

Chapter 5 - Ceremonies

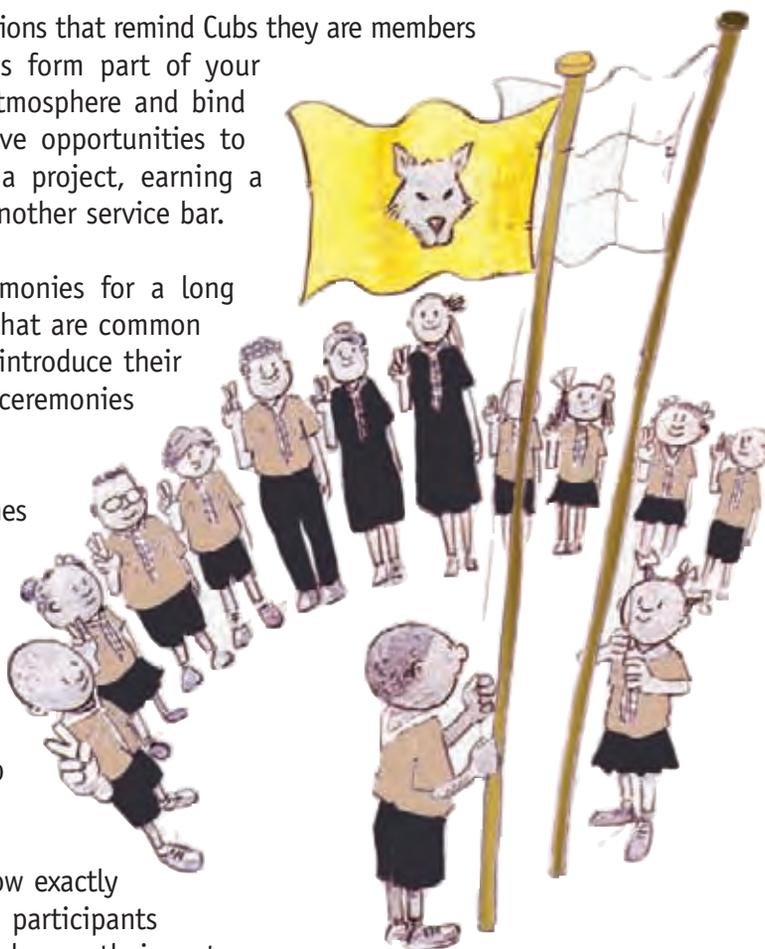


Ceremonies are important Scouting occasions that remind Cubs they are members of a worldwide Movement. Ceremonies form part of your pack's routine – rituals that provide atmosphere and bind Cubs and leaders into a unit. They give opportunities to recognize Cubs formally for finishing a project, earning a badge, becoming a sixer, or receiving another service bar.

Scouting groups have conducted ceremonies for a long time and have evolved a standard set that are common virtually wherever you go. Many packs introduce their own variations, but the core of the ceremonies seldom changes.

Most packs follow some general guidelines to plan and conduct ceremonies. You may find them helpful. Remember these few important thoughts about ceremonies: keep ceremonies short (one Scouter suggests three minutes maximum); keep them simple (you want an 8-year-old to understand them); keep them sincere.

During ceremonies, everyone should know exactly what's going to happen. Make sure all participants know their roles; if possible, let them rehearse their parts.



1. Hold a recognition ceremony as soon as possible after a Cub has earned an award. It's not a good idea to delay it for an auspicious occasion such as a parents' night. After completing a project or earning a badge, star, or award, Cubs want recognition NOW.
2. Although Akela or one of the other adult leaders usually conducts ceremonies, any invested leader may do the honours. Sometimes it's best for the leader most closely involved in the work to present the award. In any case, it isn't necessary to postpone the ceremony when Akela is absent.
3. You can hold ceremonies anywhere and anytime. Outdoor ceremonies (especially around a campfire) are particularly memorable. Again, don't delay the ceremony until you can get outdoors. Instead, plan an outing for the ceremony.
4. Cubs are proud, but nervous, when they are singled out in a ceremony. (Leaders too!) Keep parts as simple as possible. If Cubs need to recite something (e.g. the Promise), have them repeat it line-by-line after you.

