

**THE WAY TO
THE STARS**



1/-

SECOND STAR

WOLF CUB BOOKS No. 12.

THE WOLF CUB BOOKS - No. 12

**THE WAY TO THE
STARS
SECOND STAR
BY**

GREY BROTHER and BLACK WOLF

Published by

THE BOY SCOUTS ASSOCIATION
25 BUCKINGHAM PALACE ROAD
LONDON, S.W.1

Downloaded from:
“The Dump” at Scoutscan.com
<http://www.thedump.scoutscan.com/>



Editor's Note:

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

If you find them offensive, we ask you to please delete this file from your system.

This and other traditional Scouting texts may be downloaded from the Dump.

CONGRATULATIONS TO YOU WOLF CUBS!

You have gained your First Star and that has meant some jolly hard work and some hard thinking too. But congratulations also because you are not satisfied to have only one star and to be half trained but are now anxious to get on and learn a whole lot more.

We think you will find it very interesting and great fun, especially if you go at it really hard. Some of the tests you may know already, and some of the things will come to you quite easily, but others you have to learn may prove real stumbling blocks to you. No, not stumbling blocks because you are not going to let them be that, but let us call them high rocks to be climbed, patiently, carefully, but with relentless determination. You can do it, never doubt that: lots of boys, who have not half the opportunities you have, have done it, so you can too. You are made of the right stuff and, you know, if you want a thing badly enough and do not get put off at the first set-back you are pretty sure to get it.

So here goes, Wolf Cub, set about getting a companion for that lonely star on your cap!

Let us have a look at the things you have to do:-

Before awarding the Second Star, the G.M. must satisfy himself that the Cub can re-pass his Tenderpad and First Star tests and pass the following tests:-

(1) Know the alphabet in Semaphore, and be able to send and read simple words slowly.

If the Group Council, including the Scoutmaster of the Troop, approves, Morse may be used instead of Semaphore. (If Semaphore is chosen, small flags may be used if desired; if Morse is chosen,

flags should not be used.) N.B. This test should preferably be taken out-of-doors and over a distance of at least 50 yards.

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

(3) Be able to tie the following knots and demonstrate their uses: clove-hitch and bowline.

(4) Understand the meaning of thrift in all things and be carrying it out in practice.

(5) Produce a satisfactory model or article made entirely by himself in wood, metal, cardboard, clay, plasticine or similar substance; or an article knitted or netted, woven or carved; or set of at least eight sketches drawn by himself in colours (chalk or paint) of National flags, or animals, or flowers, with the names clearly written.

Models made in Meccano or other partly constructed materials are not admissible.

(6) Lay and light a fire indoors. Run or cycle with a verbal message of not less than fifteen words, go by a certain route and deliver it correctly. Be able to use the public telephone; or where telephones are non-existent know where and how to ask for assistance in an emergency (Ambulance, Fire, Police).

(7) Ship with both feet together 15 times forward and 15 times backward; the Cub must turn the rope himself. Walk a plank 12 feet by 6 inches, 3 feet to 3 feet 6 inches above the ground.

(8) Show how to clean and dress a cut finger, cover a scald or burn. Understand the danger of dirt in a scratch. Know the simple treatment for shock (not electric). Understand the necessity for summoning adult help.

(9) 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.

(10) Show that he still remembers the Highway Code as laid down for the First Star tests and that he is helping other Cubs or other children to understand and obey.

If the Cub owns or has the use of a cycle he must be able to loch after it properly and understand the meaning of paragraphs **62** to **75** of the Highway Code.

(11) Have at least nine months' satisfactory service as a Cub.

Interesting, aren't they? You will not be able to do them all at once, of course; it will take a bit of time, but with patience and persistence you will win your Second Star.

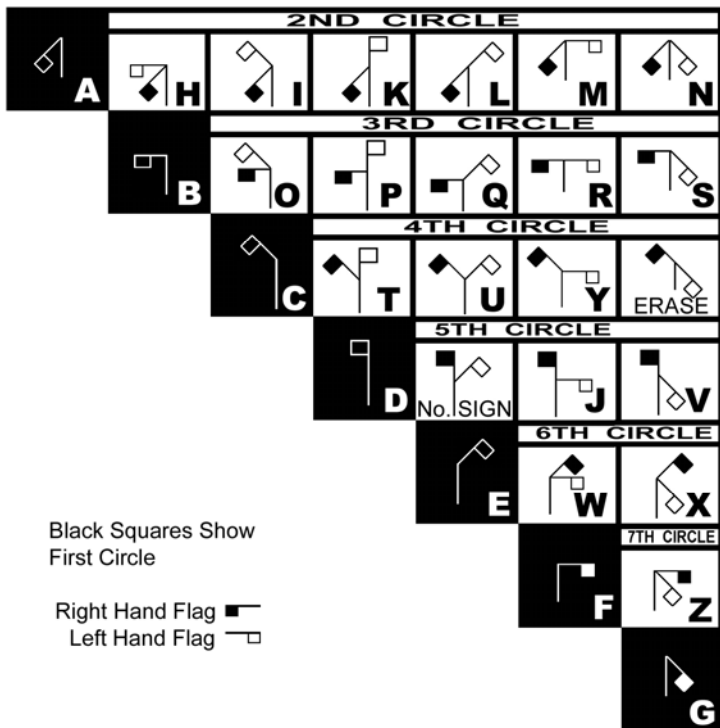
It is quite a good idea to tick off the things you know you can do already. Now, what does that leave to be done? All right, set about the rest and good luck to you One Star Cub.

