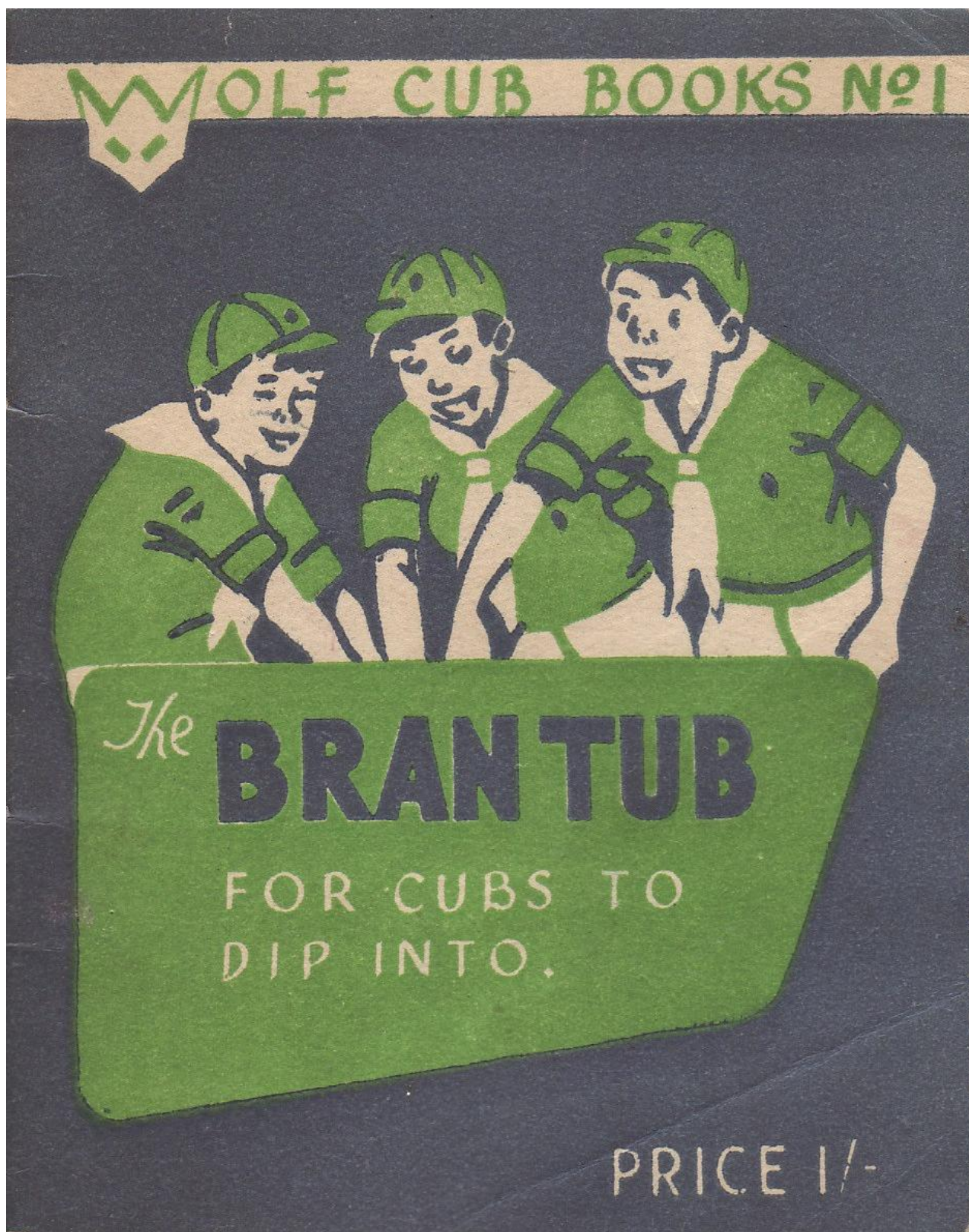


The Bran Tub



THE WOLF CUB BOOKS – No. 1

THE BRAN TUB

FOR CUBS TO DIP INTO
BY
KWASIN AND KENEU

With Illustrations by Rikk, David and Geoff

Published by

THE BOY SCOUTS ASSOCIATION
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Contributed by Scouter Ric

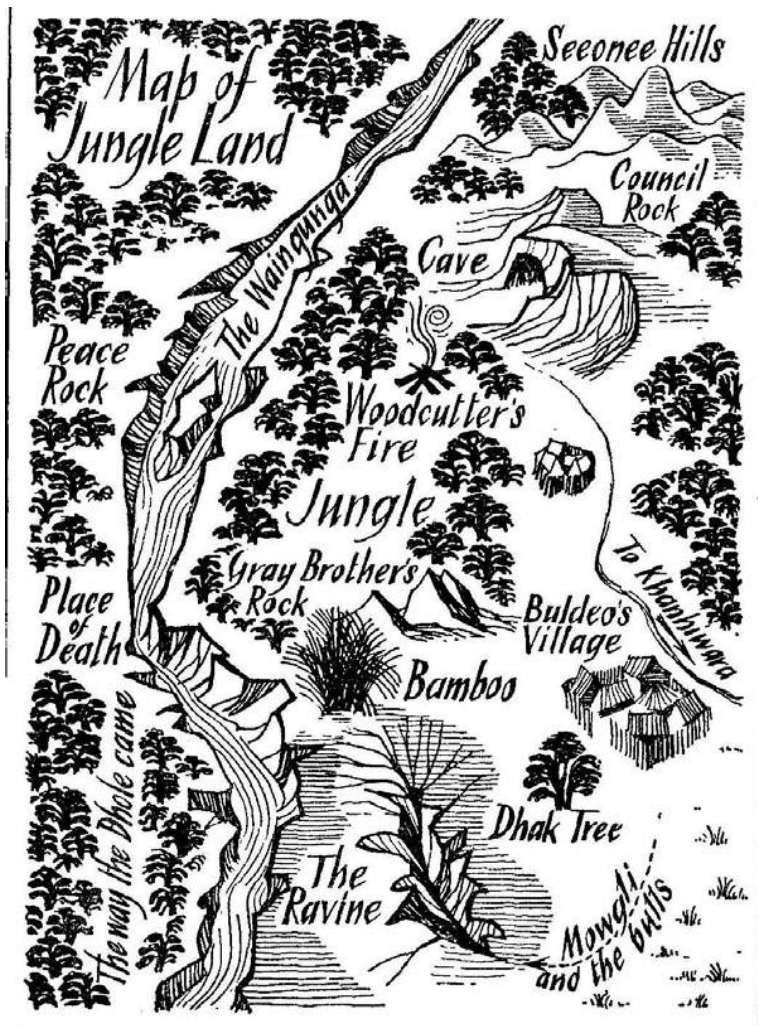
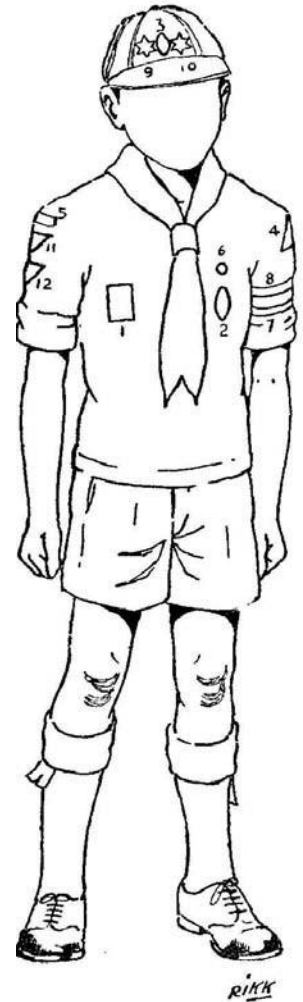
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Hello, Wolf Cub. We could not give you a face because we didn't know what you looked like but we are sure you are as smart as this chap is. We hope you enjoy this book, which you can dip into where you like.

