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TENDERPAD TO SECOND STAR

Tenderpad
to
Second star

The Canadian Wolf Cub's
Book of Requirements

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Price 35c

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in the production of this e-edition

Tenderpad to Second Star

INTRODUCTION

So You Have Joined the Wolf Cubs!

Welcome New Chum—welcome to the Great World Brotherhood of Boy Scouts.

When you have passed your Tenderpad Requirements, your Cubmaster will invest you as a member of the largest uniformed volunteer boys' organization in the world. You will become one of more than seven million boys in 63 countries of the world, who proudly wear the uniform of the Cubs, Scouts and Rovers.

A Wolf Cub is the junior member of the Scout family, and while your activities for some time will be along with other Cubs, eventually you will reach the age and be sufficiently trained to become a Boy Scout with all its fun and adventure in the great out-of-doors.

In Cubbing, when we want to wish someone well we say "Good Hunting".

So, as you start out on your journey through the Jungle Land of Cubbing, that is our wish for you – "Good Hunting".

THE MAN WHO STARTED THE WOLF CUBS



LORD BADEN-POWELL OF GILWELL

Born February 22, 1857 –Died January 8, 1941

In the picture above B.-P. is holding a baby hyrax, an animal common to Kenya where he lived during the latter years of his life. This animal has no tail, is very friendly, a fast climber and a wonderful balancer.

CHAPTER 1

THE MAN WHO STARTED THE WOLF CUBS

Now that you have become a Wolf Cub, you will have to know something of the man who started the great Boy Scout movement, and how there came to be Wolf Cubs.

The man who started it all, and who has given happiness to millions of boys all over the world, was Lord Baden-Powell of Gilwell. He is usually called "B-P".

His full name was Robert Stephenson Smyth Baden-Powell, and he was the son of the Rev. Professor and Mrs. Baden-Powell. He was born in London, England, on February 22, 1857, and when he was only three years of age his father died. His mother was left with seven children all under 14 years of age.

As a boy B.-P. loved the great out-of-doors and with his four brothers did lots of camping, hiking and boating. At school, he was not a brilliant student, but he was good at sports, acting, music and sketching.

He was ambidextrous, a big word meaning that he could use both hands equally well, and was known to make two different drawings at the same time, one with each hand.

He became a soldier and, because he was a very good soldier, he rose in rank very rapidly until he finally became a Major-General. He had many adventurous exploits as a soldier, but the most famous was his defence of Mafeking in South Africa. During the Boer War he found himself trapped at Mafeking and for 217 days, from October 13th, 1899 to May 18th, 1900, with his small band of soldiers he held out against a huge force of Boers which besieged the town. During the siege he used the boys of the town as messengers, first aid attendants and for other jobs, and from this experience he got a lot of ideas for Scouting. He became a great hero for his defence of Mafeking.



As a result of his experiences both in Africa and India he wrote a book called "Aids to Scouting" which was used for training soldiers. When he came back to England he found that his book was being used in schools there.

B-P. wanted to do something for boys, to make them dependable and self-reliant and so he developed a programme of activities which he called "Scouting for Boys". In 1907, to test out this programme, he held a camp for boys on Brownsea Island off the English coast, and this camp is today recognized as the first Boy Scout camp in history.

His programme tested, he wrote a book called "Scouting for Boys". It was intended for the use of boys in existing youth organizations but, much to his surprise, there sprang up all over England Patrols and Troops of boys calling themselves "Boy Scouts." So the Boy Scout movement was really started by boys themselves.

It grew by leaps and bounds and crossed the seas to the British Dominions and to other countries, and soon King Edward VII, who was very interested in Scouting, suggested that B.-P., give up his army career and devote all his time to Boy Scouting.

This he did, and it grew and grew until today it is active in 60 countries and parts of the British Commonwealth and Empire. There are over 7,000,000 Wolf Cubs, Boy Scouts and Rover Scouts in the world today, and over 225,000 in Canada.

At the early Scout rallies, hundreds of boys, too young to be Scouts turned up and insisted on doing Scouting. B.-P. started a new programme for these younger boys which he called “Wolf Cubs”. This programme was based on the “Jungle Books” which you will read about in the next chapter.

B.-P. became one of the best known and most beloved men in the world, over which he travelled constantly until he became a very old man. Then he settled down in Kenya Colony in Africa, where he died on January 8th, 1941, in his 84th year.

As a Wolf Cub you should always be grateful for the life of Lord Baden-Powell, who gave Cubbing and Scouting to the World, and you should always try to remember his birthday—February 22nd.

CHAPTER 2

THE JUNGLE BOOKS

Did you notice that in the Introduction we said you were starting on your journey through the “Jungle Land of Cubbing”? Perhaps you wondered why we call it Jungle Land.

It is because Wolf Cubs use Jungle names, love Jungle stories and do Jungle dances. These are all taken from books called “The Jungle Books” written a good many years ago by a famous British author, Rudyard Kipling.

These books tell the story of a little boy who lived in India. He was the son of a poor woodcutter, and once, when trying to escape from a tiger who wanted to eat him for supper, he met a Wolf who carried him to safety in a nearby cave.

The boy’s name was Mowgli, and the father and mother Wolf who looked after him until he was old enough to hunt for himself, belonged to the Seeonee Pack, whose leader was Akela, the Lone Grey Wolf.

AKELA AND THE OLD WOLVES

And so the leader of your Wolf Cub Pack, like the leader of Mowgli’s Pack is called “Akela” the Lone Grey Wolf.

Mowgli learned many things from father and mother Wolf, but there were two other animals of the jungle who became his very good friends and who also taught him many things.

First, there was Baloo, the big, fat sleepy old bear, who knew all about the Jungle Law and the animal passwords. All these he taught to Mowgli, and Mowgli found them very useful when he got into trouble with the Bandarlog—or monkey people—and had to send for help.

The other good friend was Bagheera the Panther, who, of all the jungle folk, seemed to know the most about hunting. It was he who taught Mowgli to hunt for his food and how to kill, and all those other things he would have to know to keep safe and well fed in the jungle.

So in the Wolf Cub Pack, Akela’s assistants are often named after these two wise friends of Mowgli—Baloo and Bagheera. They will help to teach you the many useful things that a Cub should know, so that one day you will become a First Star Cub, and later a Second Star Cub.

Mowgli had many other friends in the jungle. One was Kaa the Python. He also had an enemy, Shere Khan the Tiger, who you will remember, was hunting Mowgli for his dinner when Mowgli hid in the cave of the Wolf. Mowgli had many wonderful adventures in the Jungle, but the adventure that he prized most was when he killed Shere Khan, and hung his skin over the Council Rock, around which all the wolves of the Pack gathered together to plan for the future.

THE COUNCIL ROCK AND CIRCLES

Like the Wolf Pack in the Jungle Books, your Wolf Cub Pack has a Council Rock, which may be marked with a small circle of stones, or with chalk, like this.

JUNGLE NAMES



JUNGLE NAMES

You have already learned that in the Wolf Cub Pack your leaders are called by Jungle Names, Akela for the Cubmaster, Baloo and Bagheera for the Assistant Cubmasters. There are many other Jungle Names used in Cubbing, and many of them do not sound just as they are spelt. Here are some of the names and how to say them right.

Akela	Ah-kay-la
Bagheera	Bah-gear-ah
Baloo	Bah-loo
Banderlog	Bun-der-loag
Kaa	Cah
Mowgli ..	Mou as in mouse, Gli as in glitter
Seeonee	Say-oh-nee
Shere Khan	Share-Karn
Tabaqui	Tab-ah-ki

Often the Sixers are given Jungle Names too, according to the colour of the six. Here are a few.

Sixer of the Black Six	Black Plume
Sixer of the Brown Six	Brown Tip
Sixer of the Grey Six	Grey Brother
Sixer of the Red Six	Red Fang
Sixer of the Tawny Six	Tawny Fur
Sixer of the White Six	White Claw

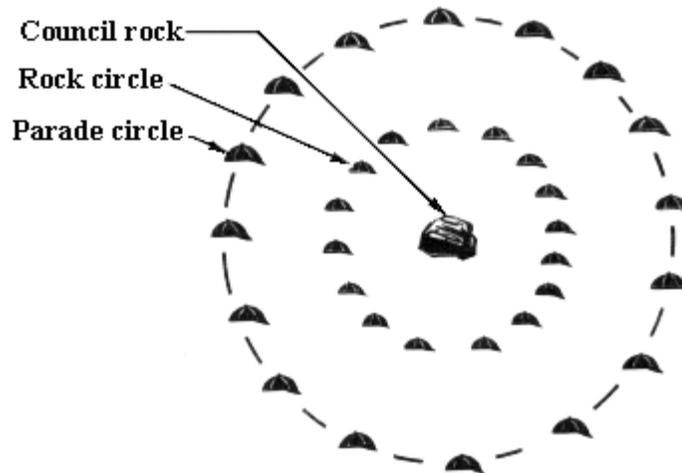




The **Rock Circle** is about three paces across, and it is in this circle that your Totem Pole, if any, is placed. When Akela tells you to make a Rock Circle, you form a circle round the Council Rock, standing just as close as you can, shoulder to shoulder with the other Cubs.

Then there is the **Parade Circle**, which is much larger. It is formed by each Cub joining hands with those next to him, and pulling out into as large a circle as they can manage without letting go. Of course, if your Pack Den is not big enough, you will have to make the circle a bit smaller.

The drawing shows you what the Rock Circle and the Parade Circle look like.



The Rock Circle is used when Akela wants you all in close to tell you a story or make an announcement. The Parade Circle is used for the Grand Howl, for Jungle Dances and for rallies.

THE GRAND HOWL

Each Wolf Cub Pack meeting is opened with the Grand Howl, the welcome to Akela. In the same way that Mowgli's Pack welcomed the old wolves to the Council Circle, you will gather in the Parade Circle.

Akela will call, "Pack, Pack, Pack", and when you hear this call, you and all the other Cubs will answer by shouting "Pack" just as loudly as you can, and then you will run at once to form the Rock circle, joining hands and taking two paces back to form the Parade Circle. Every Cub is with his own Six, with the Sixer standing on the right and the Second on the left. Now you are ready for the Grand Howl, which we will tell you about in the next chapter, because knowing how to do the Grand Howl is one of the Tenderpad Requirements.

PACK CALLS

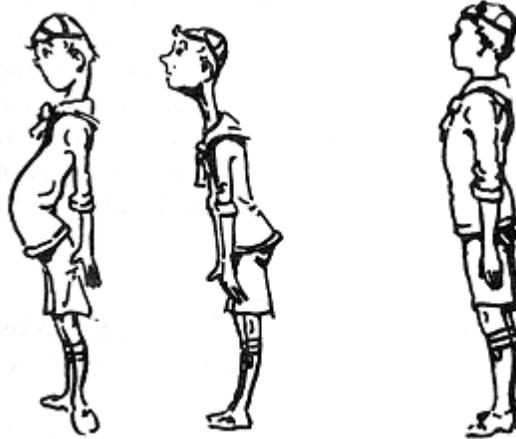
You have just learned what to do when Akela calls "Pack, Pack, Pack". Let us learn how to answer some more Pack Calls.

Pack: When Akela, or any of the Old Wolves like Baloo or Bagheera calls "Pack", just once, it means silence and every Cub stops what he is doing and just listens—so quietly that you can hear a pin drop. No one else in the Pack is allowed to call "Pack" except Akela or one of the Old Wolves chosen by Akela.

If your Sixer wants to call your six, he will call it by the colour of the Six, such as Red Six, Green Six, Black Six, or so on.

Alert: When you hear this order you stand up straight like a soldier, with heels together, toes out, hands by your sides, head up, chest out, and eyes straight in front. When you are at the “Alert”, you must never speak (unless asked a question), you must never fidget—just stand perfectly still.

At **Ease.** When Akela gives this command, you stand with your heels about six inches apart, toes turned out and your hands clasped behind your back.



The Wrong Way to Stand

The Right Way

THE CUB GRIN

Wolf Cubs are noted for being cheerful. They wear a grin or a smile most of the time—just to show they are happy. You have probably seen a happy dog running along the street. It always seems to have a smile on its face too.

There’s a good story about a young Wolf Cub who was crushed against a wall by a skidding truck. Although terribly injured and in hospital for many weeks this Wolf Cub was always cheerful. When the doctor one day told him he though he was a very brave boy, because he had never cried through all the pain, he simply replied: “I’m a Wolf Cub sir, and Wolf Cubs never cry.” That is the spirit of the Cub grin—no matter how hard the going—a Cub is always cheerful.