CHAPTER ONE

SEMAPHORE

SEMAPHORE is one of the most exciting things a Cub has to learn. It is not too easy of course, but then obviously no boy worth his salt is going to let that put him off. Rather it is a sort of challenge saying to him, "Here is something difficult, can you do it?" And he answers, "Yes, I jolly well will. I know it will take me a bit of time but I shall stick to it until I have mastered it. Other Cubs have learnt it so I can." Talking of other Cubs learning it reminds us of an interesting thing that happened about semaphore. A friend of ours, not a Scout, was with a party of people walking in the Lake District of England where, as you probably know, there are some very high mountains and some very dangerous slopes. They were not mountaineering but just scrambling about fairly high up when suddenly one of the party said, "Look at those people right up on the top of that peak, they are waving to us. I cannot see who they are." Everyone looked up and there, perched high above rocky crags were two men apparently waving to the party below. The walkers waved back cheerily and were about to move on when suddenly a boy who was with them, he was a Cub actually, cried out, "They are not waving, you know, they are signalling." Everyone stopped in amazement and stared helplessly up at the signalling from above. "But I can't read semaphore," said the leader, "I wonder what they want? Can anyone else understand it?" There was a moment's silence while everyone gazed up in dismay, and then the Cub who fortunately had recently gained his Second Star, said, "I think I can read it if someone will take it down as I call out the letters." So, standing in a clear space where he could be seen from above he gave the signal to tell them he was ready to receive the message and then read letter by letter, "Broken leg and loss of blood. Bring help." Of course the right sort of help was able to be sent up in no time thanks to the Cub having a thorough knowledge of semaphore.

Well now, how to learn it? The best way is to remember that your arms have to work in circles rather like the two hands of a clock. The circles can be called by the letter they start with. Here are the seven circles:



A B C D are made with but E F G are with the left hand and the right hand must be tucked well away - see illustration.

Then comes the second circle.

Note: The right arm shows which circle it is and stays in that position while the left arm comes across and starts off from above the right hand.

You will notice that except for the first circle your right arm remains in the position of its circle for any letter in that circle.



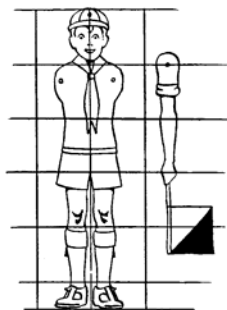
WRONG WAY



CORRECT WAY

This circle explanation acts as a guide to help you to remember the letters. But there is only one real way to learn it and that is to practise and practise running through the alphabet and saying the letters to yourself. Then, when you can do that well, dodge about, make the signal and check it in the book. If you can do it with a friend so much the better.

There is one *very important* thing about signalling which has not been mentioned yet and that is to be absolutely sure to get your arms in *exactly* the right spot for each letter otherwise the reader cannot be sure which you mean. For instance, look at the slack signalling of the letter H on the previous page. You could not tell if it was supposed to be H or I. Our second illustration shows how it should be.



PATTERN FOR MODEL CUB SIGNALLER.
NO NEED TO CUT OUT BETWEEN LEGS.
FLAGS ARE MATCH STICKS WITH A SQUARE
OF PAPER FOR FLAG

It would be a good idea if you were teaching yourself to signal to make a figure of a Cub cut out of cardboard, with his two arms (holding flags) cut out separately and fixed at the shoulders with one of those paper clips that spread out at the back. The right arm should be shaded or crayoned and the left one just left ordinary. Then you could give yourself a letter, put the Cub into the position you think and check it with your book. It would help you tremendously too for reading back the signalling. Just put the

“Cub” into position and see if you can read it correctly.

Note: You would have to make the arms a bit too long so that they can swing across the body as he cannot turn his body the way you do when you signal.

MORSE

You probably know that there are two main codes (as they are called) of signalling. We have already told you about semaphore but there is also Morse, and in some Scout Groups Cubs are allowed to take Morse, and you may be one of those but, anyway, Akela will know whether it is semaphore or Morse you have to learn in order to pass this part of the test.



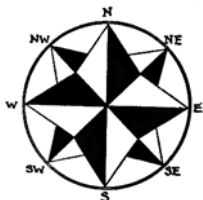
The Morse Code was invented, as you may guess, by a chap called Morse, and it was designed to be a way of signalling that you listened to instead of looking at. The best way to learn Morse is to learn it by sound, and very good fun it is to use a buzzer and tapper. Of course, it has been used all the world over for many years between ships and aircraft and for all kinds of important and exciting reasons. It is not only used by sound, though; there is a way of sending Morse by flags but Cubs do not use this method. One of the most interesting ways is by using lamps and you can have a great deal of fun sending Morse by using an ordinary torch.

There is no easy way of learning the Morse Code; it is just a matter of hard work and practice. Here is the code for you, and we wish you the best of luck with it.

CHAPTER TWO COMPASS

Now we come to the compass. There is a drawing on this page showing the eight principal points of the compass, and it is not very difficult to learn them, but we would like you to know just a little more; just what the compass is used for, how it works, and how you can use it for finding your way about.

First of all, why does it work? Somewhere in the Arctic Region, up in Baffin Land, there is a place known as the Magnetic Pole. It is not exactly at the North Pole and, in fact, it is rather naughty because it moves about a bit, not a great deal, but just enough to be a nuisance. This Magnetic Pole attracts the point of a magnetized needle, and that is what a compass is. Anywhere in the world, if you have a properly made compass and you put it down on level ground, making quite sure that there is no metal near it, the needle will point to the Magnetic North. We are sure you will understand that if you know where the North is then you will also know where the South is, and the other six points as well.



Why is it necessary to know these things? Well, Scouts are explorers and Cubs are learning to be Scouts, and if you are going to find your way in a strange part of the country you must be able to use a compass, otherwise you will often set off in the wrong direction.

Do you know that the four Cardinal Points, that is, North, East, West, and South, spell the word NEWS? Yes, that's the origin of the word, and a newspaper is something that brings information from the four points of the compass.

