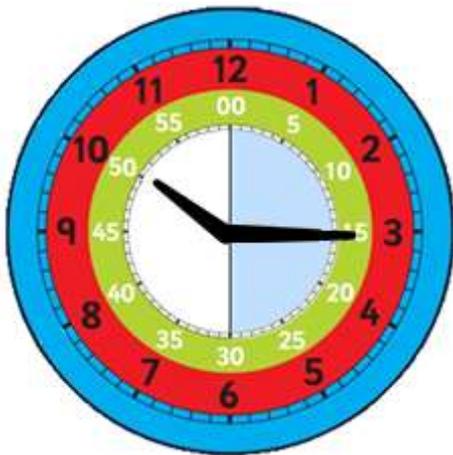
7. Telling the Time

Know how to tell the time.

The Face of a clock has a circle of large numbers from 1 to 12. The space between each number represents 5 minutes and there are sixty minutes in each hour.

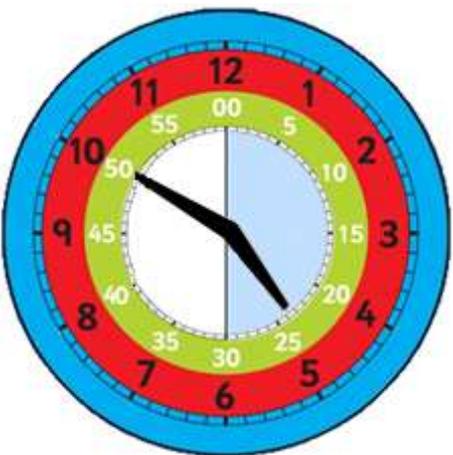
There are normally two hands on a clock. The short hand is the hour hand and it moves very slowly from one number to the next in one hour. The long hand is the minute hand and moves all the way round the clock face in one hour. Sometimes there is a third hand, this moves very quickly and counts off 60 seconds every minute.

In the diagram the shaded side of the clock is **past** the hour and the white side of the clock is **to** the hour.



Quarter past Ten in the morning is:
10.15 a.m.

Quarter past Ten in the evening is:
10.15 p.m.



Ten to Five in the morning is:
4.50 a.m.

Ten to Five in the evening is:
4.50 p.m.

Akela will help you to understand this system, and you will probably play games to help you remember it too.

8. National Anthem

Know the first and third verses of the National Anthem, and how to behave when it is played.

God save our gracious Queen;
Long live our noble Queen!
God save the Queen!
Send her victorious,
Happy and glorious,
Long to reign over us
God save the Queen!

Thy choicest gifts in store
On her be pleased to pour;
Long may she reign;
May she defend our laws,
And ever give us cause
To sing with heart and voice,
God save the Queen!

You learn these verses as part of your duty to the Queen, so stand at the alert when you say them or sing them, and think about what the words mean.

9. Tidiness

- a) Be tidy in appearance and show how to fold and hang up clothes.
- b) Know how to clean a pair of shoes.
- c) Know why you should take care of your own and other peoples' property.

If you always try to keep things tidy and do not throw things about, you will soon find yourself being tidy without thinking about it. Wolf Cubs set an example to litter louts.

Folding Clothes

As a general rule clothes are folded along the seams (with the exception of trousers, which are folded along the creases).

Clean a pair of shoes

First scrape the mud off or brush off the dust. Apply the polish evenly all over. Then polish with a shoe pad or a polishing brush, followed by a final rub with a duster. Some shoes like trainers may just need a clear protective polish applied but always make sure you clean them thoroughly.

Do you always take care of your own things? It is even more important to take care of other peoples' things; treat them as if they were your own favourite possessions.

10. Europe

Name three European countries and their capital cities (other than those in the United Kingdom). Create an A4 sheet about each country detailing the flag, population, some known geographical features and their food or customs.

11. Tea Making

Make a drink of tea.

Someone may teach you the right way to do this at home and how to handle a kettle of boiling water safely.

12. The Founder

- a) Know who Baden-Powell was, and how he came to start Wolf Cubs and Scouts.
- b) Find out at least 15 facts about Baden-Powell and how Wolf Cubs and Scouts began.

13. Law And Promise

Repeat the Wolf Cub Law and Promise to Akela, and show that you are doing your best to keep them.

This is the hardest part of all the First Star tests; are you really trying your best to live up to the Promise you made when you were invested? You must take this test last, and then Akela will present you with your First Star. This is worn on your cap on the right hand side of the Wolf's head badge. Now you have one eye open, and you are half way to becoming a real Wolf Cub.

SECOND STAR

The Second Star Tests

1. Swimming

- a) Swim 15 metres.

It is good to be able to swim, and the earlier you start the better. Later on, you can try to pass the Swimmer's Proficiency Badge.

Get somebody to teach you and remember that everybody can swim if they keep on trying and make up their minds that they are going to succeed.

2. Know Your District

- a) Have a knowledge of your local area including local landmarks or places of interest and local amenities.
- b) Be able to point these out on a map.

You should find this test easy if you walk around your local area being aware of your surroundings. You might also find out extra information such as the times of the post collection, or where the different buses go.

3. Emergencies

- a) Know how to use a public, mobile and home telephone, and how to ask for help in an emergency. (Fire, Police, Ambulance).
- b) Be able to repeat a verbal message of about 20 words, including numbers, after completing a short journey.

When you make an emergency call remember to say exactly where you are and what has happened. Never dial 999 unless there is a real emergency; it is very wrong and would get you into serious trouble. It delays others who do need help from receiving assistance. If you have a non-emergency but need help call 101.

Public Telephone

Lift the receiver and when you hear the dialling tone, dial 999, and ask for the emergency service you need (Fire, Police or Ambulance). The address of the telephone box is written above the telephone.

Home and Mobile Telephone

There are different types of home and mobile telephones. Learn how to use your family's telephones to make an emergency call.

