

THE CUB BOOK

LORD BADEN-POWELL



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THE CUB BOOK

BY

LORD BADEN-POWELL

*This book is a shortened form those portions
of the "Wolf Cub's Handbook," which will be
found of special interest to the Cubs themselves.*

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Editor's Note:

The reader is reminded that these texts have been written a long time ago. Consequently, they may use some terms or use expressions which were current at the time, regardless of what we may think of them at the beginning of the 21st century. For reasons of historical accuracy they have been preserved in their original form.

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CHAPTER I

THE WOLF CUBS

Young Scouts who are not quite old enough to join the Boy Scouts are called "Wolf Cubs." Why? For this reason, a Wolf Cub is a young Wolf. Scouts are called "Wolves," and young Scouts are therefore called "Wolf Cubs."

In the far Western prairies of America the Red Indians were a nation of scouts. Every man in the tribe was a pretty good scout. Nobody thought anything of him if he wasn't.

So there was great rivalry among the young braves as to who could be the best scout. And those who proved themselves best got the nickname of "Wolf."

There would be "Grey Wolf," or "Black Wolf," "Red Wolf," "Lean Wolf," and so on; but "Wolf" was the title of honour, meaning a real good scout.

If you went across the world to South Africa, though the people were entirely different, you would find that they, too, were good scouts, and they, too, called their best scouts "Wolves."

A scout, as you know, is a man who is brave and strong, who willingly risks death in order to carry out his duty, who knows how to find his way over strange country by day or night, who can look after himself, light his fire, cook his own food; he can follow the tracks of animals or men, can see without being seen; at the same time he is helpful and kind to women and children, and, above all, he obeys the orders of his chief to the death.

The Boy Scouts are working so that they in the future can be as useful to their country as the brave scouts and pioneers of old, and the Wolf Cubs are busy preparing themselves for the time when they can be Boy Scouts - the cubs of to-day who are going to be the finest wolves of to-morrow.

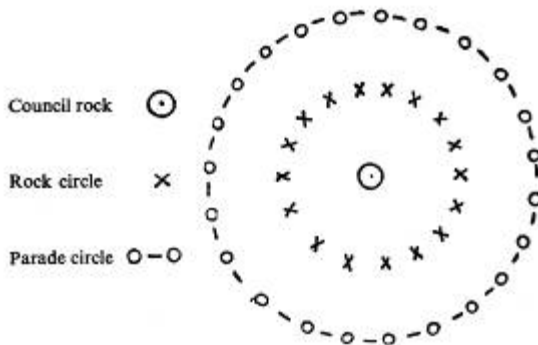
That then is one reason why the band of boys which you are going to join is called a Pack of Wolf Cubs, but there is still another, and it is to be found in a book by a man called Rudyard Kipling.

THE PEOPLE OF THE JUNGLE BOOK

Rudyard Kipling's *Jungle Book* is the story of a little Indian boy who once lived in a real wolf pack. He was the son of a woodcutter, who, when escaping from a tiger, wandered into a wolf's cave and was brought up by the Jungle Folk. The boy's name was Mowgli, and the Father and Mother Wolf who looked after him while he was too small to hunt for himself, belonged to the Seeonee Pack which had Akela, the Lone Grey Wolf, as its leader.

Mowgli learnt many things from Father and Mother Wolf and from their cubs, but he was also taught by two other animals - Baloo the Bear and Bagheera the Panther. Baloo was a fat, sleepy old fellow, but he had a splendid knowledge of all the Jungle Law, and of the animal passwords. All these he taught to Mowgli, and they came in very useful when the boy got into trouble with the Bandarlog - or Monkey folk - and had to send for help to Baloo and Bagheera, by whom, with the assistance of Kaa, the Python, he was rescued after a desperate fight. Bagheera, of course, taught Mowgli how to hunt and to kill and all the "out-of-door scouting" side of Jungle life.

Mowgli had many adventures and at last revenged the wrong done to him by Shere Khan, the Tiger, and having killed his enemy, spread the beast's skin on the council rock where all the wolves could see it when they met together to talk about the work of the pack and to plan for the future.



THE COUNCIL ROCK AND CIRCLES

Like the wolves in Kipling's story, our Wolf Cub Pack has its Council Rock, which may be marked by a small circle of stones, or pegs, or with chalk.



The Rock Circle is about three paces across, with the Council Rock in the centre, and is formed by the Cubs standing shoulder to shoulder.

The Parade Circle is much larger, and is formed by each Cub joining hands with those next to him and all pulling out into as large a circle as they can manage without letting go.

The Rock Circle is used for talks and pow-wows. The Parade Circle is for the Grand Howl, for the Jungle Dances and for Rallies.

THE GRAND HOWL



The wolves all sat round the council rock in a circle and when Akela, the old wolf, the head of the pack, took his place on the rock they all threw up their heads and howled their welcome to him.

When your Old Wolf, Akela - that is your Cubmaster or other Scouter - comes to your meeting you salute him by squatting round in a circle as young wolves do, and giving him the Wolf Cub Grand Howl.

So form yourselves into a circle (quickly, a Wolf Cub never walks, he runs!).

Then squat down on your heels with your two fore paws on the ground between your feet, knees out to either side.

Then when the Old Wolf comes to the Pack, the young Wolves throw up their heads and howl. But their howl means something. They want to welcome him, and at the same time to show that they are ready to obey his command.

The call of the Pack all over the world is “We’ll do our best”; so when your Cubmaster comes into the circle you chuck up your chins and, all together, you howl out - making each word a long yowl: “Ah-kay-la! - We-e-e-ll do-o-o-o o-o-o-u-u-r BEST.” Yell the word “best” sharp and loud and short and all together; and at the same time



spring to your feet with two fingers of each hand pointing upwards at each side of your head, to look like two wolf's ears.

That's the way to do it.

Now what does it mean?

It means that you will do your best with BOTH hands - not merely with one like most boys, who only use their right hand. *Your* best will be twice as good as any ordinary boy's best. "Do your best" is the Cub's motto.

Then keep your two hands up while the leading Cub calls to the Pack, at the top of his voice: "Dyb-dyb-dyb-dyb" (meaning Do Your Best).



Then every Cub after the fourth "dyb" drops his left hand smartly to his side and keeping the right hand at the salute, with two fingers up, but now spread out making the salute, squeals "We-e-e-l" and barks out "Dob-dob-dob" (We'll Do Our Best).

After the fourth "dob" each Cub drops his right hand smartly to his side and stands at the "Alert" and waits for orders.

Now squat down again and see how well you can do the Grand Howl to the Old Wolf.

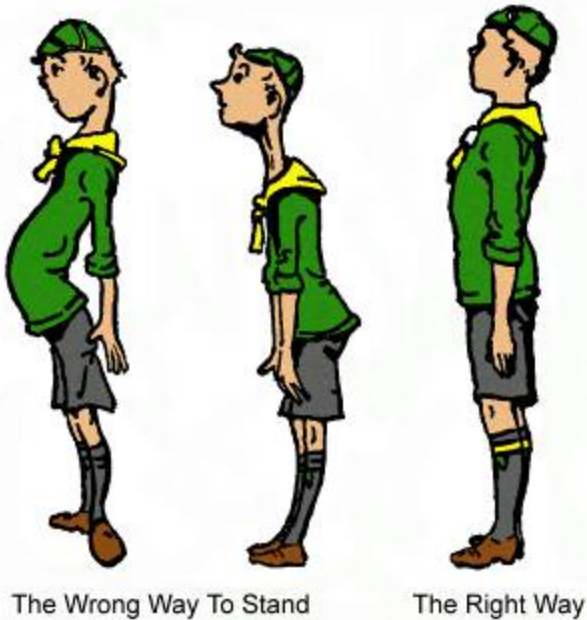
PACK! PACK! PACK!

Whatever you may be doing, the moment that you hear the call of "Pack - Pack - Pack" every Cub at once answers by yelling "Pack!" and by scampering at once to form the Parade Circle round the Cubmaster. If the Cubmaster only calls "Pack!" once it means "Silence!" and every one must stop what they are doing and listen.

No one is allowed to call "Pack!" except an Old Wolf. The Sixer may call his Six together by its Six colour.

THE ALERT

Remember when ordered to be “Alert,” the Cub stands straight up like a soldier, with heels together, hands down by his sides, chest well advanced, head up, and eyes looking straight to the front - nowhere else.



When the command is given “At ease,” you stand with feet apart, and hands clasped behind your back, and you may then look about you as much as you please.

CHAPTER II

MORE ABOUT THE JUNGLE

Now I want to tell you some more about Mowgli and the Jungle Pack. Do you remember who the chief animals were?

Akela was the wise Old Wolf, the head of the Pack, who lay on the Council Rock and saw the younger Wolves all kept the Law of the Pack. He was like an older man who could teach boys what to do to make themselves strong and useful.

Akela is an Indian word, and it means "one who is alone." There can be only one Cubmaster leading the Pack, just as *Akela* was alone on the Council Rock. If there were several leaders in a Pack, they might all try to do different things at the same time, and some Cubs would follow one, and some another, until in the end your Pack would be like the Seeonee Pack of *the Jungle Book*, after the wolves set their old *Akela* aside and followed many leaders. After awhile, some of them were lame from the traps they had fallen into, some limped from shot wounds and some were mangy from eating bad food, and many were missing. If they had followed *Akela*, the one leader of the Pack, that would never have happened.

Shere Khan was the great bullying tiger, all stripes and teeth and claws; but, like most bullies among boys, was not very brave at heart if you only tackled him.

Then *Tabaqui* was the mean sneaking jackal who tried to make friends with everybody by flattering them; but he only wanted to get scraps from them. There are lots of boys like *Tabaqui* who will sneak or suck up to others hoping to get things given to them instead of working for them themselves.

So you see the animals in the jungle are very like human beings in their ways.

But there are more animals in the jungle than those I have told you about.

When Mowgli was brought to the Council Rock he had to be made one of the Pack, which meant that he would have to be taught the laws and customs of the Pack before he could properly be made a member of it. So old *Baloo* the bear, who was a wise though fat and sleepy old beggar, was told off to teach him the laws. And *Bagheera* the great black panther, who was a strong and cunning hunter, was to teach him his hunting and jungle work.