THE CUB UNIFORM

You have no doubt seen many Cubs in uniform, and perhaps it was the smart uniform that made you want to be a Wolf Cub. Wolf Cubs wear a uniform for several reasons, but the most important are these.

First, he wears a uniform, because it sets him apart as a Wolf Cub; lets everybody know that he belongs to the junior branch of the Boy Scout Movement.

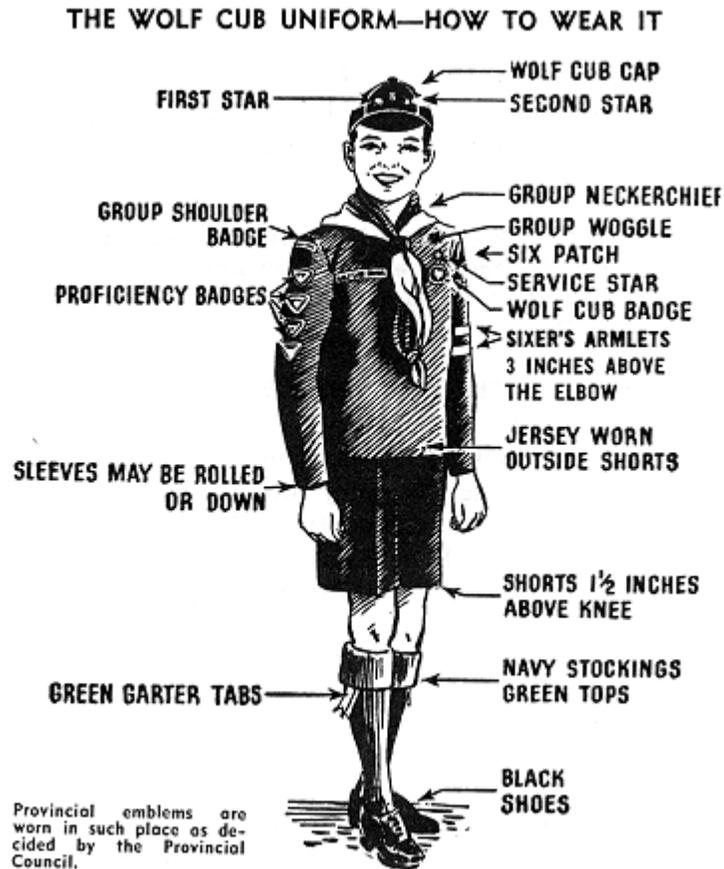
Second, he wears a uniform because it makes him one of the gang, exactly like all the other Cubs in the Pack.

To the Wolf Cub himself the uniform means that he is a member of the big brotherhood which goes all over the world.

He is one of more than seven million boys in more than 63 countries who belong to the Boy Scouts. All wear similar uniforms. All make the same kind of promise, all do the same kind of work.

Because you wear the Wolf Cub uniform more is expected of you than of other boys. It is expected that you will be neat and clean and alert. It tells people that you have learned to obey orders and to do a good turn every day.

So you will be expected to wear your uniform at every Pack meeting and other Cub activity, and you will be expected to act always as a Cub should act, being kind and courteous and mannerly at all times.



Whistles, knives and axes are not used by Cubs nor are they a part of the Cub uniform.

CHAPTER 3

THE TENDERPAD REQUIREMENTS

Before a Wolf Cub can be invested and wear the Wolf Cub Badge and uniform he must pass five simple tests. In this chapter we are going to tell you about them.

TENDERPAD REQUIREMENT NO. 1

Know and understand the Wolf Cub Law.

The Law of the Wolf Cub Pack is easy to learn and remember. The first part is:—
“THE CUB GIVES IN TO THE OLD WOLF”

In the jungle, the wise old wolf, who has lived a long time and knows a lot about successful hunting, is always obeyed at once by every cub. Even when the old wolf is out of sight the cub continues to obey his orders and “play the game” honourably.

And that is just how it is in the Wolf Cub Pack. The Cub obeys the orders of his father and mother or his teacher, whether or not they are there to see that he does so. Of course he willingly obeys the orders of Akela or Baloo or Bagheera in the same way. The Wolf Cub always remembers too, that one of the older boys, who knows the ways of the Pack, has been appointed Sixer of his Six, and a Wolf Cub likewise obeys the orders of his Sixer because he is acting for Akela.

“THE CUB DOES NOT GIVE IN TO HIMSELF”

When a young wolf is hunting in the jungle to get meat for himself or his pack, he often gets tired and feels like giving up. If he does, of course, he’ll just have to go without his dinner. But the young wolf that is really worth his salt sticks to it, and no matter how many times he fails, he keeps on trying until finally he wins out—and gets his dinner.

In the Wolf Pack you may have a job to do that you find quite difficult, such as skipping, or catching a ball, or learning to swim. You may have to keep trying for a long time, but if you stick to it, and keep on trying, you will finally win out. Remember, a Wolf Cub never gives in.

TENDERPAD REQUIREMENT NO. 2

Know and understand The Wolf Cub Promise

Every Cub likes to play games such as baseball, football, hockey or basketball. Every Cub knows too, that these games would be all very silly if there were not rules to tell you how to play the game.

Well Cubbing is a game too and there are rules to guide you in playing the game properly and well. No Wolf Cub wants to be like the Banderlog (monkey people) in the Jungle who just rush around all over the place with no real purpose to their game. Cubs know that you can have much more fun if you play a game according to the rules. So here are the rules of Wolf Cubbing—they are called The Promise.

I promise to DO MY BEST
To do my duty to God, and the Queen,
To keep the Law of the Wolf Cub Pack,
and to do a good turn to somebody every day.

I Promise to do my best — Lord Baden-Powell, our Founder never forgot that when he was a boy he made mistakes. All boys do. So when he was making up the Promise for you Cubs to make he has you say that you will “do my best”. If you do that you will always come closer to keeping the Promise than if you go about it half heartedly.

Perhaps you have heard the story of the archer who took his bow and arrow and aimed his arrow at the sun. Of course it never reached the sun, but it went a lot higher than if he had aimed it anywhere else. So it is with a Wolf Cub. If you aim high, you will reach a high target. And if you always do your best to keep the Cub Promise, you’ll be surprised how close you will come to doing it all the time. Remember your motto is “Do your best”.

To do my duty to God, — Canadian Wolf Cubs are possibly the luckiest boys in the world. They live in



a huge and beautiful country with almost everything a boy could ask of life. In the summer there is the pleasant warmth and the wide countryside to enjoy. In the winter there is the snow to play in, the ice to skate upon, and those cold sunny days that make you feel good to be alive. Canadian Cubs have plenty to eat, have good things that millions of other boys in the world never have, and they live in a free country.

All these things are reasons for being thankful— thankful to God who created them all and who gave such a wonderful

country to live in. So it is your duty as a Wolf Cub to remember what God has done for you, remember to thank him in your prayers every morning and every night for your parents, your friends and your home: remember to thank him before every meal for the plenty that is yours. And not only should you talk to God in your prayers but you should regularly attend church and Sunday School where you can learn more about all the wonderful things God has done for you. These things are what we call your Duty to God.

And the Queen. — As Akela is the chief of your Pack, so the Queen is the Chief of our nation and Commonwealth. She does not make the laws, but she does represent those laws, and everything else that is good that our people believe in. So your duty to the Queen really means that you have a duty to obey the things the Queen stands for—the laws of our country. Naturally if the law of your city or town says that boys must not ride their bicycles on the sidewalks—no Cub would do that. If the law says you must have a light on your bicycle at night, you should never ride without one. If you always obey the laws of your country you will be carrying out your duty to The Queen.

To Keep the law of the Wolf Cub Pack. — You have already learned what the Law of the Pack is—now you promise to do your best to keep that law. It is not always easy, but the Wolf Cub who is determined to be the best Wolf Cub possible, will always try his best to keep the law.

Do a good turn to somebody every day. Do you know that if you were to ask almost anybody who didn’t know much about Cubs and Scouts what Cubs and Scouts did—the answer you would most likely get is that they do good turns. Even people who never had anything to do with Scouts when they were young or grown up, seem to know that Scouts and Cubs do good turns every day.

Now you would not want to let all the other Cubs and Scouts down would you? Not only would you not want to let them down, but you want to keep that part of the Cub Promise.

There are two reasons why a Cub does a good turn daily. One is because it makes other people happy, and the other, because it makes him happy, and there is no surer way to get happiness than to do good turns for others.

So as a Cub you must make a real effort to do a kindness for someone every day. It doesn't matter who the person is, but preferably it should be for someone who needs help, such as an invalid, an old lady, or a small child.

You can even do your good turn to an animal, a dog who needs a drink, birds who need feeding in the winter time.

It is a good idea to start right at home, looking for little things you can do for mother or dad that will make things easier for them. Of course no Cub will accept a reward for doing a good turn. If you take money for doing a good turn—it isn't a good turn.

When you have made your promise and are really a Cub you must never forget that daily good turn.

TENDERPAD REQUIREMENT NO. 3

The Salute

Now we have come to the secret sign used between the Wolf Cub and his Akela, other Cubs and Scouts too. It is called the Cub Salute, and only Wolf Cubs and their leaders use it.

You always salute with the right hand this way. Your forefinger and middle finger are spread apart like the ears of a wolf. Your two smaller fingers are bent in, towards the palm of the hand, and held in place by the thumb which is also bent in. To salute, you bring the right arm, with the fingers as you have been told above, smartly up to the hat with the forefinger only touching the cap.

Your Cub salute is a sign of friendship. In the old days when men met as friends they held their palms outward (as in the salute) to show that they held no weapons in their right hand, their fighting hand. This sign of friendship has been handed down to us.



The Cub Salute represents the ears of the wolf and reminds us of the two parts of the Law.





The Wolf Cub Salute

It is a sign of respect too, because when you salute your Akela, any other leader, Scout or Cub, it is a sign that he is not only your friend, but you respect him too. You will notice that when you salute your leaders they will always salute you too, which means that they too are showing the sign of friendship and respect for you.

TENDERPAD REQUIREMENT NO. 4

The Grand Howl

In the Jungle all the wolves used to sit around the council rock in a circle and when Akela, the Old Wolf and head of the Pack, took his place on the rock they all threw up their heads and howled their welcome to him.

So it is, that when your Old Wolf, Akela, comes to your meeting the Pack salutes him by squatting around in the circle as the young wolves do, and giving him the Wolf Cub Grand Howl. This is how you do it.

An Old Wolf calls “PACK”—Cubs freeze, that is, remain perfectly still and wait for further instructions. Akela calls loudly “PACK—PACK—PACK” and the Cubs, yelling “PACK”, run into the Rock circle, that is gathering close around the central figure, then by joining hands they are ready to form the Parade Circle by taking two paces outward. You should then stand at the alert.

Akela, facing the Sixer who is to lead the Howl, nods his head and the Sixer raises his hands over his head and brings them right down. The Cubs taking their lead from the Sixer then go into the



squat position—on your toes, knees wide apart—your two hands, with each index finger and second finger close together, touching the ground—shoulders back—chins up and all together, you howl out—making each word a long yowl: “Ah-kay-la! (three distinct syllables with equal emphasis on each syllable)—We-e-e-ll do-o-o-o o-o-u-u-r BEST—”BEST” is sharp and loud and short and all together; and at the same time spring (a real jump) to the alert with two fingers of each hand pointing upwards at each side of your forehead, to look like a wolf’s two ears.

Then you keep the two hands up while the leading Cub slowly and in a commanding tone, calls out to the Pack, at the top of his voice: “Dyb, dyb, dyb, dyb,” (meaning Do Your Best).

After the fourth “dyb,” Akela salutes at which every Cub drops his left hand smartly to his side and changing the right hand to the salute with two fingers up, but now spread out making the salute, squeals “We-e-ll” and barks out “Dob, dob, dob, dob,” (We’ll Do Our Best).

After the fourth “dob” each Cub drops his right hand smartly to his side and remains at the Alert.”

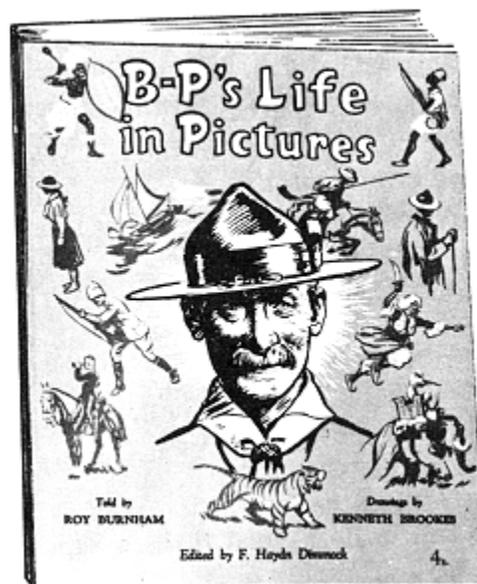
The Grand Howl is whispered when it is necessary to be especially quiet, such as when other groups are meeting in rooms close to the Pack Den.