Carrying Messages

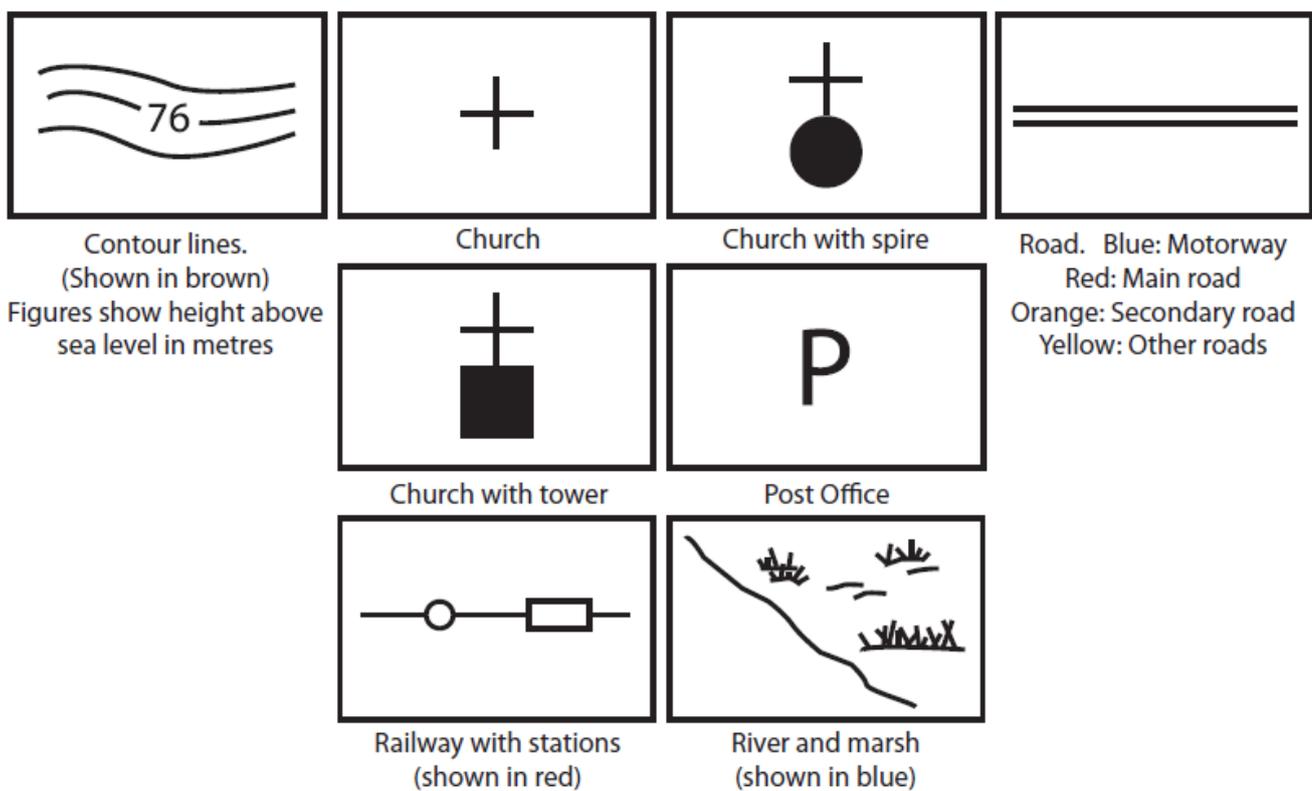
Remember that no matter how fast you can run or cycle, a message is of no use unless it is absolutely correctly delivered.

Ask your Cub Master, “To say it again, please”. Then repeat it over to him to be quite sure that you have got it right before setting off.

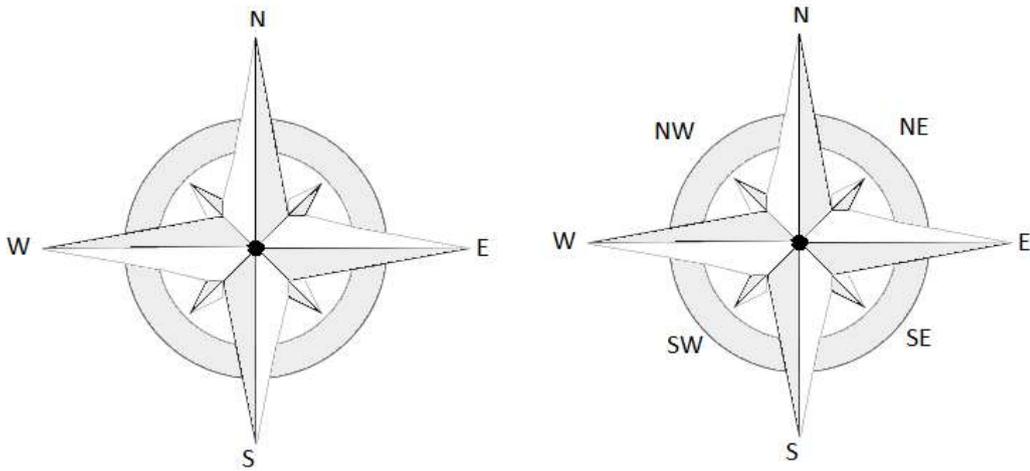
4. Map Reading

- a) Know the signs on an Ordnance Survey 1:50,000 map for the following features: churches, railway station, roads, post office, river, woodland, marsh, contour lines and be able to point them out on a map.
- b) Know what a compass is used for, and be familiar with the eight principal points.

Maps use special signs to show certain features, and a few of the commoner ones are shown below. Perhaps you will have a 1:50,000 map of your home area, and you will be able to find the nearest of each of these features.



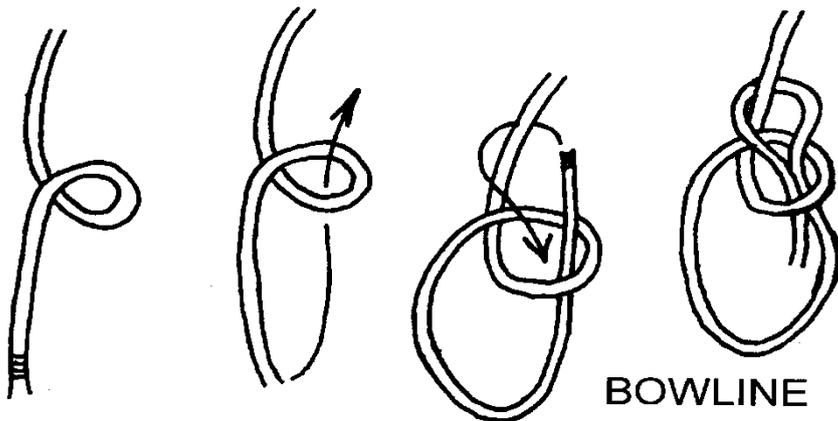
The compass is a dial like a watch but it has only one hand. This hand is magnetised and is called a ‘needle’ which always points to Magnetic North. This gives sailors and other travellers a fixed direction from which any other directions can be found. If you face in the same direction as the compass hand, you will be looking North. If you stretch your arms straight out at your sides your left arm will be pointing to the West, your right arm will be pointing to the East and straight behind you will be South.



Halfway between each of these four points are four other points; between North and East is North-east (NE) between South and East is South-east (SE) between South and West is South-west (SW) and between North and West is North-west (NW).

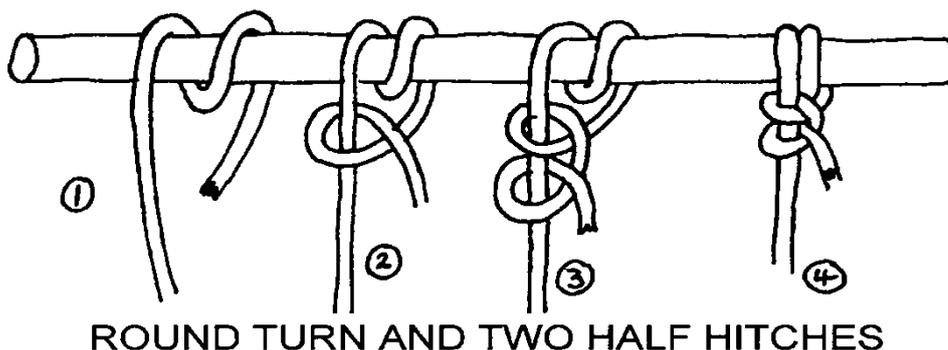
5. Roping

- a) Be able to tie a Bowline and know when to use it.
- b) Be able to tie a Round Turn and Two Half Hitches and know when to use it.
- c) Be able to hank a rope.