So in your Pack I expect you will learn to call your Cubmaster “Akela,” because he is your leader. If he has other grown-ups to help him, perhaps you will call them “Baloo” and “Bagheera.” When you speak about all of them together, you can call them “Old Wolves.”

Why not give some of the Cubs in your Pack special Jungle names? The Sixer of the Grey Six might be called “Grey Brother,” for example; or the cheeriest Cub might be “Rikkitikki-tavi” (or “Rikki,” for short); or the Pack Scribe might be “Sahi” (the Porcupine).

THE NEW CHUM

A boy who wants to be a Wolf Cub is called a “New Chum” or “Recruit” until he has learnt the Laws of the Pack, the Promise, the Salute, and the Grand Howl and their meaning. Then he is admitted to be a Tenderpad, and to wear the uniform of the Wolf Cubs.

He is called a Tenderpad because when he goes out to catch his prey or to play in the Jungle, from not knowing how to do it he runs wildly and loses his way and soon gets tired and his poor feet or “pads” get sore and tender.

But as soon as he knows a few of the dodges he becomes a full blown Cub.

THE SALUTE



Now for the secret sign by which Cubs salute their Cubmasters and other Cubs, and Scouts, too.

You have learnt “the Grand Salute” which you use when doing the Grand Howl to an Old Wolf, but if you meet him or speak to him at any time you use the *ordinary salute*.

You do it in this way, with the right hand only, forefinger touching the cap.

Why two fingers up?

Well, you know what a Wolf’s head looks like with his two ears cocked up.

It is used as the badge of the Wolf Cub.



Your two fingers in the salute are the two ears of the Wolf.



Our salute, too, is a sign of friendship. Years ago, if you met an enemy you just set about to do your best to kill him. There was so much quarreling and fighting that no one quite knew who was his friend and who was his foe: therefore, when two men met as friends, they used to raise their right hands above their heads, palm outwards, as a sign that their right hands held no weapons and they meant no harm. You can see how easily our salute has grown from that old sign of friendship and so, when you meet another Cub or a Scout, or anyone wearing the buttonhole badge of a Scout or Cub, give him or her the salute.

PRONUNCIATION OF JUNGLE NAMES

Some of the names in *The Jungle Book* are difficult to say. I will try to help you.

AKELA. Ah-kay-lah. *Ah* and *kay* are easy, so is the *lah* you sing when you are having your singing lesson—Doh, ray, me, fah, soh, LAH.

BAGHEERA. Bah-gheer-ah. First *Bah*, like a sheep, then *Gear* (motor cars have them), and lastly *Ah*.

BALOO. Bah-loo. First *Bah*, as in Bagheera, then *Loo*, the last part of Waterloo.

BANDARLOG. Bun-der-loag. The *Ban* is pronounced *Bun* (you all know how to say Bun, I know); the *Dar* is like *Dirt* without the final T, and *Log* is like the first part of *Loganberry*.

KAA. Pronounced like *Car*, but letting the R be scarcely sounded at all.

MOWGLI. Mou-gly. The first part of *Mou*(th), and the *Gli* from glitter.

SEEONEE. Say-oh-knee.

SHERE KHAN. Share Kharn. *Shere* is said just like a *share* of anything. *Khan* is “*can’t*” without the final *t*.

TABAQUI. Tab-ah-ky. Take the first part of *Tab*(by) cat, then say *Ah*, and the Qui is *Kiss* without the *ss*.

THE LAW OF THE WOLF CUB PACK

1. The Cub gives in to the Old Wolf.

In the jungle the old wolf is wise and knows what is best for successful hunting, so every cub obeys him always and at once. Even when the old wolf is out of sight the cub obeys his orders because it is the business of every wolf in the pack to “play the game” honourably.

And so it is in *our* Wolf Cub Pack. The Cub obeys the orders of his father or mother or master, whether they are there or not to see him do it. The smallest Cub can always be trusted at all times to do his best to carry out what he knows the older people want.

2. The Cub does not given in to himself.

When the young wolf is hunting a hare to get meat for himself or for his pack, he may find that he is getting tired and wants to stop; but if he is of the right sort he will not give in to himself, he will “stick to it” and will keep pressing on; he will do his best and have another try. In the end he will find that the hare is just as tired as himself - and he will get his dinner.

So in our Pack. A Cub may be given a job to do, such as to skip or to learn to swim; he may find it difficult or tiring, and if he had his way he would like to chuck it. But a Cub does not give in to himself, he will stick to it and have another try; he will *do his very best*, and in the end he will succeed all right.

THE PROMISE

I don't think any boy wants to belong to the Bandarlog - that is, the silly-ass boys, who tear about without any real work to do or games to play or laws to obey. Wolf Cubs are not like them - they have their duties to the Pack to carry out - they enjoy themselves just as much - indeed a great deal more than the Bandarlog because they have games with proper rules and work that is really useful.

Like the Scouts, a boy before becoming a Wolf Cub has to make a Promise. It is this:

**“I promise to do my best
To do my duty to God and the King,
To keep the Law of the Wolf Cub Pack, and to do a good turn to
somebody every day.”**

DOING YOUR DUTY

When a fellow promises to do a thing, he means that it would be a terrible disgrace to him if he afterwards neglected or forgot to carry it out; in other words, when a Wolf Cub promises to do a thing, you may be perfectly certain that he will do it.

1. *To God.* To do your duty to God means never to forget God, but to remember Him in everything that you do. If you never forget Him you will never do anything wrong. If, when you are doing something wrong, you remember God, you will stop doing it.

2. *To the Queen.* - I have told you how wolves in a pack all obey the chief wolf. So it is in our nation. The British people are a very big Pack, but they have their one Chief, Her Majesty the Queen. So long as they look up to her, and obey her, their work will be successful like the hunting of the pack, or the football match, where all obey their captain.

If everybody started to play the game in his own way, there would be no rules, and there could be no success. But if we “play the game” and back up, as the Queen directs, our country will always be successful.

And in the same way, as a Wolf Cub, you must obey the leader of your Pack and Six.

3. *To keep the Law.* - Every game has its rules. If you play the game properly you obey the rules. We have talked about Rules and Laws of the Wolf Cub game. There are only two, so you can easily remember them.

THE GOOD TURN

But now about *doing a good turn to somebody every day.*

Wolf Cubs have a patent dodge of making themselves happy. How do you suppose they do it?

By running about and playing at Wolf Cub games? By going out into camp? By exploring the country? By getting to know all about the ways of animals and birds?

Yes, they do all these things, and make themselves happy; but they have a still better way than that. It is very simple. They do it by *making other people happy*.

That is to say, every day they do a kindness to someone. It does not matter who the person is so long as it is not themselves! - friend or stranger, man, woman, or child. Though, like the Knights of old, they prefer to do it to a woman or child.

And the kindness, or "good turn," need not be a big thing.

You can generally get a chance of doing an act of politeness in your own home, such as helping to do some little job about the house; or you can, if away from home, take a little child safely across the street, or do something of that sort.

Be always ready to carry a parcel for anybody, to give up your seat in a crowded tram, or show people the way; to open doors for ladies, to help old women, blind men, or children to cross the street, to give water to thirsty dogs or horses, to protect birds from having their nests broken into, and robbed by other boys - these and hundreds of other kinds of good turns any Wolf Cub can do, and must do, if he is acting up to his promise to do Good Turns.

But whatever you do, you must not take any reward for doing it. If you take money for it, it is not a good turn, but just a piece of work that has been paid for.

If you have sharp eyes you will have noticed something about the scarves of the Wolf Cubs drawn in this book. Well, the know at the end is there just to remind the Cub of his Good Turn - and we hope that when you have made your promise and are really a Cub you'll never forget to do at least one every day!

THE CUB GRIN

Then there's another thing, which, if you have the sharp eyes of a Cub, you will have noticed, and that is that in each of the pictures of a Cub, he is grinning.

Well, if you look at a real wolf, or even a dog when he has been running about, he wears a big grin on his mouth. So, too, the boy-Cub should be always smiling. Even if you don't feel like smiling - and sometimes you may feel more like crying, - remember this, that

CUBS NEVER CRY

In fact, Cubs always smile, and if they are in difficulty, in pain, in trouble, or in danger, they

ALWAYS GRIN AND BEAR IT

That is what our soldiers and sailors did during the war, so I am sure a Cub can do it.

Once a very young boy, named Francis Palmer, belonging to the Wolf Cubs of the 18th Bristol Group, was knocked down by a motor car, his left leg broken in two places, and the side of his face badly cut about.

The boy was naturally in great pain; but to the astonishment of the doctors and nurses, never cried or complained. One of the doctors asked him why he was so brave, and his answer was:

“I am a Wolf Cub, and so must not cry.”

UNIFORM

The wolf cub of the jungle is like many other animals, he has four legs, a head, and a tail. So has a goat, or a pig, or a giraffe - but these animals are not all clothed in the same kind of fur, nor are they of the same shape or colour. You can tell a wolf from these by his shape and the colour of his fur, and all wolves are exactly like each other. So with the boy Wolf Cubs - they are like any other boys in having each a head, and two arms and two legs, but you can tell a Wolf Cub at once, because he is clothed in a different way from the ordinary boy - he wears the Cub uniform, which is a jersey and shorts and stockings, and a green cap with yellow piping, and scarf of the colour of his Pack.

Like the cubs of the jungle he keeps it smart and clean, he does not allow mud and dirt to remain on it, and he takes care not to get it torn and ragged in playing about among the bushes.

Remember, too, that with the boy Wolf Cubs the uniform means something more, it means that you are now one of a big brotherhood. It goes all over the world. There are your brother Wolf Cubs everywhere in the British Empire - in Australia and New Zealand, in Africa, in Canada, in India, as well as in other countries - all doing the same work and all wearing the same jerseys, shorts, and caps.

People think a great lot of a boy who is dressed in this uniform, because they know he is not an ordinary boy, but that he can be clean and smart and active, and that he can be trusted to do his best to obey orders or to do good turns for other people.

That is what is expected of you because you wear this uniform. So be sure, each one of you, to carry out this idea, not only when you are at a Pack meeting, but when you are at home, or in the streets or lanes away from the Pack. Always think of your *Duty*. When you are in uniform you are "on duty." You are like a soldier or a sailor wearing the King's uniform. Remember how these gallant men have got wounded and have suffered pain and hardship, and very many have given up their lives, merely to get their duty done, without caring what trouble it brought upon them.