You can colour this drawing if you want to, but first see if you could write down the numbers in the drawing on a piece of paper and then say what they refer to. Every Cub should know the details of his uniform and always wear it smartly.

Good hunting. "We be of one blood ye and I."

K & K



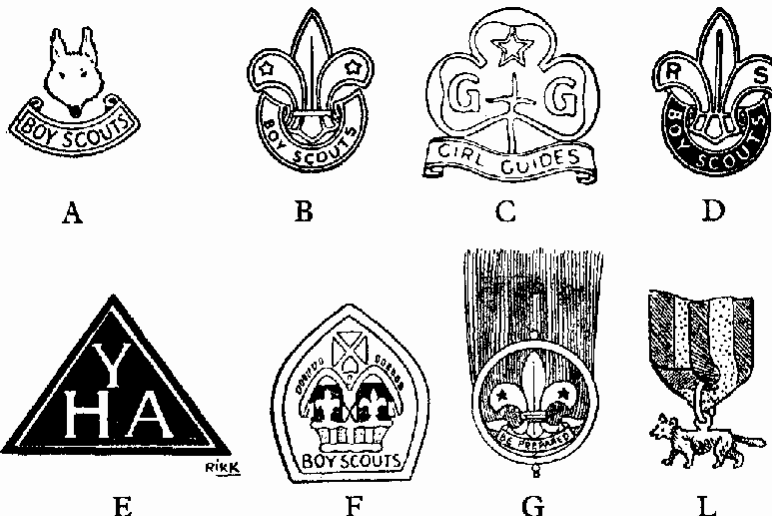
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PLAYING BADGER

Whenever Bill and John go out Cubbing, they always play Badger. If, say, John sees a Scout wearing an ordinary buttonhole badge, he scores one mark. The one who sees the particular badge first scores the marks.

Here is a list of the badges these two Cubs look out for, and the scores for the badges. Of course you can make up your own list and marks: this is just one way of playing this game, which teaches you to be observant.

	Marks
A. Cub Buttonhole Badge	1
B. Scout Buttonhole Badge.....	1
C. Guide Buttonhole Badge	2
D. Rover Scout Buttonhole Badge.....	2
E. Youth Hostel Association Badge.....	3
F. Queen's Scout Badge (worn on the left arm of the uniform by those Scouts who have gained it)	5
G. Purple Plume (worn on the left-hand side of the hat by any Commissioner)	5
H. Inspector of Police (two stars worn on epaulette).....	8
I. Chief Inspector of Police (three stars worn on epaulette).....	10
J. Superintendent of Police (crown worn on epaulette).....	10
K. Chief Superintendent of Police (star and crown worn on epaulette)	12
L. Silver Wolf (worn round the neck on a green and yellow ribbon).....	15



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HOW TO SEW ON BUTTONS

If a small button needs sewing on, use strong cotton, and try and match the colour if you can. Thread your needle, make a knot in the end of your cotton, and then put the needle through the material from the wrong side, through and back again. Then thread on the button, and sew from one hole to the opposite one about four times, each way. At the last time bring the needle up between the button and material, wind the cotton round the button a few times very firmly. Then take the needle through to the wrong side and fasten off.

With a coat button you will want thicker cotton or thread, and you will need to sew from one hole to the other more often, and you will have to wind the thread many more times round the button. This makes what is called a “shank”, and gives room for the buttonhole to lie under the button.

HOW TO DO UP A PARCEL

Begin by making a figure-of-eight knot in your string and putting the other end of the string through the loop as shown in Fig. 1. Cross the string at the back of your parcel as shown in Fig. 2. Complete by joining the ends with a reef knot.