TENDERPAD REQUIREMENT NO. 5

Have a knowledge of the life of the founder, Lord Baden-Powell of Gilwell.

In Chapter 1, we have told you something of the life of our Founder, Lord Baden-Powell of Gilwell. Akela will probably tell you more stories of this wonderful man and when you go up to Scouts you may be presented with a copy of his famous book **Scouting for Boys**. Maybe one of your Scout friends will lend you a copy to read.

If you are a good reader, you may want to read the life story of B.-P., telling of some of his exciting adventures. If so, ask Akela about the book.



This Book is Listed in Your Stores Department Catalogue.

CHAPTER 4

The Wolf Cub Investiture

When you have completed your Tenderpad Requirements you will be invested by Akela. The “Investiture” is a simple ceremony in which you make the Wolf Cub Promise, and are admitted as a member of the Wolf Cub branch of the Boy Scout Movement. It is the moment you actually become a Wolf Cub.

The ceremony will go something like this: —The New Chum is brought into the Parade Circle and stands facing Akela.

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

Cub:—Yes Akela, I do.

Akela:—What is the Law?

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

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

Cub:—Yes Akela, I am.

Akela:—Then repeat after me:—(Cub repeats line for line)

I promise to do my best,
To do my duty to God,
And the Queen,
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 salute.

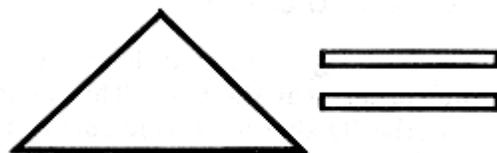
Akela then tells you that he trusts you to do your best to keep the Promise and welcomes you as a Wolf Cub in the Great Brotherhood of Scouts. He will then present you with your badges, neckerchief, hand you your cap, and shake hands with the left hand. You will turn about and salute the Pack, and the Pack in return will salute you. You then join your Six and the whole Pack gives the Grand Howl. For the first time you may take part in the Grand Howl.

The Six

Now that you are a member of the Wolf Cubs you are no longer called a New Chum, but a Tenderpad, and you are permitted to wear the full uniform of the Pack. You are not only a member of the Pack, but also a member of one of the Sixes in the Pack.

A Six is made up of six Cubs under a leader who is called the Sixer. The Six is called by its colour such as the Black Six, Red Six, Grey Six or Tawny Six. You then, become a Black Wolf, Red Wolf, Grey or Tawny Wolf, according to the colour of your Six.

On your left arm you will wear a triangular badge of cloth in the colour of your Six.



Colour Your Six Patch

You will, of course, always obey the orders of your Sixer. He will have a helper whom he calls his Second, and some day, if you work hard and play hard, you may become a Second or even a Sixer. It is up to you to help make your Six the best in the Pack.

CHAPTER 5

THE FIRST STAR REQUIREMENTS

Now that you are a Tenderpad you will want to go right ahead and earn your stars. These stars are worn on your cap on either side of the Wolf Cub badge, and they show that a young Cub has his eyes open.

Of course, you must not forget what you have learned as a Tenderpad, and when you have finished the requirements for your First Star, Akela will test you again on your Tenderpad requirements, just to see that you have not forgotten them. You must be nine years of age before you can wear the First Star.

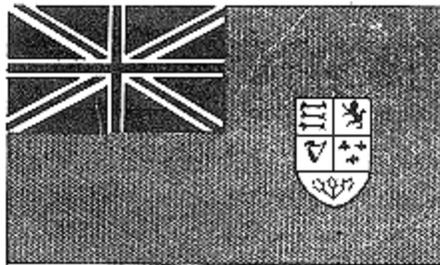
Start on the requirements just as soon as you are invested and work on them one by one, and by the time you are nine, you will be all ready to be presented with that First Star.

Let's get on with the first requirement.

FIRST STAR REQUIREMENT NO. 1

Know the composition of the Canadian Ensign and the Union Flag, (commonly called the Union Jack) and the right way to fly them; know in simple form the stories of the Patron Saints of England, Scotland and Ireland; recite the first verse of "God Save the Queen" and the first verse of "O Canada."

The Canadian Ensign is the red flag with the Union Flag at the top corner near the hoist. The shield of the Coat of Arms in the fly shows the emblems of the principle groups making up the population of Canada—the three lions for England; the lion rampant for Scotland; the harp for Ireland; and the fleur-de-lis for France. Below are three maple leaves.

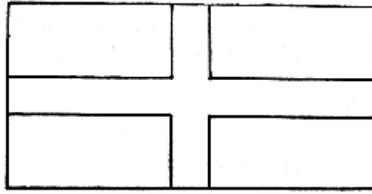


The Canadian Ensign

The Union Flag is one of the most colourful flags of any of the national flags in the world, but unless you understand its make-up it doesn't mean very much.

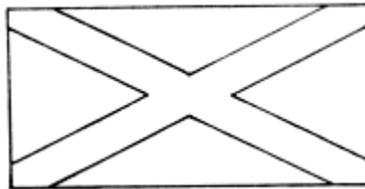
Originally, the flag of England was the Flag of St. George, a red "plus" cross on a white background as illustrated below.

COLOUR THE FLAG OF ST. GEORGE OF ENGLAND



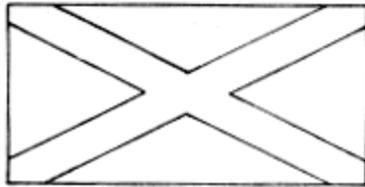
The flag of Scotland was the flag of St. Andrew, a white diagonal (or multiplication) cross on a blue background like this:—

COLOUR THE FLAG OF ST. ANDREW OF SCOTLAND

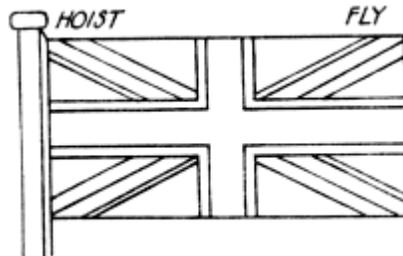


The flag of Ireland was that of St. Patrick, a red diagonal cross on a white background as shown below.

COLOUR THE FLAG OF ST. PATRICK OF IRELAND



When England and Scotland were joined together to become the United Kingdom their flags were joined together, and nearly two hundred years later when Ireland became a part of the British Isles the flag of St. Patrick was added to those of St. George and St. Andrew to make the Union Flag as we know it today, and as it has been for more than 150 years. As you know, it looks like the illustration.



COLOUR THE UNION FLAG

How to Fly the Union Flag

In just the same way as there is a right and wrong way to do everything, there is a right and wrong way to fly the flag. Of course a Wolf Cub will always want to fly it the right way, so that is why it is a part of this test.

In the picture of the Union Flag on page 23 the flag is flying the right way. This is how to tell. First, the side of the flag nearest the pole is called the "hoist". The part that flies in the wind is called the "fly". You will notice that some of the white bands are wide and some are narrow.

If the flag is flying correctly there will be a wide white band at the top, nearest the hoist, just as it appears in the picture. If the narrow white band appears at the top nearest the hoist, the flag will be upside down, and no Wolf Cub would want to see his country's flag flying upside down, would he? So study the picture and make sure you know exactly the right way to fly it.

The Saints of the Flag

St. George for England. St. George was a Christian and at the age of 17 became a soldier in the Roman Army. He is said to have served as a soldier in England at one time. He was killed for his faith in the year 303 and thus became a martyr for his faith. The story of St. George and the Dragon is a legend representing his fight against all things evil. He was adopted as the Patron Saint of England in the 13th century. St. George is also the Patron Saint of Scouting. April 23rd is St. George's Day.

St. Andrew for Scotland. This Saint was one of Christ's first disciples and he has been called the first missionary because he went immediately and brought his brother Peter to Christ. Because he was a fisherman his emblem is a Fish. He is said to have been crucified on a diagonal cross, thus the diagonal cross in his flag. St. Andrew's Day is November 30th.

St. Patrick for Ireland. St. Patrick was born in Scotland and was brought up as a Christian. He was only 16 years of age when he was carried away by bandits to Ireland. Later he escaped and went to Gaul (now France) where he prepared himself to become a missionary. He then returned as the first missionary to Ireland. The emblem of Ireland is a Shamrock, which is like a small three leafed clover. It is said that it was used by St. Patrick to explain to the uneducated people of Ireland the mystery of the Trinity. St. Patrick's emblem is a mitre, which is the hat worn by a bishop, and signifies the fact that he was a Bishop. March 17th is St. Patrick's Day.

God Save the Queen

Every Wolf Cub should know the words of our National Anthem by heart. It is called "God Save the Queen". The Queen, as you know, is the Akela or head of the whole British Commonwealth. Your national anthem is a reminder always to do your duty to the Queen as you promised when you were invested. When you say or sing these words always stand at the alert, and always think what the words mean as you sing or say them.

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.

O Canada

O Canada is the national song of Canada and it was written in 1908 by Justice R. S. Weir. Just as Wolf Cubs should know by heart the national anthem, so should they know the words of O Canada.

O Canada, our home and native land,
True patriot-love in all thy sons command.
With glowing hearts we see thee rise
The True North strong and free,
And stand on guard, O Canada,
We stand on guard for thee.
O, Canada, glorious and free,
We stand on guard, we stand on guard for thee,
O, Canada, we stand on guard for thee.

FIRST STAR REQUIREMENT NO. 2

Be able to tie the following knots and demonstrate their uses: Reef, Sheet-bend.

One of the most useful things you will learn in the Wolf Cub Pack is how to tie knots. And a very useful thing it is to know. There are so many things a boy has to do that requires a knowledge of tying knots and yet so many boys know nothing about it. No Wolf Cub wants to be in that class. He wants to learn a number of useful knots, be able to tie them quickly and neatly, and know exactly when to use them.

Knots are most easily learned when someone shows you how to do it, but we are going to give you some illustrations to help you in your practicing.

In your First Star, you have to learn two of the more useful knots. Before we tell you how to tie them there are one or two things you should know and remember. Always use a rope or cord, never string, when learning. And do not be satisfied with just knowing how to tie them correctly, keep on practicing until you can tie them correctly, blindfolded or behind your back. That will prove to you that if you had to tie a knot in the dark you could really do it, and you never know when you'll have to do just that.

Get your Akela, one of his assistants or your Sixer to show you how. Then practice at home and if you forget all the details you'll have these illustrations to guide you.

FOR JOINING TWO ROPES OF EQUAL THICKNESS

REEF KNOT

The **Reef Knot** is for tying together two ropes of equal thickness under strain, as in tying up a parcel.

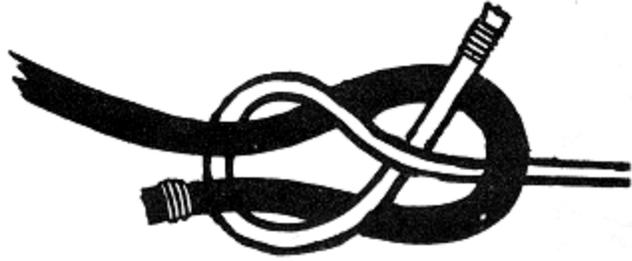


Being a flat knot it is used a great deal in First Aid work, and all bandages are tied with this knot. It is not only a simple knot to tie, but it will not slip and is easy to untie.

FOR JOINING TWO ROPES OF UNEQUAL THICKNESS

SHEET BEND

The **Sheet-Bend** is used for joining together two ropes of unequal thickness. Make a loop A-B with the thicker rope, and pass end of other rope C through the loop, round the back of the loop, and bend it under the part you brought up through the loop, just as in the illustration. The ends should come out on opposite sides.



FIRST STAR TEST NO. 3

Turn a somersault; leap-frog over another Cub of the same size; hop (using each foot for half the distance) round a figure-of-eight course 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 you from a distance of ten yards four times out of six.

Somersault: To turn a somersault you roll head over heels on the ground or floor. Squat down, then bend forwards and put the back of your head and your shoulders on the ground. Then let yourself go over. Keep your shoulders rounded and your chin tucked in. It might take you several tries before you get it right. Keep on practising until you can do it without using your hands to help you.



Leap-frog: The most important thing to remember in leapfrog is to land on your toes. Don't press heavily on the other boy's back. Make your jump springy and just touch the back of the other Cub with your hands to guide you over.



Hopping: To hop well takes a lot of practice. Hop on the ball of the foot and not with the foot flat. Sometimes it helps to keep your hands on your hips.



