Welcome to Scouting

This makes a great first meeting of the year to welcome new scouts to your pack. It does involve a lot more sitting and talking than your typical meeting, but it's a great way for new scouts to learn the ropes and more experienced scouts to review the basics.

- Opening Ceremony
- Name Game & Welcome New Scouts
- Read the Old Wolf's Story
- Teach the Timberwolf Law
- Teach the Timberwolf Promise
- Teach the Timberwolf Motto
- Demonstrate the Timberwolf Sign and Salute
- Teach the Grand Howl
- Steam Off Game
    - Wolves and Rabbits (similar to Sharks and Minnows), or substitute another high energy game
- Learn about the History of Scouting
    - The three B-Ps
    - The worldwide scouting movement
- Review the Motto/Law/Promise
- Practice the Grand Howl
- Team Building Game
    - Extreme Rock Paper Scissors
    - Flip the Tarp
- Tenderpad Tests
- Investitures
- Closing Ceremony

Items Needed:

- Timberwolf Handbooks

Badge Requirements Covered:

Tenderpad Badge

- Explain what it means to enter the Pack as a Timberwolf.
- Recite from memory the Timberwolf Law, and explain its meaning in your own words.
- Recite from memory the Timberwolf Promise, and explain its meaning in your own words.
- Demonstrate the Timberwolf Salute.
- Take part in a Pack and Six activity.
- Show that you know how to do the Grand Howl.

- Recite from memory the Timberwolf Motto, and explain its meaning in your own words.
- Talk with your Pack about the Baden-Powell Family, or the history of scouting.

timberwolf, investiture requirements

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