Bowline

The Bowline a reliable non-slip knot used to make a loop at the end of a rope. It is used by climbers who tie the loop around themselves, and it is also used for lifting The Bowline is things, like a bucket. It is important to start with the first loop the right way round before passing the end through.



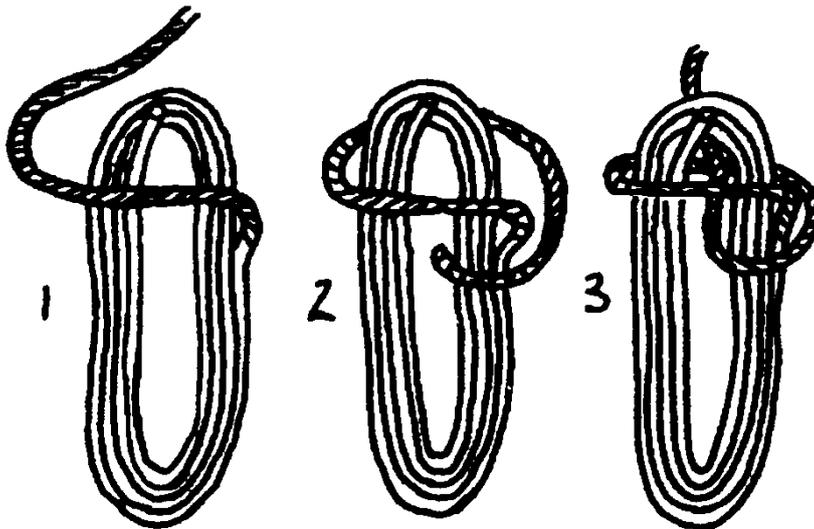
ROUND TURN AND TWO HALF HITCHES

Round Turn and Two Half Hitches

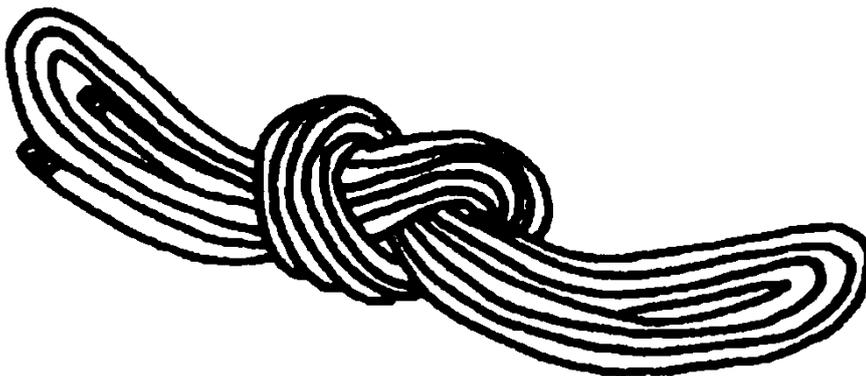
The Round Turn and two Half Hitches is used for tying a rope to a post or spar when the rope is going to be under strain, for example tying a dog to a post, or a boat to a pier.

Hank a Rope

To hank a rope is the way of keeping a rope tidy when it is not being used. A long rope can be coiled between your elbow and hand and then the loose end is wrapped around the coil so that it will not unravel.



To tie up a short rope simply fold the rope into four and tie one big knot in it.



6. The Country Code

Show an understanding of the Country Code.

As Wolf Cubs you will be out in the countryside quite often, and when you are out with your parents, friends or just by yourself, you should remember the Country Code.

Do not start fires.

Fasten all gates (to stop animals straying).
Keep dogs under proper control.
Keep to paths across farm land.
Do not damage fences, hedges or walls.
Leave no litter (litter can kill farm animals, it is untidy anyway).
Do not pollute streams (someone may have to drink the water, may be you!).
Protect wildlife, plants and trees.
Go carefully on country roads.

There are a few special things that Wolf Cubs should do in the country:

Keep off fields of crops.
Do not climb trees unless you have permission.
Never damage living trees.
Only pick up dead wood for fires.

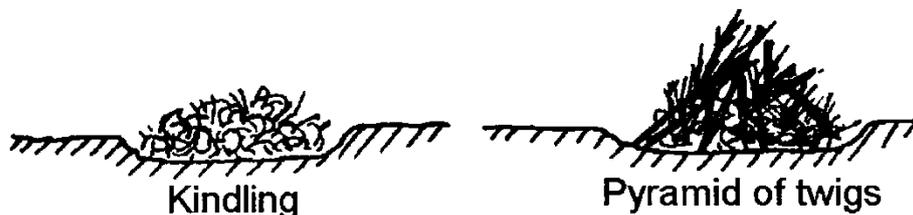
If you find that others have not followed the Country Code, try to put things right; picking up litter, fastening gates, and so on.

7. Fire lighting

- Lay and light a fire out of doors using natural materials.
- Cook an item of food e.g. toast or a twist and boil water on your fire.
- Clean up the site after putting out your fire.

You will be shown by a leader the safest and best way to prepare and light a fire.

You will first need to prepare a fireplace by locating a safe place. To build a fire you will need kindling e.g. dried grass, leaves and tiny twigs and then an assortment of larger pieces of dry wood.



When your fire is burning well, wait until it is red hot and the smoke has died down before cooking.

Boiling water on your fire can be challenging but is good fun. You must learn the right way to place your kettle on the fire, and how to take it off when the handle is extremely hot.

When you have finished, put out your fire with water or soil, and try to leave the site just as you found it. No one should be able to tell that you had lit a fire at all.

8. Flags and Saints

- Know which three flags make up the Union Flag, and the correct way to fly it.
- Know who the Patron Saints of England, Wales, Scotland and Ireland are and what their emblems and saint's days are.