Perhaps someone will give you a compass or, better still, you will save your money and buy one for yourself and get in the habit of using it. Ask yourself these kind of questions: “Which way does my bedroom window face?”, “In what direction do I sit in school?” “In which direction do I walk when I go from home to the Pack Den?”

You can think of many more questions like these. What we want you to do is to begin to think in terms of compass directions. It is much better to say “To the East” or “To the West” rather than “To the left” or “To the right”. The compass directions remain the same whichever way you are facing, but left and right change when you turn round. For finding your way home and directing a stranger the compass is quite the best way that has ever been discovered.

Can you do this?

Draw a circle and fill in the compass points from memory.

CHAPTER THREE

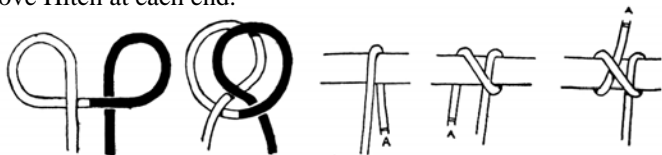
KNOTS

WHEN you passed your First Star you had to show how to tie two knots, the Reef Knot and the Sheet Bend and as a good Cub I hope you still remember them because these two knots are the most useful of all.

For your Second Star you have to learn two more, the *Clove Hitch* and the *Bowline*.

Before we talk about how to tie these knots let's explore the uses of them, because there is not much sense in being able to tie a knot unless you know what it can be used for and indeed what it is no use for.

The Clove Hitch is one of the best ways of tying a rope to a spar, that is a pole. For example, when you camp, as you will when you are a Scout, you will find that you need a line running between the two tent poles so that there is somewhere to hang your clothes at night, and the easiest way is to fix a cord between the two poles, using a Clove Hitch at each end.



There are many other times when you need to fix a rope on to a pole or on to another rope and later on, when you come to do lashings in the Scout Troop you will find that the Clove Hitch is very important. So this knot is one you must learn now and remember if, as we hope you do, you look forward to the time when you can build rafts and bridges.

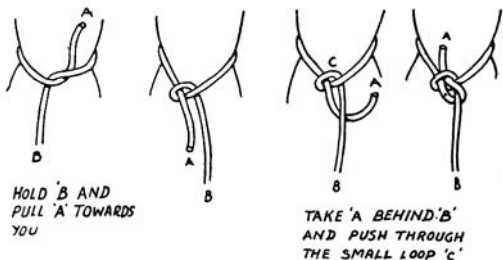
How are we going to tie the Clove Hitch? There are two ways and we have made drawings to show both. The first way is to make two loops -half hitches they are called - and slip one behind the other. This is the simplest way but it is not really the most useful because you remember that we suggested you might like to make a line between the two tent poles and if you use this way of making the Glove Hitch the only way to get the loops round the tent poles would be to take the tent down, and you will not want to do that when you are just ready for bed. You must therefore learn to tie it the second way, which is a little more difficult but much more useful. Whenever you are making a knot which ties round a pole always work over the top of the pole and away from your body. If the pole is upright then work round the right side. Suppose, for example, you want to fix a Clove Hitch to the back of a chair - and you might have to do that in a relay race. Stand facing the back of the chair and, working away from yourself, throw the rope over the top of the chair rail and then, keeping hold of the main rope, which is called the standing part, catch hold of the other end of the rope with your right hand (this end is called the running end) bringing it towards your body, thus making, the first half hitch. Well, all that is easy enough, but it is now that most boys make a mistake. When they try to make the second half hitch they get it muddled with the first one, and then they get cross, and when they get cross it becomes even more difficult and they don't pass the test. The way to avoid getting muddled is to make the second half hitch a good way from the first one; when you are practising make it at least twelve inches away, and you make it to the left of the first one in just the same way, throwing the running end over the chair rail and pulling the end up under the rail so that it crosses over the rope itself. If you have done this properly you will have two half hitches and all you have to do then is to pull them together; the Clove Hitch will be there and it will hold firm. Of course, you may not get it right the first time, but keep on trying. Even if you do get it right the first time don't think you know the

knot. It is only when you can tie any knot six times and get it right each time that you can really say you know it.

A good Cub ought to practise his knots at least every other day so that he knows them not just when he passes the test but all the time.



BOWLINE



The other knot is the *Bowline*, which means a bow or loop tied in a line. The great thing about the Bowline is that it never slips, so it is not much use for making a lasso! The Bowline is a rescue knot, the sort you tie round someone, for example, who has sprained his ankle whilst climbing up a cliff. If you put a Bowline round him you can give him extra support as he clammers up the rest of the way. However, we don't have many chances for rescuing people, but on any occasion when you need a loop that will not slip this is the one to use.

How are we going to make a Bowline? You will notice from the drawing that the artist has shown it tied round someone else. It is very important that you learn to tie this knot round somebody or something, because it is not much use if it is just tied round a lot of air, and there is no point in making it and slipping it on afterwards

because it ought to be made to fit the person or the object you are trying to secure.

There are lots of ways of making Bowlines, but we are only going to ask you to make one, and when you are a Scout you can find out for yourself how to make a Bowline by all the other methods. Before the Bowline is secure it must be pulled tight, otherwise it might slip although it is not supposed to do so.

This knot probably gives more trouble to Cubs than all the other three knots put together, and yet it is not really very difficult.

One of the things we want you to do about these two knots is to try to have a picture in your head as to what the knots look like, in fact you can try to make a drawing of them. Even if it is a poor drawing it will help you to get into your mind the true picture of the finished knot, and if you are trying to make a knot without knowing what it should look like when finished then it will be rather like groping about in the dark; difficult and very uncomfortable.

Later on, when you are in the Scout Troop, you will learn more about knots, and I hope one day you will be a really successful tier of knots.