Ball Throwing and Catching: Probably one of the first things you played with as a very small boy was a ball, so this test should not be difficult. Here again practice makes perfect.

To catch a ball keep your hands close together in cup shape. You'll never be able to catch if you keep your hands wide apart. When you catch the ball, bring your hands back quickly so the ball will not bounce out again.

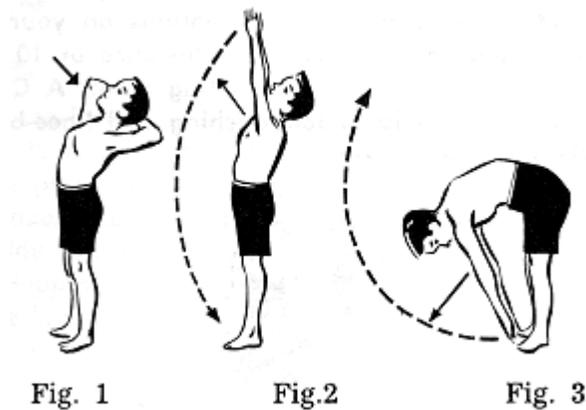
FIRST STAR REQUIREMENT NO. 4

Walk upright and with good carriage, carrying a solid article weighing about 2 pounds on your head, without using your hands, for a distance of 10 yards; turn and come back to the starting point. A Cub cap may be worn. Perform toe-touching and knee-bending exercises as shown here.

Balancing: For this requirement you may use a book or a piece of wood weighing about two pounds. See how far you can walk with it flat on your head. You may wear your Cub cap if you wish. Now the real trick to this is to walk completely upright, with your shoulders straight and your chin slightly up. Don't be disappointed if you don't do it the first time. A little bit of practice and you'll be able to do it for a much greater distance than 10 yards.



Exercises: Every Cub wants to grow up to be a strongly healthy man. The regular use of these exercises will help you do this. They should be done every day, and not just when you happen to think about it. Why not plan to do them first thing every morning when you jump out of bed, and again at night when you are going to bed.



They won't help you very much either if you just run over them quickly. They should be done slowly, so that every muscle in your body will have a chance to benefit and grow.

The toe touching exercises illustrated, are good for developing the lower parts of the body and the back and the thighs. They also help you develop healthy lungs and heart, because they teach you to breathe correctly.

First stand up straight and place your hands behind your neck as in Fig. 1. Next reach as high as you can with your hands above your head as in Fig. 2. Now bring your hands down, keeping your arms and legs perfectly straight (don't bend your knees) and touch your toes with your fingers as shown in Fig. 3.

Now about breathing. Breathe in when you place your hands behind your neck. Breathe out as you sweep down to touch your toes, and breathe in again as you bring your hands back again behind your neck to start over again.



You can say a little prayer as you do this exercise saying to God as you swing down to touch your toes "I am Yours from top to toe." Do not forget that you breathe in through your nose and out through your mouth.

A lot of boys have trouble touching their toes. Don't worry if you cannot do it. Make it a game to see how much nearer you can get with each try. If you find it too easy to touch your toes with your fingers, try it a harder way—touch them with your knuckles with your fists closed.

Now for Knee-bending. This will help your legs and feet, and the muscles of your stomach.

Stand at the “Alert”. If you do this in your bare feet it will help give you strong toes. Place your hands on your hips, stand on tiptoe, turn the knees outward, and bend them slightly as you gradually sink down into the position shown in the sketch above. Be sure and keep your heels off the ground the whole time. Gradually raise the body until you are back standing on your toes again.

Keep your back very straight, and breathe in through the nose when you rise, and out through the mouth as you go down. The weight of your body should be on the toes at all times. Practice it as often as you can during the day.

Lastly, remember this, that these exercises are not just a way of passing the time, or even passing a test. They are to help you grow both big and strong.

FIRST STAR REQUIREMENT NO. 5

Know why and how you should keep your hands and feet clean, your nails clean and your teeth clean; and why breathe through the nose; and be carrying out these things in practice.

Hands: As you use your hands to pick up much of your food, it is not very hard to reason why your hands must be kept clean. Dirty hands carry a lot of germs, and no Cub wants to eat germs with his meal. Then too these germs can be dangerous in another way, getting into cuts and scratches you may get when you play, perhaps getting into your blood stream and doing an awful lot of damage.

So you wash your hands when you get up, before each meal, after you go to the toilet and before you go to bed at night.

Use hot water and plenty of soap. Wash them two or three times, rinse them off in clean water, and then dry them thoroughly with the towel. This is important too, because in cold or windy weather if you do not dry your hands properly you’ll get them chapped, and that can be very sore.

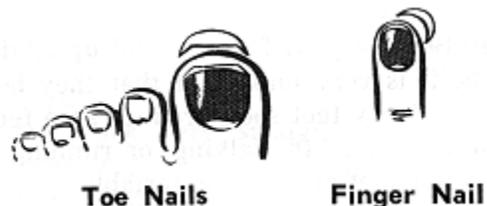
Feet: Because your feet are shut up all day in socks and boots, it is very important that they be kept perfectly clean. Dirty feet soon produce sore feet, and you cannot have much fun walking, or running or playing games if your feet are not comfortable.

So first of all, keep your feet clean always. Wash them the same way as you wash your hands. If you perspire easily change your socks often. If you should get a blister on your foot, be careful for broken blisters can make a nasty sore. Get your mother or dad, or someone who is a good first aider, to cover the blister with the proper dressing.

Shoes: Many boys get sore feet because their shoes do not fit properly. If they are too big, they will rub as you walk, and will give you blisters. To handle this you might wear thicker stockings or perhaps two pairs of stockings. If your shoes are too small they will cramp your feet, stop the proper flow of blood and perhaps make pinch blisters.

So remember these three important things: (1) keep your feet clean; (2) don’t wear shoes that are too big; (3) don’t wear shoes that are too small. Taking these little precautions will make all the difference when you go hiking alone or on rambles with the other Cubs in your Pack.

Nails: It would be very silly wouldn’t it, if you were to wash your hands, and still leave your nails dirty. That wouldn’t stop the germs getting into your food. You see germs get under the nails, and just washing will not get them out. Keep your nails cut short, and clean them out with a good nail brush and a nail file every day.



It is just as important to keep your toenails clean and cut too. Nails should be cut square across the top. If you cut them too round you may get an in-growing toenail and that can be very painful. Cut finger nails about once a week, and toenails every week or ten days.

Of course Wolf Cubs do not bite their nails.

Teeth: A Cub does not keep his teeth clean just for show. It is important to his health. A fellow just cannot chew his food well if his teeth are not healthy.

Little pieces of food get in between and behind the teeth, and if this food is allowed to stay, it breeds germs which burrow into the teeth and decay them, and the first thing you know you have a tooth ache.

The first thing is to get yourself a tooth brush. They can be bought at any drug store. Then use it after every meal, and at night before you go to bed. Brush them well, up and down, and behind the teeth and rinse your mouth out with water.

There are all kinds of toothpastes and tooth powders which will help polish your teeth, but the brush is the most important thing, because it digs into those little spaces between the teeth and takes out the decaying food.



Native Tooth Brush

The natives in Africa, where our Founder Lord Baden-Powell lived for so many years, make their own tooth brushes out of bits of stick. They hammer the ends until they are frayed like a paint brush. Those natives brush their teeth very often, and they have among the finest teeth in the world.

Nose Breathing: Did you ever wonder why your mother and your teacher and Akela all tell you to breathe in through the nose, and not to breathe in through the mouth. Well, here's the reason.

If you breathe directly through your mouth the cold air strikes the delicate parts of the throat and may give it a chill. When you breathe through the nose, the air has farther to go and is warmed by the time it reaches the throat.

But there's another and more important reason. In the air we breathe there are thousands of little germs or microbes, so small you cannot see them with the naked eye. They are very dangerous and could make you ill if you got too many in your system. When you breathe through the nose these little germs get caught on the sticky juice inside of your nostrils and you get rid of them when you blow your nose.



Breathe In Through The Nose, Not The Mouth

At one time the Indians in some parts of America used to teach their children to breathe through the nose by covering up their mouths. But the reason for this was to prevent them snoring, which people do when they sleep with their mouths open. In those days when the Indians were ever alert to enemies, snoring could be a dangerous business.

FIRST STAR REQUIREMENT NO. 6

Be able to tell the time by the clock.

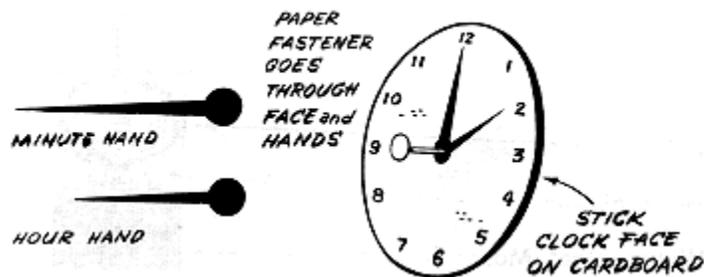
Long ago when there were no trains or busses or planes to catch, no schools to go to, no radio programmes to listen to, it didn't matter very much whether anyone could tell the time or not. Life was simple then. Little boys ate when they were hungry and slept when they were tired.

But now you have to be up on time, to have your breakfast in time, to get to school on time. And when mother wants you home for supper at six o'clock, or you have to be at Cubs at seven o'clock, you simply have to know how to tell the time or you would never be on time.



Now every Cub knows there are 24 hours in every day. Here is a clock face, but it only has twelve figures on it, and 60 little divisions around the edge. There are two hands, one larger than the other. The big hand moves faster than the small hand, and goes completely round the clock in one hour, or sixty minutes. The small hand just moves from one figure to the next in one hour.

Besides marking the hours the figures are useful for another purpose. If, as in the picture, the big hand is three points beyond the eight, that means that it is 8 times 5 minutes, plus three minutes or 43 minutes after eleven o'clock. Usually however once the big hand has gone past the half hour you count towards the hour, so that the clock face actually shows 17 minutes before 12 o'clock (which of course is the same thing as 43 minutes after 11 o'clock).

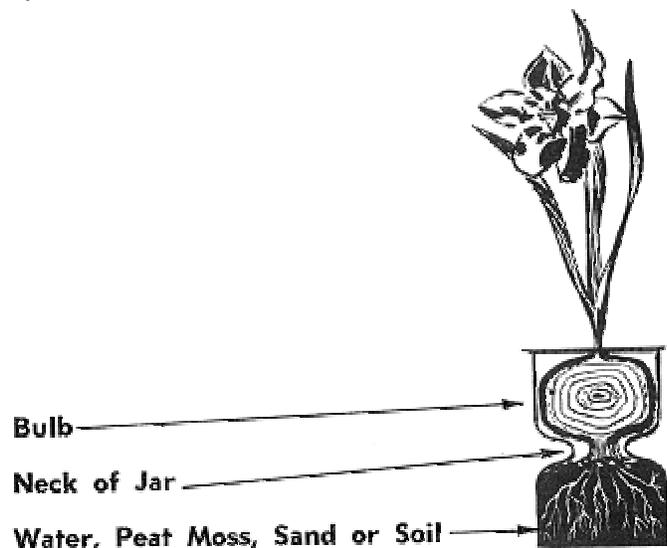


Perhaps you would like to make yourself a clock face from a piece of card. Cut out a large and small hand and pin them in the centre, and then you can change it around to any time you want to make it.

FIRST STAR REQUIREMENT NO. 7

Grow a plant from seed or bulb and describe how you went about it.

To grow a bulb in water, peat moss, sand or soil is really quite simple. Get a jar with a neck smaller than the size of your bulb, so that it will not drop inside. Then fill the jar with water, choose a nice firm bulb such as a tulip or hyacinth, and put it in the neck of the jar. Put it in a dark cool spot in the cellar until the roots appear and are making good headway, then bring it to the light. A window sill is a good place. Change the water about once a week, and do not keep the bulb too warm, when you first bring it to the light.



If you want to grow bulbs in a bowl, get a grown up to tell you how to do it, or get the instructions from a seed house. It is important not to get the peat moss or soil too wet. In this case too you should keep the bulb in a cool dark place until it has grown at least one inch, and then bring it up into a lighter warmer room.

Growing mustard, cress, peas or beans on blotting paper is also very simple. Mustard and cress makes very nice sandwiches, or mother can use it in a salad. Take a saucer or a dish and a piece of blotting paper large enough to fit it. Wet the blotting paper thoroughly and sprinkle your seed over it. Keep the blotting paper damp at all times. If you cannot get mustard and cress at your local store, any seed house will have it.