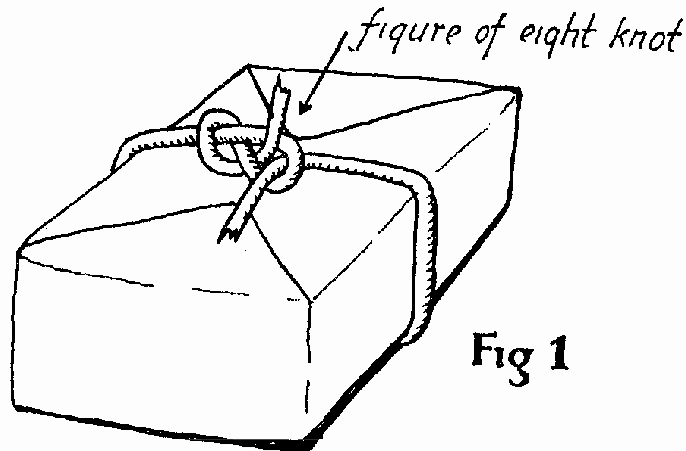


Fig 1

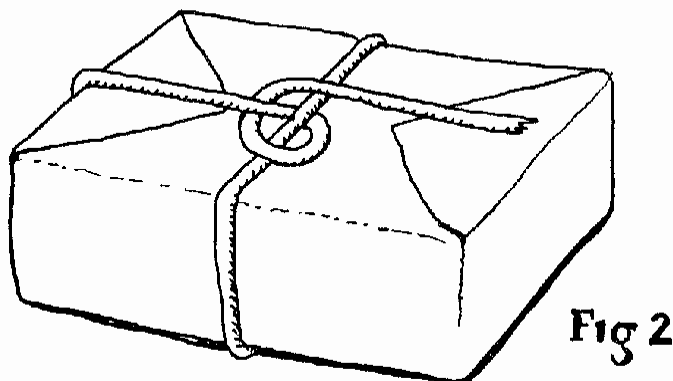


Fig 2

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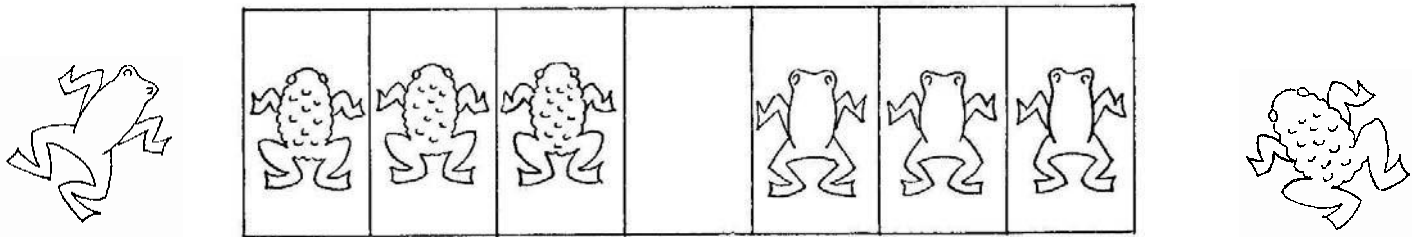
HOW TO MAKE AND PLAY THE FROG GAME

The drawing here is a design which you can copy. Take a piece of cardboard and divide it up into seven as in the drawing. Then get some strong paper and trace on it a frog and a toad and cut them out. (If you had gummed paper you could stick these cut-outs on to cardboard so that they last longer. And if you have three layers of paper you can cut out the three frogs and the three toads you need in one go.)

When you've got them all cut out and ready, put them on your card as shown. What you have to do is to try and get the frogs into the toads' places and the toads into the frogs', using the unoccupied square to slide them about. A frog can jump over a toad and a toad over a frog so long as there's an empty place for it to jump into.

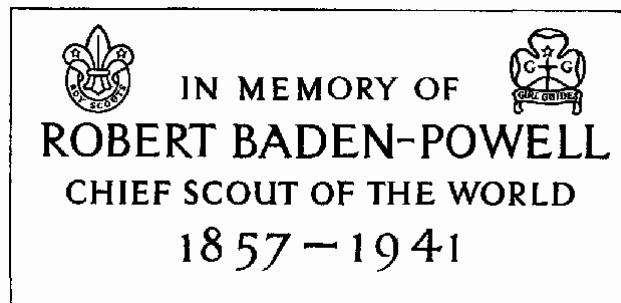
You're not allowed to move an animal back and an animal can't jump over one of its own kind.

When you can do it, try it on one of your pals.

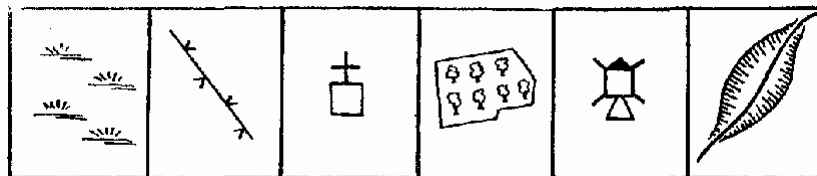


WHERE?

1. Would you find this plaque?

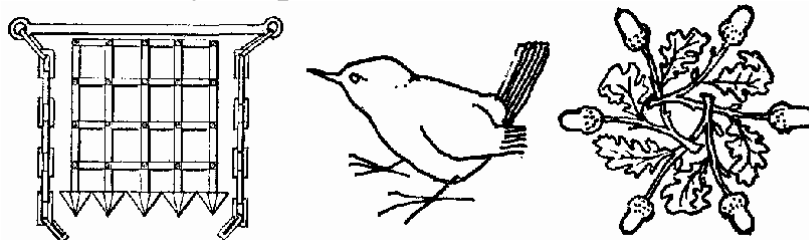


2. Would you find these and what do they stand for?



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3. Would you find these – in your pocket?

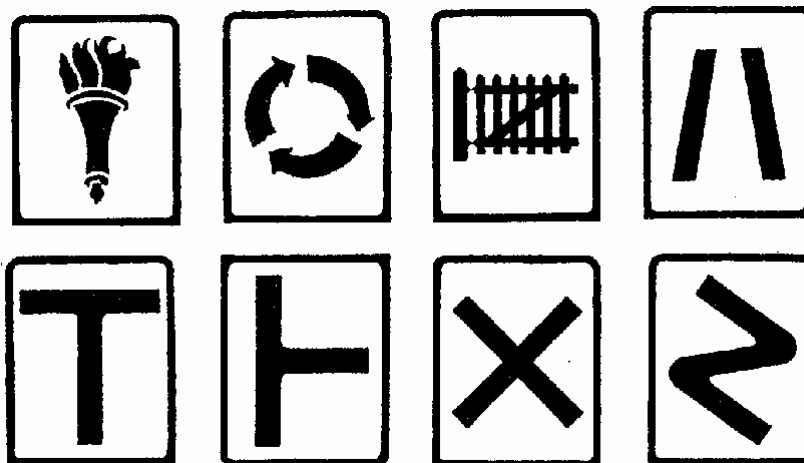


4. (And what?) is I.H.Q.?