How many knots are there? Over four thousand! A Cub only has to learn four, but those four are very, very good ones and they all crop up again in the Scout Tenderfoot Test.

CHAPTER FOUR

THRIFT

Do you know what the word thrift means? It means being careful, and that means not wasting things; not wasting electric light, for instance, remembering to turn it off when you go out of a room, not wasting water by letting it run down the drain while you go off to do something else, not wasting food, eating it up and giving parts which we do not eat to chickens and pigs. It means



always saving a little of your pocket money, looking after your clothes and brushing them when they are muddy, not letting holes get bigger and bigger until they cannot be mended. A good Cub will see when anything needs mending, whether it is clothes or furniture or his bicycle or anything he uses as soon as it starts to need attention, then it can be repaired before it falls to pieces.

Do you know that old saying about the horseshoe that was coming off?

“For the want of a nail the shoe was lost,
For the want of a shoe the horse was lost,
For the want of a horse the rider was lost,
For the want of a rider the message was lost,
For the want of a message the battle was lost,
And all for the want of a nail in a shoe.”



Quite true, isn't it?

Of course, you do not want to go to the

other extreme when you are being economical and become stingy, never spending money or eating enough food; you would then become a miser. Nor do you want to be so careful that you go into a room without turning on the light at all because you will probably fall over something and break the best china and that would not be thrifty at all!!! No, be intelligent about it, be careful with everything, and just do not waste.

CHAPTER FIVE

MODELS AND ARTICLES

UNFORTUNATELY there is not room in this little book to go into the subject of model-making, but there is an excellent book published by Scout Headquarters called *Artist and Toymaker* in the Wolf Cub Books Series which would be most helpful to you. But whatever you decide to make - do take time and trouble over it; no rushed job is any good with this sort of work, it only collapses or looks poor. Good model-making takes time and means a lot of care and patience but it is well worth every bit of effort you can put into it.

The same thing applies to drawings and paintings. Take care to keep your work clean and try to make it look attractive - you will enjoy it so much more if you do.

Suggestions for models you could make:-

- (1) Wooden box with hinged or sliding lid.
- (2) Stool.
- (3) Low table.
- (4) Model village comprising houses, church, shops, people (made with pipe-cleaners or wire covered with cloth).
- (5) Jig-saw puzzle.

CHAPTER SIX

FIRELIGHTING, MESSAGE AND TELEPHONE

Now we come to a miscellaneous collection of things:-

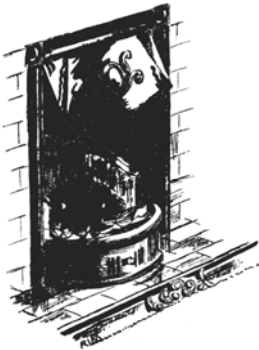
Lay and light a fire, indoors and out-of-doors.

Run or cycle with a message.

Be able to use a telephone and know how to ask for assistance.

FIRE-LIGHTING INDOORS

Suppose we begin with the fire-lighting. Nowadays a lot of people do not need fires indoors; lucky people have central heating, others have gas and electric fires, and some have gas poker or something similar. But not everybody has these things and perhaps in your own home there is an ordinary open grate where a fire has to be lit with paper, wood, and coal. You will not expect to pass the test by putting a match to a gas poker and sticking it in the fire or by switching on an electric fire! No, you really have to light a fire, so let's see what we shall need.

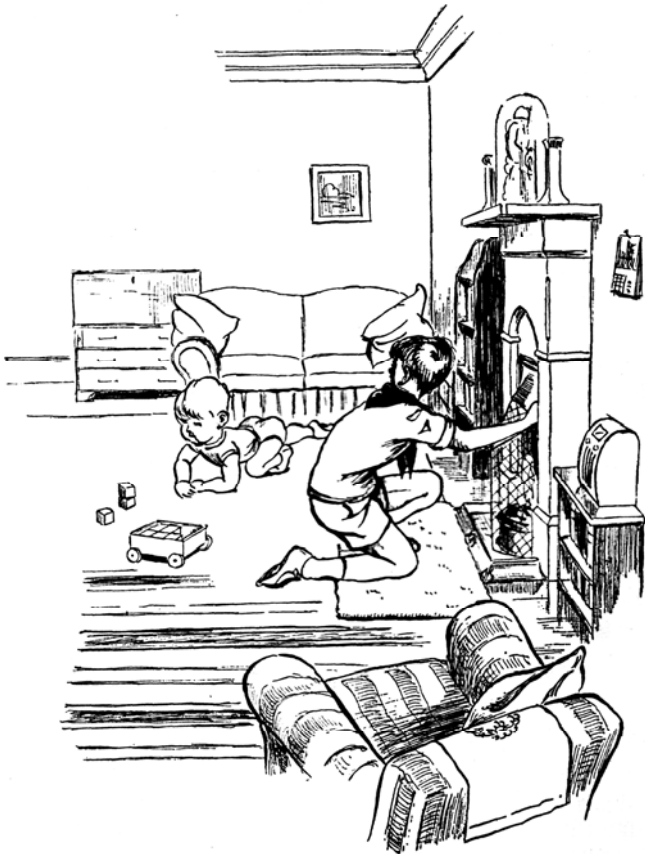


First, some newspaper, and for a normal size grate, about 14 inches across the opening (how wide is yours, do you know?) one daily newspaper should be sufficient. Take each sheet in turn and crumple it up, not into a tight ball but into a sort of jumble, and push it firmly into the fire-grate. On top of the paper lay between eight and twelve sticks of wood, neatly and carefully and one by one. The wood should be about the size you see in the windows of greengrocers' shops tied up in bundles and ready for

sale. The wood must be dry and it must be dead, otherwise it is going to be hard work trying to light a fire. Then very carefully on top of the sticks put about a dozen pieces of coal, each piece about 2 inch cube, not that the coal will all be a nice shape like that, but about that size. Don't put a lot of coal dust on the fire or a great lump - that only makes a mess; never a fire. When you have done all this you are ready to strike the match, and you should have left some of the edges of the paper sticking out towards the front, not overlapping the grate but just to the edge. Light these edges of paper. Always light a fire in three places, on the left, in the middle, and on the right. Don't interfere with it, just let the paper set fire to the wood and the wood set fire to the coal but, and this is very important, you must watch it because a newly-lit fire can be dangerous; sparks may fly out from the wood or the whole fire may collapse and throw hot coal into the room. If for any reason you have to leave the fireplace then put a wire guard in front of it so that the fire cannot do any damage.