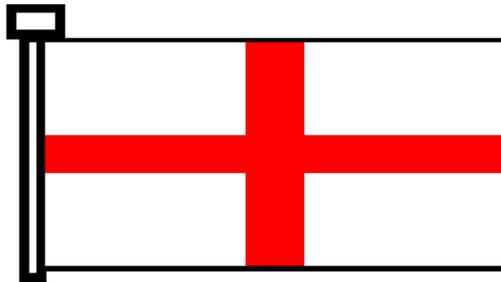
A union is a joining together, and the Union Flag is made up of three flags:

England

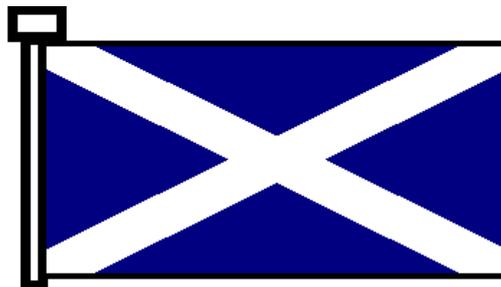
Scotland

Northern Ireland

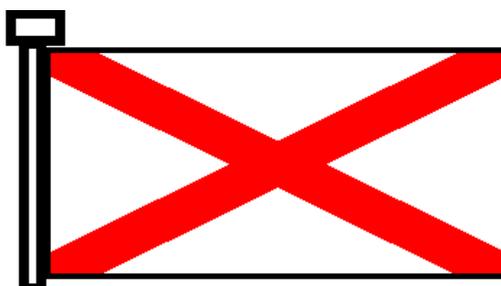
The flag of England is a red 'plus' cross on a white background.



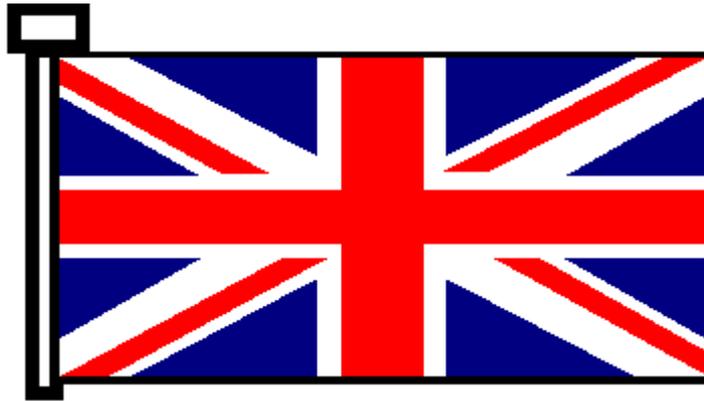
The flag of Scotland is a white 'multiplication' cross on a blue background.



The flag of Northern Ireland is a red 'multiplication' cross on a white background.

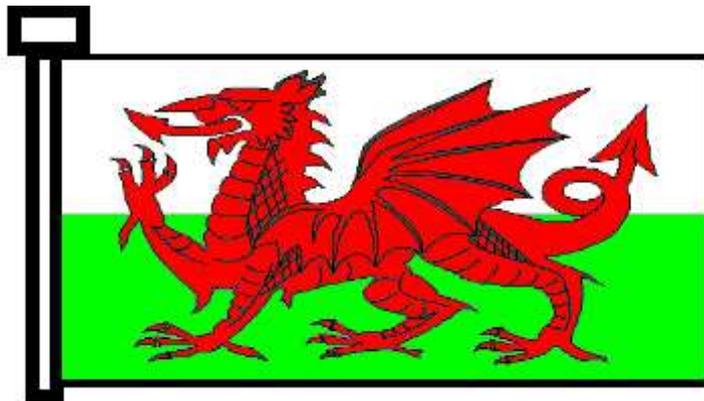


In 1801 the three flags were combined to form the Union Flag as we know it today. In order to show the three crosses clearly, the white background of St George's flag has been cut down to a narrow white strip outlining the red cross. St Andrew's white cross makes the background for St Patrick's red one, which has been cut away so that they both show.



The right way to fly the Union Flag is with the broad white band at the top nearest to the flagpole.

The flag of Wales is a red dragon on a white and green background.



The Patron Saints, Emblems and Saints Days are:

ENGLAND.

Saint - St George

Day – 23rd April

Emblem - Rose

SCOTLAND.

Saint - St Andrew

Day – 30th November

Emblem – Thistle and a fish

IRELAND.

Saint – St Patrick

Day – 17 March

Emblem – Bishop's Mitre and shamrock

WALES.

Saint - St David

Day – 1st March

Emblem – Daffodil and the Leek

St George is also the Patron Saint of Scouts.

9. Handicraft

Produce a model made from any material of your choice. (Any sort of kit or Meccano, etc., is not acceptable)

There are so many possibilities here; you could work in paper, cardboard, clay, plasticine, wool, wood, metal, plastic containers, and so on, to make something that no one in the Pack has thought of before.

10. The 24 Hour Clock

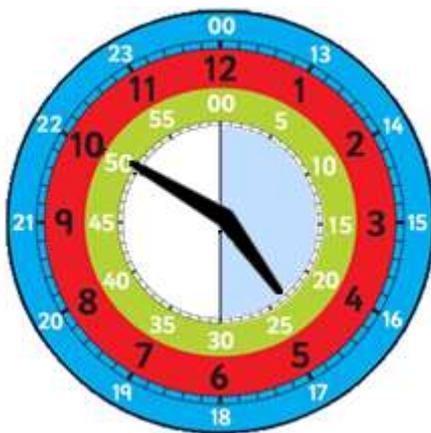
Know how to tell the time using the 24 hour clock.

Now that you know how to tell the time you must learn how to tell the time using the 24 hour clock. There are 24 hours in one day.



Quarter past Ten in the morning is 10:15.

Quarter past Ten in the evening is 22:15.



Ten to Five in the morning is 04:50.

Ten to Five in the evening is 16:50.

11.Environment

- Be able to explain what recycling is and why it is important.
- Know the process of recycling and identify 6 material groups that can be recycled.
- Know where your local recycling places are and what they are collecting.
- Create a collage or model of an environmental scene using recyclable materials.

12. First Aid

- a) Know what first aid is.
- b) What should be included in a first aid box.
- c) Show how to clean and dress a cut finger.
- d) Know how to treat and protect a minor burn or scald.
- e) Understand the need for always obtaining adult help.

Know what First Aid is

First Aid is help given to a sick or injured person until full medical treatment is available.

What should be included in a first aid box

- A leaflet giving general advice on first aid
- 20 individually wrapped sterile plasters
- Two sterile eye pads
- Four individually wrapped triangular bandages, preferably sterile
- Six safety pins
- Two large individually wrapped, sterile, unmedicated wound dressings
- Six medium individually wrapped, sterile, unmedicated wound dressings
- At least three pairs of disposable gloves

This is a suggested list only and the contents may vary depending on where the First Aid Kit is kept and what situations may arise in that area.

How to Clean a Wound

Before dressing a cut, it should be held under a cold water tap to clear out dirt and poisonous germs.

How to Dress a Cut Finger

Ensure the area is dry then apply an adhesive plaster, but always check that the patient is not allergic to the plaster before applying.

How to treat a Scald or Burn

A scald is a wet burn caused by boiling water or steam.

A burn is caused by dry heat such as a fire or an electric iron.

A scald or burn should be cooled with cold water for a minimum of 10 minutes and covered with cling film as soon as possible. If blisters have formed, be very careful not to break these.

Do not tie the dressing too tightly as the surface will be very tender and a tight dressing will cause severe pain to the patient.