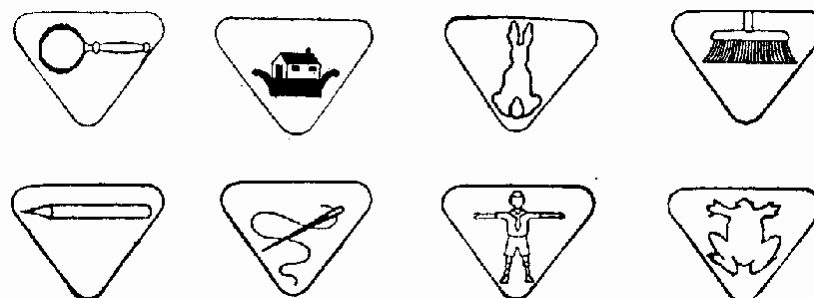
5. (And what?) is Gilwell Park?

6. Was Mowgli taken when he was captured by the Banderlogs?

7. Would you expect to find these signs? (and what do they stand for?)

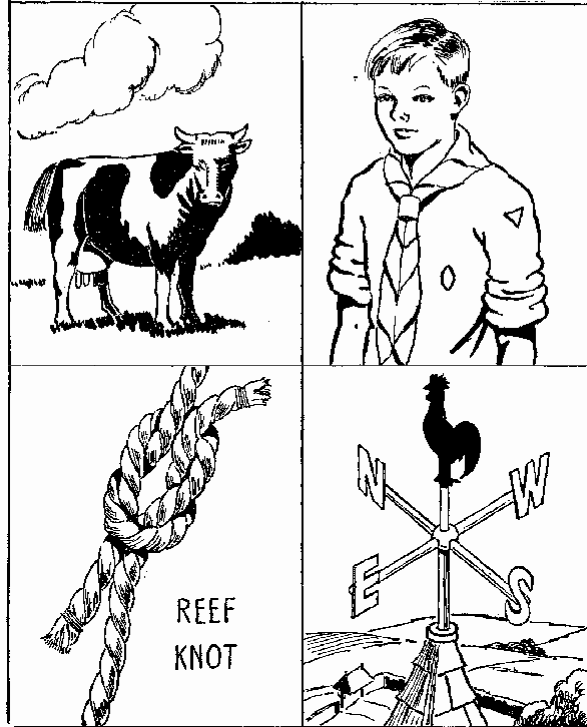


8. Would you find these? (and what are they?)

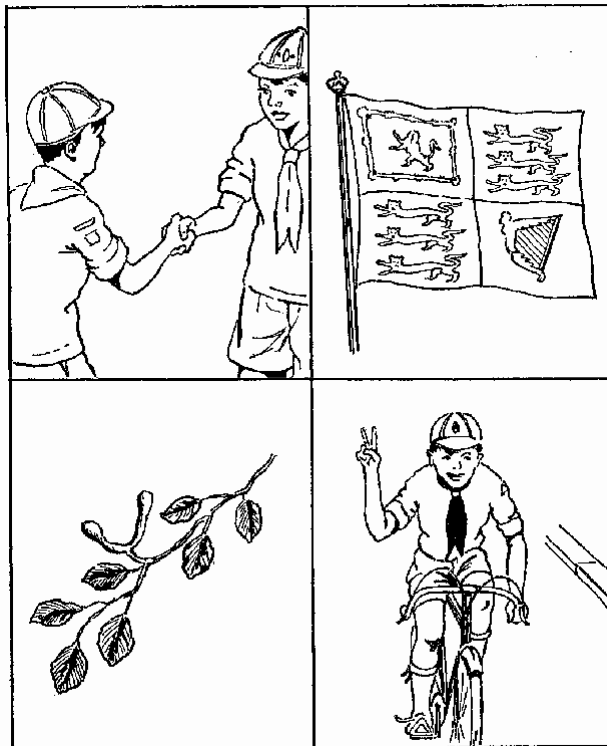


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Can you find any mistakes in these pictures?



Can you find any mistakes in these pictures?



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YOUR BICYCLE

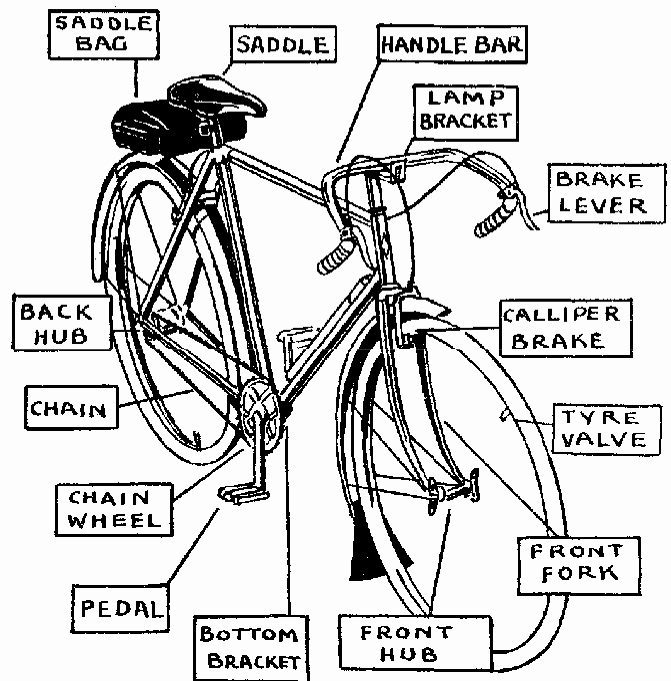
1. Keep your tyres hard. If you don't, they will wear out much more quickly. Keep them hard by pumping them up about every fortnight.

2. Keep your chain and wheels oiled. Oil your chain once a fortnight, being careful not to overoil. Occasionally remove the chain from your bicycle and put it in an enamel dish and cover it with paraffin. Dry it with a clean rag and put the chain back on the bicycle. Then oil thoroughly.

3. Occasionally, make sure all nuts and bolts are tight.

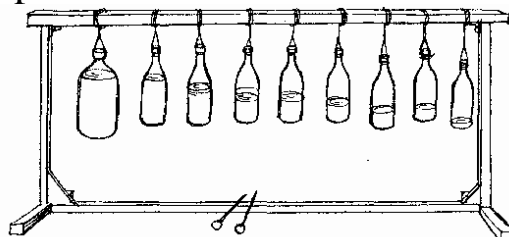
4. Clean all the painted parts of your bicycle with a wet rag, making sure that the grit does not scratch the paint; then wipe round with a dry rag.