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5. When something goes wrong (and it will) treat it casually, correct the error in a friendly tone, and carry on. The simpler the ceremony, the less likely things will go wrong.
 6. Leaders who don't participate directly in a ceremony should stand quietly in a line and watch. It's important for the Cubs to see that their leaders take ceremonies seriously.
 7. Try to give as many people as possible an active part in a ceremony. In the Grand Howl, for example, one sixer might bring the totem to the centre and then lead the pack. It's always better to give each of the two tasks to a different Cub. Give the seconds parts in ceremonies. If their only job is to replace absent sixers, some seconds will never have a chance to do anything.
 8. Encourage Cubs to invite their parents to all ceremonies. Welcome them and briefly explain the ceremony, and what it means for both their Cubs and the pack. Arrange seating to give parents the best possible view. Keep in mind that parents would rather see their child's face than yours.

Traditional Cub ceremonies include:

- Opening and closing ceremonies
- Swimming-up from Beavers
- Welcoming new Cubs
- Investiture of a Tenderpad
- Investiture of a sixer
- Going-up to Scouts
- Leave taking
- Star, badge and award presentations.

Most of these ceremonies include the Grand Howl. Most also involve flags – generally the Canadian and pack flag – and sometimes the troop or World Scouting flag as well.



Bear Wisdom: Two hand signals to remember:

Raising your arm in the air and making the Cub sign means “STOP what you are doing”. Once you have the Cubs’ attention, use a hand signal for them to form a circle. Hold your arms at your side, slightly outward with your fists closed. Alternatively, you can use the “Pack, Pack, Pack!” command.

Flag Etiquette

When you fly two flags, they must be on separate staffs of the same height. The Canadian flag should fly to the left of the pack flag when viewed from the front. When you fly three or more flags, the Canadian flag should take the central position. When flags are mounted flat on a wall, hoists should lie at the top left corner as you face them.

The flag break and lowering might be jobs for the Duty Second or any member of the Duty Six. Because you want all Cubs to learn how to do these tasks, give all of them plenty of practice. It's a good idea to station a leader near the flag to help if necessary.





Flag Hoisting

If the Canadian flag is fixed on a staff or the wall, say: "Pack, face the flag. Salute!" (Pause briefly,) "Steady. Face the totem."

If you break the flag, prepare it before the meeting begins as in the diagram. After the Grand Howl say:

Leader: "Pack, face the flag. (Name or rank of Cub), prepare to break the flag."

Cub: (Moves to flag pole and places right hand on loose halyard) "Halyards all clear."

Leader: "Proceed." (Cub pulls halyard to break flag and steps back two paces.)

Leader: "Pack, salute!" (Pause briefly)

Leader: "Steady. Face the totem." (Cub returns to the circle.)

Flag Break

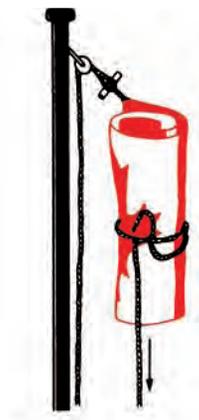
If you have a hoisting flag, lower it this way:

Leader: "Pack, alert! Face the flag. (Name or rank of Cub) prepare to lower the flag."

Cub: (Moves to flag pole and unties halyards,) "Halyards all clear."

Leader: "Proceed." (Cub lowers flag, drapes it over his shoulder, unhooks it from halyards, and reties halyards to pole. Pack does not salute.)

Leader: "Pack, face the totem." (Cub gives flag to another leader and returns to circle.)



Opening and Closing Ceremonies

The Grand Howl

The Grand Howl is the jungle ceremony you'll use most often. Cubs salute their leader (Akela or any other invested leader) with the Grand Howl at the beginning and end of every meeting. They also welcome new Cubs and leaders with the Grand Howl and use it to say goodbye to Cubs who are leaving the pack.

The Grand Howl features a figure of a wolf's head on a stand about 1.5 metres tall. Usually made from plywood or scrap materials, this "totem" serves as a pack symbol. (See the end of this chapter for Wolf Head Totem construction plans.)



