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Editor's Note:

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THE WOLF CUB BOOKS-No. 11

THE WAY TO THE STARS

FIRST STAR

BY
HATHI and RADHA

Illustrated by Radha

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Colour this picture when you have read Chapter Five.

CONTENTS

One	"I promise ... "
Two	Using Your Hands
Three	Keeping Yourself Fit
Four	Helping Other People
Five	Duty to the Queen
Six	" ... to do My Best ... "

CHAPTER ONE

"I PROMISE ... "

HELLO there! And Good Hunting to you!

You're one of *us*, now-a real Wolf Cub, now that you have made your Promise.

Have you thought much about that Promise? How well are you going to keep it? There's a lot to it and you won't find it easy always to stick to it. There are two main parts to the Promise: "Doing Your Best" and "Doing Your Duty." All the things you have to do to gain your First Star are planned to help you to keep your Promise by showing you *how* to do your Best and *how* to do your Duty.

Then, when you have the First Star in your cap, you will want to gain a Second Star and the Leaping Wolf Badge. There will be no end to the things you can learn and the badges you can win until one day-not so *very* far away, really-you will earn your Queen's Scout Badge and receive the Royal Certificate from the Chief Scout himself and march at Windsor Castle on St George's Day in the special parade before Her Majesty the Queen. Did you know that that was something you had to look forward to?

But you must begin *now* and make yourself fit in every way-just as the team that wins the F.A. Cup starts training in the summer while you are still thinking about cricket; just as the Test Pilot who takes up the latest supersonic jet for the first time has trained and practised and studied so that hand, eye and brain work perfectly together; just as Mowgli in the story of "Red Dog", when he was planning how to beat the "dhole," practised along the trail he was to follow, "judging distances between branch and branch, occasionally climbing up a trunk and taking a trial leap from one tree to another till he came to the open ground, which he studied very carefully for an hour."

You see what we mean? The people who reach the stars plan and practise over and over again. So we won't waste any more time talking. Let's look at what you have to do to gain the First Star and decide what to tackle first, and how.

These are the things you have to do:-

- (1) *Know the composition of the Union Flag and the right way to fly it.*
- (2) *Know in a very simple form the stories of the Saints of England, Scotland and Ireland.*
- (3) *Recite the first and third verses of "God Save the Queen", and know what to do when it is played or sung.*
- (4) *Be able to tie the following knots and demonstrate their uses: reef knot and sheet-bend.*
- (5) *Turn a somersault.*
- (6) *Leap-frog over another Cub of the same size.*
- (7) *Throw a ball six times so that a Cub ten yards away can catch it. Catch a ball, both hands together, thrown to him from a distance of 10 yards, four times out of six.*
- (8) *Walk upright and with good carriage, carrying a solid article weighing about two pounds on his head without using his hands, for a distance of ten yards; turn and come back to the starting point. A Cub cap may be worn.*
- (9) *Know why and how he should keep his hands and feet clean, his nails clean and cut, and his teeth clean; and why breathe through his nose; and be carrying these things out in practice.*
- (10) *Be able to tell the time by the clock.*
- (11) *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.
- (12) Clean a pair of boots or shoes, fold his clothes neatly and satisfy his C.M. that he is doing his best to keep the Pack Den tidy and to leave no litter anywhere.
- (13) Show that he understands the meaning of the Highway Code-paragraphs 1-15 inclusive.
- (14) Have at least three months' satisfactory service as a Cub.
- (15) Repass the Tenderpad tests. This test will be taken last.

Goodness! Don't they look a lot! But we'll divide up the tests into little groups and we'll have them all passed in no time at all.

CHAPTER TWO

USING YOUR HANDS

LET'S start with the tests that will teach you to have nimble fingers.

Knots

You all know what a tangle there is when the cat gets into the string box! Doesn't it take a lot of sorting out! That's what it is like when knots are badly tied-there's just a messy bit of string that you can't undo. But if you tie a knot *properly*, it will stand up to strain and will still be easy to undo. You may not think this very important now but when you are older and maybe go sailing or camping, you will learn how important it is to be able to tie and untie knots quickly and correctly, even if it is an inky black night, pouring with rain and a high wind blowing!

Reef Knot

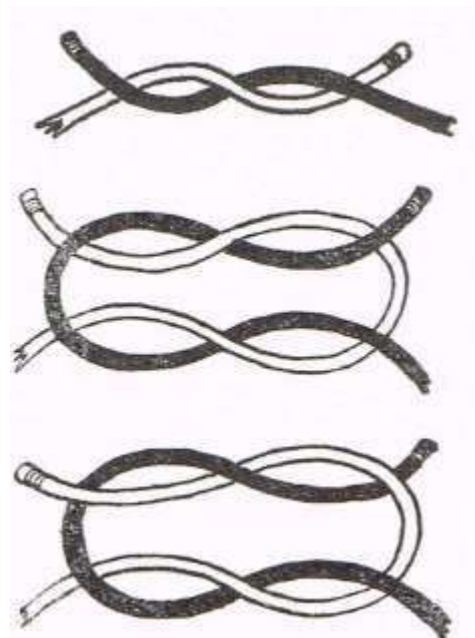
This is:

1. A knot for tying together two ropes of equal thicknesses.
2. A knot that lies flat. Therefore you use it to finish off parcels or the ends of a bandage.
3. A knot that will only stand up to equal strain on both ropes.