You, too, can show people that, as one of the Wolf Cubs, you can stick to your duty and do it though it may be a trouble to you, and even though it may bring you into danger. That doesn't matter.

DUTY BEFORE ALL FOR A WOLF CUB!

And what is DUTY?

Why, it is just carrying out the Cub Law and Promise. So to be a true Wolf Cub you must know these by heart, understand them, and carry them out at all times.

Now just see whether you remember what you have already learned.

The Cub's Promise,
The Cub Law,
The Salute,
The Grand Howl.

I expect that your Akela will have a little talk with you about these very important things before he can be sure that you are ready to become a Wolf Cub and make that very solemn Promise.

THE CEREMONY OF INVESTITURE OF A TENDERPAD

When you take your Promise as a Wolf Cub, you will have a little ceremony something like this:

The recruit (or new chum) is brought into the Parade Circle. His cap is laid at the feet of the Cubmaster, who stands opposite him.

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

Recruit: Yes, Akela, I do.

Cubmaster: What is the Law?

Recruit: The Cub gives in to the Old Wolf. The Cub does not give in to himself.

Cubmaster: Are you ready to make the solemn Promise of the Wolf Cubs?

Recruit: Yes, Akela, I am. I promise to do my best, to do my duty to God and the King, to keep the Law of the Wolf Cub Pack, and to do a good turn to somebody every day. (While the Promise is being made the whole Pack stands at the Salute.)

Cubmaster: I trust you to do your best to keep this Promise. You are now a Wolf Cub and one of the Great Brotherhood of Scouts. (Gives him his badges, puts on his cap for him - being careful to put it on straight - and shakes hands with his left hand. The Cub changes the badge from his right hand into his left hand, and salutes the Cubmaster with his right hand. Then he turns about and salutes the Pack. He pauses for a moment at the "Alert" while the Pack salutes in return as if welcoming him into the Pack.) He then joins his Six.

The ceremony ends with the Grand Howl, in which the Tenderpad is now able to enter for the first time.

THE SIX

Now you are no longer a new chum but a Tenderpad, wearing the uniform of the Pack; and you are something more than this. You are not only a member of your Pack, but also of one of the Sixes which form that Pack.

A Six, as you probably know, is made up of six boys under a Leader, and these always stick together for work or for play, and each Six is called after a Wolf by its colour - either the Black Wolves, the Brown Wolves, the White Wolves, the Grey Wolves, the Tawny Wolves or Red Wolves.

Each Cub wears on his arm a triangular badge of cloth of the colour of his Six.

The Leader of the Six is called the "Sixer," and his orders must always be obeyed by the other fellows in the Six. The second boy in the Six is called the "Second," and his job is to help the Sixer whenever he can. It is up to each Cub in the Six to help to make his Six the best in the Pack.

CHAPTER III

THE STARS

Now that you are a Tenderpad, you are allowed to win and wear two stars on your cap, to show how good you are at your work and to make you a full blown Wolf Cub, but don't forget the Cub's Promise and the Law of the Pack, nor think because you learnt them up for your Investiture that you can drop them and forget all about them. You must remember them always, and not only be able to repeat them to anybody at any time, but also to tell them to yourself every day and do your best to act up to them.

Most of you know by sight the badge of the Boy Scouts - the arrowhead with two stars on its outer wings. Do you know what those two stars mean? They are the two bright eyes of the Wolf Cub before he became a Scout meaning that the Scout remembers the clever things that he learnt to do while he was yet a Cub - and that he sees everything - nothing escapes his notice, whether on the ground, in the air, round about him, far away or near.

The work necessary to win those stars may seem rather a lot for a Cub to do, but it is well worth the trouble, because when you have got your Second Star you can really feel that both your eyes are open in the Jungle. In later Bites we will talk about the Second Star, and about the badges you may be able to go in for after that.

Now I will show you how to start working for your First Star.

THE FIRST STAR

Before being awarded the First Star a Tenderpad must satisfy his Cubmaster that he can re-pass his Tenderpad tests and pass the following tests:

- (1) Know the composition of the Union Jack and the right way to fly it: know in a simple form the stories of the Saints of England, Scotland, and Ireland; recite the first and third verses of "God Save the Queen," and know what to do when it is played or sung.
- (2) Be able to tie the following knots and know their uses: reef knot, sheet bend.
- (3) Turn a somersault; leapfrog over another boy of the same size; hop (not necessarily on the same foot) round a figure of eight course of approximately 25 yards. Throw a ball six times (using either hand) so that a Cub ten yards

away can catch it. Catch a ball, both hands together thrown to him from a distance of ten yards four times out of six.

(4) Walk upright and with good carriage, carrying a solid article weighing about two pounds on his head without using his hands, for a distance of ten yards; turn and come back to the starting point. A CUB cap may be worn. for 20 yards.

(5) Know how and why he should keep his hands and feet clean, his nails clean and cut, and his teeth clean; and why breathe through his nose; and be carrying these things out in practice.

(6) Be able to tell the time by the clock.

(7) must grow one of the following:

(a) a bulb in water, peat moss, sand, or soil;

(b) a chestnut or acorn in water, peat moss, sand, or soil;

(c) mustard and cress, peas or beans on flannel.

(8) Clean a pair of boots or shoes, fold his clothes neatly, and satisfy his Cubmaster that he is doing his best to keep the Pack Den tidy and to leave no litter anywhere.

(9) show that he understands the meaning of the Highway Code – paragraphs 1 - 15.

(10) Have at least three months' satisfactory service as a Cub.

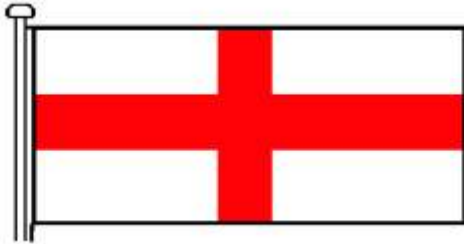
The First Star is worn in the front of the cap, on the right side of the Wolf Cub Badge.

THE UNION JACK AND THE RIGHT WAY TO FLY IT

The Union Jack, our National Flag, is rather a confusing one to look at, until you know what it is made up of. You know that England, Scotland, and Ireland all have their Patron Saints, namely, St. George, St. Andrew, and St. Patrick, and the flag is made up of the different crosses which represent those Saints.

And all three have been put together in one flag called the Union Jack. That's what composition means putting together three flags so as to make one. Some people say that the word "Jack" comes from the ancient name which was

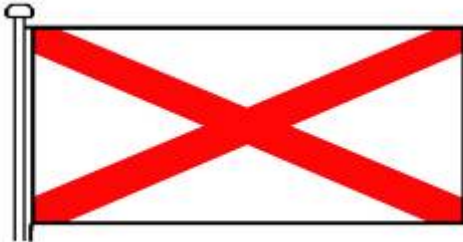
given to the shirt which soldiers wore over their armour, because when they were in armour they all looked alike and it was difficult to see which side they belonged to in battle; and on the shirt they wore the cross of the Patron Saint of their country.



St. George wore a red cross on a white flag



St. Andrew has a white corner-wise cross on a blue flag

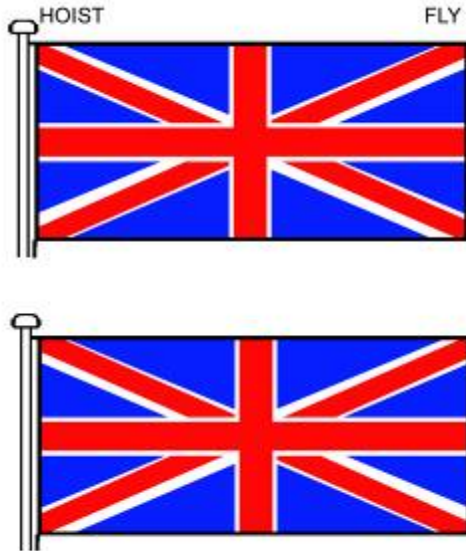


St. Patrick has a red corner-wise cross on a white flag

HOW TO FLY THE UNION JACK

Now everybody ought to know how to fly the Union Jack. Yet there are a great many people who do not know which is the right way up of the flag.

A boy would look an awful ass in the eyes of Scouts if he went and hoisted the Union Jack upside down!



Here are two pictures of the flag. The part of it nearest to the mast is called the “hoist”; the tail end of it is called the “fly.” The red arms of the flag from corner to corner have a narrow white band on one side of them and a broad one on the other. The broad one should be to the top of the flag on the “hoist” side, and towards the bottom of the flag in the “fly.”

The top picture shows the right way up, and the lower one the flag upside down. Can you see the difference? Study it well, and do not forget it afterwards.

THE STORIES OF THE SAINTS

Having learnt about the Union Jack you will now want to know something of the three patron saints themselves. (A patron saint is, by the way, someone under whose protection a country has been placed.)

St. George of England. We know little about his life except that he was a Christian and on that account was put to death in the year 303 in Palestine, but it is rumoured that he once visited Britain when he was in the Roman army. In the thirteenth century, after the Crusades, he was adopted as our patron saint. You will all know the legend and the picture of St. George slaying the dragon and this is a dramatic way of describing the victory of good over evil.

The rose is said to have been the saint's favourite flower, and so it has become the emblem of our land. St. George's Day is April 23rd.

St. Andrew of Scotland. St. Andrew was the brother of Simon Peter and he was one of our Lord's first disciples. Both of them were fishermen which shows us why the emblem of St. Andrew is a fish. We know that he was a simple, kindly-natured man and courageous enough to defend his faith, for he was put to death by the Romans and it was said that he was bound to an X-shaped cross. St. Andrew's Day is on November 30th. Years ago when Scotland was at war with the Danes, a Dane, creeping up to surprise the enemy, stepped on a thistle and let out a yell. Because of this the thistle has been chosen as an emblem of Scotland.

St. Patrick of Ireland. It is thought that this saint was born in Scotland about the year 389, and that he was brought up as a Christian, and we know that when he was only sixteen he was captured by pirates and taken to Ireland. However, after some years he escaped to Gaul, but he returned to Ireland to teach and to preach, for tradition has it that he had heard a divine voice telling him to take up this work. Later on he was made a bishop, and so the bishop's mitre became an emblem of Ireland. On St. Patrick's Day - March 17th - the Irish wear shamrock for it is said that the saint used a shamrock leaf in order to explain to the people the mystery of the Trinity.