To do the Grand Howl:

1. Stand in the centre of the hall and call out, "Pack!" – the signal for Cubs to freeze.
2. Call out, "Pack, Pack, Pack!" The Cubs respond by shouting a long drawn-out "P-a-a-a-a-ck!" as they run to form a circle in sixes. With the sixer on the right and the second on the left, they stand shoulder-to-shoulder around you.
3. Cubs take three paces back to form a circle and stand at alert. (You may decide to signal the start of the three paces with a nod of the head.)
4. Ask a Cub to bring the totem into the centre. This Cub can be the sixer who will lead the Grand Howl, but it may be better to let another Cub do it so more Cubs play an active role.
5. If your totem has a stand, place it to your right. If not, hold it in your left hand (or ask a Cub to hold it).
6. With the totem, turn to face the sixer (or other Cub) who is to lead. Pause for a moment to give him a chance to get ready, then nod your head.
7. The sixer raises hands over his head and drops to a squat position with knees wide apart. At the same time the sixer lowers his hands to touch the floor in front with the first two fingers of each hand, fingers closed.
8. The other Cubs follow his lead and go into the same squat, without first raising their hands over their heads. All Cubs raise their heads and look upwards, as though ready to howl like wolves.
9. With the sixer leading the chorus, the Cubs howl, "Ah-Kay-Lah, W-e-e-e'll D-o-o-o, O-u-u-u-r BEST!" (Draw out all words except the last, putting equal stress on each syllable. "BEST" is a short, sharp bark.)
10. At the word "BEST," the Cubs jump up to stand at alert with the first and second fingers of both hands pointing upward at each side of their head like wolves' ears. While the pack stands in this position, the sixer challenges them to Do Your Best by calling a loud, drawn-out "D-Y-Y-Y-B, D-Y-Y-Y-B, D-Y-Y-Y-B, D-Y-Y-Y-B!" (pronounced "DIB", it means "Do Your Best").
11. After the fourth D-Y-Y-Y-B, you make the Cub salute, the Cubs drop their left hands, make the Cub salute with the right, and call out, "W-e-e-e'll DOB, DOB, DOB, DOB!" (Do Our Best. The DOBS are four short, sharp barks.)
12. After the fourth DOB, all Cubs drop their right hands to their sides. Thank the pack for their greet-ing and carry on with the meeting.



Note: "Pack!", followed by "Pack! Pack! Pack!" is the traditional way to call Cubs to the circle for all purposes – not just the Grand Howl.



If your pack has one or more flags, keep them well outside the circle, close to a wall. The other leaders line up and stand at alert near the flags.

The description may sound terribly complicated if you've never seen a Grand Howl performed, but it isn't. Watch another leader conduct the ceremony and you'll see how simple it is.

Two common difficulties will present themselves at first; both are easily remedied.

- The sixers' D-Y-Y-Y-Bs may trail off and stop at three. When this happens, the pack's answering DOBs invariably sound tired and dispirited. Give the sixers lots of chances to practise during Sixers' Council meetings.
- A Cub may have trouble telling left from right and will drop the wrong hand. Take the Cub aside discreetly to practise away from the pack. If he learns right from left, you'll help him in his daily life as well as in Cubs. If he doesn't, let it go for awhile. He's not ready to learn that skill yet, and too much unsuccessful effort may only make him unhappy.

A variation of the Grand Howl that is not strictly "jungle" may come in handy occasionally, especially if another group is meeting in the next room and you don't want to disturb them or if, for some reason, you want to end the meeting very quietly.

At these times, try [The Mouse Howl](#). It is exactly like the Grand Howl, except that you all whisper as loud as you can. If you don't use it too often, it's a great treat for the Cubs.



Bear Wisdom: The children do not need to be invested to do the Grand Howl. All Cubs, Tenderpads, visiting White Tail Beavers, or friends of the Cubs may participate in the Grand Howl. Take time to go over the steps with new children so they can participate fully. The Grand Howl should make all children feel welcomed and appreciated as members of the group. If a colony or troop is visiting the pack, Beavers and Scouts would perform their opening and closing ceremony as part of the joint meeting.