This is how you do it. Take two pieces of rope or cord (not string; that gets messy). We've coloured one piece black and the other white so that you will know which is which. Take the black piece in your right hand and the white in your left. Put the right hand piece over the left hand piece, under and up, like this: Now you have the *black* rope in your *left* hand and the white in your right. Then once again put the black over the white and under and up, like this:

Then take the two black ends in your right hand and the two white ends in your left hand and pull away and the knot will tie itself. Easy, isn't it? Or did yours look like this:

That's a "Granny". It will slip if you pull on it. Are your shoe-laces always coming undone? That's because you've tied a Granny knot. Ask Akela to show you how to tie the bow with a reef knot and see how your laces will stay "put"

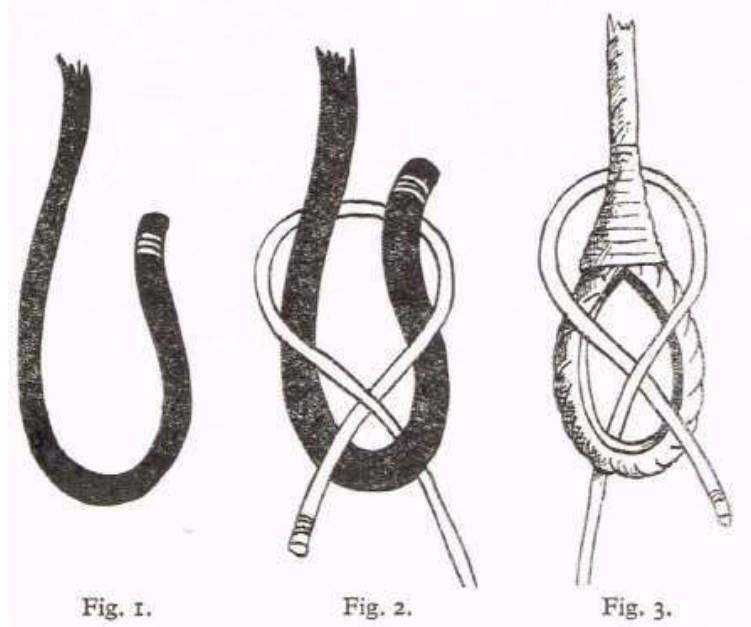


and smart.

Sheet Bend

"Bend" is another name for knot. In the Navy, when they talk about "bending" a rope on to something, they mean tying it. "Sheet" is another name for "sail" and the sheet bend was originally a knot used for tying a new rope to the corner of a sail when it had blown loose in a gale. But you must remember it as:

1. A knot for tying together two ropes of different thicknesses.



2. A knot that can stand an *unequal* strain.
3. A knot for tying a rope to a loop.

If Mother's clothes line breaks on washing day and you want to put a new piece in the middle, you can add a fresh length of line with a sheet bend. This is how you do it:

First of all you take one end of the thicker rope and double it up to form a loop, as in Fig. 1.

Then you take the end of the other rope, put it through the loop, round the back of the long end (or "standing part"), round over the other side of the loop, and tuck it under itself as in Fig. 2. Then you pull the ropes tight and you will see that the long end of the thin rope bites into the shorter end and the harder you pull, the tighter it bites. We have also done a drawing showing how you tie this knot on a loop (Fig. 3).

Now you have learned two things and know two ways towards doing your "Good Turn" every day.

Ball Throwing

This may seem a very difficult test so we have put it in at the beginning to give you plenty of time for practice. You can throw with either hand but learn to use both so that *both* will be skilful. You are allowed to catch with both hands. Remember to keep your hands together in a sort of cup and, as the ball comes into them curl your fingers over and draw your hands towards you slightly. If you "give" to the ball like this, it won't hurt your hands, even if it is a hard cricket ball. But if you just put stiff hands in the way of the ball like a butterfingers, then the ball will go smack against them and bounce off-and your hands will hurt like billy'o. Most important of all, *keep your eye on the ball from the very minute it leaves the other chap's hands*. Don't look at your hands; look at the ball. And be on your toes ready to move your position if the ball isn't thrown straight.

Next time you are at a Cricket match, particularly if you are lucky enough to be able to go to a County Match, watch the fielders carefully-particularly those close in to the wicket. You will see that they crouch slightly, have their hands at the ready and never, *never*, NEVER take their eyes off the ball. You can see all the heads moving together as the ball is delivered.

Growing Things

This seems a funny test to stick in here along with knots and ball-throwing but it is another way of using your hands. They call it "having green fingers" if you are one of those people who seem to be able to make anything grow. Another reason for putting this test in here is because you can't hurry Nature. But if you plant your seeds now, you may find they are all ready to show to Akela by the time you have finished the other First Star tests.

You can grow all sorts of things for the test: bulbs, chestnuts, acorns, mustard and cress, peas and beans. They're all fun to watch in their own particular way but if it is August or September when you are reading this, why not plant a bulb and then it will be ready to give to Mother for a Christmas present. You can grow your bulbs in soil, fibre or water. Fibre is usually dry and dusty when you buy it so you take a large bowl of water, pour the fibre into it, then lift it out in handfuls and squeeze it hard. This way it is moist but not sloppy.

Next, take your bowl and half fill it with the fibre or soil; put in the bulbs-they can be quite close together-and pack soil or fibre firmly round them until just the tips are showing. If you have used soil, you will now have to water it well. Then put the bulbs away in a *cool*, dark place for about eight weeks. They probably won't need watering during this time but if they should get dry you can add a *little*. At the end of eight weeks the bulbs will be showing about $\frac{1}{2}$ to $\frac{3}{4}$ inch of shoot. It will be pale yellow. Now is the time to bring the bowls out into the light and then watch the yellow turn to green and soon you will have lovely spring flowers to brighten the house for Mother.

You can grow single bulbs in water. We have done a drawing showing how you do this.

The water in the jar (preferably rain water) should come *almost* up to the base of the bulb so that the tiniest root put forth will find water. But the water must not touch the bulb or it will rot. Put your glass away in a cool dark place and keep topping up the water as it evaporates. Bring the bulb into the light when it starts to shoot.



Peas, beans, acorns and chestnuts can be grown in soil or fibre just like bulbs but they should grow or "germinate" more quickly. Mustard and cress grow fastest of all. You just lay a piece of wet flannel in a dish or saucer and sprinkle it with seed. Mustard grows faster than cress so you sow that three days later. Keep the flannel only moist-not swimming-but don't ever let it get dry or your seeds won't grow. It's jolly nice to cut off a bunch of mustard and cress with the scissors and have it with bread and butter for tea. Won't Mother be pleased!

There! You're a quarter of the way through the tests already. Why not turn to the picture "The Way to the Stars" on Page 13, and colour in all the things you have done so far?

CHAPTER THREE

KEEPING YOURSELF FIT

YOU'RE beginning to learn how to do things but you can't do your *best* unless you feel really on top form-"as fit as a flea" as they say, though why fleas are any fitter than any other creatures, we can't imagine.