Know why to get Adult Help

If a Wolf Cub comes across a person lying injured or ill, he should quickly do what he can to make the patient warm and comfortable and then go quickly to the nearest house or building to fetch help. If there is more than one person, one of them should stay by the patient.

13.Nature Study

Observe and point out from life:- three birds (not domestic), three trees, and three other natural things (such as insects, flowers or fish).

Do you always go about with your eyes open? If so, you will not find this test very difficult. You should know something about the plants and animals you choose; for example:

Birds: where do they nest, do they migrate, what do the eggs look like, what do they eat?

Trees: leaf shape, type of fruit, shape of tree in winter, how does the wood burn?

The last section gives you a choice, and you should try to choose something a bit different; how about three different toadstools, or spiders?

14.Safety in the Home

Know about safety in the home, and know what to guard against.

Every day, hundreds of people are hurt because of accidents in their homes. Most of these are due to burns: fires that aren't properly guarded, matches left within reach of a child, electric irons and fires which are not properly used.

All these accidents, burns and scalds, cuts and falls, could be avoided if people were a bit more careful. Now is the time for you, as a Wolf Cub, to help to avoid accidents in your home.

Do you know how to strike a match, how to light a gas ring or gas fire, how to plug in electrical appliances, how to use an iron?

15.Water Safety

Show an understanding of the Water Safety Code.

Water Safety Code

Spot the Dangers!

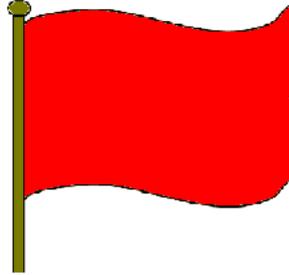
Water may look safe but it can be dangerous. Learn to spot and keep away from dangers.

The dangers include: very cold temperatures, hidden currents, it can be deep, there may be hidden rubbish, no lifeguards, it can be difficult to get out (steep slimy banks), water pollution may make you ill.

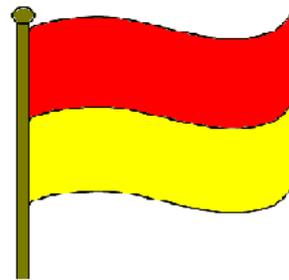
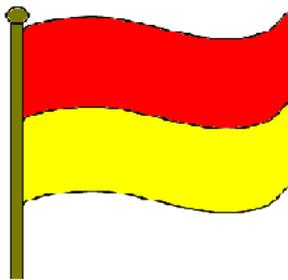
Take Safety Advice!

Special flags and notices warn you of danger. Know what the signs mean and do what they tell you.

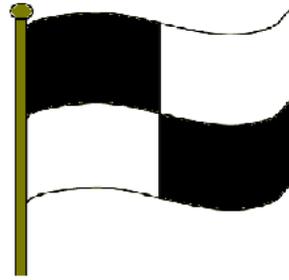
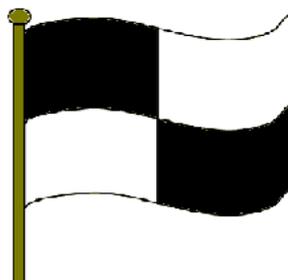
**WATER SAFETY -
Flags you need to know**



RED FLAG - no swimming at all



**BETWEEN TWO RED AND YELLOW FLAGS
safe to swim and belly board**



**BETWEEN TWO BLACK AND WHITE FLAGS
NO SWIMMING
area used by surfers and windsurfers**

Go together!

Children should always go with an adult, not by themselves. An adult can point out dangers or help if somebody gets into trouble.

Learn how to help!

You may be able to help yourself and others if you know what to do if you see someone in difficulty, tell someone, preferably a Lifeguard if there is one nearby, or go to the nearest telephone, dial 999 ask for the Police at inland water sites and the Coastguard at the beach.

16.Law and Promise

Repeat the Law and Promise to Akela, and show that you are doing your best to live up to them. Once again this is the hardest part of the work for the Star. Remember that this star is your second eye, and that when you receive it you are a real Wolf Cub at long last. When you are presented with this star it goes on the other side of the Wolf's Head badge on your cap.

PROFICIENCY BADGES

You may enter for these special badges at any time after you are invested. Akela will tell you how to go about entering for them.



ARTIST

1. Draw in the presence of the examiner, with any medium, an original illustration of any incident or character in a simple story.
2. Do any two of the following:
Draw from life or memory any animal or human being he has seen.
Draw a landscape or still life group.
Make a simple poster.
Make a model in Plasticine or clay.
Design and make a greetings card.
3. Keep a sketchbook for three months.



ATHLETE

Must achieve five of the following:

1. Sprint 30 metres in 10 seconds.
2. Jump higher than your own waist height (high jump).
3. Jump 1.5 m. (long jump).
4. Throw a cricket ball approximately 10 metres, and catch one thrown from 8 metres.
5. Do 10 star jumps, sit ups or press ups in 30 seconds.
6. Climb a tree at least 5 metres, or a rope ladder or rigging at least 3 metres.



BOOKMAN

1. Produce a list of books that you have read in the previous year, name their authors and be able to tell the examiner something about the story of three of the books; the three books to be chosen by you. They must be of a reasonable standard, taking age and development into account.
2. Read aloud a simple piece of prose or poetry chosen by the examiner.
3. Show how to care for books and make a dust-cover and entitle it neatly.
4. Show how to use a dictionary.
5. Explain how the books in a library are set out and how you would find a specific fiction book.



COLLECTOR

Must make a good collection of one group of objects neatly and systematically arranged, for a period of at least three months, and know something about the collection, showing an intelligent interest in it.

The nature of the collection should be chosen by yourself, suggestions are as follows: stamps, postmarks, picture postcards, badges, match-box tops, crests, coins, feathers, leaves.

OR:

Must keep a scrapbook diary of events, etc., for a period of at least three months.



COOK

1. Discuss the importance of food hygiene as applied to cooking at home and camp.

2. Know the correct storage of food items.
3. Show and explain to an adult how to handle kitchen utensils safely and how to be safe in the kitchen.
4. Write a menu for a day at camp or home including Breakfast, Lunch, Dinner (2 courses).
5. Write a shopping list for the menu you have written.
6. Go shopping and buy the ingredients for the Dinner.
7. Prepare and Cook the meal.
8. Wash up afterwards.



CYCLIST

1. Own or have the regular use of a bicycle of proper size.
2. Be able to mount and dismount properly.
3. Be able to clean and oil a bicycle and pump up the tyres.
4. Understand the need for keeping the bicycle in a roadworthy condition.
5. Know the Highway Code as it applies to cyclists.
6. Under observation, go for a short ride on a specified course, which will, if possible, include a cross-roads, a pedestrian crossing, a right hand turn and a roundabout.

N.B. If you have passed the National Cycling Proficiency Test of the Royal Society for the Prevention of Accidents you will automatically qualify for this badge.