5. Oil hurts tyres, so if you ever get any oil on your tyres, by accident or when oiling your chain, rub it off immediately.



BUBBLING BOTTLES

Have you ever tried to make a Xylophone out of bottles? First of all, you need a strong frame on which to hang the bottles. It must be very strong as the bottles are very heavy when filled and tuned. All you need are seven pint bottles and one quart bottle. You fill the quart bottle almost full of water and tune it to middle C on the Piano by adding or taking water out of the bottle. You then tune the rest of the bottles, adding less and less water as you go up the scale. Finally you cork up your bottles so that they will keep their notes.

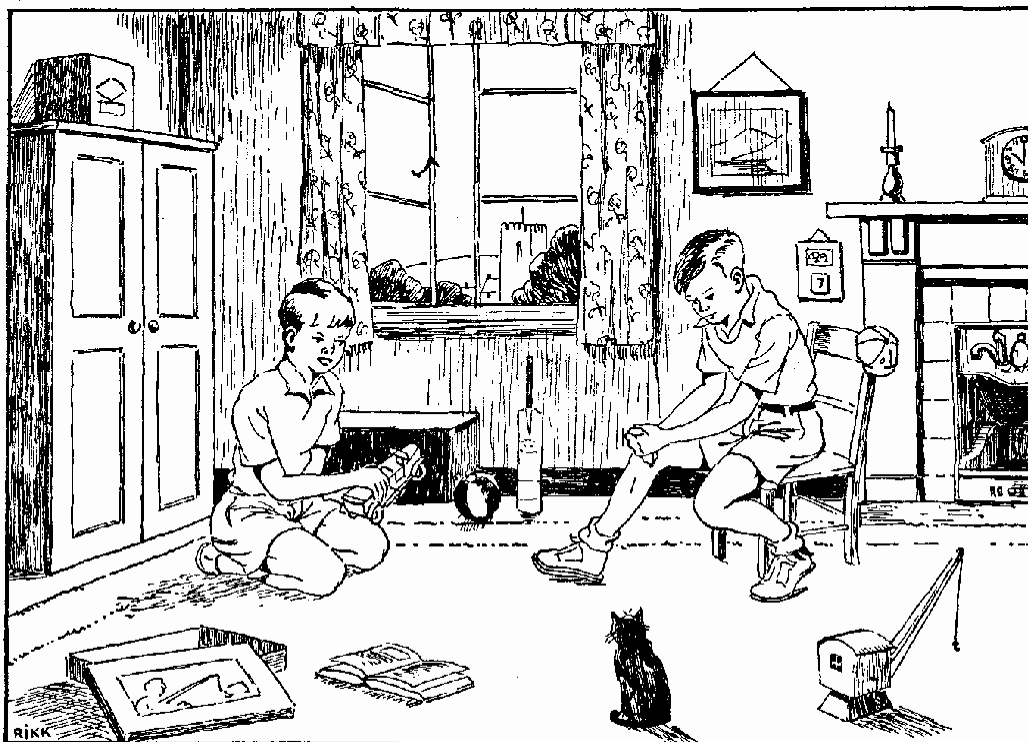


A collection of black and white line drawings of various hand tools. The tools include: a hand saw with a curved handle and a serrated blade; a hand saw with a straight handle and a serrated blade; a hammer with a wooden handle and a metal head; a putty knife with a wooden handle and a flat metal blade; a large brush with a wooden handle and a wide head; a smaller brush with a wooden handle and a narrow head; a spray bottle with a trigger nozzle; a pair of long-handled pliers; a pair of side cutters; a pair of wire cutters; a pair of pliers; a pair of screwdrivers; a pair of chisels; a pair of files; a pair of shears; a pair of tongs; a pair of forceps; a pair of tweezers; a pair of nail clippers; a pair of nail polish brushes; a pair of nail polish bottles; a pair of nail polish containers; a pair of nail polish applicators; a pair of nail polish brushes; a pair of nail polish bottles; a pair of nail polish containers; a pair of nail polish applicators.

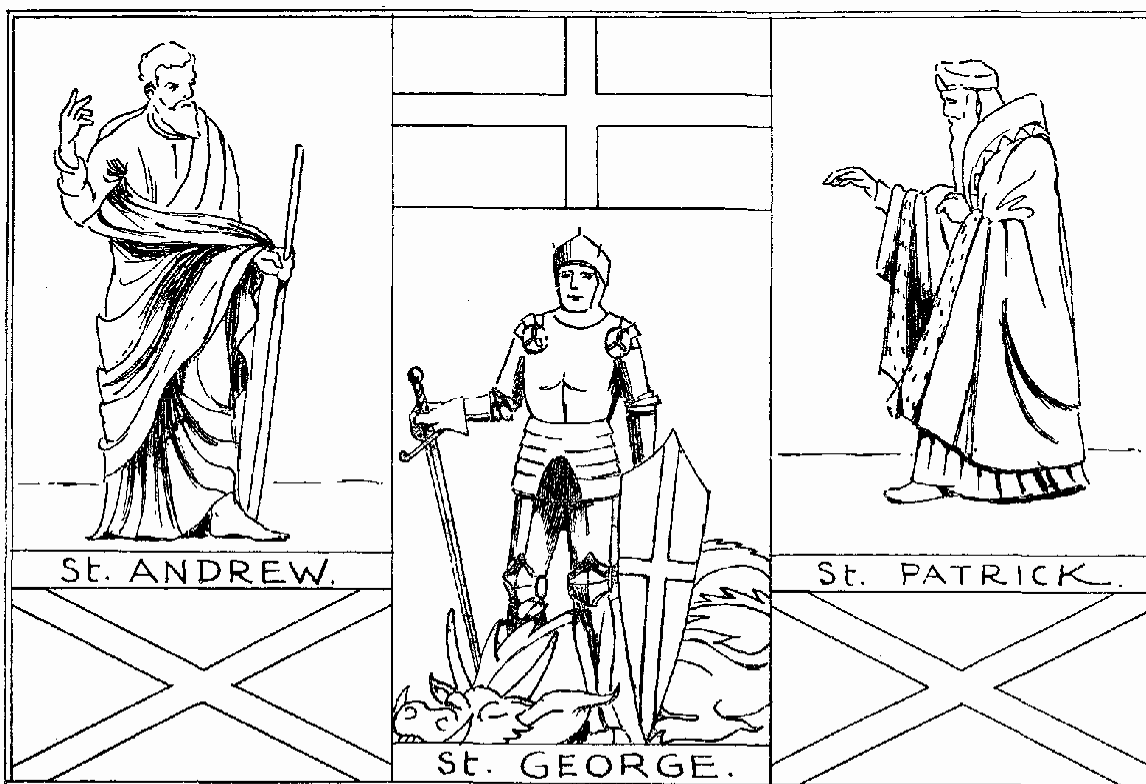
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Find 20 objects beginning with C