Our bodies are wonderful things-far more complicated than the most super sports car. Just as a car needs petrol to make it go, so our bodies run on blood. Now you know what happens if you ever get dirty petrol in your tank. The engine stops and the car won't go. It is the same with the blood in our bodies. We "clean" it by filling it up with oxygen in our lungs. That is why we should always breathe in fresh air and keep our windows open at night.

We should always breathe through our noses because the air gets warmed in all the little passages in the nose, whereas if we gulp it in through our mouths it is often too cold for our lungs; also, there are little hairs inside our noses that catch germs and stop them from attacking our bodies.

Another point-if you breathe through your mouth when you are asleep, you make an awful racket snoring. This can be very annoying to other people but, more than this, it might give away your position if you were in hiding in an enemy country-and then you might *never* wake up!

You should always keep yourself very clean. We don't mean that you should never get dirty. Pack night wouldn't be much fun, would it, if we had to be careful always to keep hands and knees clean! But *do* clean up after the games. Always wash your hands before meals and when you use the lavatory. Keep your nails clean and short or germs will lurk behind them. But do *cut* them, don't bite them. That is a nasty habit. It means you suck in the germs on your hands.

Remember to clean your teeth thoroughly at least getting up and going to bed and, if possible, after every meal. You're probably growing your second teeth now. Be careful with them for you can't grow a third set. Dirty teeth cause decay and smelly breath, both very unpleasant. So get yourself a good toothbrush and have a go at all those germs that are hiding in the cracks and corners between and behind your teeth. Sweep them all out after every meal and swill them away with lots of water.

We know all about washing germs off our hands but sometimes we forget about our poor old feet that work every bit as hard as the rest of us but are all done up in shoes and socks and so get overlooked. But if your feet get hot and perspire, the skin gets soft and blisters easily and then it hurts. So remember to wash your feet as well as the rest of yourself.

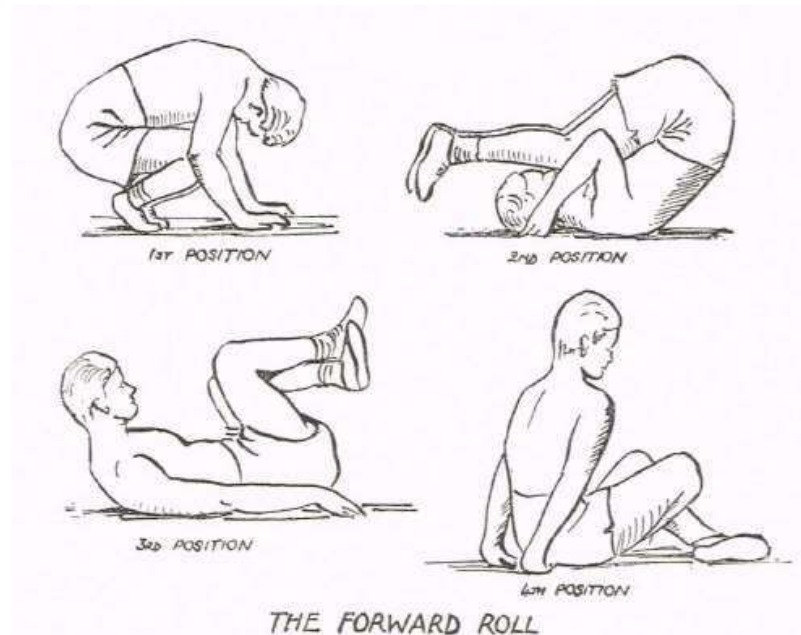
We said a bit earlier on that our bodies run on blood. To keep this circulating all over the body we do various forms of exercises. Here are some that you have to do:-

Somersault

This is really a "forward roll". So remember *really* to *roll*. Keep your shoulders rounded and your head tucked in so that you bowl over like a hoop. When you have finished, spring smartly to the alert. Don't just sprawl on your back! And see if you can do it without using your hands at all. You will see from the drawings on the next page that your head doesn't hit the ground with a wallop!

Leap-frog

The same thing goes for leap-frog. Don't try to go over someone too big or you will land on his back and then you both go down in a heap! Get him to keep his head well in.



Then take a little run and *fly* over him, with your legs wide apart. Your hands only touch his back lightly as you go over. You don't need to press hard. And again, land on your toes and then come smartly to the alert.

Walking Upright

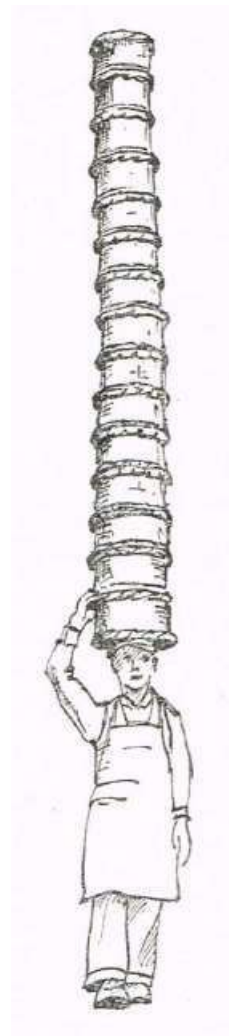
You're jolly proud to be a Cub, aren't you! Then keep your chin up and your shoulders back and look the world square in the eye. That way you will get more air into your lungs and you will be able to see more of what is going on all around you. If you slouch forward you can only see what is under your nose. That is the whole and only secret of balancing a weight on your head-to stand up straight. Have you ever seen the pictures of the porters in Covent Garden and Billingsgate Markets? They will sometimes carry twenty baskets on their heads, one on top of the other! As in our sketch.