FIRST STAR REQUIREMENT NO. 8

Clean and polish a pair of boots or shoes, fold your clothes neatly and satisfy Akela that you are doing your best to keep the Pack Den and your own room tidy and leave no litter anywhere.

Did you ever see a Cub with a smart new uniform on, with his face and hands as clean as can be, and then his whole appearance spoiled because he had not polished his shoes? Every Cub should have well polished shoes for every Pack meeting, and at all other times too, and, this is important, he should clean them himself.



You Can Make A
Simple Shoe Shine
Stand Like This One

For cleaning your shoes or boots you will need:

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

If you are using heavy boots for rough country wear, or for camp, it is better not to try and polish them, but to rub grease or “dubbin” all over them and well into the seams with an old tooth brush. Almost any grease will do. To keep your feet dry be sure to grease the soles as well as the uppers.

This requirement also says that you must fold your clothes neatly. Akela will ask your parents about this. When you take off a suit, hang it neatly on a hanger and place in your closet. Clothes that are neatly folded and hung up last much longer, and a Cub, like a Scout, is thrifty.

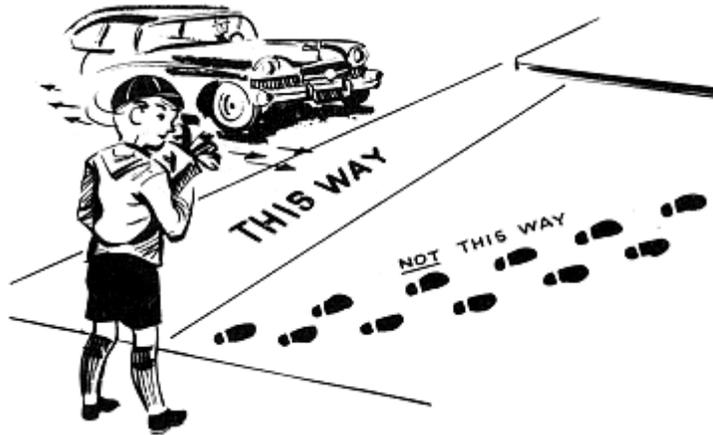
The other part of this test tells you you must do your part to keep the Pack Den and your own room tidy. See that your Six Lair is perfectly clean before you go home, and remember that you must carry this cleanliness outside of the Pack Den, to the home and the community. Put litter such as chocolate bar wrappers in the garbage can. Help keep both your home and your community tidy.

Cubs can do a great deal to help keep public parks and camping grounds clean by making sure that they put waste papers and other things in the proper garbage cans or waste baskets.

FIRST STAR REQUIREMENT NO. 9

Show that you understand the meaning of the Highway Safety Rules of your Province in relation to pedestrians.

Pedestrian is a big word for Wolf Cubs, but it simply means “one who goes on foot” or one who walks. While the Safety Rules may differ in each Province, the rules generally are the same. If, in your Province, there are more than are listed here, Akela will tell you what they are.



Show that you understand and are putting into practise the following SAFETY RULES for pedestrians.

1. Obey traffic signs and signals.
2. Play in a safe place—away from traffic.
3. Keep out from between parked cars.
4. Look both ways before crossing a street.
5. Cross streets only at intersections or at crosswalks.
6. Look out for cars turning corners.
7. Watch—when entering or leaving a street car or bus.
8. Walk facing on-coming traffic on roads that have no sidewalks.
9. Wear or carry something white when walking on a road at night.
10. Help old people and little children across streets.



These rules are very important. Far too many children are killed or injured in Canada every year because of carelessness in these things.



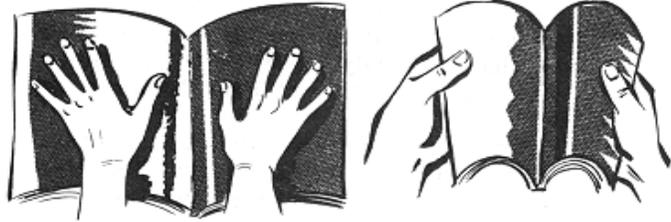
FIRST STAR REQUIREMENT NO. 10

- (1) Ask your parents, teacher, Cubmaster or librarian to help you make up a list of books and read two of them.
- (2) Tell a story, or part of a story, that you have read to your Pack, Six or Parents.
- (3) Make a dust cover for a book and demonstrate how to open a new book.

There are few ways in which a Cub can learn more about the wonderful world in which he lives, than through reading. Before the invention of printing, very few people could read or write. It is impossible to remember everything you hear, but when you read, knowledge is impressed more clearly on your mind and you can always look it up if you forget.

Reading too is one of the finest of hobbies, and in the years ahead of you, you will get a great deal of pleasure from your reading.

Get your parents, your teacher, Cubmaster or librarian to help you select good books, from which you will get both pleasure and knowledge.



You are asked to tell a story to your Pack, Six, or parents, because it will help you remember in an orderly way, what you have read and will give them pleasure too.

Lastly, books should be properly cared for, so make a dust cover to keep it clean, and learn how to open a new book properly so that you will not damage it the very first time you open it.

We hope this requirement will help you to build a bookshelf of your very own.



FIRST STAR REQUIREMENT NO. 11

Have at least three months satisfactory service as a Cub.

Satisfactory service means this: You will be regular in your attendance at Pack Meetings. You will be on time. You will wear your uniform. You will attend church and Sunday School regularly. You will help the Pack in the good turns it undertakes, and you will show your Akela that you really are trying to live up to your Promise and Law, not only at Pack Meetings but at home too.

You must show Akela too that you want to get ahead and earn the stars. When you have done all these things you will have deserved your First Star, and you will be proud to wear it when Akela presents it to you.

CHAPTER 6

THE SECOND STAR REQUIREMENTS

Before you are awarded your Second Star, you must be ten years of age, and be able to repass your Tenderpad and First Star work, and able to meet the following requirements:

SECOND STAR REQUIREMENT NO. 1

Know the alphabet in Semaphore or Morse and be able to send and read simple words slowly.

Now we come to a subject Wolf Cubs really like— signalling. Now, whether you signal by Semaphore or Morse Code, the most important thing to remember is to do everything so clearly that the other Wolf Cub who is receiving your message can read it easily. This means that you must send your message so that there can be no mistake as to what you mean when you are sending a letter.

You will have noticed that you have the choice of either Semaphore or Morse. The advantage of Semaphore is that you do not need any equipment. You can use just your arms. In Morse you must have flags or a buzzer or a light. Morse has the advantage of being usable at any time, in daytime or after dark. It can also be sent over greater distances.

Semaphore. Before you start signalling at all remember that you are sending a message to someone who is out of reach of your voice. Your job is to send it so clearly with your arms or flags that the person who is receiving can understand it clearly.

First, you must learn to stand correctly, with your feet a little apart, facing the receiver squarely.

Next, if you are using flags, grasp the sticks firmly right down near the flag itself, with your first finger pointing along the flag, and the stick running up your arm. This helps you to keep your arms perfectly straight.

Third. Always keep the arms quite stiff, and do not let them bend or your sticks wobble.

Fourth. Know the seven different positions at which the flags can be used singly, and be able to make the movements smoothly and correctly.

Fifth. In practise the movements are clockwise, that is they start with the right hand and move around.

1 st CIRCLE  A	 B	 C	 D	 E	 F	 G	END OF 1 st CIRCLE
 H	 I	 K	 L	 M	 N	END OF 2 nd CIRCLE	
 O	 P	 Q	 R	 S	END OF 3 rd CIRCLE		
 T	 U	 V	 ERASE	END OF 4 th CIRCLE			
 NUMERICAL SIGN	 ALPHABETICAL SIGN	 V	END OF 5 th CIRCLE				
 W	 X	END OF 6 th CIRCLE					
 Z	END OF 7 th CIRCLE						

Learn the alphabet by circles. The first circle is A to G. A to D is done with your right hand, and E to G with your left. When you can do these letters perfectly, try words which are made up of letters in this circle such as Age, Bag, Fag, Cage, Feed, Deaf, and so on. When you have completely mastered the first circle go on to the next.

The second circle—H to N—(with J missed out), requires the use of both arms, and this is where you have to be even more particular that your angles are absolutely right. In this circle your right arm is kept at the “A” position throughout, and only the left arm is moved.

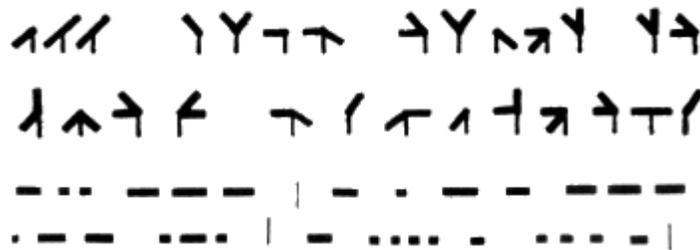
Now look over the Semaphore Chart and learn the third, fourth, fifth, sixth and seventh circles. When you have learned them thoroughly, you will have no difficulty either in sending or receiving simple words slowly.

Morse. The Morse Code can be sent in many ways including flags, lights, buzzer, or even with a whistle if you wish.

In the Morse Code, the letters are formed by dots and dashes and the length of the dash is three times that of the dot. A dot looks like this •. A dash looks like this —. There is no short cut to learning the Morse Code.



What letter is this?



There are several ways a Cub can go about this, but perhaps the best is to start by learning very thoroughly four or five letters, and then going on to learn four or five more, until you have mastered the whole alphabet. Take your time, learn every letter thoroughly, and you'll never forget it.

THE MORSE CODE			
A	• —	N	— •
B	— •••	O	— — —
C	— • — •	P	• — — •
D	— ••	Q	— — — •
E	•	R	• — •
F	•• — •	S	•••
G	— — •	T	—
H	••••	U	•• —
I	••	V	••• —
J	• — — —	W	• — —
K	— • —	X	— •• —
L	• — ••	Y	— • — —
M	— —	Z	— — ••

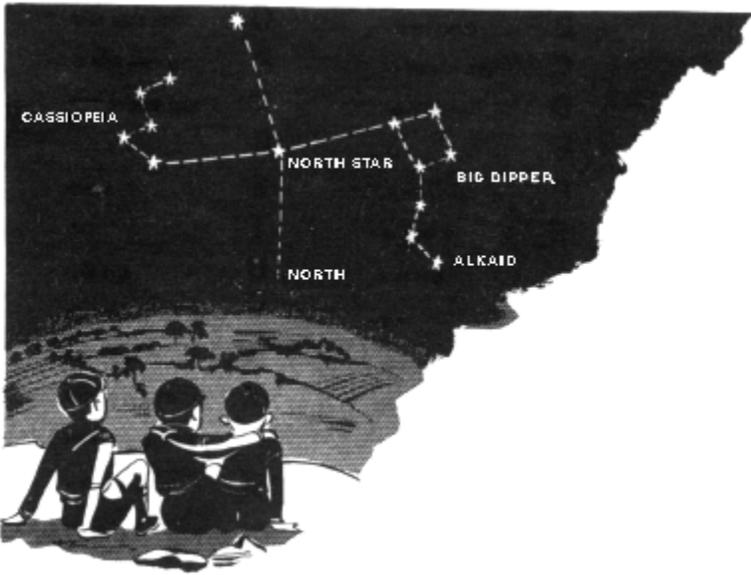
For practice you can write messages in either Semaphore or Morse just like these examples—and the more you play at this game the more firmly you'll remember.

Ask your Akela about the Morse or Semaphore cards in the Scout catalogue.

SECOND STAR REQUIREMENT NO. 2

Use a compass to show a knowledge of the eight principal points.

When you become a Scout, it is likely that you will go on many hikes. No matter how good a woodsman you are, you can get lost, so the good woodsman always carries a compass with him, so he can find his direction.



The compass has been used for nearly five thousand years. The Chinese are said to have used it as early as 2634 B.C. It is an instrument with a circular face like a clock, divided into 360 divisions called degrees. However you do not need to learn about them just now. You have only to learn the eight principal points.

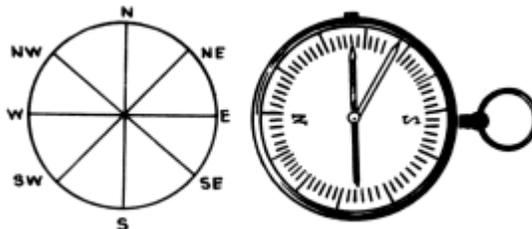
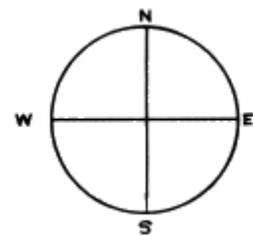
In the far north of Canada there is what is known as the Magnetic Pole on the Boothia Peninsula. The needle on a compass is magnetized and always points to this Magnetic Pole.