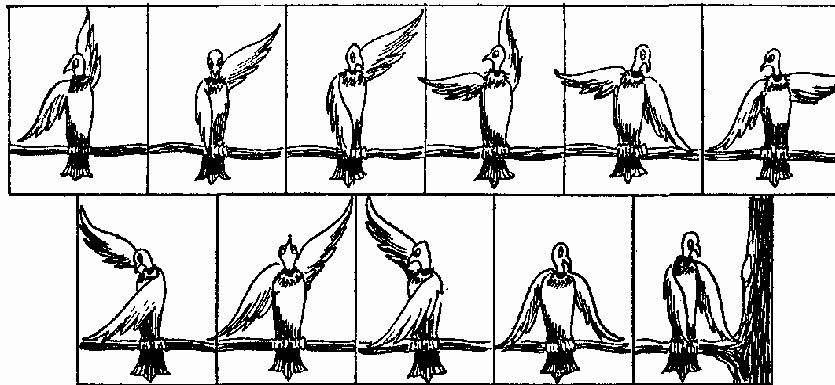


This page is for you to colour.

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A QUIZ

1. What is Chil the Kite saying?



2. The Cub is juggling with syllables, which, when joined together, make up the names of ten animals. What are they?

3. Are you observant? Do you know:

(a) how many yellow cords there are on a Cub cap?

(b) how you can tell if a match-box has been used, merely by looking on the outside?

4. Who is the Chief Scout?

5. Who is the Heir to the throne?

6. Who taught Mowgli the Law of the Jungle?

7. If a Scout talks about a damper, does he mean:

(a) a man who puts out fires *or*

(b) a camp raincoat *or*

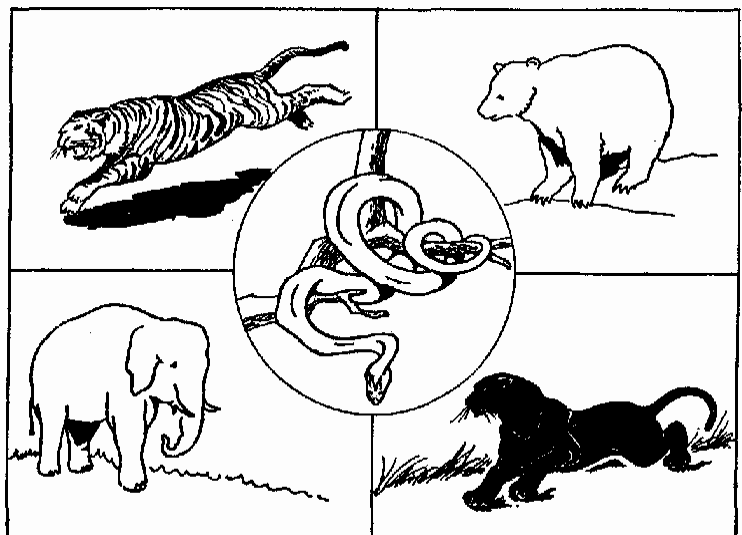
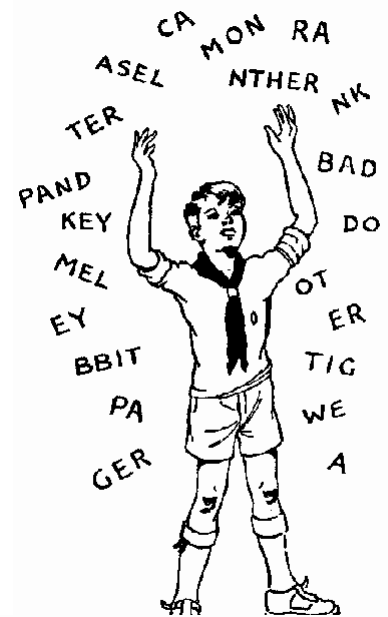
(c) bread made in camp *or*

(d) a camp gadget for giving you a shower-bath?

8. What are the Jungle names of these animals: ->

9. What do you call the “children” of a cat, a dog, a cow, a swan, and a duck?

10. Name 5 articles, beginning with “s” which are worn on the feet.



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THE MAGIC KNOT

Start this one by saying, “Say, fellows, I can do it and you can’t—and that means that I *can knot* and that you *cannot*.” “Here,” you continue (after they’ve recovered from the shock) “is a bit of string (about three feet long) and if you hold both ends, one end in each hand, you cannot tie a knot in the centre without letting one end go.”

Give the string to one of your friends and he, holding the ends, one in each hand, proceeds to try to tie the knot. While he is trying to do the impossible, you fold your arms [see drawing] and then either ask him to give you the string or to lay it stretched out on some convenient place. In either case, you take the ends of the string with your arms still folded and immediately on unfolding your arms a knot appears in the middle of the string.

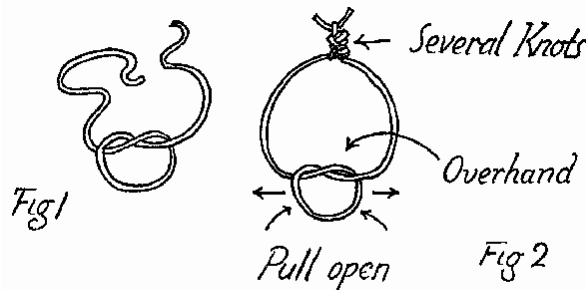


THE DISAPPEARING KNOT

Tie a piece of string about eighteen inches long so that there is a loose open over-hand knot in the centre. (Fig. 1.) Now tie the ends so that the string makes a loop. (Fig. 2.)