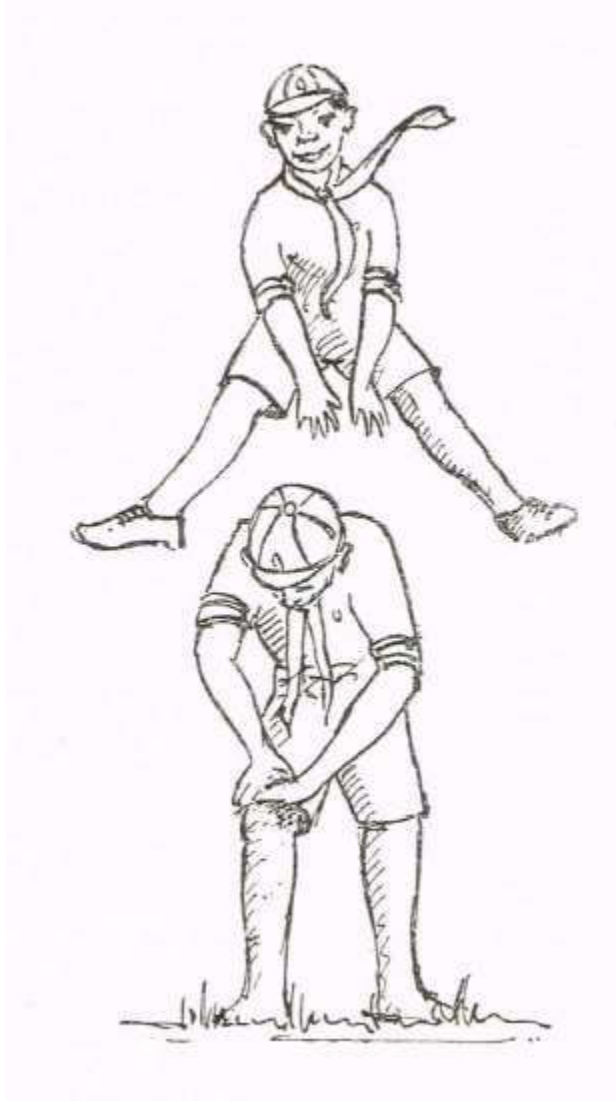
So when you come to do the balancing test, remember to stand at the "Alert" *before* you put the weight on your head; otherwise, the weight will slide to the ground when you straighten up. Wearing your Cub cap may help a lot. Chaps with stiff curly hair find this test easier than those with smooth hair and round heads. Practise with 2 or 3 books (they should weigh about 2 lbs.)

When you walk the 10 yards and turn round to come back, you will find-if you *do* hold your back straight and your head up-that you can move at quite a brisk pace.

Passed that? Good!

Now you can colour some more of "The Way to the Stars" on Page 13, and then let's get on with the few remaining tests.





CHAPTER FOUR

HELPING OTHER PEOPLE

A VERY important part of your Promise was when you said you would "do a good turn to somebody every day". What a happy world it would be if *everybody* tried to do that. Of course, you don't only do *one* Good Turn, do you? You do as many as you can. You have already learned how to be helpful in tying up parcels and how to grow mustard and cress for tea, but now you are going to learn things that will show you how to be much more useful.

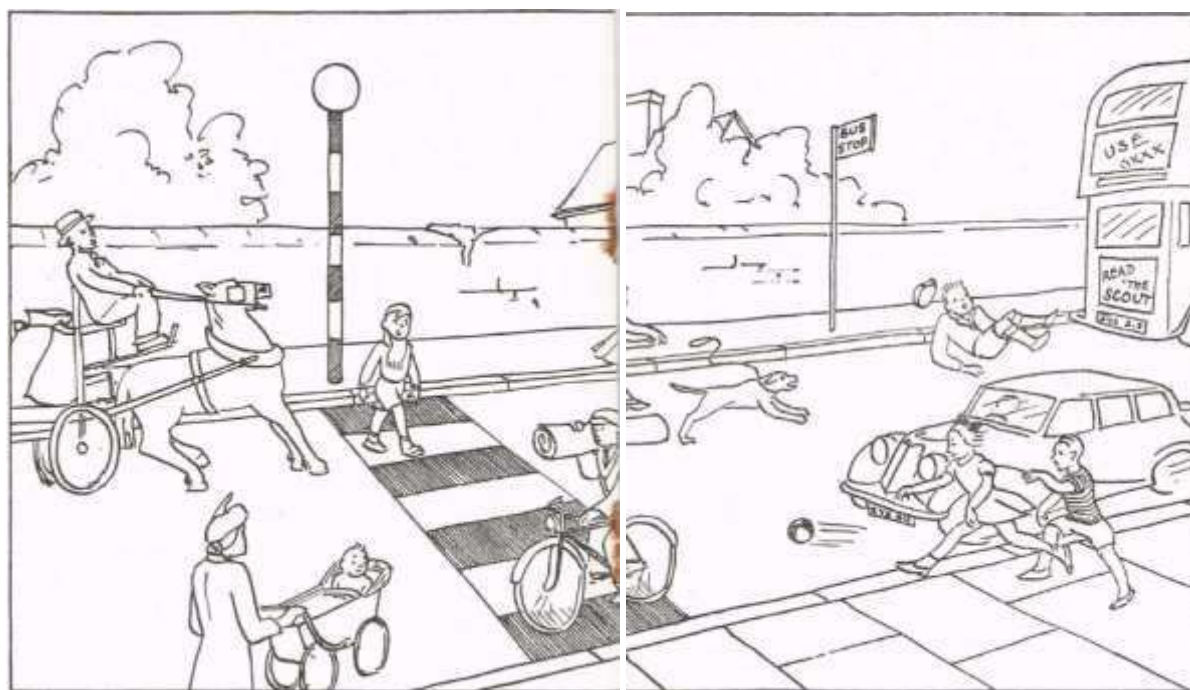
Telling the Time

In the jungle, Mowgli didn't have to worry much about the time-and in any event he had no clock. He knew that when the sun set and the moon came up, it was time to go hunting; and that when the sky began to be streaked with light and the brightness went out of the stars, then it was time to settle down for the

day's sleep. But in our world we mustn't be vague about time. We have to be at School at the right time and not ten minutes late; trains won't wait for us—and if we're late for Pack Meeting we miss a lot of fun. Or Mother might ask "Johnnie, would you time these eggs that I'm boiling for tea." You *would* feel a duffer if you had to say you didn't know how!