You will notice that some fires have a sort of trap door at the bottom, which is usually worked by moving a knob from side to side, and when you are lighting a fire the trap door ought to be open. The idea is for the chimney to draw air through the holes to fan the fire; it is really a sort of automatic bellows. Many grates have a hood at the top and when you are starting a fire the hood should be pushed in, and once the fire is going well then the hood should be pulled out. You push it in at first because it helps to increase the draught and you pull it out afterwards so that it acts as a trap for any smoke which might try to get into the room.

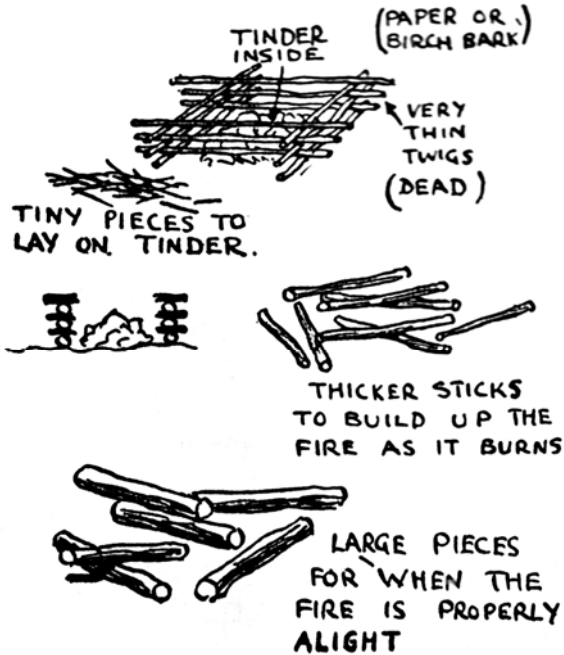
When the fire is really alight and is blazing well and it begins to bed down, add a few larger pieces of coal but not wood or paper. Using tongs, put each piece of coal on in turn where the fire is hottest and build up a sort of pyramid, red hot in the middle and black on the outside.



Even when we have done all that we haven't quite finished. It is very difficult to light a fire without making some mess and before you leave the fire make sure first of all that it is safe and, secondly, that you have swept the hearth and picked up all the bits of wood and paper that may have dropped out as you were lighting the fire.

FIRE-LIGHTING OUT-OF-DOORS

Now this is not yet part of the test but we thought you'd like to know something about it, because it's grand fun.



This is a very big subject and we are not going to try to deal with all of it in this little book. To light a fire out-of-doors you will only be expected to use paper and wood, and you ought to choose natural wood. Perhaps you know 'that even on the wettest day you can always find dry wood if you will only take the trouble to look for it.

You will not find it on the ground because it will be wet there; it may even be wet on a perfectly dry day. But there is always some dead wood on a tree and it is easy to spot it; it is usually very brittle and a slightly darker colour than the living wood. On an oak tree you will find it at any time of the year and usually within easy reach. Try to get the dead wood from oak trees or beech trees and, even better, from ash or birch trees as these are perfect for starting fires. Can you recognize these trees when you see them?

How to lay it? Well, here is another drawing for you and it is quite clear. You must start with very small twigs, the smallest you can find, and gradually add larger ones as the fire catches.

Never light a fire out-of-doors until you have a good supply of wood of different sizes to put on as the fire burns, other wise the fire will keep going out as you dash off to find more wood and you will end up very hot indeed but the fire will be out and quite cold.

When you make a fire out-of-doors do make sure you choose a bare piece of ground and make the fire where it cannot do any damage to a living tree or plant, and certainly never make a fire on grass because that will ruin the grass for many years to come; lay it on a piece of ground which obviously doesn't matter.

When you are a Scout you will learn that some woods burn very well, some burn badly, and some just don't burn at all. As a Cub you should begin to watch the different woods and to learn how they behave. A really experienced Scout can tell what wood is on the fire just by the smell, the smoke it makes, the colour of the flame, and sometimes by the crackling noises it makes, but it takes a long time to learn all that.

Lighting fires out-of-doors, especially when in camp, is just about the

best fun there is, particularly when you have something to cook on the fire. Why not try baking a few potatoes in the ashes; they can be wonderful - try the black bits - they're the tastiest of all.