There should be several knots tied here and you can explain that this is to make the trick harder to do. These knots may now be examined and you tell your friends that you are going to remove the loose over-hand knot without untying all the other knots. You place the string behind your back and in an instant produce it again showing that the overhand knot has disappeared from the loop!

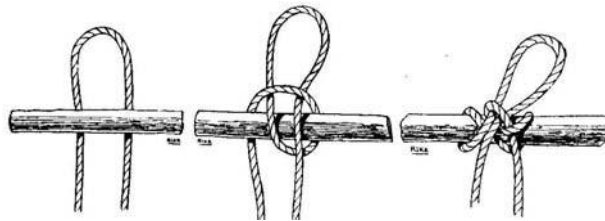
All you have to do is to open the over-hand knot out wide. It will run up and join all the other knots tying the loop. That is why you tie several knots!



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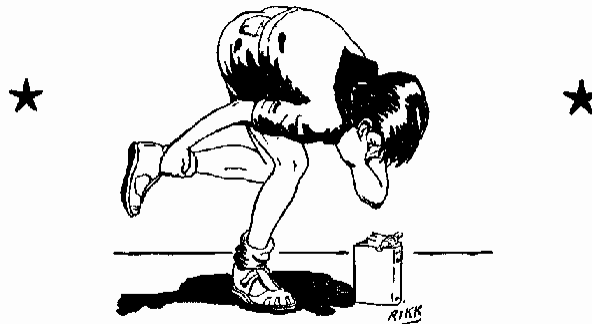
HIGHWAYMAN'S HITCH

Dick Turpin was a highwayman who had a horse called Black Bess. When he stopped at an inn for food and drink he would tie Black Bess to a fence outside and however much she pulled, she couldn't get away. Yet as soon as Dick was warned that he was in danger, he would run out from the inn, pull the rope which held the horse and at once she was loose—and he could leap on her back and escape. His secret was that he used a knot (or hitch) which is now called The Highwayman's Hitch. The drawings will show you how to tie it. Pull on the first end as hard as you like (as though you were Black Bess!) and it won't come away. Pull on the second and you'll have the whole rope in your hand in a jiffy! Try it on the back of a chair.



TRY THIS

It's easy (you think) to pick up with your teeth a pencil fixed in a book on the ground? Ah, but it *isn't* so easy when you have to hold your left foot with your right hand, and your right ear with your left hand. Try it! Then when you're *very* good at it, challenge your friends at it!



TWO TRICKS

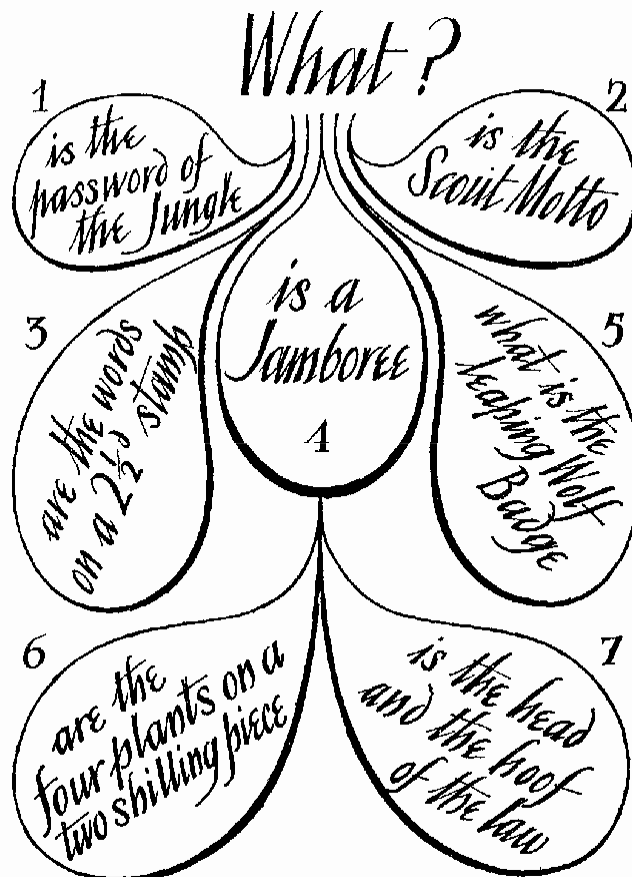
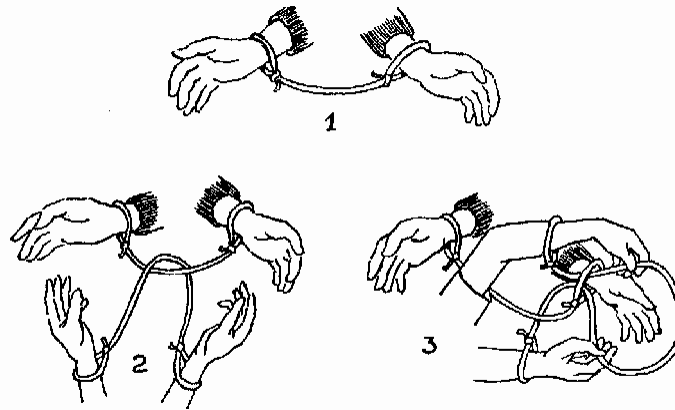
1

Here is a trick you can try on your Dad or anyone else. Hold your arms straight out in front, then bend them at the elbow and allow the fingertips to touch. When you are in this position challenge your Dad or another Cub to pull your fingers apart, using only a steady pull from each elbow.