The principal point of the compass is North. If you are facing North and

point with your right arm, you will be pointing East; and if you point with your left arm you will be pointing West. Immediately behind you will, of course, be South.

Those are the four major points. Midway between these points are other points. For instance between North and East, there is North-East; Between North and West, North-West: Between South and East, SouthEast, and between South and West, South-West. Those are the eight principal points of the compass you have to learn.

But it is not much use knowing them if you don't know how to use them. So get a compass and turn it until the needle is pointing to North on the dial of the compass. Now you will be facing North.



Now keeping the compass “set”, you can tell the direction of trees or buildings pointed out to you by looking across your compass face, while it is still set to the North. If the tree you are looking at is between North and East, then its direction will be North-East. Now try it out on all sorts of things in every direction, so that when Akela asks you the direction of anything in sight, you’ll be able to set your compass, read it, and tell him the correct answer.

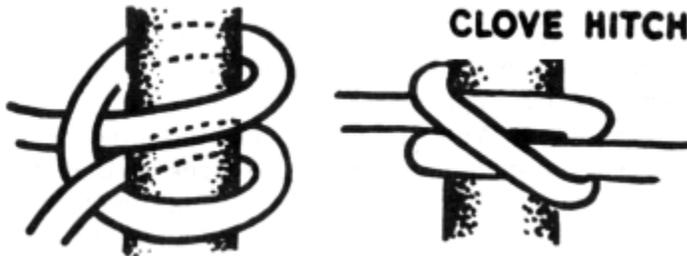
Sometimes you might have to tell direction when you haven’t a compass handy. This is worth remembering. The sun always rises in the East and sets in the West. At noon each day, it is almost directly due South, so knowing the time of day and the position of the sun, you should be able to give directions quite accurately even without a compass.

SECOND STAR REQUIREMENT NO. 3

Be able to tie the following knots and demonstrate their uses: Clove Hitch and Bowline.

Here are two more knots that will come in handy for many purposes. The diagrams will help you tie them, but better still get Akela or your Sixer to show you how. You’ll pick them up quicker that way.

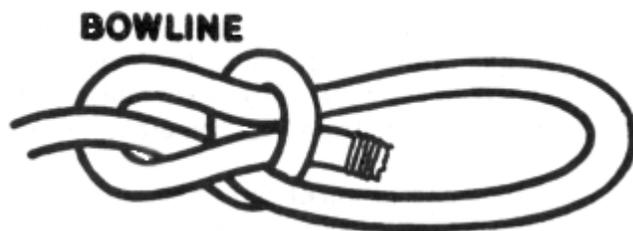
The Clove Hitch. This is one of the most used of all knots, and it is easy to tie. Its main use is for tying a rope to a pole, as in the illustration.



Either end will stand a strain without slipping, either lengthwise or downwards. Learn a couple of ways to tie it, and don’t be satisfied that you know it well enough until you can tie it blindfolded or behind your back.

The Bowline: This is a very good knot to know because it forms a loop that will not slip. It is the sort of knot you tie on a rope if you were throwing it to a person in trouble in the water.

Again, it is better to have Akela or your Sixer show you how to do it, but perhaps you can follow these directions. First make a loop towards you part way up the rope, according to the size of loop you want. Next take the end of your rope, push it up through the loop, put it around the back of your standing rope, and then down through the loop where you came up at first. Read this and look at the illustration and you will soon see how it is done.



SECOND STAR REQUIREMENT NO. 4

Understand the meaning of thrift in all things and by carrying it out in practice.

Nearly every Wolf Cub gets a small allowance from his parents for spending money each week. It is better of course if you earn that money, by washing the dishes, or making your bed, or doing other odd jobs to help mother.

A lot of boys go out and blow all their allowance on the movies, and candy and soft drinks, and never think about putting a little away against the time you might need it.



On the other hand a lot of wise boys put something away out of their earnings and save up to buy something they want very badly. Hundreds of boys who have newspaper routes have put by some of their earnings every week, until they were able to buy a bicycle or an electric train, or something else they wanted.

So the meaning of thrift is saving, saving a little of your allowance or earnings, saving on your clothes and on your toys, because the longer you make these things last, the more money it saves for your parents.

You will also want to practice thrift in the use of your Pack equipment.

What happens to your money when you put it into the bank for safe-keeping? The bank pays interest on it, and first thing you know you've got a lot more money than you put in, and more important still, you have that money to buy those important things like bicycles, or trains, modelling kits, or a birthday gift for mother or dad.

And looking after your clothes and shoes, means that your parents do not have to replace them as often, which means that they will have more money to spend on other things, such as saving up to send you to college when you get through High School. There's a lot of joy, too, in having a bit of money saved to help others in need.

SECOND STAR REQUIREMENT NO. 5

Produce a satisfactory model or article made entirely by yourself 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 yourself in colours (chalk or paint) of National flags, or animals or flowers, with their names clearly written.

Because boys of Wolf Cub age like to do many different things, this requirement has been set to give you a wide choice, such as making a model, knitting, carving or sketching.

Make up your mind what kind of work you want to do. If you are fond of nature and you can draw, perhaps the sketches of flowers or animals will appeal to you. On the other hand if you are handy at making things you'll likely want to make a model.

Perhaps a little sister or cousin would like to have a big doll's house made of wood or cardboard for Christmas or for a birthday. Thumb through a magazine until you see a house that appeals to you, and then make a model as close to scale as possible.

Or perhaps you are handy with knitting needles, or would like to be. Why not ask mother to show you how to knit a scarf, or even a pair of garters for your Cub stockings. Knitted garters are very comfortable and they last for years. Many old sailors were very proficient with knitting needles.

Whatever you decide to do must be your own work entirely. There's no harm in mother or dad showing you how to do it, but you should do all the actual work yourself. Modelling or sketching or knitting—all will come in handy later on.

SECOND STAR REQUIREMENT NO. 6

Know how to lay and light a fire, in or out of doors, or how to turn on and light a gas stove burner safely, or how properly to turn on and turn off electric stove elements.

There are many Cubs living in small communities where there is no electricity or gas who have to depend on wood fires. There also are a good many city Cubs whose parents take them to summer cottages where there is no electricity or gas, and it comes in very handy to know just how to lay and light a kitchen fire, in or out of doors.

Before you even start to lay the fire you should see that the ash container is emptied and the grates clear, so that plenty of air will be able to get through.



Then tear up an old newspaper and roll into loose balls and lay them in the bottom on the grate. Then lay some thin dry sticks lightly on top of the paper, criss-cross pattern so that coals will not fall through. Now add small pieces of coal, or some stove length wood, and when all is ready, touch a match to the paper under the grate.

Watch your fire until it is going well and the wood is well caught. When it is well alight you may add more coal or wood, and when all is burning brightly you close the drafts. As these operate differently according to the type of stove, better get mother to show you how. Never, never pour coal oil or any other inflammable liquid on a fire.

Nobody expects Wolf Cubs to be good at lighting fires in the open, so if you are on a hike, better let Akela or one of his assistants show you how to do it properly. He will show you how to prevent the fire spreading. Many fires are started in our forests by careless campers, and no Cub wants to have anything to do with carelessness. When you are a Scout, later on, you will learn how to build a cooking fire in the open, and how to take precautions to prevent it spreading to cause a grass or forest fire.

Modern gas and electric stoves have so many gadgets and knobs and buttons these days, that we cannot tell you here how to run them. Mother will show you how to turn on and off the burners on the gas stove or the elements on the electric stove.

SECOND STAR REQUIREMENT NO. 7

Run or cycle with a verbal message of not less than fifteen words, go by a certain route and deliver it correctly.



No Wolf Cub wants to be like the characters in a comic strip who are sent to the store to bring home a pound of butter and come back with a cabbage and a watermelon. No sir, a Cub wants to do the thing right the very first time.

The first thing is to pay strict attention to whoever is giving you the message. Say it over after them, and repeat it back just to make sure you know it. Then it is

a good idea to keep on repeating it as you go on your journey so that you won't forget it. If you practice this now, you'll be surprised just how it improves your memory as you grow older.

It is more important to get the message there correctly than it is to get it there fast, but best of all, to get it there both correctly and fast.

If you have to pass the message on to another party to pass along again, make sure the other party has it correctly, and make him repeat it over to make sure.

SECOND STAR REQUIREMENT NO. 8

Be able to use a public telephone; or where telephones are non-existent, know where and how to ask assistance in an emergency (Ambulance, Fire, Police.)

Before you can learn how to use a public telephone, you must know how to use a telephone. As you probably know there are several different kinds of telephones. We cannot go into all the details here but there are one or two important things to remember, whatever kind of telephone you have.



When using the telephone, hold the receiver close to your ear. Talk directly into the mouthpiece with your mouth just a short distance from the mouthpiece. Speak in a natural clear voice as though the other person were in the same room with you. You do not have to shout. Say who is calling —”This is Tommy Jones (or whatever your name is) calling.”

Public telephones are slightly different, so the best we can do for you is to tell you that on the front of each telephone there is an instruction sheet, telling you exactly what to do.

The best way to go about it is to keep from getting excited, to read the directions first, and then do exactly as they tell you.

If you live somewhere where there are no telephones, you should find out from your parents or from Akela, just where to go to get an ambulance, call the fire department or get the police.

SECOND STAR REQUIREMENT NO. 9

Skip with both feet together 15 times forward and 15 times backward; you must turn the rope yourself. Walk a plank 12 feet by 6 inches, 3 feet to 3 feet six inches above the ground.

Skipping—Did you know that boxers, football players and many other athletes use skipping as a regular exercise to keep them fit and to strengthen their leg muscles?



Skipping is not very difficult, although some Cubs do not find it as easy to do as others. The important thing is to have your rope the right length. To find what **is** right for you, place your foot in the centre of the rope, then hold your arms out straight, with the hands just level with the shoulders.

If you have never skipped at all, it might be a good idea first to get a couple of other Cubs to turn the rope for you while you learn to jump properly and at the right time.

Stand straight upright, with your toes just touching the rope. Now, as the rope goes over your head, jump, keeping your heels together, and toes out. As you land back on the floor let your knees bend slightly outward. When you find you can do this easily, try turning the rope yourself. Start with the rope behind you if you are going to skip forward and in front of you if you are going to skip backward. Keep your back straight and never land on the heels, always on the toes.

Walking the Plank. In the old days when pirates used to roam the seas, they used to make their captives “walk the plank”, right off the ship and into the sea. That was to get rid of them.



In the Cub Pack walking the plank is not a bit like that. It is a means of helping you to learn balance. If you have ever been to a circus or a grandstand show at one of the big exhibitions you will probably have seen these acrobats walk along a tight rope. They make you gasp as you watch them. To them it is easy, because they have learned to balance properly. You may never be a tight rope walker, but you want to be able to balance yourself, because there are many occasions when balance is important. So practice this, and when you have mastered it, try something a bit more difficult.

SECOND STAR REQUIREMENT NO. 10

In the event of an accident, understand the necessity for summoning an adult. Show how to clean and tie up a cut finger, cover a scald or burn. Understand the danger of dirt in a scratch. Know the simple treatment for shock (not electric).

Summoning Help. Perhaps when you go up to the Scout Troop you will become an expert in first aid, but as a Cub your first duty always is to get some older person to help—a doctor if possible. Never try to do more than you have been told in this test—this is very important.

When you were passing your First Star requirements you learned why it was so important that you keep your body clean. One of the reasons was that should you cut or scratch yourself, the dirt and germs would get into the wound and make it very difficult to heal.

So one way to make sure that you do not get dirt in a wound is to keep yourself clean. But of course sometimes you fall in the school yard and graze the skin on your knees or your hands and you get dirt in the wound that way. If this should happen wash the wound in clean water from the kitchen tap, or if you are not sure that the water is really clean, boil it before you use it.



If it is just a small scratch or cut a dab of iodine or mercurochrome will help to clean it and make it heal. It is a good thing to make sure no more dirt gets in by putting on a dressing, such as a Band-aid, which is already made up for you. If you haven't a Band-aid handy you can make a dressing from a clean piece of gauze or a clean handkerchief and hold it in place with a bandage. You always tie a bandage with a Reef Knot as you learned in your First Star Requirement No. 2.

Scalds.— A scald is a burn or injury caused by a hot liquid. It can be very sore and often will form blisters. A Cub never will break or prick a blister—that's a job for the doctor. Cover the scald with a clean dressing and get the patient to a doctor just as soon as you can.

Burns.— A burn is an injury caused by dry heat such as a flame. It too can be very painful. The cool air coming in contact with a burn only increases the pain, so cover it up with a dressing which has been dipped in warm water to which baking soda has been added. Gently bandage over the dressing to keep it in place, and get the patient to a doctor quickly.