“GOD SAVE THE QUEEN”

You will always want to join in when “God Save the Queen”. is sung, and therefore you should know the words of the National Anthem.

“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!"

The Queen is the Head, or Akela, of the whole British Empire, and so you learn these verses as part of your Promise to do your best to do your Duty to the Queen. Stand at the Alert whenever you say them or sing them, and think what the words mean.

KNOTS

Every Cub must be able to tie knots properly.

Knots are quite easy to learn, and as soon as you know them you can teach other people how to make them.

For your First Star, you have to learn two of the most useful ones. Use rope or Cord - not string - when learning them, and as soon as you think yourself a swell at knot tying, try doing it in the dark or when blindfolded! You will then probably find that you are not so good at it as you thought.

For remember you cannot always have it daylight when you want to tie a knot. Your tent may blow down in the night, or your sail may want reefing; there will be many occasions when you will have to tie ropes in the dark.

It is difficult to follow a description in a book when you have never tied a knot before, so get Akela or your Sixer to show you how they should be done.

SOMERSAULT

Turning a somersault is rolling heels-over-head on the ground. The important things to remember are that you should keep your shoulders rounded and your chin tucked in. Don't be content with just managing to roll over. See if, after turning, you can get up without having to use your hands to help you.

LEAP-FROG

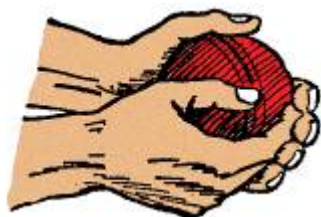
The great thing in leap-frog is to be light on your toes. Don't heave yourself over by pressing heavily on the boy who is making a back; give a springy jump, and just touch his back with your finger-tips as you fly over him.

By the way, the Cub who makes the back should stand with his back to you, tucking his head in well, and it will make him much steadier if he stands with his feet a bit apart and grasps his legs with both hands.

HOPPING

Is a matter of practice. Try to hop like a bird and not like an elephant.

BALL THROWING AND CATCHING



Throwing a ball you will find easy enough; but you may need more practice to throw it so that a Cub ten yards away can catch it.

To catch a ball, make a cup shape with your hands, and when the ball is safely in them draw them back a little bit to stop it from bouncing out again. Some boys hold their hands wide apart and open their mouths – you'll never catch a ball if you do that.

NOSE BREATHING

You should draw the breath in through the nose.

Why not through the mouth?

It is for this reason. Your throat at the back of the mouth is very delicate, and apt to catch cold and to get sore, and if you breathe through the mouth cold air strikes it at once and may give it a chill; but if you draw in your breath through your nose it gets warmed in passing up it, and goes into the throat as it were through a back door but nicely warmed.

But there is also another reason why you should breathe through your nose.

There are little beasts floating about in the air called germs. They are so tiny that you cannot possibly see them with the naked eye, but with a very strong magnifying glass it is possible to look at them.

They are squirmy-looking little beggars, and very dangerous, because if they get inside you they may give you an illness of one kind or another.

If you breathe with your mouth open you are very likely to get some of these down your throat and into your stomach, where they are likely to do a lot of harm. But if you breathe through your nose they will get caught up in the sticky juice inside your nostril and you get rid of them again when you blow your nose.

Also when you are doing hard work you will, if you keep your mouth open, soon get dry and thirsty, but this is not the case when you breathe through your nose.

Your mouth was given to you to eat with, your nose to breathe with, so why not use them for what they were intended?

The Red Indians in Western America teach their babies to breathe through the nose, by tying up their mouths by day and night. But their reason is in order to prevent them from snoring, which happens with a fellow who sleeps with his mouth open. And snoring in a country where you are surrounded by enemies would be very dangerous for you, as they could easily find out when and where you were lying asleep and stick a knife into your ribs.

NAILS

In the Japanese army, where, as I told you, soldiers keep themselves very clean, they have the order that before eating a meal they must always wash their hands, and they must at no time allow their nails to be dirty. It is believed that this rule has prevented a great deal of illness among the soldiers.

The reason for it is that these poisonous little germs, which float about in the air, live on dirt and are very liable to get on to your hands and to hide under your fingernails, therefore you should always be careful to keep these clean, especially before handling your food. Nails, both on fingers and toes, should be kept properly trimmed with scissors.

You should be careful to cut your toe-nails frequently, every week or ten days, and they should be cut square across the top, not rounded, and with sharp scissors.

Fingernails should also be cut about once a week to keep them in good order. They can be rounded to the shape of the finger to prevent the corners catching and getting torn.

Biting the nails is very bad for them.

TEETH

Unless a fellow can chew his food well the good does not come out of it in his stomach to go to make blood, which, as I have told you, is so necessary for health. So, whatever you do, try to keep your teeth sound and strong. There is no part of you that poisonous germs attack more readily than your teeth. They get in between them and burrow inside them, and bring about that awful pain known as toothache, and the teeth decay and have to be pulled out; and consequently your food after that does not get properly chewed. But you can prevent this for yourself if you take the trouble to clean your teeth properly, and to brush and wash away these germs out of your mouth.

The first thing is to have a toothbrush. This you can buy for a few pence at any chemist. The thing is not to forget to use it every morning and every evening, when you get up and before going to bed, and also if possible after your midday meal. Attack those germs with a brush and get them out from their hiding places between and behind the teeth, and swill them out with mouthfuls of water, so that they don't get a chance of burrowing and destroying your grinders.

There are no chemist shops in the wilds of Africa, and yet the natives there have splendid teeth, and they keep them clean by continually brushing them after every meal with little brushes made out of bits of stick. They take a short stick and hammer the end of it until it is all frayed out like a paintbrush.

FEET

Your feet have a worse time than the rest of your body, because they are shut up in boots and stockings all day. The result is that they need to be washed very frequently.

You can't walk far if your feet give out. Feet often get blistered because you let them get damp from perspiration, and leave the damp stockings on them, so that the skin gets all soft, and therefore rubs very easily into blisters or raw places.

You can prevent this by often taking off your boots and giving your feet and stockings a good drying, so that the skin does not remain soppy.

Soaping or greasing the feet before putting on your stockings is not a bad thing for preventing rubs.

Blisters. - If you get a blister on your foot, you should take a little care about it, and you can get rid of it easily; but if you are not careful, the skin rubs off, and may make it nasty sore.

Shoes. - Blisters often come from boots being too large and sliding about on the foot. To remedy this wear thicker stockings, or an extra pair.

But don't get tight boots, as you will never be able to walk far in them, since your feet generally spread or swell with much walking, and you will be wise to leave room for this.

Knowing these small things, and carrying them out for yourself, just makes all the difference as to whether you really enjoy a long walk or not.

TELLING THE TIME

Long ago, when nearly all a man's time was taken up in catching, killing, and eating his dinner, and in resting after all that had happened, no one needed to know the exact hour of the day or night. Now people have so many things to do that they need to know the time to the "very second."

If you have learnt your weights and measures at school you will know that 60 seconds make a minute, 60 minutes make an hour, 24 hours one day and night.



Here is a clock face. You will notice that there are two hands (a big one and a little one), twelve figures, and sixty little lines on it.

The little hand moves slowly round the clock face and when it is pointing at or near a figure, that figure is the

hour of the day or night. (If you take another look at the picture you will see that the little hand is pointing near 12.)

The big hand moves far quicker, for it tells the minutes and has to pass all those sixty little lines - from twelve to twelve - while the little hand is going between two figures.

The twelve figures really only mark the hours, but, because it would be such a nuisance to have to count those little lines every time we wanted to know how many minutes it was to, or after, a certain hour, clockmakers have arranged them so that everyone of them marks five minutes - the figure 2 is twice five minutes after the hour, that is ten minutes past; the figure 8 is four times five minutes before the next hour, that is twenty minutes to. The 3 is a quarter of sixty minutes (three times five) past; the 6 half past and the 9 a quarter to the hour.

Can you tell me what the time would be if the little hand was between 3 and 4 and the big hand at 5? Why, twenty-five past three, of course.

Now make yourself a model clock with hands that move. You'll soon be an expert, and when a poor old lady who can't see very well asks you what the time is you'll be able to tell her and not have to say, "I don't know."

GROWING A BULB

Here you have a choice of doing one of three things. You can either grow (*a*) a bulb in water, peat moss, sand, or soil; (*b*) a chestnut or acorn in water, peat moss, sand, or soil; (*c*) mustard and cress, peas or beans on flannel. Choose which you would like to do best and, in any case, see that they have plenty of water. They need food just as much as you do!

CLEANING BOOTS OR SHOES

Like making my own bed, or folding my own clothes, or cleaning my own shoes.

There is a great satisfaction about getting a good polish on to your boots through your own work. It is almost as pleasant as polishing up brass-work with a tin of "Brasso" and a soft rag.

The thing for boot-cleaning is to have:

1. An old knife to scrape off the mud.
2. A hard brush to brush away the dirt.
3. A blacking-brush to rub the blacking in.
4. A tin of blacking.
5. A soft brush to put the shine on.
6. A soft rag to put the polish on.

If you are using boots for rough country wear, or for camp, the best way to clean them is not to polish them, but to rub grease all over them, and especially into the seams, with an old toothbrush.

Any grease will do - oil, vaseline, tallow, or mutton fat.

If you want to keep dry-footed, don't forget to grease the soles as well as the uppers.

FOLDING CLOTHES

The motto of the Scout is "Be Prepared," which means "Be Prepared" to do your duty at any time of day or night.

Soldiers and sailors, firemen and policemen, and other such men as have to be ready to turn out any time of the night always make a practice of putting their clothes neatly in place so that they can find them at once, even in the dark, and get into them quickly.

So Scouts and Wolf Cubs should do the same, and be careful to fold them and stack them in the order in which they want to put them on.

You should practise a few times jumping out of bed and slipping into your clothes in the dark, and you will soon see how much more quickly you can do it if you have them all laid ready instead of having to hunt about for them in confusion.

It may some day be the means of saving life.