There are 24 hours in every day but we only worry about 12 of these at a time. The Romans called the middle of the day "meridies" so we call the first 12 hours ante-meridiem (before mid-day) or a.m. and the second 12 hours postmeridiem (past mid-day) or p.m. The clock face shows one half day or twelve hours. You will see it is numbered all round up to 12, one figure for each hour. Sometimes you may see Roman figures like this: I II III IV or IIII V VI VII VIII IX X XI XII

Each of these sections is divided into 5 by tiny lines round the edge of the clock face. 12×5 is 60 which is the number of minutes in an hour.



How many people in this picture are not, using the Highway Code—and why?

On the clock face are two pointers or "hands". The long one tells you the number of minutes that have gone by in an hour. The short one tells you which hour of the day you are in. For every time the little hand moves from one figure to the next (that is, in one hour) the big hand has to go right round the clock ticking off 60 minutes. So you can remember which hand is which if you think that the minute hand is bigger because it has more work to do.

Next how to *use* the clock.

At the back of the book we have drawn a clock face and two hands. Stick it on cardboard and cut it out; then fasten the two hands to the centre of the clock with a paper fastener and have it by you while you are reading what follows.

Remember that you are always in the *hour* that the little hand has just passed. It is 3 o'clock when the little hand is exactly on 3 and it is something past 3 until the little hand reaches exactly 4. The big or minute hand tells you what that "something past" is. You always work from the 12 at the top of the clock

so if the big hand points to 5 it is 5 x 5 minutes or 25 minutes past the hour. If it points to 2 it would be twice 5 minutes past the hour or 10 past. When the big hand has passed the half-way mark at 6 and has started to climb uphill to 12 again, we say it needs so many minutes *to* the next hour, e.g. when the little hand is between 1 and 2 and the big hand is at 7, it is 5 x 5 or 25 minutes *to* 2 (or 7 x 5, i.e. 35 minutes past 1). Divide up your 60 minutes into 4 groups of 15. So .t of the way round the clock (Le. when the big hand points to 3) it is "a quarter past" the hour; when the big hand points to 6 it is "half past" the hour. Then, as we have just said, after the half-way mark we say what we need to reach the next hour so when the big hand is at 9 it is "a quarter to" the next hour. Do you get the idea?

Now see if you can set the clock at the following times:-

20 past 7	10 to 4	$\frac{1}{4}$ to 8
Half past 2	12 o'clock	The time Pack Meeting begins.

Please don't try moving the hands of a real clock or you will upset the works and Dad will be *very* cross.

Tidiness

We expect you are very proud of your Cub uniform and like to keep it smart. But we hope you don't bother only when you are in uniform. Don't forget that you are a Cub *all* the time, 7 days a week.

So please do help Mother by keeping your uniform and your clothes tidy and neat. When you go to bed at night, shake them out, then fold them neatly on a chair in the order you will want to put them on in the morning, with the outermost clothes at the bottom of the pile. Then if you *do* ever have to get dressed in a hurry because there is a flood or because you want to chase a burglar, you can get into your clothes quickly and be able to help the others instead of groping around in the dark wondering where you have dropped your socks- and maybe missing the burglar while you do it! By the way, have you ever tried to dress in the dark? It's a jolly good idea to practise. You never know when you might need it, for the electric light *does* sometimes go off.

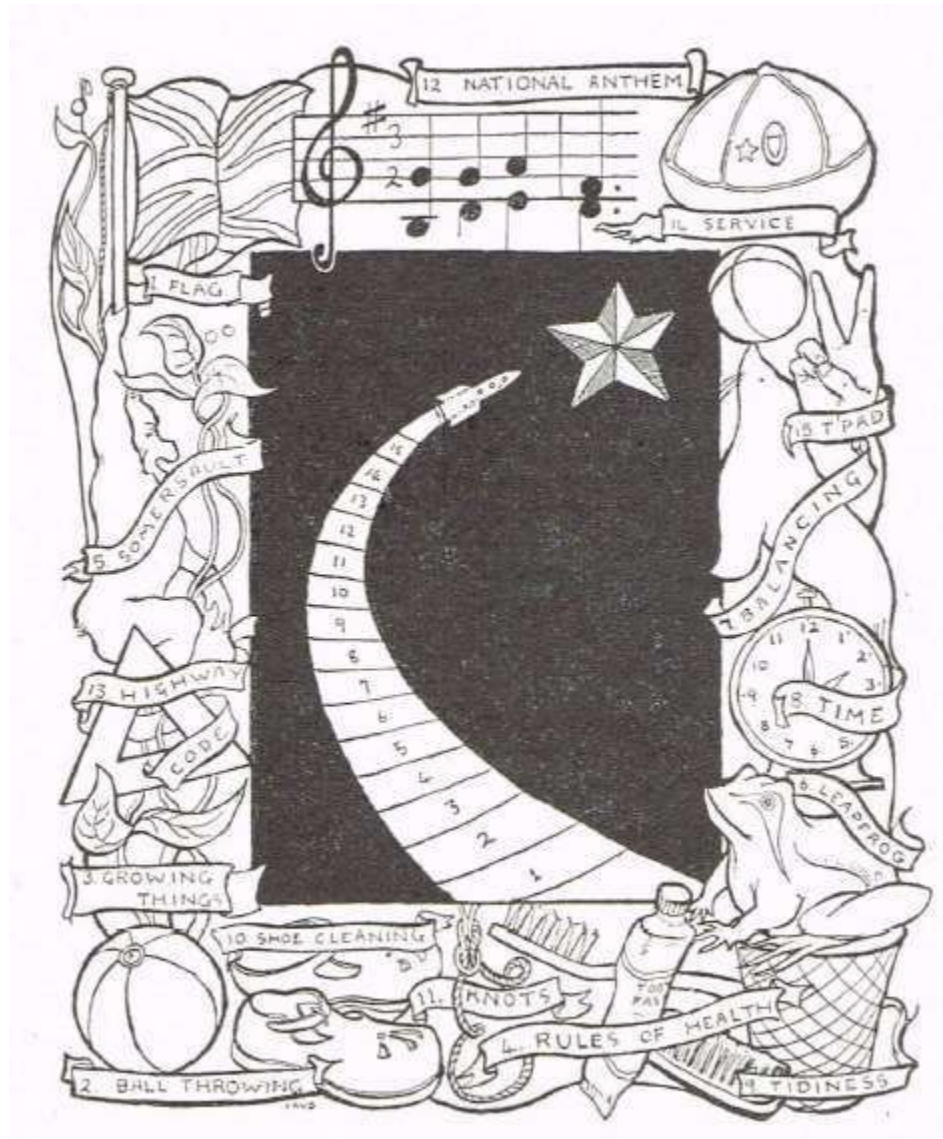
While we're on the question of tidiness, we hope you remember to put your books and toys away at night and don't leave your paint-box open on the floor where someone can tread on it! And we are sure you help Akela to tidy up the Pack Den before you leave at night.