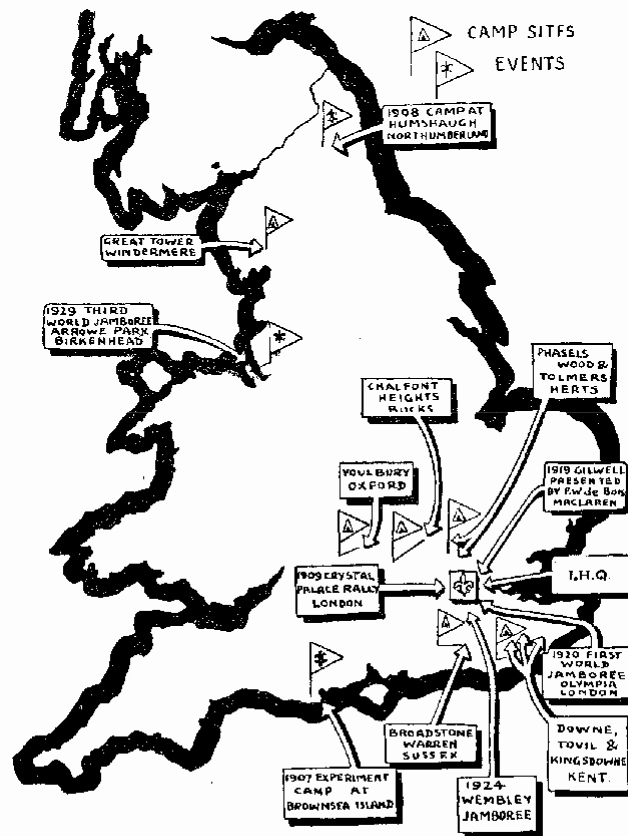
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2

Tie a piece of string around the wrists of your victim as in Fig. 1. Loop another piece of string over your victim's wrists and have it tied to your own wrists as in Fig. 2. Now challenge your victim to get away without breaking the string or untying the knot. When he has given up you can show him how to do it. Push the centre of your string through the loop on the inside of his wrists. Then bring this new loop back over his hand and draw it back through the wrist loop. Then you can try it with two of your pals and let them see if they can get apart from each other.



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ONE STAR TESTS

You must:

- (1) Know the composition of the Union Jack and the right way to fly it; know in a simple form the stories of the Saints of England, Scotland and Ireland; recite the first and third verses of "God Save the Queen", and know what to do when it is played or sung.
- (2) Be able to tie the following knots and show their uses: Reef, Sheet-bend.
- (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 10 yards away can catch it. Catch a ball, both hands together, thrown to you from a distance of 10 yards four times out of six.
- (4) Walk upright and smartly, carrying a solid article weighing about two pounds on your head without using your hands, for a distance of 10 yards; turn and come back to the starting point. Perform toe-touching and knee-bending exercises which Akela will teach you from *The Wolf Cub's Handbook*.

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- (5) Know why and how you should keep your hands and feet clean, your nails clean and cut, and your teeth clean; and why breathe through your nose; and be carrying these things out in practice.
- (6) Be able to tell the time by the clock.
- (7) Grow one of the following:
 - (a) a bulb in water, peat moss, sand or soil;
 - (b) a chestnut or acorn in water, peat moss, sand or soil;
 - (c) mustard and cress, peas or beans on flannel.
- (8) Clean a pair of boots or shoes, fold your clothes neatly and satisfy your Akela that you are doing your best to keep the Pack Den tidy and to leave no litter anywhere.
- (9) Show that you understand the meaning of the Highway Code—paragraphs 2, 4, 5, 6 (to all road users), and paragraphs 9-21 inclusive (to all pedestrians). (You can buy a copy for a penny.)
- (10) Have at least three months' satisfactory service as a Cub.

TWO STAR TESTS

You must:

- (1) Know the alphabet in Semaphore, or Morse and be able to send and read simple words slowly.
- (2) Use a compass to show you know the eight principal points.
- (3) Be able to tie the following knots and show 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 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. Models made in Meccano or other partly constructed materials are not allowed.
- (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).

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- (7) 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 6 inches above the ground.
- (8) 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). 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 you.
- (10) Show that you still remember the Highway Code as laid down for the First Star Test and that you are helping other Cubs or other children to understand and obey. If you own or have the use of a cycle you must be able to look 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.



ANSWERS WHERE?

1. In Westminster Abbey, London.
2. On a map. They stand for: marsh, power-line, church with a tower, orchard, windmill, a railway cutting.
3. On a threepenny bit; on a farthing; on a sixpence.
4. I.H.Q. means Imperial Headquarters and is the Headquarters of the Boy Scouts of Great Britain and the Empire. It is at 25 Buckingham Palace Road, London.
5. Gilwell Park is in Essex, near Epping Forest. It is a large estate where Scouts may camp, and Scoutmasters and Cubmasters can go to be trained. It belongs to the British Scouts.
6. To the Cold Lairs.
7. On walls or boards, etc., by the sides of roads. They mean: school, roundabout, level crossing, road narrowing; T crossing; side road; cross-roads, zigzag bend!
8. On a Cub's arm! They are proficiency badges for:
Collector; Toy Maker; Observer; House Orderly; Artist; Homecraft; Athlete; Swimmer.

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MISTAKES IN PICTURES

Cow has wrong tail and horns in wrong place.

Cub has Six patch upside down.

The knot is a “thief” knot, not a reef knot. (Ask Akela the difference.)

E and W are in each other’s places.

Cubs should shake hands with left hand.

Royal Standard has its parts in the wrong places.

Beech branches don’t have sycamore seeds.

A Cub shouldn’t salute when riding a bicycle.

THINGS BEGINNING WITH THE LETTER “C”

1, Church. 2, Cat. 3, Cap. 4, Cub. 5, Chair. 6, Curtain.

7, Candlestick. 8, Candle. 9, Cupboard. 10, Calf (of Cub!) 11, Collar. 12, Crease.

13, Crane. 14, Clockwork Car. 15, Clock. 16, Calendar. 17, Casement. 18, Canopy (of fireplace) 19, Corner (of room). 20, Carpet.

A Quiz

1. Keep smiling, (in semaphore).

2. Rabbit, Tiger, Panther, Otter, Badger, Weasel, Camel, Panda, Donkey, Monkey.

3. (a) 6 (b) by scratches on the side.

4. Lord Rowallan. 5. Prince Charles. 6. Baloo.

7. Bread made in camp (you will learn to do this when you are a Scout).

8. Shere Khan; Baloo; Kaa; Hathi; Bagheera.

9. Kitten, Puppy, Calf, Cygnet, Duckling.

10. Shoes, slippers, socks, stockings, sandals.

WHAT?

1. “We be of one blood, ye and I.”

2. “Be Prepared.” 3. Postage Revenue.

4. A camp held once every four years where Scouts of all the nations where Scouting is allowed camp together.

5. A Leaping Wolf Badge is awarded to a Cub who has gained his Second Star and two special proficiency badges.

6. Thistle, rose, sham-rock, leek.

7. Obey!