Opening Ceremony

1. Call your pack to opening circle by calling out, "Pack!"
2. Perform the Grand Howl.
3. If your pack has a Canadian flag, conduct a flag ceremony. If not, go to step 4.
4. Stand Cubs at ease. Welcome them to the meeting. Welcome guests and tell the Cubs who they are and why they're here. Make any necessary announcements. Keep this part as short as your Cubs' attention span. If they have been sitting, say, "On your feet," to get them ready for the next step.
5. If you have Tenderpads or sixers to invest, this is the time when most packs do it.
6. Tell Cubs exactly where to go next and what to do when they get there (e.g. "When you are dismissed, go to your lairs and get ready for inspection.").



Closing Ceremony

1. Call the pack together by calling out, "Pack! Pack! Pack!"
2. Ask the Cubs to stand at ease; make announcements.
3. If you have Activity Area recognition to present, this is the usual time to do it.

Optional: Occasionally you might want to omit the flag lowering if your meeting is running late.

4. Have the pack perform the Grand Howl.
5. Lead or ask a Cub to lead the closing prayer or spiritual message.
6. Bid Cubs goodnight. The traditional words are: "Straight home. Good night and good hunting."

Swimming-Up Ceremony

Swimming-up marks a special occasion in the lives of Beavers. It's the moment they join the Cub pack and take the first big step toward becoming Wolf Cubs. Beaver and Cub leaders need to work together to make it a successful, meaningful experience for everyone.

Before swimming-up, the Beavers will have met the Cub leaders, the sixer, and the Cubs in the six they are about to join. Keoo might also have taught them a little about the Cub salute, the Grand Howl, the Activity Areas, games, outdoor activities, handicrafts, stories, acting and music in the Cub program. Keoo introduces the Beavers to the Cub pack by bringing them to a pack meeting before the Swimming-up ceremony.

Important: Keoo does not instruct Beavers in the Cub Promise and Law. This is a job for Akela or one of the other Cub leaders.

With the colony leaders, discuss whether to read the jungle stories to the busy Beavers before they swim-up. You might read them part of the first chapter from *The Jungle Book* as an introduction to Cubbing.

Invite parents to the swim-up because they have a part in the ceremony. On this occasion, Beavers who are swimming-up need to wear a Wolf Cub shirt under their vests for the first part of the ceremony. Give the Beavers a Group, Area, and Council crest to sew onto the Cub shirt before the ceremony.

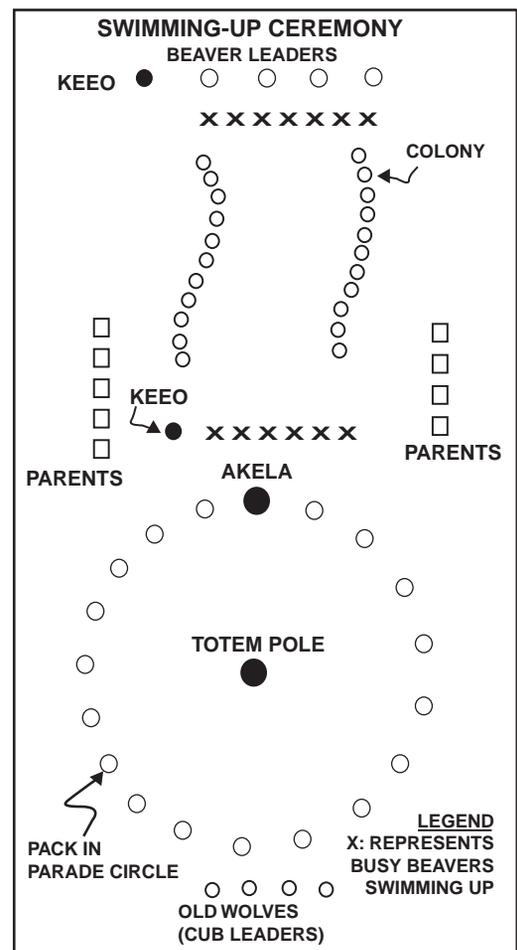


Diagram A



Procedure

The ceremony begins with the Beaver colony in Riverbanks formation and the Cub pack at ease in the circle, which has an opening facing the Beaver colony. Invite the parents of the Beavers who are swimming up to join the ceremony. They stand in the position outlined in the diagram on page 5-6 Diagram A.