And by the way- you wouldn't dream of dropping sticky toffee papers and 'bus tickets on the floor at home or Mother would soon be after you. So try not to do so in the streets and 'buses. There are litter boxes in the streets and parks and boxes for tickets on the 'buses. Then they can be salvaged and used again. You will see a notice up "Keep Britain Tidy". This means *YOU* for Britain is *your* lovely country and you want to be proud of it and keep it looking smart.

Shoe Cleaning

You can do a lot of Good Turns if you know how to clean shoes properly-and it will be a good job to do when "BobA- Job" week comes round again. This is what you need and how to clean a pair of shoes:-

1. An old knife. Use this to scrape off mud that is sticking to the shoes but be careful not to scratch the leather.
2. A stiff brush. This is to take off the rest of the mud.
3. A brush for putting on polish.
4. A tin of polish. If you have several pairs of shoes to do, put the polish on all the shoes first, after removing the mud, and give it a little time to soak into the leather. Remember it isn't the amount of polish you put on the shoes that gives the shine; it is the elbow grease you use later on!



THE WAY TO THE STARS
Colour this as you pass your tests.

5. A brush to polish with. Brush away as hard as you can-and don't forget that shoes have *backs* as well as fronts.

6. A soft duster to give the shoes a last shine.

DON'T ever try to clean shoes when they are wet. Let them dry slowly first-not too near the fire.

DO remember to spread an old newspaper on the floor before you start working because if you drop polish on the floor it makes a horrid mess and is hard to clean up. How are you getting on with "The Way to the Stars"? Nearly all coloured in?

CHAPTER FIVE

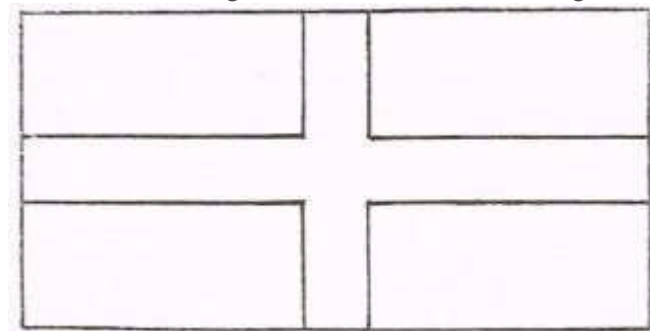
DUTY TO THE QUEEN

ONE big part of your Promise is to "Do Your Duty to the Queen". We expect you've wondered a bit about this because Cubs can't serve in the Navy, the Army or the Air Force or act as spies in enemy countries, can they? Well, one way is to get yourself as fit and well-trained as possible against the day when you may have to do these things.

There is a true story of a Six in a London Pack. They were on their way home from Pack Meeting and had the Pack Flag with them ready for a Parade the following day. Suddenly there was a crash of glass and a cry of "Stop thief!" and a man came hurtling towards them with pearl necklaces hanging out of his pockets. "Smash and Grab!" exclaimed the Sixer and tripped up the man with the Pack flag as he rushed past. Then the whole Six sat on him until the Police came! Wasn't that an exciting Good Turn and a wonderful way of doing their Duty to the Queen! Of course, that sort of thing doesn't happen very often but you can all *start* doing this Duty by learning what you can about our lovely young Queen, about the Commonwealth of which she is the Head, about her flag, so that you will know how to pay her proper respect; and also by learning how to keep her Laws.

The Flag

The Union Flag as we call our National flag is made up of the flags of England, Scotland and Ireland. Here is the English flag-that of St George: a red cross on a white ground. You often see it flying from churches. St George is the Patron Saint of England. He is also the Patron Saint of Scouts (which, of



course, includes you Cubs). A patron saint is someone under whose protection a country has been placed.

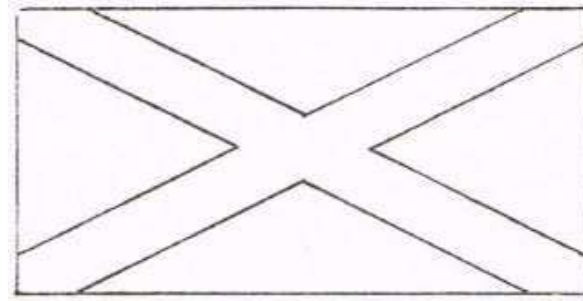
We don't know much about St George. He lived in Cappadocia which is now part of Turkey. He was a soldier in the Roman Army and, being very good at riding and fighting, soon rose to the position of officer or Tribune in the Imperial Guard. At one time he served in England. But he was a Christian and, as he refused to give up

his Christian beliefs, he was tortured and put to death in the year 303 A.D. He was a true "Christian soldier" and people everywhere admired his courage and bravery. One of the legends about him is that when he was stationed at Silene in Libya there was dreadful panic there because of a fiery dragon that lived in the marshes nearby. Every day a child had to be sent out from the town for the dragon to eat or it would attack the city and kill everybody with its poisonous breath. One day the King's own daughter had to go and everyone was terribly sad. But in the nick of time, St George rode up and fought with the dragon until it was badly wounded. Then he tied the princess's girdle round its neck and led it back to the town! After that all the people in Silene turned Christian because they knew that St George couldn't have conquered the dragon if Jesus hadn't helped him. You can see a picture of the fight with the dragon on the back of a pound note.