Then sailors and soldiers have to keep their clothes in a very small space. A soldier, as you know, carries a change of clothing and all sorts of other things, like brushes, razors, soap, etc., in his kit bag on his back. In order to get their

things into such a small space they have to fold every article very neatly and very tightly, otherwise it will not fit in.

So if you are going to camp, you will have to be able to fold and pack your things in the same way into a small space.

You cannot do this well unless you are in the habit of always folding your things neatly, so you should do this with your clothes in your own home.

And it is good for the clothes. They keep in much better condition, and they look much better on you when they have been carefully kept in this way.

Also, if you should be away from home, and you want one or other of your things sent to you, you can tell other people exactly where to find them when you have everything in good order in your own room.

TIDINESS

One of the First Star tests is that you must satisfy Akela that you are doing your best to keep the Pack Den tidy and to leave no litter anywhere. I think that's important, don't you? Most people seem not to mind where they throw their litter - cigarette ends, bus tickets, orange peel, and bits of paper are left strewn around.

When Scouts and Cubs grow up we shall hope that there will no longer be people who throw these things away. They will take the trouble to put them into the proper bins for the purpose or take them home.

It makes the streets not only look untidy, but also makes them dangerous, owing to people slipping on banana and orange skins, and thereby very often breaking their limbs.

And dangerous also because the rotting fruit helps germs to grow, which then can get into the air and poison people. I heard the other day of a Cub who could not think of a good turn to do, but he saw a banana skin lying in a bin where it was safely out of the way, and he put it back on the pavement so that if another Cub came along he would have his chance of doing a good turn by removing it!

Cubs who live in the country don't get such a chance of mopping up paper in the streets; but they can do an equally useful work in the lanes near their homes by uprooting the thistles and other weeds that grow along the sides of

the roads. It not only makes the lanes look neater, but will also be a blessing to the farmers, because many of these weeds, especially thistles and groundsel, seed in such a way that their seeds are blown by the wind into the neighbouring fields and gardens, and there start a lot of fresh weeds growing.

Therefore a Cub who destroys one plant prevents thousands of others springing up in the neighbourhood.

On the gates of a park in Scotland these words have been put up:-

PLEASE REMEMBER

Banana skins and luncheon scraps,
Orange peel and Choc'late wraps,
Broken bottles, torn rags,
Kodak cases, paper bags,
Cigarettes and matches spent,
Cardboard plates and papers rent,
Tins and suchlike odds and ends,
Spoil this place for other friends,
Dirt and papers in pretty places
Slam park gates in people's faces.

So Cubs must be very careful not to be "litter-louts." Don't scatter your toffee papers about the streets or on your camp site. Keep them in your pocket until you can put them in a rubbish bin or in the fire. Be proud of your Pack Den, and see that each one of you does his bit to keep it neat and tidy, so that when a visitor comes to see you he may see how good a Pack you are by the tidiness of your Den.

ROAD SAFETY

Some boys when they come to a road play the game of "Last Across." That's the kind of thing which you would expect the Banderlog to do, not Cubs. People often do silly things just because they don't think and then sometimes they are very sorry for it afterwards. You, as a Cub, can show that you not only know how to be careful yourself but can make yourself really useful here by helping others who are smaller than you are. Or you may be able to help some of the old people who want to cross the road for, as you know, they sometimes stand on the edge of the pavement looking rather scared. Possibly they are a bit deaf and so will not be able to hear things coming as quickly as you can, or maybe they have not got such sharp ears.

But first of all you must learn the road signals yourself and know just *when* and *where* to cross the road and realise that this is a very important job, in fact it is one way of putting into practice your Duty to the Queen. Does that sound a bit strange to you? It isn't really, for you can show in this way that you are of use to your country and so to your Queen, who is the head of it, and wants to have citizens who keep the laws of the country and not a lot of harum-scarum ones!

SERVICE

I expect you have some Rover Scouts in your Group (perhaps some of them help to keep you Cubs in order!). Well, their Motto is "Service," and they have to search out all sorts of ways of doing good turns and real hard work for others. But Rovers aren't the only people who have to serve. Cubs have to do their best in this way too.

That is why you have to have at least 3 months' satisfactory service in the Pack before you can get your First Star. (Most of you will take a good deal longer than 3 months, for Akela will want you to learn everything very thoroughly before he will let you pass.) You will be expected to turn up punctually at each Pack meeting, and to try your hardest when you get there. But just turning up to Pack meetings regularly is not enough. You must have obeyed orders, you must have done your best to help the other Cubs of the Pack, you must have joined in games and work with all your might. But, above all, you must have shown that you are really trying to do your best to live up to your Cub Law and to keep the Promise, not only when you are with the Pack, but at all times - at home, at school, in the street.

When you have done all that, you will have deserved to win your First Star, and will be rightly proud to wear it when Akela hands it to you.

CHAPTER IV A-HUNTING WE WILL GO

*Now this is the law of the Jungle - as old and as true as the sky -
And the Wolf that shall keep it may prosper, but the Wolf that shall break it
must die.*

*The Jackal may follow the Tiger; but Cub, when thy whiskers are grown,
Remember the Wolf is a hunter - go forth and get food of thine own.*

RUDYARD KIPLING.

This means that the jackal is a sneaking sort of beast, who does not hunt and get his own food, but who creeps about when the tiger goes hunting, and then gets some of what is left when the tiger has finished his meal.

The jackal is just like the worthless kind of man, who never earns his own living, but sneaks about begging and living on other people's earnings.

But the wolf is very different. He hunts his own meat, like the manly fellow who earns his own living and makes his own way in the world without leaving it to other people to help him. So you, my dear Cub, are learning to do the same.

When a wolf hunts animals for food, he does so by smelling where they have gone.

A man, who has not the same power of smell, hunts animals by following their tracks; and for the Scout this tracking is his regular way, not only of hunting, but of getting information.

TRAINING YOUR SENSES

Before a Scout can be a successful tracker, he must be able to notice every small thing that may help him to reach his object. He has not only got to see everything, but use his ears and nose and hands. Above all, he's got to use his mind, so that he can think out the meaning of the things he notices.

As Cubs, then, you must learn to use your eyes and ears and nose and hands and mind. There's a list for you! It will give you plenty to do, and I am going to show you how you can set about it, not only when you are with the Pack but all day long, until it becomes a habit to notice everything.

USE YOUR EYES

When I was the age of a Wolf Cub, I used to notice the number on the collar of every policeman that I met, and then remember where I had seen him. Then I used to get a friend to come for a walk to one of the points where the policeman was on duty (a policeman on “point” duty is one who remains always about the same spot for regulating the traffic and so on - not like the policeman on “beat,” who moves about over a certain district of his own).

When we were in sight of the policeman, but a good way off, I would shade my eyes and stare hard in his direction, and gradually spell out his number and the letter of his division. Then we would walk past him, and my companion would think that my marvellous eyesight had read them correctly!

WEATHERCOCKS AND STATUES

It is not a bad thing to get to know by sight all the weathercocks in the town. I used to keep a little notebook, in which I drew pictures of the weathercocks that I saw. Very few people look up and notice these.

THE WOLF HAS WHISKERS FOR FEELING HIS WAY

A real Scout does not only trust to his eyesight, because he has to work just as much by night as he does by day, and he cannot, of course, see so well in the dark, so he has to use other senses, such as hearing and smelling and feeling.

I once had to guide a large force of soldiers by night through a dark wood to attack the enemy. I had been there the day before, so I found my own footmarks, and followed them by feeling them as I went along.

Every Scout has to work in the dark, so I advise every Cub to learn to do it.

It is very good practice to get up in the dark every morning, have your bath or rub down, clean your teeth, do your exercises, put on your clothes, and even tie your tie and brush your hair without ever turning the light on. You soon get to do it quite easily.

Also you can practise finding your way blindfolded.

Then you find how useful it is to have other senses.



You can listen and hear sounds which will help you to know the direction. You may hear the church clock strike, or a whistle at the railway station, or the call of a curlew in the marsh - all such things may help you to know your direction when you cannot see it.

Or you may, by the smell, know that you are passing a stable or the grocer's shop, or the farmyard, and guide yourself by that means.

THE WOLF HAS A SHARP NOSE

There was an old Arab guide in Egypt, who was totally blind, yet he knew the way, even in the desert, by the smell of the sand. He would take up a handful now and then and smell it to see if he were on the right track. He knew the smell of each camping ground when he came to it.

On one occasion his companions thought they would play him a trick, so they brought along a bag of sand with them from their last camping ground, and when they arrived at the new one they handed him some of this sand to smell, saying they had just picked it up.

The blind man smelt it, looked puzzled, and smelt it again, and then said he was extremely sorry; he had made some blunder and had brought them back to their old camp again.

He was quite miserable about it till they told him laughingly of the trick they had played him.

When we were at war with the Zulus many years ago, I was awakened one night in bivouac by a curious scent in the night air. It was the smell of a native.

I at once woke up my companions, but they could not smell it. But, then, most of them were smokers, and a man who smokes generally cannot smell so well as a man who does not. In fact, smoking not only spoils him for smelling, but it also plays havoc with his wind for running, and often ruins his eyesight and his digestion.

So you will find that most real Scouts do not smoke.

Well, I still felt that the enemy were somewhere near us, and so we all kept awake. Very soon we could hear them creeping up in the grass, hoping to surprise us and to catch us asleep. Instead of that, they were themselves surprised by a volley from us, which sent them flying.

So you see how valuable the sense of smell can be to you.

A WOLF HAS SHARP EARS

In the South African War, I was in camp close under a mountain, and far away up on the crags above us I heard a baboon give a cry of alarm.

There were hundreds of men in camp, but I do not suppose many of them heard the cry, or, if they did, they did not pay much attention to it.

But to a Scout it would mean a great deal.

Why should a monkey high up there in the cliffs suddenly become alarmed and call a warning to his friends?

I got out my glasses, and carefully scanned the mountain.

Presently I saw two or three men's heads amongst the rocks. As they carefully kept their bodies hidden I guessed that they were Boer spies watching us. So I secretly sent out two parties of men to climb the back of the mountain, and to come at these fellows from behind and capture them.

This they did, and we found it was just as I expected; they were the enemy's scouts spying our doings, and had alarmed the monkeys by their movements.

MAKING A LAIR

I once crawled into a wolf's den to see what sort of place he lived in. It was a low cave under an overhanging rock in the side of a dry earth bank. The hole was partly natural and partly dug out by the wolves.