When everyone is in position, a Beaver leader steps into the centre of the river and leads the Beavers in their opening ceremony, after which the colony forms Riverbanks as shown in the diagram. A Beaver leader calls out the names of the Beavers who are swimming-up. As each name is called, the Beaver comes to stand facing the Beaver leaders (as shown in Diagram A).

Beaver leader: "Busy Beavers, I hope you will remember your Promise. Once again I ask you to join with me in the Beaver Promise."

The Beavers reaffirm their Promise together: "I promise to love God and help take care of the world."

Beaver leader: "Busy Beavers, we wish you a merry life and a happy new sharing time as you do your best in the Cub pack."

The Beavers shake hands with the leaders and then, escorted by Keeo, walk (swim) together up the river formed by their colony to stand in a straight line facing the Cub leaders and the pack (see Diagram A). Their parents come to stand behind them.

When the parents are in position, switch off the lights, flick them on briefly to represent the magic light in the Beaver story (*Friends of the Forest*), and turn them off again. While the lights are off, parents help the Beavers remove their Beaver hat and vest, and put on their Cub sashes.

Beavers should wear their new Cub shirt under the Beaver vest. The neckerchief is left on the Cub shirt. When the parents return to their places, turn on the lights.

Akela walks up to the Tenderpads (as new Cubs are called), shakes hands with them and welcomes them to the pack. If the Tenderpads do not have a group neckerchief, Akela presents it to the Tenderpad at this time. A parent, another leader or a representative of the partner may do this. If the group has been established for some time, tell the Tenderpad about the tradition behind the group colours or the number of years the pack has operated. If the neckerchief is the same as the pack's, leave the neckerchief on. Also, if the Tenderpad does not yet have the Group, Area and Council crests, present these at this time. Akela asks the Tenderpads to make the Beaver sign, then to straighten out the two fingers and make the Cub salute. Explain that the Cub salute represents the ears of the wolf.

Akela now calls the sixers to come and take the Tenderpads to join their six in the circle. The pack welcomes the Tenderpads with a Grand Howl. You might ask Keeo to lead it. Tenderpads participate in the Grand Howl so they feel welcomed and accepted by the pack.

The Grand Howl concludes the formal ceremony. Follow with a singsong around the campfire, drinks and cookies.

If the Tenderpads have spent considerable time with the pack before the Swimming-up ceremony and Akela feels they are ready, you might also invest them into the pack at this time.



Welcoming New Cubs

Your pack may have children join who do not have any previous Scouting experience. At the close of the first meeting, call these children into the circle. Welcome them to the pack with warm words that make the children feel part of the group. At this time, present the children with a group neckerchief. The parent, leader or partner representative may do this. If the group has been established for some time, explain the tradition behind the group colours, or tell the number of years the pack has operated. Present the children with the Group, Area and Council crests, and show them where the crests are to be sewn on the Cub shirt (perhaps by pinning them on).

Explain the meaning of the word “Tenderpad,” and that the children will be referred to by this name until their investiture as Wolf Cubs. Ask the Tenderpads to make the Cub salute. Explain that the Cub salute represents the ears of the Wolf. Return the salute.

Sixers are then asked to take the Tenderpads to join their six in the circle. The pack welcomes the Tenderpads to the pack with everyone participating in the Grand Howl.

Investitures

Investiture of a Tenderpad

This is the most important of all Cub ceremonies. Keep it simple and sincere, but impressive as well so that Cubs enter into it completely. Because they may be nervous and forget a part, it's a good idea to say the words, “repeat after me” before asking them to make their Promise.

Hold the ceremony at the beginning of a regular meeting immediately after the opening Grand Howl. At this time, the pack is mentally and physically ready for a few minutes of quiet attention; the Cubs are still neat and tidy. It makes the evening very special to the new Tenderpads because they realize they are, at last, full-fledged Cubs.



Try to invest Tenderpads as soon as possible after they come into the pack.

It is customary for Akela to conduct the ceremony, but if Akela is absent, another leader may do it. Never hold up an investiture simply because Akela can't be present.

If the Tenderpad wishes, parents and other relatives may be invited to participate in the ceremony. It's a great opportunity for parents to see the pack in action. You may want to involve them in a small way by having one or both come into the circle at the end of the investiture to shake hands with the new Cub and wish him or her well.

