

THE WOLF TRAIL

This is a big adventure for a boy, one the Boy Scouts of America hopes all boys will complete. The **Bobcat trail** has only seven tracks; the Wolf's trail is much longer than the Bobcat's.

Details regarding the completion of the achievements and **associated electives** can be found in the BSA Wolf Cub Scout Book (No. 33106, 1998.)

When a boy's parent has okayed the tracks your boy has filled in for all twelve achievements in his Wolf handbook, he may become a Wolf Cub Scout. The **Progress Towards Ranks** badge is available as an incentive during the Wolf program to encourage a Cub on his achievement work. How quickly a boy progresses is up to him and you. He should do his best to complete each track, that's part of the promise he made to become a Bobcat and it is the Cub Scout Motto - DO YOUR BEST. Don't okay a track if you both know he can do a better job. Go on to something else, then come back to the problem track. The important thing is to keep him interested.

THE WOLF ACHIEVEMENTS

1. **FEATS OF SKILL** - Do each of 'a' through 'e' and **one** of 'f' through 'k':
 - a. Play catch with someone 10 steps away. Play until you can throw and catch.
 - b. Walk a line back and forth. Do it sideways too. Then walk the edge of a board six steps each way.
 - c. Do a front roll.
 - d. Do a back roll.
 - e. Do a falling forward roll.
 - f. See how high you can jump.
 - g. Do the elephant walk, frog leap, and crab walk.
 - h. Swim as far as you can walk in 15 steps.
 - i. Using a basketball or playground ball do a baseball pass, chest pass. or bounce pass.
 - j. Do a frog stand.
 - k. Run or jog for 10 minutes OR jog in place for 5 minutes.

2. **YOUR FLAG** - Do the following:
 - a. Give the Pledge of Allegiance to the flag of the United States of America. Tell what it means.

- b. Lead a flag ceremony in your den. See the Wolf Cub Handbook for some ideas.
- c. Tell how to respect and take care of the flag. Show three ways to display the flag.
- d. Learn about the flag of your state or territory and how to display your it. **(Revised for 1998)**
- e. With the help of another person, fold the flag.

3. **KEEP YOUR BODY HEALTHY** - Do the following:
- a. Show that you know and follow the seven rules of health.
 - b. Tell four ways to stop the spread of a cold. **(Revised for 1998)**
 - c. Show what to do for a small cut on your finger.

4. **KNOW YOUR HOME AND COMMUNITY** - Do the following:
- a. Write down the phone numbers you need to have. Put them by your phone. (Police, Fire, Doctor, Mother at work, Father at work, Family friend.)
 - b. Tell what to do if someone comes to the door and wants to come in.
 - c. If someone calls on the phone.
 - d. When I leave our home I will _____.
 - e. Talk with others in your home about helping. Agree on the home jobs you will do. Make a list of your jobs.

5. **TOOLS FOR FIXING AND BUILDING** - Do the following:
- a. Point out and name eight tools. Do this at home, or go to a hardware store with a grown-up. Tell what each tool does.
 - b. Show how to use pliers.
 - c. Use a screwdriver to drive a screw.
 - d. Show how to use a hammer.
 - e. Make a birdhouse, a pair of bookends, or something else useful. **(Revised for 1998)**

6. **START A COLLECTION** - Do the following:
- a. Make a collection of anything you like. Start with 10 things. Put them together in a neat way.
 - b. Show and explain your collection to another person.

7. **YOUR LIVING WORLD** - Do the following:
- a. Land, air, and water can get dirty. On a sheet of paper list the ways this can happen. **(New for 1998)**

- b. It takes a lot of energy to make glass, cans, and paper products. You can help save energy by collecting these things for use again. Write the name of the recycling center closest to you. Find out what items you can save and send to this center. **(New for 1998)**
 - c. With a grown-up, pick up litter in your neighborhood. Wear gloves to protect your hands from glass and other sharp objects. **(New for 1998)**
 - d. With a grown-up, find three stories that tell how people are protecting our world. Read and discuss them together. **(Revised for 1998)**
 - e. Besides recycling, there are other ways to conserve energy. List three ways you can save energy, and do them. **(Revised for 1998)**
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8. **COOKING AND EATING** - Do the following:
 - a. Study the Food Guide Pyramid. Name some foods from the Food Guide Pyramid from each food group. **(Revised for 1998)**
 - b. Plan the meals that you and your family should have for one day. List things your family should have from the food groups in the Food Guide Pyramid. At each meal, you should have foods from at least three food groups. **(Revised for 1998)**
 - c. Help fix at least one meal for your family. Help set the table, cook the food, and wash the dishes.
 - d. Fix your own breakfast. Wash and put away the dishes.
 - e. Help to plan, prepare, and cook an outdoor meal.
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9. **BE SAFE AT HOME AND ON THE STREET** - Do the following:
 - a. WITH A GROWN-UP, check your home for things that may help keep you safe.
 - b. WITH A GROWN-UP, check for danger from fire.
 - c. Practice good rules of street and road safety.
 - d. Know the rules of bike safety.
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10. **FAMILY FUN** - Do the following:
 - a. Make a game like one of these. Play it with your family. (Eagle Golf, Beanbag Archery.)
 - b. Plan a walk. Go to a park or wooded area, visit a zoo or museum with your family.
 - c. Read a book or Boys' Life magazine with your family. Take turns reading aloud.
 - d. Decide with Akela. what you will watch on television or listen to on the radio.
 - e. Attend a concert, a play, or other live program with your family.
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11. **DUTY TO GOD** - Do the following:

- a. Talk with your folks about what they believe is their duty to God.
 - b. Give some ideas on how you can practice or demonstrate your religious beliefs. **(Revised for 1998)**
 - c. Find out how you can help your church, synagogue, or religious fellowship.
12. **MAKING CHOICES** - Do ANY FOUR of these nine requirements:
- a. There is an older boy who hangs around Jason's school. He tries to give pills to the children. What would you do if you were Jason?
 - b. Mel is home alone. The phone rings. When Mel answers, a stranger asks if Mel's mother is home. She is not. Mel is alone. What would you do if you were Mel?
 - c. Justin is new to your school. He has braces on his legs and walks with a limp. Some of the kids at school tease him. They want you to tease him too. What would you do? **(New for 1998)**
 - d. Juan is on a walk with his little sister. A car stops and a man asks them to come over to the car. What would you do if you were Juan?
 - e. Matthew's grandmother gives him money to buy an ice-cream cone. On the way to the store, a bigger boy asks for money and threatens to hit Matthew if he does not give him some money. If you were Matthew what would you do?
 - f. Chris and his little brother are home alone in the afternoon. A woman knocks on the door and says she wants to read the meter. She is not wearing a uniform. What would you do if you were Chris? **(Revised for 1998)**
 - g. Sam is home alone. He looks out the window and sees a man trying to break into a neighbor's back door. What would you do if you were Sam?
 - h. Mr. Palmer is blind. He has a guide dog. One day as he is crossing the street, some kids whistle to call the dog. They want you and your friends to call the dog too. What would you do? **(New for 1998)**
 - i. Some kids who go to Bob's school want him to steal candy and gum from a store, which they can share later. Bob knows this is wrong, but he wants to be popular with these kids. What would you do if you were Bob?

When a boy has completed forty-nine of these sixty-two achievements through all twelve parts of the Wolf trail, he has earned the right to wear the Wolf badge.

The badge should be **ceremoniously presented** as soon as possible at an upcoming Pack meeting.

After earning his Wolf badge, a boy can begin working on his **Wolf electives** to earn his gold and silver Arrow Points.