Timberwolf Program

Program | Badges | Meetings | Activities | Service Projects | Books | Games | Ceremonies

Structure

Timberwolves are guides who are 8 - 11 years old. They are organized into small groups of 6 - 8 which are called Sixes. All the sixes of a group together are referred to as the Pack. Generally the pack should not exceed 32 scouts.

Uniform

Timberwolves wear long-sleeved gray t-shirts that the badges are sewn onto and navy ball caps with the group necker.



The WFIS crest is on the right breast of the shirt and the Tenderpaw badge is on the left. A second Tenderpaw badge is sewn onto the front of the ballcap. The first and second stars are displayed on the hat on either side of the Tenderpaw badge, and can optionally be sewn on either side of the Tenderpaw badge on the shirt as well. The inclusive scouting award goes above the Tenderpad badge with the arrow pointing to the scout's heart (to the center). If earned, the swimming otter badge is displayed above the WFIS badge. The group flash is sewn onto the right shoulder with the proficiency badges sewn along the right arm below it. The right arm has the six color as well as sixer stripes.

General Program

The Timberwolf Program follows a pattern of investiture followed by earning two stars for demonstrating general scout skills. Generally they are able to earn the first star within the first 3 - 12 months. Over the next 6 - 18 months, the scout works on earning their second star, then they can focus on the twenty Special Proficiency badges available. They are also able to earn a Whittler's Card by demonstrating knife skills and safety.

Scouts are not able to display any Special Proficiency badges until they have earned their first star, at which point they can display two. Once they have earned their second star they are able to display as many as they like. This is to encourage the development of important scout skills that they will take with them into the Pathfinder Program.

The Special Proficiency Badges are divided into five categories: Character, Physical Health, Handicraft, Outdoor Living, and Service for Others. In order for Timberwolves to earn the Silver Leaping Wolf badge, they must hold two stars, complete the First Aid badge, one additional Service for Others badge (Guide, House Orderly, or Conservationist), and three additional Special Proficiency Badges. They must also have camped for at least 10 nights as a Timberwolf and participated in 8 day hikes and 4 night hikes.

If a scout has earned the Silver Leaping Wolf, they may complete their Pathfinder tenderfoot requirements prior to leaping up and may wear the Gold Leaping Wolf on their Pathfinder Uniform.

Accessible and Neurodiverse Scouting

Part of our mission in OSG is to create “Scouting for Everybody.” In this quest, we not only scout with people of all races, religions, backgrounds, genders, and orientations, but also with scouts who are neurodiverse and experience a variety of physical and learning challenges.

While some of those differences make no difference to the scout leader or the program, as leaders, we may need extra skills to create an inclusive scouting program for youth who are atypical. You will find a lot of resources on Guides4Guides to help with accommodations, and on the badge page we have listed some ways you can adapt badge requirements for scouts as needed.

Resources for Accessible Scouting

From:
https://wiki.osg-us.org/ - **OSG Resource Library**

Permanent link:
https://wiki.osg-us.org/sections/timberwolves/program?rev=1759879953

Last update: **2025/10/07 23:32**