St George's body is buried at Lydda in Palestine and because the churchyard there was full of roses, the rose was taken as St George's emblem. He was chosen to be Patron Saint of England in 1222 instead of St Edward (The Confessor) after he had been seen by Richard I (The Lion Hearted) leading the English

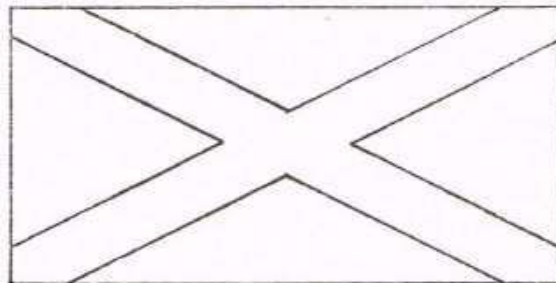
troops in the Crusades in Palestine against the Saracens. St George's Day is April 23rd, the anniversary of his death.

James VI of Scotland became King of England in 1603. The Scottish flag was added to the English one in 1606. This flag has a white diagonal cross on a blue ground, like this:



That is because St Andrew, the Patron Saint of Scotland, was put to death on a cross this shape. Later on when King Angus of Scotland was fighting Athelstane, King of the Angles, St Andrew appeared to him in a vision and promised that the Scots would win. Next day in the midst of the battle, the white clouds in the blue sky formed St Andrew's Cross. The Angles took this as a sign that the Scots would win and fled before them. The Scots use a fish as an emblem because St Andrew was a fisherman. They also use the thistle because one night, when the English were quietly stalking up to attack the Scots, one of the soldiers trod on a thistle with his bare foot and let out such a yell that it warned the Scots of the attack!

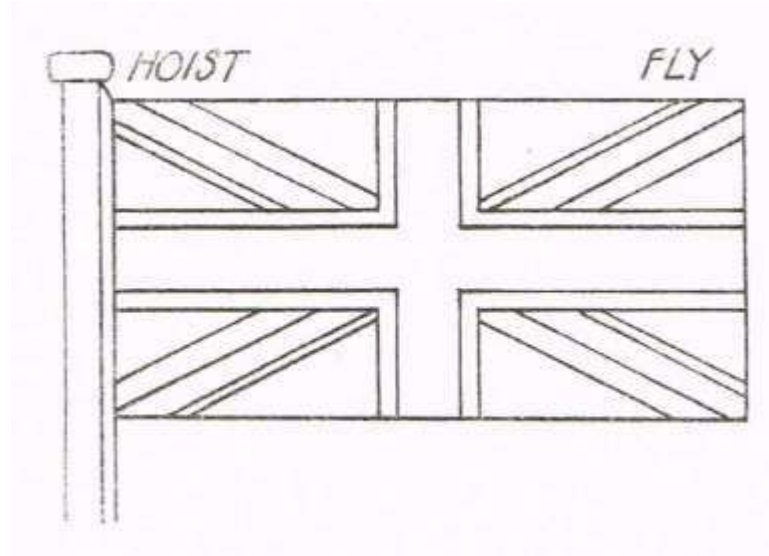
St Andrew was a fisherman like his brother, Simon Peter, and was Jesus' very first disciple. After Jesus rose from the dead, Andrew went about spreading the great news of Christianity. He preached all over Asia and Turkey and Greece and Russia. He was put to death in Greece because the wicked Governor hated the way he was turning all the people into Christians. The legend is that one of his bones was brought to Scotland to the church bearing his name at Kilrymont in Fife, now known as St Andrew's. St Andrew's Day is November 30th. Ireland joined the Union in 1801 so St Patrick's flag was added to the two others. It is a red diagonal cross on a white ground, like this:



It is believed that St Patrick was born in Scotland, the son of Christian Roman parents, in the year 389 A.D. When he was 16 he was captured by pirates and taken to Ireland. He lived as a slave for six years but escaped and went to France where he became a priest. In a dream, God told him to return to Ireland and teach the people Christianity. Later on he was made a bishop so a bishop's mitre is one emblem of Ireland. On St Patrick's Day, March 17th, the Irish wear a shamrock for it is said that St Patrick used the shamrock leaf to explain the mystery of the Trinity. He is also supposed to have driven all the snakes out of Ireland and a snake is 'sometimes used as his symbol.

Let's put all those three flags together. Here you are: the Union Flag. You'll see that the broad white stripe is at the top at the flag-pole side or "hoist". That is the right way up to fly the Union Flag. If it is the other

way up it means "I am in distress. Please help!" Wouldn't you feel silly if someone came along to help you when *you* thought you were celebrating the Queen's Birthday! The other side of the flag, the part that blows about in the wind, is called the "fly".



When the flag is "broken", you should remember to salute. When the flag is lowered you should stand at the Alert.

After reading all this, you will be able to turn to the picture at the beginning of this book and colour it. You will see we have included the leek, the emblem of Wales. This country is part of the United Kingdom even though its Red Dragon flag does not form part of the Union Flag. The Patron Saint of Wales is St David whose day is celebrated on 1st March.

Why not colour the flags of the Saints as well? It will help you to remember them.

The National Anthem

The next test is an easy one. You have to learn off by heart the following two verses of the National Anthem:

"God save our gracious Queen!
Long live our noble Queen,
God save the Queen!
Send her victorious!
Happy and glorious,
Long to reign over us,
God save the Queen!

Thy choicest gifts in store
On her be pleased to pour.
Long may she reign.
May she defend our laws,
And ever give us cause

To sing with heart and voice
God save the Queen!"

The National Anthem is the song of the British Commonwealth and Empire just as the Union Flag is the flag of the Commonwealth and Empire. The Queen is Akela or Head of the Commonwealth and she has a very difficult job to do. She has to Do Her Best *all* the time with thousands of people watching and never get sulky or fed up like we sometimes do. But the Queen was a Girl Guide herself and keeps the same Promise as the Scouts. She is also Patron of our Movement. So DO YOUR BEST not to let her down. Stand smartly at the Alert when you are singing the National Anthem and think what the words mean when you are singing or saying them.

Highway Code

"Highway Code" means "How you should behave on the Queen's Highway" -for this again is part of your Duty to the Queen. Actually, it is all a question of courtesy. If you are polite in the way you behave (and all Cubs and Scouts should be) then the Highway Code will come naturally to you. But it is also common sense. Our roads are very busy these days with heavy traffic and if you are careless you can cause a bad accident, quite apart from being hurt yourself. So always be careful and courteous-but remember that other people *aren't* always so careful. So be on the alert.