Shock.— When a person receives a scald or a burn, or is injured in an accident, almost certainly he will suffer from shock too. This is not the same as getting a shock from an electric wire.

Many people who have no serious injury have been known to die from shock, so a Wolf Cub should know what to do about it. First, send for a grown-up or a doctor if there is one living nearby. While you are waiting for help your job is to keep the patient quiet and warm, and to keep people from crowding around. Wrap him in blankets or coats to keep him warm.



SECOND STAR REQUIREMENT NO. 11

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.

Your Pack rambles will offer you lots of opportunities for passing this requirement.

Birds. You must point out from life three birds, not domestic. Domestic means tame, so of course your three birds must not include such things as hens, or turkeys or geese that are kept on farms. No matter where you live in Canada, you'll have no difficulty finding three different kinds of birds. Among those common to all parts of Canada are the Crow, Blackbird, Robin, all the Juncos, most of the Sparrows, Larks, Wrens, Black Capped Chickadees, Canada Jay, Red Throated Loon, Common Loon, several kinds of Woodpeckers, Kingfishers, Gulls and Humming birds.



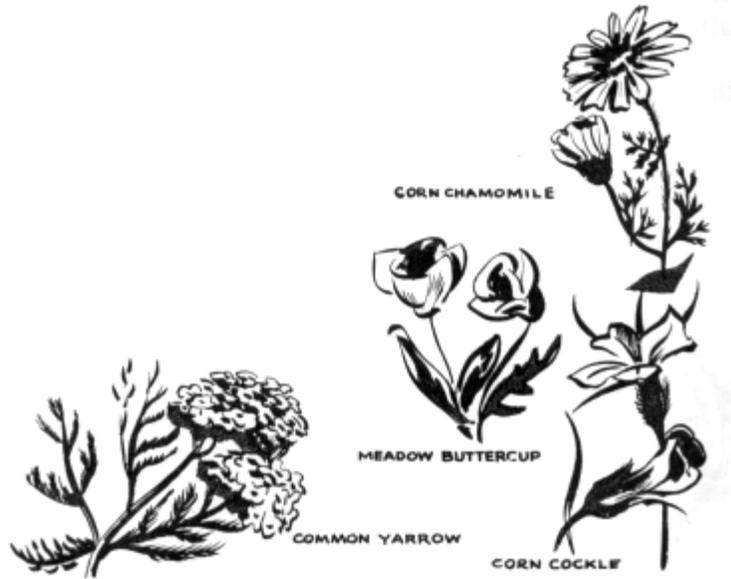
Perhaps Akela can point out these birds to you on your rambles, or maybe your parents, or school teacher can show you how to recognize them. You'll have to get to know them by their size, their colour and their habits. Of course no Wolf Cub is going to stop when he has learned to recognize three birds—he will keep on until he can tell every bird that is common to his community.

Trees. If you live in a Province where there are lots of woods you'll not take long to learn about three trees. However, if you live on the prairies, this might be a bit more difficult. But wherever you live there are three kinds of trees that will be common to your part of the country. Here again Akela or your parents or teacher will be able to help you.

Here are a few illustrations to help you.



Natural Things. By natural things the test means such things as kinds of rocks, wild flowers, weeds, butterflies, bugs, or even groups of stars in the sky. Do you know how to find the North by the Stars? Two star groups that will help you find the North are called The Big Dipper and Cassiopea. You might like to be able to find them in the sky as part of this requirement. Whatever you choose you'll find lots of fun in doing it.



SECOND STAR REQUIREMENT NO. 12

Review the Highway Safety Rules as laid down in First Star Requirement No. 9, and show that you are helping other Cubs or other children to understand and obey.

If you own or have the use of a bicycle you must be able to look after it properly and understand the meaning of the Highway Safety Rules in your Province.

This test is to make sure that you haven't forgotten what your First Star Requirement taught you and that you are still Doing Your Best to prevent accidents.



Many Cubs own bicycles, or use their brother's or sister's bicycle. Now you should know how to look after it. Here are some hints:— Keep the front hub bearing properly adjusted so that the wheel will revolve freely. Oil often with machine oil.

Use special chain oil to keep the chain and gears running easily.

The main hanger, to which the pedal cranks are attached, should be oiled often, since it is the power plant of your bicycle.

Check wheel alignment to save tire wear.

Install white light on the front, a red danger signal on the rear and a satisfactory signally device.

If the Cub owns or has the use of a bicycle he must be able to look after it properly and understand the meaning of the Highway Safety Rules of his Province as they affect cyclists.

- (1) Obey traffic signs and signals.
- (2) Ride close to the right side of the road.
- (3) Ride straight. Don't wobble.
- (4) For driving at night have proper lights and reflectors.
- (5) Never "hitch" on to a moving vehicle.
- (6) Keep your feet on the pedals and your hands on the handle bars when riding.



SECOND STAR REQUIREMENT NO. 13

- (1) Ask your parents, teacher, Cubmaster or librarian to help you make up a list of books and read three of them.
- (2) Tell a story or part of a story that you have read, to your Pack, Six or parents.
- (3) Demonstrate how to make simple repairs to a cover of a book, and repair torn pages.

In your First Star you were introduced to the wonderful world of books, and by now you have probably got into the habit of reading as a regular part of your daily activities. If you look back and recall the books you have read, you will know how much you have learned and how much fun you have had.



For this requirement, you must read three more books. They will probably be better books than you read for the First Star and, because you are older and have more experience, they will probably be a little more difficult to read. But that is one of the fine things about reading, it not only broadens your vision of the world about you and the people who live in it, but it broadens your use of the English language, and you learn to express yourself clearly.

Again you have to tell a story to your Six, Pack or parents, and with the practice you have already had you should now be quite a good story teller.

The final part of this requirement is to make simple repairs to a book. If you go to your Public Library, you will be able to see just how they repair torn pages and covers and bindings which have been torn or broken by carelessness or by much use. This part of the requirement is not only to teach you how to make these repairs, but also to remind you of the importance of taking the very best care of your own and other people's books.

How is your bookshelf growing?



SECOND STAR REQUIREMENT NO. 14

Have at least one year's satisfactory service as a Cub.



Before Akela will present your Second Star he will want to be sure that you are practising all those things which Wolf Cubs are supposed to do—so that you will be a real Wolf Cub both inside as well as out. Just to make sure that you are doing these things let us check up on them.

1. Are you doing your Duty to God, and the Queen?
2. Are you keeping the Law of the Wolf Cub Pack?
3. Are you doing a Good Turn to somebody every day?
4. Do you give in to the Old Wolf?
5. Do you give in to yourself?

If you can answer “Yes” to the first four questions and “No” to the fifth, and if you are attending the Pack meetings in uniform and paying your weekly dues, Akela will consider this requirement as passed.



THE END OF SECOND STAR REQUIREMENTS

Now you have come to the end of the work for the Second Star, your both eyes will be open like those of the wolves. The two stars you will wear in your cap show that your two eyes are now open.

Since you joined the Pack you have come a long way and learned a whole lot. This should make you more useful both at home and to Akela. Now you can only remain helpful just so long as you do not forget all the things you have Learned. You must practice so that at any time if Akela asks you about your signalling or your birds and trees, or your knots you will not have forgotten them. The things you have learned will never be much use to you if you just forget them as soon as you have passed them.

Now you will have more time to give to Proficiency Badge work. In the next chapter you will find all the details of these badges. They are not usually taught in Pack Meetings. It is up to you to dig up the information and do the things you have to do yourself and when you feel you are ready, come to Akela or one of the other Old Wolves to pass. They will help you if you ask them.

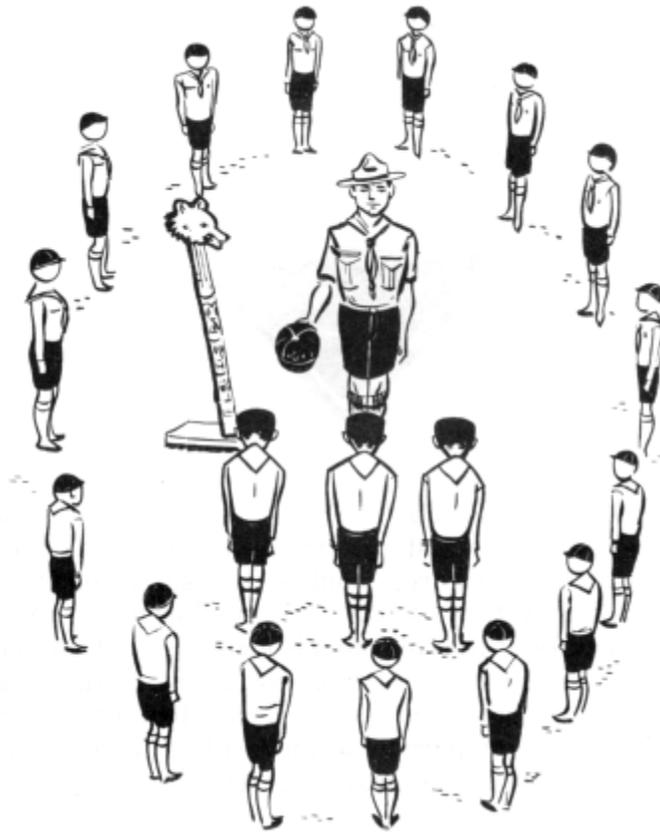
But first of all, let's get you invested as a Two Star Cub.

INVESTITURE OF A TWO STAR CUB

The Pack is formed up in the Parade Circle, just as it was when you were invested as a Cub. All the Cubs who are to receive their second Star will stand bareheaded in the middle of the circle. Akela will have your cap with the two stars already fixed in their proper place.

Akela will tell you that you have successfully completed your requirements, and he will remind you that now, for the first time, you are Wolf Cubs with both eyes open.

He will explain to you that when young wolves are born they have their eyes shut and grope about blindly. Gradually they begin to see and understand things. At first, you learned how to see and to obey the Old Wolf's directions. You learned the Promise and the Law, and then you became a Tenderpad.



Then as you got a little older you learned a lot of new things, about knots, the clock, and the flag. You learned how to exercise your body, why you must keep yourself clean and a lot of other things. Then you became a One Star Cub.

Now you have completed the next step and you are to become a Two Star Cub, which every Cub should aim to be. When Akela has finished telling you these things the Pack Totem (if you have one) will be brought into the circle and the Pack will give the Grand Howl.

Each new Two Star Cub then comes up in turn and repeats the Promise after Akela— “I promise to do my best. To do my duty to God, and the Queen. To keep the law of the Wolf Cub Pack, and to do a good turn to somebody every day.”

Akela will hand you your cap, with the two stars shining on the front, and will ask you:— “Will you do your best?”

Then you, and the other Cubs who are being invested will howl, “We’ll dob, dob, dob, dob.”

Akela will then say:— “Then good hunting to you!” and will send you off to your Six where the other Cubs will shake hands with you.

CHAPTER 7

PROFICIENCY BADGES

There are 13 Wolf Cub Proficiency Badges. They are worn on the right arm of the jersey in straight rows between the shoulder and the elbow. A Tenderpad Cub is not allowed to earn nor wear Proficiency Badges. A One Star Cub may earn and wear not more than two Proficiency Badges and a Second Star Cub may earn and wear all 13 of the proficiency Badges.

GROUP 1



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 his collection and show an intelligent interest in it. The nature of the collection is made by the Cub. Suggestions are as follows: Stamps, postmarks, picture postcards, match book covers, crests, coins, feathers, leaves, or flowers (for the purpose of the last two, photographic or carbon reproduction may be accepted.)

See Wolf Cub Book No. 5—Collector and Homecraft

GARDENER—(1) Must care for and cultivate a patch of garden of at least 16 square feet, preferably a square 4 feet by 4 feet, for at least four months.

(2) Must be able to name at least six of the following 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 and care of the following tools: spade, fork, hoe, trowel, rake.

(In Packs where patches of garden are not possible, the following alternatives can be taken in place of (1) and (4).

(1) Care for a window-box for four months or care for two or more perennial plants in pots for four months.

(2) 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.

See Wolf Cub Book No. 6—House Orderly and Gardener

OBSERVER—(1) Have observed the appearance (whenever possible in natural surroundings) and know something of the habits of:

- (a) Six animals or six birds. Be able to recognize from life and name accurately.
- (b) Six spring flowers, six summer flowers, or six Autumn flowers.
- (c) Six trees or shrubs.
- (2) Find your way to an unknown spot, not more than 300 yards away, by following directions given to you by the Examiner (either compass directions, or signs made on the ground, or landmarks, or a combination of these.)
- (3) Must be able to identify nine objects out of twelve in Kim's Game.