DANCER

1. Folk and National Dance - Know three different dances and be able to perform them well.
- OR
2. Creative Dance - Perform an original composition using one of the following ideas;
 - Tell a well-known story
 - Interpret a picture

- Make a pattern

OR

Ballet - Hold the Grade I certificate of the Royal Academy of Dancing, or the British Ballet Organisation, or the Dance Teachers Association, or any other recognised equivalent.

OR

Other Forms of Dance – Hold the First Grade Certificate or Bronze Medal of the nationally recognised dance organisation for that dance form such as tap, ballroom and so on.



ENTERTAINER

Be able to give a satisfactory performance for the Pack in any two of the following:

1. Playing a musical instrument (two well-known tunes).
2. Singing (two well-known songs).
3. Reciting or performing a stand-up act (at least three minutes).
4. Acting or miming (may use other Wolf Cubs, at least three minutes).
5. Puppetry (at least three minutes).

N.B. Other forms of entertainment of comparable standard are acceptable if they are agreed by the examiner beforehand, e.g. telling a yarn for three minutes.



ENVIRONMENTALIST

1. Understand the 3 key factors of recycling; Reduce, Reuse, Recycle.
2. Reduce your impact on the environment by identifying things at home that use energy and for two days give up something that uses electricity (i.e. T.V, computer, gaming console).
3. Identify something in your home that you might normally throw away and reuse it for something else (i.e. Pringle tube into a pencil holder, ice cream tub into a box for crayons).
4. Show evidence that you recycle at home and try to encourage your fellow Cubs to also recycle.

5. Understand what green energy is and identify three sources of green energy.
6. Learn and understand the life cycle of a tree.



FAITH

1. Take part in some form of religious observation.
2. Explain the main principles of the religion and be able to answer questions about the faith.
3. Describe what happens at a religious gathering.
4. Write and read a prayer for your Cub meeting or Cubs Own.
5. Learn about two other religions other than your own.



FIRST AIDER

1. Show a knowledge of the meaning of First Aid, the importance of calling adult help and what is required in a First Aid kit.
2. Know the importance of cleanliness and demonstrate how to clean and dress minor cuts and grazes; apply and remove adhesive dressings.
3. Demonstrate a simple roller bandaging of the knee, and how to apply a large arm sling.
4. Demonstrate how to make a patient comfortable.
5. Know the common causes of burns and scalds in the home and their prevention; know how to put out burning clothing; the simple treatment of burns and scalds.
6. Know how to recognise shock (not electric) and how to treat it.



FISHERMAN

1. Be able to swim 25 metres and demonstrate the HELP (Heat Escape Lessening Position).
2. Know the dates of the closed season and the minimum sizes of fish which may be retained for the areas in which you fish.
3. Make a simple fishing rod and tackle.
4. Keep a log book over a period of three months of fishing trips undertaken. The log to contain a note of water conditions, weather, wind directions and strength, species and numbers of fish caught and baits which prove successful.



GARDENER

1. Care for and cultivate an area of garden of at least 1 square metre for a period of four months.
2. Be able to demonstrate the use of and how to care for: a spade, fork, hoe, trowel and rake.
3. Be able to point out and name six garden flowers and six vegetables from growing specimens if possible.
4. Distinguish and name:
 - a) Four common weeds.
 - b) Three common enemies of the garden.
 - c) Three common friends of the garden.

If you do not have access to the use of a garden the following alternatives can be taken in place of 1 and 2 above:

- a) Know the requirements for the growth of plants.
- b) Grow three different plants from seeds, bulbs or cuttings (or a mixture of these methods) for four months

OR

Plant and develop a BOTTLE GARDEN for four months.



GUIDE

1. Be able to give clear and concise directions, well expressed and distinctly spoken, to a stranger asking his way, and to do so politely and promptly.
2. Know the location of the nearest police station, telephone box, doctor, hospital, chemist, hotel, railway station, petrol station and motor garage.
3. Know how to make emergency calls by telephone.
4. In towns know the numbers, routes and destinations of at least three buses.

Or

In the country: know the route of the local bus or buses.



GYMNAST

1. Be able to perform at least 5 of the following:
 - a) Right and Left Splits
 - b) Box Splits
 - c) Forward roll to stand
 - d) Backward roll
 - e) Cartwheel
 - f) Arabesque
 - g) Straddle sit
 - h) Teddy bear roll
2. Show knowledge of Strength Moves:
 - a) Front support
 - b) Back support
 - c) Plank
 - d) Bridge
 - e) Hand stand
 - f) Front and Back Press ups
3. Be able to perform a short floor routine – Showing at least 5 moves from above.
4. Be able to list Gymnastic equipment.

Boys – Floor, Rings, Pommel, High Bar, Parallel Bar, Vault

Girls – Floor, Asymmetric Bars, Vault, Beam

Or

Be a member of a Gymnastic Club and ask your Coach to verify that you are able to complete the above.



HANDICRAFT

1. Make an article from odds and ends, such as fir cones, clothes pegs, etc.

OR

Recondition two durable toys approved by the Cub Master.

2. Make a worthwhile toy or model of reasonable size such as a boat, engine, motor car, aeroplane or animal.

OR

In reasonably correct proportions and colouring, a worthwhile composite toy or model, such as a farmyard, jungle, ark with animals, cottage with furniture, or station.

OR

Make two useful or decorative articles from cane, raffia, wool, leather, wood, string or any other suitable material approved by the Cub Master.

N.B. An article for the Star Tests must not be submitted for any part of this badge.



HOUSE ORDERLY

Perform six of the following tests, the choice to be made by yourself, number one being obligatory.

1. Make a hot and cold drink and prepare a sandwich.
2. Lay a table for two people for a two course meal.
3. Wash up crockery, cutlery, glassware and cooking utensils.
4. Change the bed linen on a bed.
5. Thread a needle and sew on a button or badge.
6. Wash and iron a neckerchief.
7. Clean windows or silver or brass work.
8. Clean and tidy a room.
9. Boil, fry or poach an egg.



KNITTER

1. Choose your own pattern and, following the printed directions, make a garment using at least two different stitches.
2. Make something else of your own choice such as gloves, mittens, a shaped beret, a set of three fancy mats (a kit can be used).

N.B> You may knit or crochet.



NATURALIST

1. Find out, and keep a scrapbook over a period of at least one month, about any three of the following: Trees and shrubs; Butterflies, moths or other insects; Bird life; Plant life; Rocks or fossils; Native wild animals; Seashore or pond life.
2. Look after a pet animal for at least three months. Keep a record of its feeding habits and how you have looked after it. Know what special care is needed before and after the birth of young animals.
3. Visit a zoo and tell the examiner about any six animals (not native ones) kept in a zoo, their country of origin and feeding habits.

N.B. A safari park may be visited as an alternative to a zoo.



NEEDLEWORKER

1. Work four of the following stitches: chain, blanket, stem, cross, fly, running, and herring-bone. The stitches may be large and they may be shown worked into a sampler.