Once inside, the wolf was safely sheltered from bad weather, and from view, and from attack by any big animal, since the entrance was so low that he could only just crawl into it himself.

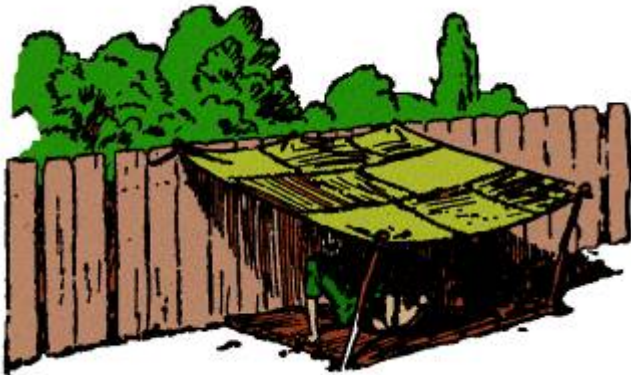
It was not unlike the wolf's cave described in *The Jungle Book*, where Shere Khan came and tried to get hold of Mowgli, whom the wolves had rescued from him.

The wolves and Mowgli were safely inside the cave, but the entrance was too low for Mr. Tiger to get in, so he could only glare at them angrily from outside.

In the wolf's cave which I examined there was a stone which stuck out in the back wall of the lair, and I found behind this stone a second small cave which had been dug out, evidently by the young wolves, and they had thus made for themselves a little home of their own.

Well, that is an example to you Cubs. You should be able to make for yourselves dry, comfortable homes when out in the woods or plains. It is much better fun to make your own shelter than to buy ready-made ones.

You can begin by making one in your own garden.



HOW TO MAKE A LAIR

The kind of shelter you make depends on the kind of material you have with which to make it.

A very simple one can be made out of old sacks, which you stitch together with string till you have quite a big sheet of sacking. Then if you tie one end firmly to a fence or hedge and prop up the other end on two poles or sticks, you will have a splendid den to go to when the sun is very hot, and you can play all sorts of games in it. You can decorate it, too, with painted pictures of wolves and other jungle animals drawn on the sacking. It will not be of any use for you to spend the night in because it will not keep the rain out, but when you grow up into a Scout you will be able to do lots of sleeping out, and that is great fun.

I have spoken of a real wolf's lair being a very comfortable sort of cave; so it is - for a wolf, but not for a man.

Caves are generally damp and dark and "earthy," and therefore not healthy. Tenderfoots often dig out caves for themselves to camp in, but no real Scout ever does; he knows that living in such a place soon makes you ill.

Also one Boy Scout, at least, has been killed by such a cave falling in on him while he was digging it.

LAIRS INDOORS

I expect many of you have got a corner of the Pack Den, or a bit of wall, which belongs specially to your own Six. If you have, it's up to you to make it look as cubby and bright as possible. If you have a corner, perhaps you will be allowed to screen it off with lengths of sacking, painted with trees and jungle animals. Put your thinking caps on and see how you can use best the space that has been given to you. You can get sets of pictures of the jungle animals, and special cards to paint your Six colours on, and you can cut interesting bits out of the illustrated papers. In fact, there are lots of things you can do to make your Pack Den look a real Den, even though you may have to take the things down after your meeting and stow them away. Get your Sixer to talk to Akela about what can be done.

CHAPTER V

SECOND STAR TESTS

Now you have got one eye open, and are ready to start getting some sight into the other one. You are bigger and stronger and perhaps a bit wiser by this time, and the things which you will have to do will be rather more difficult. That makes it all the more satisfactory, when we learn them and pass the tests, doesn't it?

THE SECOND STAR

Before being awarded his Second Star a Cub must satisfy his Cubmaster that he can re-pass his Tenderpad and First Star tests and pass the following tests:

- (1) Use a compass to show a knowledge of the eight principal points.
- (2) Be able to tie the following knots and know their uses; clove hitch and bowline.
- (3) Understand the meaning of thrift in all things and be carrying it out in practice.
- (4) Produce a satisfactory model or article made entirely by himself in wood, metal, cardboard, clay, plasticine, or similar substance; or an article knitted or netted, woven or carved; or a set of at least eight sketches drawn by himself in colours (chalk or paint) of National flags, or animals, or flowers, with their names clearly written. Models made in Meccano or other partly constructed materials are not admissible.
- (5) Lay and light a fire indoors. Run or cycle with a verbal message of not less than fifteen words, go by a certain route, and deliver it correctly. Be able to use the telephone; or where telephones are nonexistent, know where and how to ask for assistance in an emergency (Ambulance, Fire, Police).
- (6) skip with both feet together 15 times forward and 15 times backward; the Cub must turn the rope himself. Walk a plank 12 feet by 6 inches, s ft. to 3ft. 6in. above the ground.
- (7) Show how to clean and dress a cut finger, cover a scald or burn. Understand the danger of dirt in a scratch. Know the simple treatment for shock (not electric). Understand the necessity of summoning adult help.

(8) observe and point out from life three birds (not domestic), three trees and three other natural things, the choice to be made by the Cub.

(9) Have at least 9 months' satisfactory service as a Wolf Cub.

The Second Star is worn on the front of the cap, on the left of the Wolf Cub Badge.

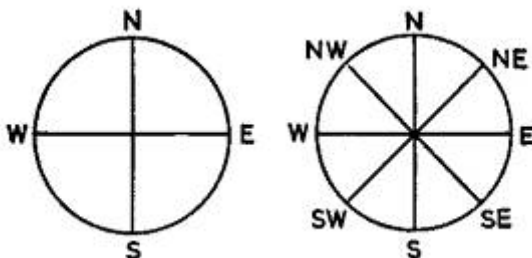
POINTS OF THE COMPASS

When sent with a message or despatch you will often be told to go in a certain direction, such as "Go northward," or "Go towards the east." That is how sailors and soldiers and Scouts always are guided; so you should try and learn the points of the compass. The compass is a little dial like a watch, but it only has one hand on it and that hand always points to the north. If you face the same way as the hand points you are looking north, and if you then turn about and look exactly the other way you are facing south. South is exactly opposite to north, and east is exactly opposite to west. When you are facing north the east is on your right and the west on your left hand.

That gives the four points of the compass: North, South, East, West.

Supposing you have not got a compass, you can tell the different directions by the sun.

Of the stars in the heavens the Sun is the best;
He comes from the East and sets in the West.



If you are up early and see where he rises, you know where the east is. At midday the sun is due south.

Then halfway between each of the four main points there are four others which are easily remembered: N.E., S.E., S.W., and N.W.

MORE KNOTS

In your First Star you learned two very useful knots. Here are pictures of two more that you must learn before you can win your Second Star. They are neither of them very difficult, but it will be much easier for you to learn them if Akela or your Sixer show you.

THRIFT

The next test is perhaps a little difficult to grasp as it asks you to “understand the meaning of thrift in all things and to carry it out in practice.”

Actually the word thrift has come to us from Iceland, and the people on the island know what thrift is and are strong, sturdy, and independent. There is a little flower, a sea pink, that is called “thrift” for precisely the same reason that it can live and give happiness by its appearance to others in places where there is very little soil and where it is blown upon by hard, cold winds.

You have to learn, therefore, to be careful about all that you have, your food, your clothes, your little bits and pieces, and your money. It is much nicer, for instance, if you can make your own swords and the other things that you play with, instead of buying them in a shop, or expecting someone else to give them to you. In just the same way, the Pack as a whole can make things for itself - skipping-ropes, signalling flags, and so on - instead of buying them. You want to take a pride in your uniform and clothes, and not damage them unnecessarily and be always giving trouble to other people to clean and mend them. Food should not be wasted.

Take care of your pennies and they will soon turn into pounds.

MODELS

Now most of you Cubs will want to make something big some day, whether it is an aeroplane, or a house, or a boat, or an engine.

But the first step is to be able to make a model of it.

When the great Tay Bridge was built a model of it had to be made first on a small scale, and before the great ship *Mauretania* was made she was first modelled like a toy ship.

So a Cub who is going to do things should try and make his models first. If you are going to make a big box, make a small one first.

If you want to make a house, build a cardboard one to begin with; or you can make your little Man-of-War in clay, or your engine in tin, and so on.

Models made of Meccano or similar materials are not allowed in the test.

LIGHTING FIRES

It is much more fun lighting a fire out-of-doors than indoors, and one day, when you are Scouts, you will learn how to do it properly. Until then, you had better leave it to one of the Old Wolves when you go out on an exploration.

But laying and lighting a fire indoors wants some practice, if the fire is to burn up quickly and brightly, so you can practise this while you are Cubs.

First of all, you must clean out the grate, get rid of the ashes of the old fire, and sweep the fireplace quite clean.

Many people waste a good lot of fuel by throwing away the cinders. You should pick out all the cinders and only throw away the powdered ashes.

Cinders mixed with coal give a lot of extra heat to a fire and save money.

Here is a tip which I use for dividing the ashes from the cinders.

If you haven't got a sieve use an old wire fire-guard. Shovel the whole of the ashes of the fire into it and let the ash run through to go into the dustbin, and keep the cinders that are left to go into the fire.

In laying your fire be very careful to do it the right way; if you don't the fire won't light, and you will have all the trouble of laying it over again.

Beginners generally put too much paper, too little wood, and too much coal on at first. You only want a small amount to start with, especially of coal, because the weight of it squashes down on the fire and chokes it.

Tear up a newspaper and roll into loose balls and long, loose screws, and lay these in the bottom of the grate - but don't use too much paper. Get some dry sticks - white wood is best - and lay these very lightly on the paper; build them up firmly (as if you were building with bricks), so that they will not fall

in and crush down when the coal is added, but will allow plenty of air to get in.