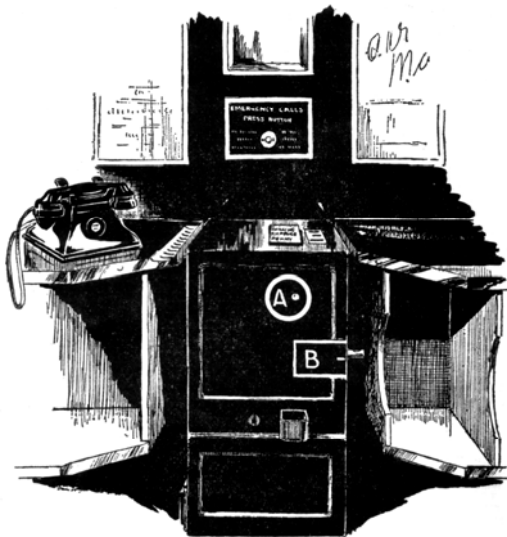
THE MESSAGE

Running or cycling with a message ought to be very good fun. Well, we cannot teach you in a book how to run or how to cycle, but there is this to say about running: it is no use arriving at the end of the run and being so out of breath that you cannot deliver the message, because this test says you must remember it, carry it in your mind, and deliver it safely at the other end. Therefore, you have to learn the maximum pace at which you can run without getting out of breath and that means practice; training, really, isn't it, just like the great Olympic distance runners? Also, it is no use starting off with a message until you are quite sure you know it, and know it word perfectly, *and* this is something you can practise with your Six. On the way home from Pack Meeting or at any other time when you are together, give each other messages to remember for a few minutes and then repeat them. Gradually, as you get good at it, make the messages a little longer and a little more difficult. For example, start with a very simple message like "Will you come to Tom Brown's house and rescue his cat which is stuck up a tree." If we asked you to remember that you would have no trouble at all, but what about this? "Mr Jones wants a pound of pigs' trotters, a dozen four-inch nails, a left-handed screwdriver, and a tin of spotted paint for painting a rocking horse". That is a bit harder, isn't it? You might get in a muddle when delivering a message like that and end up with something like, "Mr Jones wants a left-handed rocking horse and four pounds of one-inch nails to mend his screwdriver", and that is not at all the same, is it? You must practise and make sure you know the message and then off you go and deliver it as quickly as you can and absolutely correctly.

Have you wondered why this test is included? Well, it's not just to help to train your memory but so that in any emergency, a street accident or anything like that, you, as a trained Wolf Cub, can carry a message asking for help and can be quite certain you get it right. It is really one way of helping you to do that daily Good Turn properly.

USING THE TELEPHONE

Nowadays the telephone is often used in an emergency as well as for pleasure so you must know how to use one as well as being trained to carry messages.



Make sure you know which end you speak into and which end you put to your ear! The picture also shows the coin box with its two buttons, A and B. Most 'phone boxes have an emergency button which you would be quite right to use if, for example, you saw a man

throw a brick through a jeweller's window or you saw a bad accident. Dash into the telephone box, lift the receiver, press the emergency button, and ask for whatever help is needed. You must not use the emergency button just because you have dropped sixpence down a drain or because you are tired and would like a lift home, or for any reason of that kind.

In the ordinary way, when it is not an emergency, you must make sure you know the number you want, and part of knowing how to use a telephone is knowing how to use the telephone directory. These books are arranged in strict alphabetical order, so you must be able to spell the name of the person you want and, of course, it is the surname of the person you have to look for. You don't try to find Bob Smith under "B" but under "S". When you have found Bob Smith's name and address you will see at the end of the line a number, and in many parts of the country there will also be the first three letters of a word in front of the number, printed in thick black letters, for example, **Whitehall** 1212. These letters you have to dial, but before you dial you have to put the coins in the box. For a local call you need to put three pennies in the slot after you have lifted the receiver and heard what is called the dialling tone, which is a kind of burring noise, probably you have listened to it many times. When you hear this noise, put the pennies in the box and then dial the three letters and the four numbers slowly but without too long a pause between each one. For the Gilwell number you would dial 5, then I, then L, and then the four numbers. You must not interfere with the dial as it turns backwards, otherwise you may get some very funny numbers. If you have dialled correctly then wait for the ringing tone, which is the same buzz but is broken up until it sounds almost as if somebody is practising the Morse code. After that you should hear someone say, "This is Silverthorn 2980; Bob Smith speaking" and you will know you have the right number. Incidentally, if you answer the 'phone you should answer it as Bob Smith does, using your own

number and name of course. It is silly just to keep on saying “Hello, hello, Hello”.

Now if you are in a public telephone box you will be able to hear Bob Smith but he will not be able to hear you until you press Button “A”. Once you hear Bob Smith and you know he is there, press Button “A” and go ahead and speak to him. If there is no answer at all, press Button “B” and out will come your three pennies.

We have described the kind of telephones in most general use but as the telephone system is changing and developing all the time you should always read through the instructions carefully *before* you start to use a ‘phone. Best of all make sure you know how to use the ‘phones at home and in your neighbourhood and try to get some practice.

One final thing about telephoning: Don’t shout, just speak in your ordinary, normal voice. Your voice will be carried by electricity over the wire to the other end; it is not like speaking down a tube where you have to make yourself heard. In fact, if you shout it is very difficult to understand what you are trying to say.

The last thing in this section of the test says you should know how to ask for assistance in an emergency. Well, there is not much to say about this except - Don’t get excited, do make sure that your message is clearly given so that the people understand what the trouble is, and always remember to be polite.

CHAPTER SEVEN

SKIPPING

SKIPPING looks easy enough when you see other people doing it, but skipping really well in a first class manner, and turning the rope yourself is not nearly so easy as some people might think. But it is worth mastering because it is such a jolly useful exercise for keeping you fit and any Cub worth his uniform wants to have a good sound body. Nearly all athletes train by skipping, and boxers, as you probably know already, put in an enormous amount of time at it.



To skip well you must get your feet and knees right, so forget the rope to start with and practise in this way. Put your hands on your hips *with feet and knees together*, and jump up and down several times. As you land your knees should be *bent* as they are the springs that send you up again, and all your weight should be on the balls of your feet, *not* on your heels. Try it again ten times and see if you do it right - no heels touching the ground at all, feet together and knees together and bent. It is a good idea to practise this in front of a mirror if possible, one that shows your feet, of course, not your face, then you will be able to check up on any mistakes. When you have your feet and knees right, then you can take the rope and try with that.

Many boys make the mistake of having too long a rope. They have yards of it and

then they wonder why they trip up. Well, it's obvious, isn't it? Your rope should just clear the ground behind your heels when you hold it with arms extended at the sides.