2. Make a useful article, decorating it with one or more of the stitches named above.
3. Be able to place correctly on material a simple paper pattern.



OBSERVER

1. Learn five tracking signs.
2. Follow a simple trail or track to a destination chosen by your examiner.
3. Keep in reasonable detail, a nature log for a period of at least three months.
4. At Kim's game, name nine objects out of twelve after one minute's observation.



PHOTOGRAPHER

1. Take twelve photographs of your own choice which must include a portrait, a landscape, wildlife or nature, an action shot, a group picture and a building/monument.
2. Discuss with the examiner the main features of your camera.
3. Demonstrate how to change a memory card or load film into your camera.
4. Explain how to (or) make copies of the photos you took.



RAMBLER

1. Draw a picture to show what clothes you need to wear, on a hot day and cold day, when going out for a walk in the countryside.
2. Explain which footwear is best to wear when you go out for a walk and why.

3. Keep a record of 5 walks you have done over a period of two months, with an adult. This can include your family or can be with your cub pack and should include the date of walk, where the walk was, what you saw and what the weather was like.
4. Collect five items on one walk and bring them to cubs to show the pack.
5. Tell Akela all about your favourite walk and why it was so special.



SWIMMER

1. Be able to tread water for 2 minutes in salt water or 1 minute in fresh water.
2. Swim 25 metres without any pause, using one stroke throughout.
3. Dive from the side of the pool and swim 25 metres using any other stroke than the one used for test 2.
4. Demonstrate any life-saving stroke for 10 metres.



TEAMPLAYER

1. Know the rules and laws of two team games.
2. Show a reasonable proficiency and be taking part in at least one of these.
3. Show good sportsmanlike spirit in all Wolf Cub games and activities.
4. Know how to care for the kit and equipment used in the game of your choice.
5. Know the importance of taking a shower or bath after games if possible or at least changing out of the clothes worn during the game.

N.B. Certificates must be produced for Test 2 from the organiser of your team, and from your Cub Master for Test 3.

WOLF CUB AWARD

Hold Second Star.

Hold three Proficiency Badges (including at least one of First Aider, Guide, House Orderly, and Swimmer).

Satisfy Akela that you are really doing your best to be a good Wolf Cub.

This badge is the highest award that a Wolf Cub can earn in the FSE, and once you have earned it, you can wear the badge on your Scout uniform until you gain the BP award.



Wolf Cub Award



Leaping Wolf

THE LEAPING WOLF

This is the final badge, which you can earn in the Wolf Cubs, and it is a sort of linking badge between the Wolf Cubs and the Boy Scouts; you are leaping up towards the Scout section. Once you have earned it, you can keep the badge on your Scout uniform until you gain Scout First Class.

There are three parts to this badge:

You must be at least 10 years and six months old.

You must have passed the Scout Tenderfoot tests.

You must have had an interview with the Scoutmaster.

The major part of this badge is the second section, and it is described in full in the Scout Handbook, pages 1 to 16.

You will find that you have already done quite a lot of this test work in the First and Second Stars, so you have an advantage over someone who has not been in the Wolf Cubs.

The Tenderfoot tests are as follows:

1. Know the Scout Law and Promise, the Scout handshake and salute.
2. Show a knowledge of Baden-Powell as the founder of the Scout movement, and a short history of Scouting.
3. Be able to tie the following knots, and explain their uses:
4. Sheetbend, Reef Knot, Clove Hitch, Bowline, Round Turn and Two Half Hitches, and Sheepshank.
5. Know the simple tracking signs.
6. Know how the Union Flag was derived, and the correct way to fly it. Know the European Flag, its meaning, and who may fly it.

If you have already passed your Leaping Wolf when you go up into the Scout section, you can be invested as a Scout on the same evening.

NOTES FOR AKELA

Ceremonies used in the Wolf Cub Pack

Opening Ceremonies

The order of opening ceremonies is:

- Flag break
- Grand Howl
- Notices and Inspection

Flag Break

The Flag should have been prepared for breaking and hoisted to the mast head before Pack Meetings begins.

1. Akela calls, "Pack, Pack, Pack".
The Pack runs into Parade Circle round Akela. Old Wolves fall in outside the Circle.
2. Akela says, "Duty Sixer prepare for Flag break".
Duty Sixer walks to flag staff and grasps the slack part of the halyard as high as possible.
3. Akela: "Pack face the Flag". All turn to face Flag.
Duty Sixer pulls down hard on the halyard breaking the Flag. The Sixer steps back and salutes Flag. Pack salute in time with Sixer.
4. Akela: 'Pack inwards turn'. Sixer returns to place.

N.B. Sixer ties off halyards after he has saluted. An Old Wolf should stand by the flag staff to assist the Duty Sixer if necessary.

The Grand Howl

- Akela turns to face Sixer who is to lead the Grand Howl
- Calls "Pack Alert"
- Gives warning signal for Grand Howl (arms held sideways at shoulder level)
- Lowers his arms to sides in firm movement, at the same time the Wolf Cubs squat and go straight into the Grand Howl
- No other signal should be necessary
- "Ah-kay-lah, we'll do our BEST...."
- The first part of the Grand Howl should have the suggestion of a howl. 'BEST' should be short and sharp like a bark and on this word the Pack leaps up and stands at the Alert
- The duty sixer calls at the top of his voice "CUBS DYB-DYB-DYB-DYB!, meaning 'Do your Best'. On the fourth 'DYB' every Wolf Cub salutes smartly and shouts 'We'll DOB-DOB-DOB-DOB" meaning 'We'll do our BEST'
- After the fourth 'DOB' each Wolf Cub drops his right hand smartly to his side

- The Grand Howl is done by invested members of the Pack only
- Only the Old Wolf taking the Grand Howl should acknowledge by saluting, the other Old Wolves stand at the Alert

Closing Ceremonies

The order of closing ceremonies is:

- Notices
- Grand Howl
- Flagdown
- Prayers
- Dismiss

Flagdown

At the end of all Pack Meetings after the Grand Howl:

1. Akela: "Duty Sixer prepare for Flagdown"
2. Duty Sixer takes up position at the flagstaff
3. Akela: "Pack face the Flag"
4. Akela: "Lower the Flag". The Duty Sixer lowers Flag steadily
5. When down, Akela: "Pack inward turn"

An Old Wolf takes over the Flag and either detaches it from the halyards or holds it until after prayers.

Dismissal

After Prayers, Akela brings the Pack back to the alert, and says, "Pack, dismiss".

Every invested Wolf Cub makes a quarter turn to the right, pauses, and salutes before leaving. Old Wolves return the salute (but do NOT turn right).

The Investiture of a Wolf Cub

- Tenderpad badges with Akela
- Group Scarf and Woggle with G.S.M
- Enrolment card with Assistant
- Six Patch with Sixer
- Pack Flag with Assistant or Cub Instructor

Procedure:

- Pack in Parade Circle with Akela in the centre, Assistants outside circle and the Pack standing at ease
- Sixer brings forward recruit who stands in front of Akela at Alert
- Sixer returns to his Six

Akela: "Are you ready to become a Wolf Cub?"