Now add small pieces of coal, putting them on carefully with your fingers. Don't shovel coal on, or put on dust and cinders to start with. When all is ready, set fire to the paper all along the bottom of the grate - using one match. Watch your fire until it is burning up well, and the wood has caught - don't go away and hope for the best! Once the wood and coal are well alight you can add coal with the shovel, and also the cinders you picked out of the old ashes. But it is possible you may be expected, at times, to light a fire with damp wood or hard old pea-sticks, bad coal, coke and cinders, in a bad fireplace. This is difficult, but a Cub must not let himself be beaten. Here are a few tips. Try and get hold of just one little piece of *dry* wood. Cut this up into shavings, as a Scout does to light a fire in the open. Start quite a small fire, with paper and your *shavings* and a few sticks; this is sure to catch, and you can add sticks and coal gradually. A candle end is, of course, a help - but one doesn't expect a Cub to have to use that - it is wasteful, for one thing, and makes a beastly smell! A very good tip is to get hold of the grease-proof paper the butter or margarine has been wrapped in - that starts a lovely blaze; it is really worth saving it up for the job! Or old paper the paraffin oil can has been standing on is very good - but take care, as it blazes up very easily, and *never* pour paraffin on the fire.

BUSH FIRES

Every Scout knows how important it is to see that his cooking fire is quite out before he leaves it. He pours water over the hot ashes, so that there is not a spark left which might set fire to the grass round his camp. This in summertime is a great danger, because once you start a grass fire you never know where it is going to stop.

Grass and forest fires are never started by true Scouts, but only by silly, careless tenderfoots.

A bush fire, when once it is lit, blazes and spreads at a tremendous rate, and in a few minutes is much too big for a man to stop. Then it rushes across country, burning crops and woods, cattle and farms, and even villages and towns, as it goes along.

That is why a real backwoodsman is very careful about his campfire. This carefulness is a regular habit with him, so that, even when safely burning weeds in a back garden, he first cuts away anything that is likely to catch fire,

and when the weed-burning is over, he carefully tramples out the last remaining spark before he goes away.

RUNNING WITH A MESSAGE

This is another test for the Second Star, and too many fellows when they are put to the test think only of the running - that is, of how quickly they can get there with their message, and they think too little of the message itself.

You should put this subject the other way round in your mind. It should be "Learn the message and run with it."

Pay careful attention to the wording of the message, say it over to yourself, and again to the sender.

Be sure that you have got it right and that you understand it before you start; and then keep repeating it to yourself as you go along so that you are certain to deliver it right at the other end.

If you don't do this you are sure to bungle up the message, so that if you get there faster than anybody else it is no use after all, and you have to come back and take it a second time.

And the same way in passing on a message. Be sure that you have got it correctly from the last speaker before you pass it on to the next.

If one or two of a chain are careless in this way, a message gets very much altered before it gets round.

TELEPHONE

There are many other ways of sending messages. We have already learned that we can do it by signalling. In different parts of the world, messages are sent by means of drums and horns.

The telephone and wireless are more modern ways of sending messages. At first you might think that they have nothing to do with the jungle or with Cubbing, but that is not so. In the jungle, both men and animals have ways of sending messages to each other which seem to be mysterious to us, just as when we speak to each other on the telephone it must seem mysterious to them. So it is right that in Cubbing we should make use of these modern inventions and learn how to do so. You have to be able to use the telephone if

one is available near where you live. Your father and mother, Akela, or a friend will be able to show you how to do this. This is a test that must be done in practice; you can't learn it out of a book.

Some Cubs, however, live in places where there are still no telephones and they have to know how to ask for assistance if something such as an accident or a fire happens. The way in which they do this will depend on where they live, but they have to find out how to do it in order that they can prove themselves as useful as possible and know what to do when the occasion demands it.

SKIPPING

If you never learnt to skip at all, get two friends to turn the rope for you at first and use all your brain in learning to jump properly and at the right time. Stand straight upright, shoulders down, your toes just touching the rope. Are you ready? Right! There it goes over your head, Now jump, slightly outward. Do a little jump in between each big one - when the rope is over your head - this will help to keep you steady and in time.

Now try turning the rope yourself. Start with it in front of you and keep your back straight all the time. Don't land like an elephant on your heels - practise being as nimble as a mountain goat (if you can) and make no thump at all by jumping on your toes. You will have to skip thirty times, backwards and alone, for your First Star, so I should take care to practise at home.

Some boys may think that skipping is girlish, but Cubs are more sensible than that. They know that footballers and boxers use this sort of exercise to help make them fit.

WALKING THE PLANK

The test says: "Walk a plank 12 feet by 6 inches, the height of an ordinary table above the ground," but Cubs won't just do that - they'll think of all sorts of more difficult ways of learning to balance properly. For practice find a four or six-inch iron drain pipe on the ground, or a couple of boards edgewise or a low wall with an apple or small prize at the end of it for the Cub who can walk along it, squat or stoop and pick up the prize, turn around and bring it safely back again.

THE DANGER OF DIRT IN A WOUND

The Japanese soldiers have to keep themselves particularly clean, and great trouble is taken to get hot baths for them every day. And why do you suppose they go to this trouble?

It is because if a man gets wounded when his skin is dirty, the wound very often festers and gets worse, but if his skin is quite clean, the wound heals up very quickly.

That is why you should keep yourself clean and should often wash your hands, because you are always likely to get a cut finger or to graze a bit of skin off your knuckles, or do something cheerful of that kind; and if your skin is clean it will heal up quickly, but if you let dirt get into the cut it may get hot and swell and fester, and take quite a long and painful time to get well - all because you were not careful to keep the wound clean. So if you get a scratch or a cut, put a dab of iodine on it and all will be well.

Be careful to keep all wounds, however small, well washed, and covered up so that dust cannot get to them, and they will quickly heal. But the covering must be particularly clean and free from germs.

Keeping them covered from the cold air also makes them smart less.

BURNS

If you knock some of your skin off, the flesh underneath is awfully tender, and cold air makes it burn like billy-o. When anyone gets accidentally burnt the skin is destroyed and the flesh is open to the air; so the thing to do is, cover it lightly with softest rag or clean paper. The surface is fearfully tender and cannot bear anything at all hard, and moreover it gets very sticky, and any stuff put directly on it is likely to get stuck to it and will cause worse agony later when you try to pull it off again.

If you are indoors you might soak your clean rag in warm water to which baking powder has been added (see First Aider Badge), and lay this on the burn. Put a pad of wool or a clean folded handkerchief over the dressing and bandage gently.

SCALDS

Fire burns - but water, oil, and anything hot and wet scald. A scald, like a burn, has to be covered up as quickly as possible; put a clean rag on it if you have nothing else. A scald is pretty sure to form blisters - be particularly careful not to break or prick these.

SHOCK

When a person receives a burn or a scald, or any other injury, he gets a shock. Not an electric shock, of course, unless he has been meddling with electric wires.

When someone is hurt, you must remember to fetch or send somebody for a grown-up person as soon as possible; and you must do this even if you think you can deal with the injury yourself.

Until the grown-up arrives, keep the patient warm and quiet, and prevent other people from crowding round him.

BIRDS AND TREES

I am sure that most of you like exploring the countryside or, if you live in a town, you like going out in your garden and in the parks nearby.

Wherever you are there is bound to be an opportunity for observing the birds and trees which are around you, and don't forget that in the winter you can tell the names of the trees just as well by the bark and by their shape. Just as you, Bill Smith or whoever you are, look different from, say, Tom Jones, so an elm tree is different from a beech.

The birds, by the way, must be wild ones, not such a thing as your mother's hens in your own back yard.

As to the three other natural things which are mentioned in the test, well, that is a challenge to you to try to find something a bit different from the things that the other Cubs have chosen.

SERVICE

Before gaining your Second Star you will have to show Akela that you have been practising all these things for so long that you really *are* a Wolf Cub inside as well as out, and that you will never forget you are not an ordinary boy or even an ordinary *man* when you grow up. For no man who has been a *Scout* in his boyhood is the same as a man who has just been a schoolboy! He is a much finer fellow.

THE END OF THE SECOND STAR TESTS

Now you have come to the end of your tests for the Second Star, and both your eyes will be open like those of the wolves. You will be able to be much more helpful to Akela, to other Cubs, to your parents at home and to those you meet. But you can only remain helpful so long as you keep practising all the things you have learned, not only in the Second Star but also in the First Star and the Tenderpad.

In the next chapter you will find details of the Badges you will now be able to try for, but before you come to that I will set out for you the kind of ceremony which Akela may arrange for you when you become a Two-Star Cub.

INVESTITURE OF THE TWO-STAR CUB

The Pack is formed up in Parade Circle as for the investiture of a Tenderpad, but the Cubs who have earned their Second Stars are together, bareheaded, inside the circle. Their caps with the two stars attached are with Akela, who then tells the Cubs that they have successfully passed their tests for becoming full Wolf Cubs. He reminds them of the meaning of the two stars, that young wolves are born with their eyes shut. For some days they grope about blindly, but gradually they begin to see and understand things. At first with one eye they see how to see and to obey the Old Wolf's directions, so you, as Tenderpads, learned the Law of the Wolf Cub Pack and the Promise, how to make yourselves healthy and active and strong.

Then they began to see how to do things for themselves, to jump and run, to make signs to each other, to hunt and get their own food, and to be loyal to the Pack. So you learned how to make or draw things, how to tie knots and to make yourself useful to other people and to do your duty to Queen and Country.

Now you have shown that you have both eyes. open and can do the duties of trained Wolf Cubs. So you will henceforth wear the cap with the two marks on it which mean your two eyes are now as bright as stars, that you will see quickly and well, you will let nothing escape your notice. You will look ahead and be prepared to do what will be wanted, you will look around and see how you can help others, you will look back and so remember what has been told you. In this way you will be a smart and useful Cub.

If the Pack possesses a Totem Pole it is now brought into the Circle.

Each Cub, in turn, then repeats the Cub Promise. Akela gives each one his cap, shakes hands in congratulation, and the Pack gives the new Two-Star Cubs a cheer, before they run back to their Sixes, when the ceremony is completed with the Grand Howl.

CHAPTER VI PROFICIENCY BADGES

After you have become a Two-Star Cub, there are a number of proficiency Badges which you can try to win, in order to get further along the Cub path.

A Cub is allowed, if he wishes, to win and wear not more than two Proficiency Badges after he has gained his First Star, but he should at the same time be continuing to work at his Second Star tests.

Cub Proficiency Badges are divided into four groups, as follows:

1. Character (colour of badges - blue).
2. Handcraft (colour of badges - yellow).
3. Service for others (colour of badges - red).
4. Physical Health (colour of badges - green).