See Wolf Cub Book No. 8—Guide and Observer



GROUP 2

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 7 by 5 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 you have seen.
- (b) Draw from nature a landscape or still-life group.
- (c) Keep a simple sketch book for a period of three months.
- (d) Illustrate a story by means of matchstick figures in a series of not less than four pictures.
- (e) Make a simple greeting card of your own design using pencil, brush, pen or crayon.
- (f) Make a model in clay, plasticine or any plastic material.

See Wolf Cub Book No. 2—Artist and Toyruaker



HEMOCRAFT—(1) Must thread a needle and sew on a button.

(2) Darn a hole in a jersey or stocking.

(3) Wash and iron your scarf.

(4) Mend a tear, and carry out any two of the following tests:—



- (a) Knit a useful article.
- (b) Make a piece of netting (to put over seeds, for a bag, etc.)
- (c) Work a design in cross-stitch on canvas.
- (d) Make a rug or mat on canvas or hessian.
- (e) Make a basket.
- (g) Weave a useful article in raffia or crepe paper.

See Wolf Cub Book No. 5—Collector and Homecraft

TOYMAKER—(1) Make an article from odds and ends, such as pine-cones, clothes pegs, etc. or

(2) Do one of the following:

- (a) Make a worth-while toy of reasonable size, such as a boat, engine, motor-car, doll or animal.
- (b) In reasonably correct proportions and colouring, make a worthwhile composite toy such as a farmyard, jungle, ark with animals, cottage with furniture, or station, or
- (c) Recondition two durable toys approved by Akela. (Note. An article presented for the Second Star (5) must not be admitted for any part of this badge.)



See Wolf Cub Book No. 2—Artist and Toymaker

GROUP 3

FIRST AIDER—(1) In the event of an accident show that you understand the need for summoning adult help.

- (2) Be able to dress and bandage a hand, a 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, scalds, choking and frostbite.
- (5) Know how to “clean-up” and treat a graze.
- (6) Know the simple treatment for shock (not electric).



See Wolf Cub Book No. 4—First Aider Badge

GUIDE—(1) Be able to give clear and concise directions, well expressed and distinctly spoken, to a stranger asking his way, and do so politely and promptly.

- (2) Know the whereabouts of the nearest police station, hospital, doctor, drug store, public telephone, fire station or alarm box, railway station, service station and hotel.
- (3) Know how to call for Fire, Police, Ambulance.
- (4) In towns: know the routes of the local buses or street cars up to a maximum of four routes.



In country: know the route of the local bus or buses or important train times.

See Wolf Cub Book No. 8—Guide and Observer

HOUSE ORDERLY—(1) Make a pot of good tea, coffee or cocoa and fry, poach or boil an egg, and make toast.

- (2) Prepare potatoes and boil or fry them.
- (3) Make a bed, wash dishes, utensils, etc.



- (4) Clean windows and brasswork or silver.
- (5) Sweep and dust a room or scrub a table.
- (6) Lay a table for at least three people for a meal of two courses.

See Wolf Cub Book No. 6—House Orderly and Gardener

GROUP 4

ATHLETE—These requirements are divided into two classes. Class “A” is for Cubs 9 to 10 years of age, “B” for those 10 to 11. The requirements are of the same nature, but the standards are different.

CLASS “A”—The average height of Cubs in Class “A” is 49 inches. If you are unusually developed (not only in height) you may be judged in Class “B”.

- (1) Sprint 50 yards in 10 seconds.
- (2) Jump 2 feet 6 inches (high jump).
- (3) Jump 6 feet (Broad Jump).
- (4) Climb a rope or pole 10 feet.
- (5) Throw a baseball 20 yards.
- (6) Catch a baseball thrown from 15 yards.
- (7) Do one of the two following things:—
 - (a) Stand on your head.
 - (b) Turn a “cartwheel”.



CLASS B.

- (1) Sprint 60 yards in 10 seconds.
- (2) Jump 2 feet 8 inches (high jump).
- (3) Jump 7 feet 6 inches (broad jump).
- (4) Climb a rope or pole 10 feet.
- (5) Throw a baseball 30 yards.
- (6) Catch a baseball thrown from 20 yards.
- (7) Do one of the following things:—
 - (a) Stand on your head.
 - (b) Turn a “cartwheel”.

(Note: If a Cub has won the badge when he was under 10 years of age, he is naturally expected to pass it again on the higher standard after his 10th birthday.—Wolf Cub Handbook.)

CYCLIST—(i) Own or have the regular use of a bicycle of a suitable size, licensed where necessary.

- (ii) Be able to mount and dismount properly from either side.
- (iii) Be able to clean and oil your bicycle and keep the tires inflated to the proper pressure.
- (iv) Understand the need for keeping the bicycle in a roadworthy condition.
- (v) Know the Safety Rules for cyclists as outlined on page 39.



- (vi) Under observation go for a short ride on a specified course, part of which will be through moderate traffic, and put in practice your knowledge of the Safety Rules for cyclists.

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 your back for 15 yards.
- (4) Be able to “duck dive” (that is dive while standing in water or swimming) or, as alternative, perform a “honey-pot” (that is jump with arms clasped around knees) from a board, bank or boat, or dive head first from side of pool, dock or boat.



TEAM PLAYER — (1) Must be a regular playing member of a properly organized team for football, baseball, basketball, hockey, cricket or some other organized game of a similar nature. (Your team should be under the control of your Akela or other person approved by the Cubmaster.)

- (2) Must have played at least six matches and must be specially recommended as being a keen, sportsmanlike player.



CHAPTER 8

THE TOTEM POLE

A Pack Totem

The Totem Pole is a staff with a Wolf's head at the top.

Totem Poles come to us from the North American Indians, who carved and decorated them to commemorate historical events in the tribe or to honour the achievements of some members of the tribe.

In the Cub Pack the Totem Pole is used for a similar purpose. Each time a Cub earns a Proficiency Badge, a ribbon is added to the Totem and the Cub's name written on a tab and attached to it. Other honours can also be recorded on the Totem, and some Cub Packs drive a brass-headed nail into the pole for each Cub invested.



CHAPTER 9

GOING UP

Do you remember what you read in the Introduction to this book? It was this:— eventually you will reach the age and be sufficiently trained to become a Boy Scout with all its fun and adventure in the great out-of-doors.”



Now is the time to make those words come true— and to speed you on your way we have an important ceremony called the “Going Up Ceremony”.

You will find it quite different in the Scout Troop. You will, of course, wear a different uniform. And you will not have as much done for you by the leaders, but will be expected to stand on your own feet.

You will be a member of a Patrol, usually of six to eight boys, and at its head will be a Patrol Leader, who will be like an older brother to you. He will help you train, but he will also expect that you will spend some of your spare time studying and practicing your Scout work.

You will have a code to live up to, just like the knights of old, whose code was “Honour all Men, Fear God, Honour the Queen and Love the Brotherhood.” That too will be your code, only it will be in different words that make up the Scout Promise and the Scout Law. Are you ready now? Well then, Let’s go!

THE CEREMONY

On an occasion arranged between Akela and your future Scoutmaster, both the Pack and the Troop will meet together.

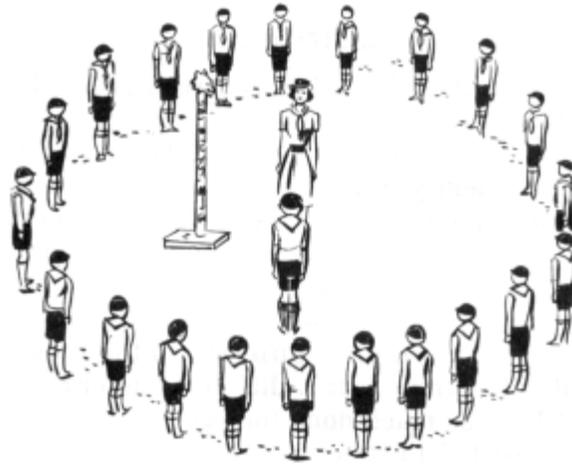
The Pack will be formed up in a Parade Circle at one end of the room or field and the Troop in a Horseshoe at the other end. Akela will stand in the middle of the circle and the Scoutmaster will stand facing the Pack at the entrance to the horseshoe. Also in the Pack Circle will be the Totem Pole and in the Scout Horseshoe will be the Troop Flag.

First the Pack gives the Grand Howl in honour of the Cubs going up to the Troop. Then the Cubs going up will stand in front of Akela who will wish them Good Luck and Good Hunting, and they will then repeat, for the last time, their Cub Promise.

The Scouts-to-be then walk back and shake hands with every Cub in their own Six, returning to the centre where the Pack gives them three cheers.

Then with Akela they go to be presented to the Scoutmaster, who hands them over to the Patrol Leaders whom they have already met. They are then taken to their new Patrol and introduced to each boy in the Patrol, and then finally are welcomed by the Troop with the Troop Yell or three cheers.





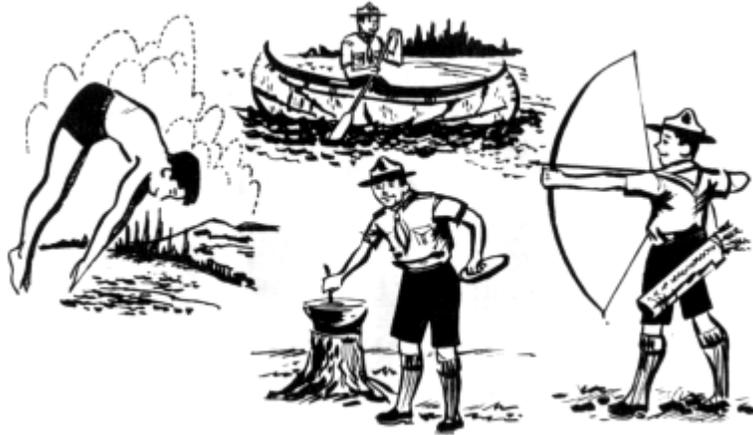
NOW FOR THE FUTURE

Now that you are starting on your journey into the Land of Scouting, you will have lots of fun and adventure on the way. Of course you will not forget your days in the Cub Pack, and the interest Akela and his assistants have shown in your progress. Before very long many of the younger Cubs will be joining you in the Troop, and it will be up to you to welcome them as you are being welcomed. Perhaps some day you will return to the Pack as a Cub Instructor or even a leader to help other Cubs along the Trail to Scouting.

Good Scouting to you.

NOW FOR
FUN - ADVENTURE - COMRADESHIP

IN THE SCOUT TROOP



MY PROGRESS RECORD

Name	Pack	
TENDERPAD	Date Passed	Examiner
1 Wolf Cub Law
2 Wolf Cub Promise
3 Wolf Cub Salute
4 The Grand Howl
5 Life of B.-P.
Invested
FIRST STAR	Date Passed	Examiner
1 (a) Flags
(b) Saints
(c) God Save the Queen
(d) O Canada
2 Knots
3 (a) Somersault
(b) Leap Frog
(c) Hopping
(d) Ball Throwing-Catching
4 (a) Balancing
(b) Exercises
5 Cleanliness
6 Telling Time
7 Growing Things
8 (a) Cleaning Shoes
(b) Folding Clothes
9 Highway Safety Rules
10 (a) Reading
(b) Telling Story
(c) Dust Cover etc
11 Three Months' Service
Star Awarded by
SECOND STAR	Date Passed	Examiner
1 Signalling
2 Compass
3 Knots
4 Thrift
5 Model or Sketches
6 Fire Lighting
7 Message
8 Public Telephone
9 (a) Skipping
(b) Walk Plank
10 First Aid
11 (a) Birds
(b) Trees
(c) Natural Things
12 Highway Safety Rules Repass
13 (a) Reading
(b) Tell Story
(c) Repairs to Book
14 One Year's Service
Star Awarded by

PROFICIENCY BADGES

Group 1	Date Passed	Examiner
Collector
Gardener.....
Observer.....
Group 2		
Artist.....
Homecraft.....
Toymaker.....
Group 3		
First Aider.....
Guide.....
House Orderly.....
Group 4		
Athlete.....
Cyclist
Swimmer.....
Team Player

Keep Your Personal Progress Record.

Ask Akela about the Wolf Cub Record Card, every Cub should have. This is a handy pocket card which you can use to record each test and badge passed.

FOR ALL YOUR UNIFORM AND EQUIPMENT NEEDS
LOOK IN THE STORES DEPARTMENT CATALOGUE

You may receive one FREE from your local Scout Shop or by writing to:

The Stores Department,
The Boy Scouts Association,
306 Metcalfe St.,
Ottawa 4, Ont.