All right, now comes the part that only you can practise. You will probably find skipping forward easier because you can see when to jump, but the backward skipping is of far more use to you because turning the rope backwards helps to develop your chest and gives you good muscles. It is backward skipping that boxers do for their training.



If you find it awfully difficult to jump and turn the rope yourself, try to get it turned for you until you are used to the jumping part and until you get into the rhythm of skipping. Saying a little rhyme over in your head helps because it makes you keep time: something like “Dr Foster went to Gloucester”, or even “Mary, Mary”. So keep at it; it can be difficult for some boys but you will manage it in time if you are determined enough.

WALKING THE PLANK



There is a little trick about walking along a plank or, indeed, any sort of balancing act which we will let you know. It is to look at something which is stationary, perfectly still and perfectly straight in front of you. It works like magic when you are trying to keep steady.

Have you ever tried to teach anybody to ride a bicycle? You know how they will look at their front wheel and how it makes them wobble and fall all over the place. If they would only look straight ahead they would not fall off. So it is with your plank

- do not look down at your feet, they will be all right, just hold yourself erect and look straight ahead.

Why do you need to know how to walk a plank? Well, you might be captured by pirates though thank goodness that sort of walking the plank is thoroughly out of date, but to be able to balance may help you in an emergency. What about a Fire? You *may* have to make your way along a narrow bit of wall and up high too. Or in a flood you may have to escape by the same sort of route, you just never know, and the more used you are to balancing and not losing your head the more use you will be in an emergency.



CHAPTER EIGHT CUT FINGER

You can probably find all you want to about this in the book on the First Aider Badge, but in case you are not able to get hold of a copy here are a few useful hints for you.



All cuts, scratches, and grazes should be made clean as soon as possible because dirt left in them can cause the hurt to fester or go poisonous, and that can give the patient a very bad place indeed. It is most important to clean all wounds, and the best way if it is a hand or a foot is to put it under cold running water from a tap. Bleeding a bit from a graze or a scratch does not do any harm because that will help to wash out the dirt. But if there is a serious cut where the blood *spurts* out, press your thumb on the place where it is spurting and get help either by yelling for it or by taking the patient, if he is able to move, to the first grown-up you can find. Do not try to deal with the kind of cut that looks serious or is absolutely pouring blood, other than by pressing it hard to keep the blood in and by getting help immediately.

One very important thing must be mentioned here; before you attempt to clean up any cut or graze or, in fact, to touch it at all, wash your own hands well otherwise you may only put dirt back again into the cut. All bandages, bowls and hands should be absolutely clean when dealing with open wounds.





It is wise to bandage an ordinary cut finger after you have washed it well because you do not want it to go on bleeding too much, so, make sure that your own hands are clean, then sit the patient down and get him to hold up the cut finger. Put a clean pad of lint on the wound, *not* the fluffy side on or it will stick, and start the bandage. Give a turn or two round the wrist first to keep the bandage firm, then bring it across the back of the hand and round the finger several times, firmly but not too tightly, and finish off by taking it back to the wrist, round it once and fix with a pin, or split the bandage and tie a reef knot. Practise bandaging on an adult who knows how to do it, because it is quite difficult to get just the right tightness of the bandage.

SCALDS AND BURNS

Scalds and burns are painful things and they can be serious, so it is very useful to know how to deal with them. *Burns*, as you probably know, are caused by dry heat such as fire, a hot oven, a hot iron, whilst *Scalds* are from steam or hot water or hot soup - liquid things.

The main thing is to keep the air from the burn or scald because that is what makes it hurt so. If it is a hand or foot injury pop it

immediately into a bowl of warm water, then put on bicarbonate of soda (a teaspoonful to a pint of warm water) or whatever your mother keeps handy for burns and scalds.

Now, an important point before we go any further - do you know where the bi-carbonate is in your house and in your Pack Den, or whether there is any? Where are the First Aid things and is there anything for burns among them?

Scalds sometimes blister, particularly if they are bad, but on no account should the blisters be broken, but just allowed to heal in their own good time.

The thing to remember most about burns and scalds is to act quickly and carefully and to get help at once.

You know, an even better thing to have in your mind than how to treat burns and scalds is how to stop them happening. So often it is the little brother or sister who gets these awful hurts because they will grab hold of things so quickly. A Cub can do a jolly good job by teaching the baby not to go near hot things; by seeing that the guard is in front of the fire, and by turning the handles of the saucepans away where they cannot be reached. *Prevention* is so much better than cure.

There is another sort of burn that happens all too often, but a boy who keeps his head can deal with it at once and often save a life. Perhaps you have a fire in the bedroom, or even a nice bright one downstairs: somebody goes too near it in a nightie or a dressing gown and, before you know where you are, it has caught and they are on fire. Act at once. Don't panic. Grab a cover to smother the flames - a table-cloth, a hearth-rug, an eiderdown, a bedspread, your own coat, and wrap it tightly round the victim and beat out the flames.

Flames cannot exist without air and that is what you are doing, keeping Out the air. When you are quite sure they are out and if help has not come, treat your patient for burns with bicarbonate of soda, or just salt mixed in warm water, but get the doctor as soon as possible. But be even more useful still by seeing that such an awful thing never happens in your house.

CHAPTER NINE

HOW TO OBSERVE BIRDS, TREES, AND ANIMALS

SOME people seem to be a bit hazy about the word “Observe”. You are probably not, but just in case you should be, it really means watch, look out for, and learn. There is a story about a Cub who was being examined for his Observer Badge. Two of the animals he had chosen were a horse and a cow. The examiner thought it was a poor choice because they were so easy but was sure that the Cub would know a great deal about them, so he asked him at which end a cow sat down first and at which end a horse, and he did not know. He had no doubt seen but he had not observed. Then he was asked what a horse ate and he said “Meat”. He had no doubt seen but he had not learnt.