Each group is subdivided into three subjects, for each of which a badge is obtainable.

Proficiency Badges are granted on the recommendation of a qualified and independent examiner approved by the Local Association. They are worn on the right arm in parallel rows between the shoulder and elbow.

GROUP 1. – BLUE



Collector. - Must make a collection of one group of objects, neatly and systematically arranged, for a period of at least three months, and know something about them. The nature of the collection should be chosen by the Cub. Suggestions are as follows: - Stamps; postmarks; picture postcards; cigarette cards; fruit papers; match-box tops; crests; coins; feathers, leaves or flowers. (For the purpose of the last two, photographic or carbon reproductions may be accepted.)

Or, must keep a scrapbook of events, etc., for a period of at least three months.



Observer. - 1. Have observed the appearance and know something of the habits, of either (a) Six animals, or (b) Six birds.

Or, know the names and appearance of either

- (c) Six spring flowers, Six summer flowers, and Six autumn flowers, or
- (d) Twelve trees or shrubs.

2. Find his way to an unknown spot, not more than 300 yards away, by following directions given to him by the examiner (either compass directions, or signs made on the ground, or landmarks, or a combination of these).
3. Must be able to play Kim's Game, nine objects out of twelve. (It is preferable to select variations of this game which are not used in the Troop)



Gardener. - 1. Must care for a patch of garden of at least 16 square feet, preferably a square of approximately 4 feet X 4 feet, for at least three months.

2. Must be able to name at least four of the following common growing specimens from life:
 - (a) Garden Flowers
 - (b) vegetables.
3. Distinguish and name;
 - (a) Four common weeds,
 - (b) Three common enemies of the garden,
 - (c) Three common friends of the garden.
4. be able to demonstrate the use of and how to care for the following tools: spade, fork, hoe, trowel, rake.

In case of town Packs where patches of garden are impossible, the following alternatives can be taken in place of 1 and 4.

5. Must care for a window-box for three months. Or, must care for two or more perennial plants in pots for three months.
6. Must grow two of the following:
 - (a) A bulb in water, peat moss, sand, or soil.
 - (b) A chestnut or acorn in water, sand, peat moss, or soil.
 - (c) Mustard and cress, peas, or beans on flannel.

The test for the First Star must not be repeated.

GROUP 2. - YELLOW



Artist - 1. Must draw with pencil, brush, pen, or crayon an original illustration of any incident or character in a simple story (size not less than seven by five inches).

2. In addition do one of the following:

- (a) Draw from life or memory, in pen and ink or pencil, any animal or human being he has seen.
- (b) Draw from nature a landscape or still-life group.
- (c) Keep a sketch-book for a period of three months.
- (d) Illustrate a story by means of match-stick figures in a series of not less than four pictures.
- (e) Make a simple greeting card, using pencil, brush, pen, or crayon.
- (f) make a model in clay, Pyruma or other plastic material.



Homecraft. -Must thread a needle and sew on a button, and carry out any two of the following tests:

1. Knit a useful article.
2. Make a piece of netting (to put over seeds, for a bag, etc.).
3. Work a design in cross-stitch on canvas.
4. Make a rug or mat on canvas or hessian.
5. Wash and iron his scarf.
6. Make a basket.
7. Weave a useful article in raffia.



Toy maker. - Make an article from odds and ends, such as fir cones, clothes pegs, etc., and either a toy of reasonable size, such as a boat, engine, motor car, doll, or animal, or in reasonably correct proportions and colouring, a worthwhile composite toy such as a farmyard, jungle, ark with animals, cottage with furniture, or station, or recondition two durable toys approved by the C.M.

(An article presented for the Second Star Test (5) must not be admitted for any part of this badge.)

GROUP 3. - RED



First Aider. -

1. Know how to “clean up” and treat a graze.
2. Be able to dress and bandage a hand and cut knee and put on a large arm sling correctly.
3. Know the treatment for stopping bleeding from the nose.
4. Know how to extinguish clothes that have caught fire; and how to treat minor burns and scalds.
5. Show that he understands the need for summoning adult help.
6. Know the simple treatment for shock (not electric).



Guide -

1. Be able to give clear directions to a stranger asking his way, well expressed and distinctly spoken; and be capable of doing so politely and promptly.
 2. Know the whereabouts and distance away of the nearest police station or box, doctor, chemist, public telephone, fire alarm, railway station, petrol station, motor garage, and hotel.
 3. Know how to call for Fire, Police, Ambulance.
 4. *In towns.* Know the number, if any, and at least two places each way on the route of the local buses or trams up to a maximum of four routes.
- In country.* Know the route of the local bus or buses.



House Orderly. - Make a good pot of tea, and fry or poach an egg; peel potatoes, and boil or fry them; make a bed, wash up crockery, utensils, etc.; clean windows and brass-work; sweep and dust a room, or scrub a table.

Lay a table for at least three people for a meal of two courses.

GROUP 4 – GREEN

Athlete. - These tests are divided into two classes, “A” and “B”. Class “A” is for Cubs from 8-10 years of age; “B” for those of 10-12. The tests are of the same nature in both classes, but the standards are different.

N.B. - The average height of Cubs in Class “A” is 4 ft. 1 in. If a Cub in this class is unusually developed (not only in height) he shall be judged in Class “B.”

Class “A.”

Must be able:

To sprint 50 yards in 10 seconds.

To jump 2 ft. 6 ins. (high jump).

To jump 6 ft. (long jump).

To climb a tree at least 15 ft., or climb a rope at least 10 ft.

To throw a cricket ball 20 yards, and catch one thrown from 10 yards.

Class “B.”

To sprint 60 yards in 10 seconds.

To jump 2 ft. 8 ins. (high jump).

To jump 7 ft. 6 ins. (long jump).

To climb a tree at least 15 ft., or climb a rope at least 10 ft.

To throw a cricket ball 30 yards, and catch one thrown from 15 yards.

Swimmer. -

1. Must be able to swim 25 yards (any stroke).

2. Be able to float on back for 60 seconds in salt water or 30 seconds in fresh water, or tread water for two minutes in salt water or one minute in fresh water.

3. Swim on back for 15 yards.

4. Be able to “duck’s dive” (i.e., dive while standing in the water or swimming). Or (as an alternative), perform a “honey-pot” (i.e., jump with

arms clasped round knees) from a board, bank, or boat. Or dive from the side of the bath.

Team Player. - Must be a regular playing member of a properly organised team for football, rounders, cricket, or some other organised game of a similar nature. (The team must be under the control of the Cubmaster, the boy's schoolmaster, or other person approved by the Cubmaster.) Must have played in at least six matches and must be specially recommended by his captain and by the person responsible for the club as being a keen, sportsmanlike player.

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 his bicycle and pump up the tyres. Understand the need for keeping the bicycle in a roadworthy condition.

4. Under observation go for a short ride on a specified course, showing a knowledge of the proper use of signals and rules for the road-user on wheels-Highway Code paras. 16-52 inclusive. (*Note for examiner: The route shall, if possible, include a crossroads, pedestrian crossing, right-hand turn and roundabout.*)

Note: A Cub who has passed the Cycling Proficiency Test of the Royal Society for the prevention of Accidents qualifies automatically for parts 2, 3 and 4 of this badge.

WINNING BADGES

These Badges mean a lot of work, and there is not room in this book for me to tell you how to set about winning them. You will find all about them in *The Wolf Cub's Handbook*.

THE TOTEM POLE

A Cub Pack is entitled to carry a Totem Pole.

The Totem is a staff with a Wolf's head at the top. Ribbons are attached to the pole. One of these ribbons can be added to the Totem every time that a Cub gets a Proficiency Badge; the ribbon is of the group colour of the subject for which he has gained the badge. The winner's name is written on a tab attached to the ribbon.

At the end of the year a ring, bearing the date, can be slipped over the ribbons to divide those of one year from those granted in the next.

Other honours earned by the Pack can be added as well, and perhaps a brass-headed nail can be driven into the pole for every boy who joins the Pack.

CHAPTER VII GOING UP

*“As the creeper that girdles the tree trunk, the Law
runneth forward and back”*

*For the strength of the Pack is the Troop, and
the strength of the Troop is the Pack.*

As soon as you are enrolled a Tenderpad you were admitted into the Great Scout Brotherhood – do not fail it when asks you to go forward. Help to make words at the beginning of this chapter come true.

Of course, I am not saying the Troop will be quite like the Pack. It won't be. In the Pack you are in a sort of Jungle Nursery, in the Troop you will have to think for yourself and stand on your own feet. You will have to stop yourself from following a crowd if you are not sure that crowd is on a Scouty job; you will have to stop yourself from giving up a thing because it seems dull or hard. You will need real pluck and steadiness.

“Honour all Men, Fear God, Honour the Queen and Love the Brotherhood,” that was the Knight's code—get on your Scout armour (your Patrol Leader and Scoutmaster will help you to buckle each bit in place) and see what you can do.

GOING UP CEREMONY

At the end of your last Pack Meeting, ‘something like this may happen:

The Pack forms Parade Circle at one end of the Den, the Troop a horseshoe at the other.



c:= CUBS.
C:= C.M.
s:= SCOUTS.
S:= S.M.
F:= TROOP FLAG
T:= TOTEM.

The Pack does the Grand Howl. The Cub who is going up falls out in front of the Cubmaster who wishes him Good Hunting in the name of the Pack. The Cub then repeats his Cub Promise for the last time, starting: “I have

promised.” He then walks round the whole Pack, shakes hands with every Cub, and returns to the centre. The Pack gives him three cheers. The boy and the Cubmaster go to the line, where the Scoutmaster is waiting for them. The Cubmaster hands the boy over to the Scoutmaster, who takes him into the horseshoe and introduces him to his Patrol Leader. The Patrol Leader takes the Cub to his future Patrol, who make him welcome. The ceremony may close with the Troop yell.

THE NEXT STEP

You have wandered through the Jungle and your eyes have been opened to see many wonderful things. Now you go forward on your journey into the greater Land of Scouting, and Akela and the Pack speed you on your way with a cheery call of “Good Hunting.” You will never forget your days with the Pack. One day, it may be, you will return to it and help other Cubs to open their eyes in the Jungle.

Good Hunting!

Akela Knows Best!



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a smart cub

- *A Happy Smile*
and
- *A Good Uniform.*

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