Recruit: "Yes, Akela, I am."

Akela: "Do you know the Law and Promise of the Wolf Cub Pack, the Grand Howl, and the Salute?"

Recruit: "Yes, Akela, I do."

Akela: "What is the Law?"

Recruit: "The Cub honours his parents and obeys his leaders. Always does his best, and is a friend to all."

Akela: "Are you ready to make the Wolf Cub Promise?"

Recruit: "Yes, Akela, I am."

Akela: "Pack, alert! All invested Wolf Cubs make the Scout Sign".

The recruit, with his left hand on the Pack Flag, also makes the Scout Sign. Akela then takes the recruit through the Promise, line by line.

At the end of the Promise, all come down from the Salute in time with Akela. Akela then shakes the new Wolf Cub by the left hand and says: "I trust you to do your best to keep this Promise. You are now a Wolf Cub, and a member of the great world-wide Brotherhood of Scouts".

Akela then asks the G.S.M. to put scarf and woggle on the new Wolf Cub, which he does with a few suitable words of explanation and welcome. If there is no G.S.M. present then Akela does this.

Akela then hands the Wolf Cub his cap, which he puts on himself. Then gives him his Tenderpad badges and says a brief word about how the badges are worn.

The Assistant Cub Leader shows him his Investiture Card with appropriate words of explanation and welcome. The Wolf Cub collects his card later.

Akela making sure the Wolf Cub has right hand empty says, "Cub 'Smith', about turn, Salute the Pack. Pack Salute the new Wolf Cub". After a moment's pause, "Back to your Six".

Akela, then says "Pack, stand at ease".

When back in his Six, the Sixer gives him his Six Patch.

The Ceremony then ends with the Grand Howl, in which the new Wolf Cub joins for first time.

The Investiture is essentially a PRIVATE family affair for Pack only. If the Wolf Cub wishes, his parents may be invited and made welcome. A genuine investiture should not be performed in public. If a demonstration in public is required then use a Wolf Cub who is already invested as a 'Victim'.

PRESENTATION OF BADGES

Presentation of First Star

The cap of the Wolf Cub to receive the First Star is procured before hand and a Star put on right of badge.

With the Pack in Parade Circle, and Akela with cap handy, stands in the Centre, Old Wolves stand outside the circle.

- Akela calls Wolf Cub concerned into middle of circle, facing him
- Akela briefly explains that the Wolf Cub has now got one eye open, and is on the way to becoming a proper Wolf Cub, and is progressing (taking care not to over-praise)
- Akela shakes hands with the Wolf Cub
- Akela hands the Wolf Cub his cap, which he puts on for himself
- Wolf Cub re-joins his Six and ceremony is over

Presentation of Second Star

The cap of the Wolf Cub being given his Second Star is procured before hand, and the Star put in place.

Pack in Parade Circle, standing at ease, Akela, with cap handy, in centre; A.C.M. 's etc., stand outside circle.

- Akela calls out the Wolf Cub concerned from the Parade Circle to stand in front of him
- Akela then briefly tells Pack of the significance of the two Stars, and makes the point that the Wolf Cub is now really a full Wolf Cub
- Akela asks the Wolf Cub if, to mark the importance of the occasion, he is ready to reaffirm his Promise as a Wolf Cub. The Pack is then called to the Alert. The Wolf Cub repeats his Promise, phrase by phrase, after Akela
- When he has completed his Promise, Akela hands the Wolf Cub his cap, which he puts on for himself
- Akela shakes hands with the Wolf Cub
- Akela says. "Well done". The Wolf Cub then returns to his six in the Circle'

Presentation of Proficiency Badge

- Pack in Parade Circle
- Brief explanation of importance and uses of badges to be awarded and a few words of congratulation and encouragement from Akela
- Wolf Cubs come out individually to receive their badges
- Pack honours them with Pack Yell to conclude the ceremony

If a Parents Evening is due very soon, badges could be given then, but Wolf Cubs should never be kept waiting long for a badge.

Leaping Wolf Badge

- No special ceremony laid down for presentation but should be given with special word of praise
- The rest of the Pack should be inspired to do likewise
- The Leaping Wolf Certificate may also be presented if desired

Investiture of a Sixer

- No official ceremony, but worth doing something to show that it is a matter of some significance
- Pack in Parade Circle
- Akela calls up the Wolf Cub, gives him his two stripes with a word of congratulation. The Pack Yell or 'ONE-TWO-THREE-WOLF' are appropriate endings

Going Up Ceremony

Some form of marker - milestone, signpost, rope, etc., to show dividing line between the Pack and Troop is desirable.

Pack in Parade Circle at one end of room, Troop in horseshoe at other.

- Akela in centre of circle, facing horseshoe, A.C.M.'s etc., outside circle, behind Akela
- Akela gives explanation of significance of occasion, and what is happening
- Wolf Cub(s) going up called out in front of Akela
- Akela wishes Wolf Cub good luck and adds a few appropriate words
- A.C.M.'s, C.I.'s then come to say goodbye and wish Wolf Cub good luck, and return to place
- Pack then give the Pack Yell
- Akela then says, "Open Circle". The Wolf Cubs nearest to the Troop divides and backs away to convert the circle into a horseshoe
- Akela then leads Wolf Cub to dividing line, where G.S.M., S.M. & P.L. are waiting
- Akela gives the S.M. a quick outline of Wolf Cub's career, wishes the Wolf Cub good luck, and hands him over
- The S.M. & G.S.M. greet him with a few suitable words of welcome
- P.L. then takes the Wolf Cub to his new Patrol, introduces him and puts him at the end of patrol under the care of the Patrol Second
- Troop greets new recruit with Group Yell
- Akela orders the Circle to close before dismissing the Pack
- (Good chance for half-hour joint activity)

		Date Passed	Signed
Tenderpad	Law		
	Promise		
	Salute, Sign & Handshake		
	Jungle Story		
	Grand Howl		
Investiture			

First Star	Cleanliness		
	Feats of Skill		
	Discovering Nature		
	Mime		
	Knotting		
	Road Safety		
	Tell the Time		
	National Anthem		
	Tidiness		
	Europe		
	Tea Making		
	The Founder		
Law & Promise			
First Star Awarded			

Second Star	Swimming		
	Know your District		
	Emergencies		
	Map Reading		
	Roping		
	Country Code		
	Firelighting		
	Flags & Saints		
	Handicraft		
	24 hr Clock		
	Environment		
	First Aid		
	Nature Study		
	Safety in the Home		
	Water Safety		
Law & Promise			
Second Star Awarded			
Wolf Cub Award Proficiency Badges			
	First Aider		
	Guide		
	House Orderly		
	Swimmer		
Wolf Cub Award Awarded			
Leaping Wolf	10 ½ Years		
	Scout Tenderfoot		
	Interview with Scout Master		