The totem is not usually an official part of an investiture. It may be in the circle, but that is all.



Procedure

1. Call the pack to the circle. Tell a short story about the ceremony's importance, particularly to the Cub you are investing. He or she is about to become a member of the worldwide Scouting Movement.
2. Call the Tenderpad into the circle. Have another leader stand just outside the circle holding the Cub's epaulettes.

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

Tenderpad: "Yes Akela, I do."

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

Tenderpad: "Yes Akela, I am."

3. Call the pack to the alert and have Cubs salute as the Cub makes his promise. This is their way of renewing their own promise. Akela and the Tenderpad also salute at this time.

Akela: "Repeat after me." (Cub repeats line for line)
"I promise to do my best,
To love and serve God
To do my duty to the Queen
To keep the law of the Wolf Cub pack,
And to do a good turn for somebody every day."

4. After taking the promise, Akela says, "Thank you, (new Cub's name). Pack steady." At this time, the pack drops their hands.

Akela: "I trust you to do your best to keep this promise. You are now a Wolf Cub and a member of the worldwide Scouting Movement."

5. Place the Wolf Cub epaulettes on the Cub's shirt and give the new Cub a firm left handshake. Akela and Cub then salute each other. The Cub turns and salutes the members of the pack; they salute in turn to welcome the new Cub to their ranks. The Cub then joins a six.
6. The ceremony ends with the Grand Howl.

Link Badge

If the Cub was formerly a member of a Beaver colony, you might invite one of the child's Beaver leaders to the investiture to pin the brown and yellow Link Badge in its proper place on the Cub sash and offer congratulations. If the Cub's former colony is too far away, or its leaders are not available, a pack leader may substitute.



Investiture of a Sixer

The investiture of a sixer is more flexible than other Cub ceremonies. What follows is one possible way to perform it. You may want to design your own ceremony, keeping the general guidelines in mind. Usually you perform the ceremony after the opening Grand Howl.

1. Tell a short story explaining the importance of the sixer position.
2. Call the new sixer forward. If there are more than one, call them one at a time. Ask the sixer to repeat the Promise or a special promise of your design: Here's an example...

"I promise to do my best,
To help the Cubs in my six and the Old Wolves,
And to lead the (colour) six as well as I can."

3. Present the new sixer with sixer's epaulettes.
4. Ask the sixer to return to the six, where other members shake the Cub's hand as a symbol of their acceptance.
5. If your pack rotates sixers, thank by name each of the sixers whose terms have expired.

Going Up to Scouts



The description that follows is a typical Going-up ceremony. Remember that the objective is to help the Cub move into Scouts smoothly and happily. Change the arrangements if another method seems better for the particular Cubs involved.

Many packs and troops agree to encourage Cubs to move to Scouts whenever they are ready rather than holding them back to wait for a big ceremony at the end of the year. If this is the case with your pack and you find you have older Cubs going up several times a year, you and the Troop Scouter may decide it isn't practical to hold a standard ceremony each time.

In this case, design a simpler ceremony, bearing in mind that you're trying to make it as easy as possible for Cubs to take this big step. You also want the ceremony to stress some form of friendly contact between pack and troop.

Before or after the ceremony, be sure to give the Troop Scouter a copy of the Cubs' record of progress in the pack. Transfer to the Scout sash the activity awards earned by the Cub once the Cub is invested into Scouts.

Some groups have developed the fine custom of having the group committee or group council present a copy of the *Canadian Scout Handbook* to the Cubs as they go up.

Placement of pack and troop flags is optional. With the Troop Scouter, decide how you want them before the ceremony begins. The relative position of pack, troop and leaders is shown next page.



Procedure

The pack forms a circle at one end of the field or hall while the troop forms a horseshoe a short distance away, with the open end of the horseshoe facing the pack.

Akela stands in the centre of the circle and the other Cub leaders on the far outside of the circle, away from the Scout troop.

The Troop Scouter stands in the opening of the horseshoe with the other troop leaders in a line alongside the horseshoe.

Akela gives a few brief comments on the progress made by the Cubs who are going up and expresses great pleasure that they are continuing with their Scouting.