You have to “Observe and point out from life” (which means be able to recognize and know something about) “three birds”. Which three do you know? The Wood Pigeon? A largish and usually fat grey bird which often is seen on the ground walking slowly looking for food. (It likes acorns and sometimes has as

many as eight in its crop at one time.) He has a lazy cooing voice which sounds like - "For two two's Susie". The Robin surely every boy must be able to watch because it stays with us all the winter when it becomes so tame. You know its size and colouring and no doubt you have observed its long spindly legs. And what about its song? Try to hear it and learn to recognize it. Another common bird is the Starling, larger than the robin but smaller than the wood pigeon. It is a dark bird and looks black at first glance but on closer inspection it will be seen to be a very dark speckled green. They are noisy birds, starlings, always chattering and whistling and going about together in crowds. Those are details of some of the birds; you probably know a lot more.



Now what about trees? Do you know that there are probably about a hundred different kinds of trees in England? And they are not all in

the country either because our cities have some of the most beautiful trees growing in their parks.

Three trees that every Cub ought to be able to recognize are the Oak, the Elm and the Horse Chestnut. The drawings on page 37 will help you to recognize them. Notice that the elm leaf is longer on one side than the other. And do you know the fruit of the Oak tree? And of the horse chestnut? Yes, acorns (not oak-apples) and horse-chestnuts or conkers. Do you know why a horse-chestnut is so called? If you pull off a stalk which holds the leaves you will see that it leaves a mark on the branch just like a horse-shoe with little dots where the nails would be. It is not because horses climb them as one boy once said!

That leaves those “three other natural things” - well what are they to be - what interests you? Caterpillars, worms, slugs, stones, sea-weed, clouds, snowflakes, icicles, butterflies, beetles, toadstools - why there's no end to it and all you have to choose is three out of the whole world.

So if you are going to observe things see that you really find out something about them. If it is birds - well, do they run or hop? What sort of flight have they as well as what they look like? If it is trees; do they have any fruit, and far more do than you would think - beech nuts are fruit and so are acorns? Do they lose their leaves in winter, and what sort of trunks have they?

You see the sort of thing? Be alert; have your wits about you and observe so that you cannot get caught on such simple things as “Does a horse eat meat?”

Can you give the right food to the right animal?

CHAPTER TEN

THE HIGHWAY CODE

THERE cannot be any boy alive in the British Isles today who does not know how important it is to behave sensibly on roads whether on foot or on a bike. We are always being reminded in school and on the radio or T.V. to look carefully, to go carefully, to cross carefully. Too many awful things can happen if we ignore this, so we will not go into those ghastly details. The best way a Cub can remind himself of the Highway Code is to answer these questions and to say to himself - "Am I honestly trying to carry out the answers?"

1. How should you look before crossing the road?
2. Where should you cross if possible?
3. Is it right to play "Touch Last" across the road?
4. Is it intelligent to kick a ball along a busy road?
5. Should a dog be off a lead in a thoroughfare?
6. Is it clever to swing round lamp posts on the Highway?

For cyclists:

1. What must I do before turning a corner? (Two things).
2. Can I take another chap on the saddle?
3. Can I take my small brother on the bar?
4. Does it matter if my brakes are groggy?
5. Or if my bell does not work?
6. How fast can I go on my bike?

CHAPTER ELEVEN

BEFORE you are going to be awarded your Second Star you have to satisfy Akela that you can still pass your Tenderpad and First Star Tests. The reason for this is that there is no point in learning something new if at the same time you forget something you knew before. As you grow up through Cubbing and Scouting you have to keep all your knowledge and not just have a little at one time and a little of something different at another time.

It is very necessary that before you get your Second Star you prove that you still know all the things you learned earlier, and the best way to make sure that you do know all these things is to keep going over them or some of them whenever you have a spare moment.

We are sure you have enjoyed your Road to the Stars. You have had to do quite a lot of things to get them, but they are worth getting. It is a peculiar thing, you know, but the chaps who get two Stars in the Cub Pack are the very same chaps who, a few years later, receive the Queen's Scout Certificate from the Chief Scout himself, and you are going to be a Queen's Scout one day! By earning your Second Star you have taken a very big step forward on the road.

Last of all, what about that Promise? Do you still remember it? Word perfect? Go on: Say it over to yourself. Did you get it right? You did? Good. Well, what are you going to do about it, Two Star Cub? When did you last go to church? Did you stand at the altar the last time you heard "God Save the Queen"? Have you done your Good Turn today? You haven't? Off you go this very minute. Somebody will be glad to have some help from a chap like you.



Answers:

1. Right, left, right again.
 2. Zebra Crossing.
 3. No.
 4. No.
 5. No.
 6. No.
-
1. Make sure there is no traffic about to overtake me: Put out the appropriate hand.
 2. No.
 3. No.
 4. Yes.
 5. Yes.
 6. Only so fast as you can completely control the bike.

WOLF CUB BOOKS SERIES



- No. 1 THE BRAN TUB (For Cubs to Dip Into)**
- No. 2 ARTIST AND TOYMAKER**
- No. 3 CUBS BEYOND OUR SHORES**
- No. 4 FIRST AIDER BADGE**
- No. 5 COLLECTOR AND HOMECRAFT**
- No. 6 HOUSE ORDERLY AND GARDENER**
- No. 7 OUTDOOR TREASURE HUNT**
- No. 8 GUIDE AND OBSERVER**
- No. 9 MODELLING AND CUBS**
- No. 10 CYCLIST BADGE**
- No. 11 THE WAY TO THE STARS – FIRST STAR**
- No. 12 THE WAY TO THE STARS – SECOND STAR**