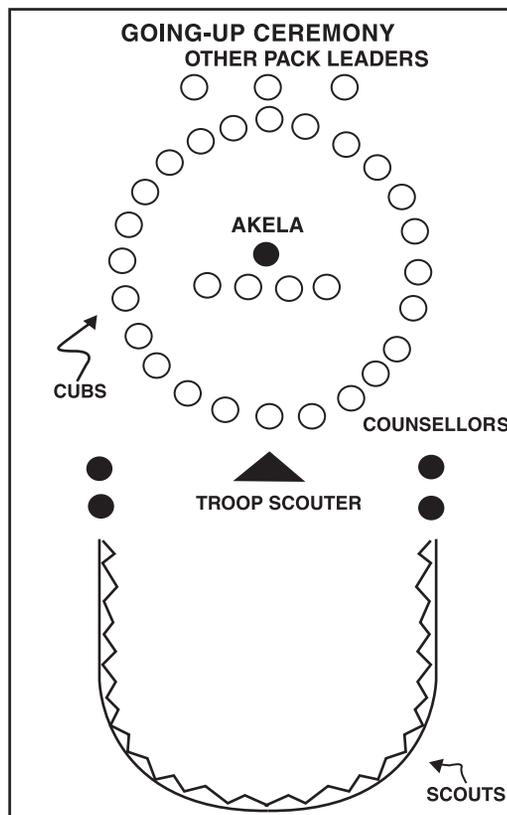
The pack performs the Grand Howl in honour of the Cubs who are going up. These Cubs then fall out in front of Akela, who wishes them good hunting in the name of the pack. The Cubs repeat their promise after Akela.

The Cubs walk around to shake hands with the Cubs in their sixes and the other pack leaders, then return to the centre of the circle. The pack gives them three cheers.

The Cub leader and Cubs go to the opening of the troop horseshoe where Akela formally presents the Cubs to the Troop Scouter. The Troop Scouter welcomes them to the troop, and introduces them to the other leaders and their patrol leaders.

The patrol leaders take the Cubs to their patrols where they are welcomed.

The ceremony closes with the troop yell or three cheers for the new Scouts.



Akeela's Tip: the link badge new Scouts receive to recognize they were a Cub is presented by the Troop Scouter once the badge's requirements are fulfilled.

Leave Taking

Sometimes a Cub moves away, chooses to leave the pack before reaching Scout age, or completes Cubs but decides not to advance to Scouts.

You don't always know ahead of time that Cubs are leaving, but when you do, send them off with the pack's good wishes, and let them know they are welcome back any time. Although there isn't a special leave-taking ceremony, during their last meeting, thank each Cub for contributing to the pack and wish the youth success in the future. Give the Cub a copy of his or her Wolf Cub Personal Record Sheet, found in the *Pack Annual Records*. You can present the same summary sheet to Cubs who go up to Scouts, too.



Activity Area Work Presentations

Because stars, badges and awards are important to Cubs who earn them, present them as soon as possible after they have been earned. Cub leaders usually make the presentations during the closing ceremony.

Call the Cub forward, name the recognition earned, and show the youth where it goes on the uniform sash. Remind Cubs that the activity awards are a link to Scouts, and that the awards can be transferred to the Scout sash when the Cub joins Scouts.

Mention special efforts the Cub has made, put the badge(s) in the youth's right hand and shake with the left handshake.

Other Awards

Religion-in-Life emblems are often presented at a Scout worship service held by the partner or the Cub's own religious institution. If there will be a delay between the earning of the emblem and the worship service, it might be better to present the badge at a regular pack meeting and the certificate at the service.

Every Cub and leader is entitled to wear a service bar for each year of service completed. Normally you present these bars to all of last year's Cubs and leaders at the beginning of the new season. Because you are giving them out to almost everyone, it's often too time-consuming to recognize each recipient individually. Instead, you can make it a happy occasion celebrating another Cub year.

Keep track of the years served so that you can present Cubs and leaders with the gold five year Service Bar when appropriate. A leader who has served for five years is also entitled to wear a five year pin when not in uniform. Your group committee is responsible for arranging to get the pin from the local council office.

Wolf Head Totem

Scouts Canada strictly forbids the use of a real wolf, or other animal, head. Leaders and youth may make wooden totems or purchase a plastic totem from the Scout Shop. The wolf head is purely symbolic of the section.