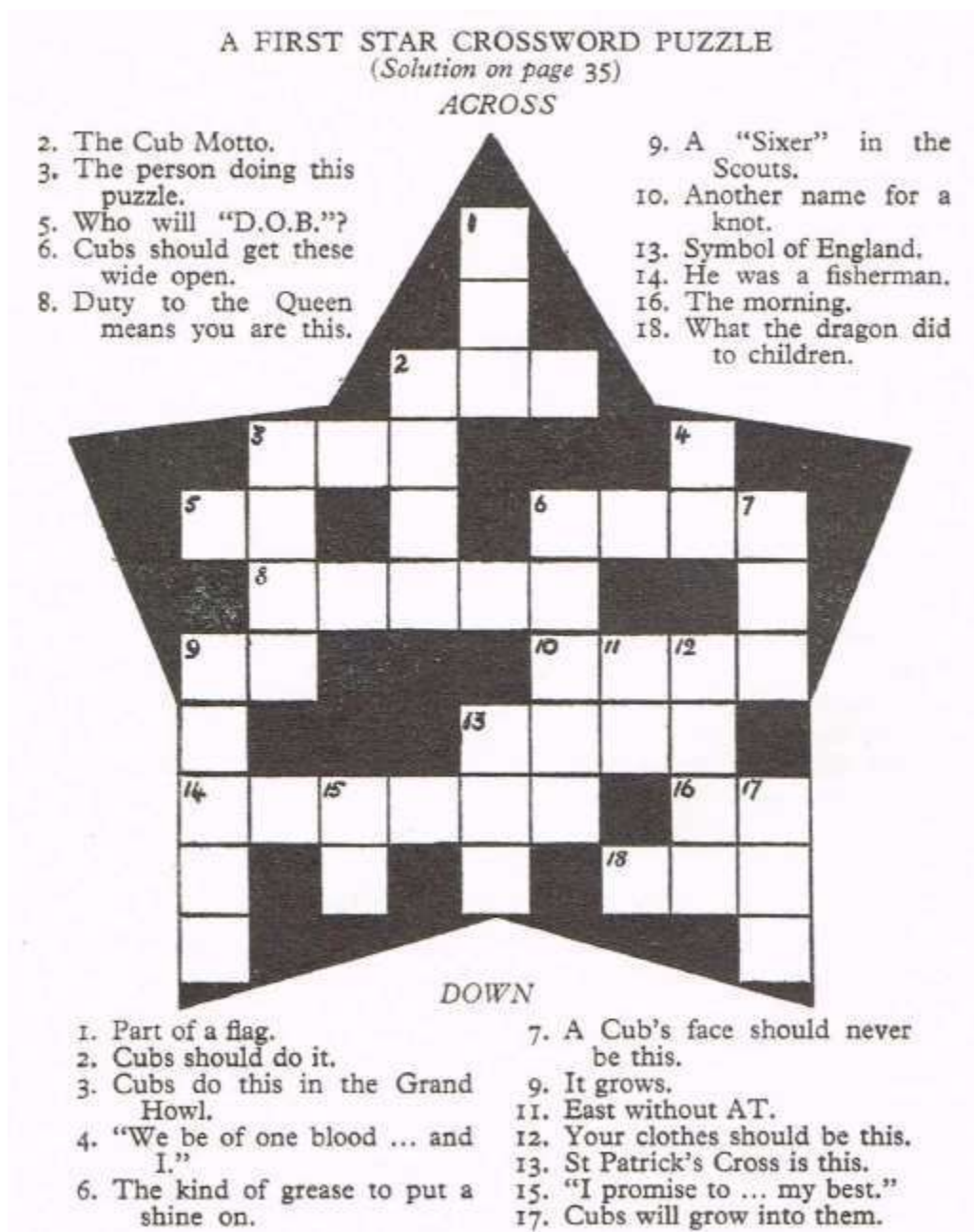
These are the rules you should keep. Akela will practise them with you on Pack Night.

Learn about the signals used by the drivers of vehicles so that you know what they are going to do. And watch the traffic lights and policemen's signals. Don't dash across the road when traffic has just been signalled to move on. If you want to know the way, ask a policeman but not if he is on point duty directing traffic. He is too busy then.

Keep your dog under control. Many accidents have been caused through drivers having to swerve to avoid dogs that have dashed out into the road.

If there is *no* footpath, walk on the right hand side of the road facing the oncoming traffic; but when there is a footpath, use it and keep on the inside. Don't step off the footpath unless you are sure it is safe. Wait until the 'bus or tram has stopped before you get on or off it, and only do so at a proper stopping place.

If you are marching in a large party, say the whole Pack, there are special rules to be observed that Akela will tell you about. We won't worry you with them here.



Leave cycle tracks for cyclists.

When you cross the road, remember your "kerb drill". Stop, look right, look left and then look right again. Then, if it is clear, cross quickly and go *straight* across. Keep a lookout all the time. Don't loiter in the roadway. Use pedestrian crossings or subways wherever possible but remember, if you are going to use a crossing, that cars do need time to pull up. Be particularly careful if you have to go round a parked vehicle for oncoming traffic can't see you. Don't climb over or through guard rails.

At police and light-controlled traffic points, watch the traffic as well as the signals. If there is a special light for pedestrians, wait until it says "Cross Now". Be very careful on slippery roads and give cars plenty of time to pull up.

When you see anybody old or infirm, or a very small child who is nervous about crossing the road, help them over as a Good Turn-and be *particularly* careful when you have them in your care.

In the middle of this book there is a drawing of a lot of silly people doing wrong things on the road. Can you spot the mistakes? *You* don't behave like that, do you?

And how many mistakes can you spot in the streets when you are out. Keep your eyes open and see. Now you can colour all the rest of the "Way to the Stars" except for "Service" and we will talk about that in the next chapter.

CHAPTER SIX

" TO DO MY BEST ... "

Apart from being able to repass the Tenderpad Tests (and reading this book should keep them in mind), the last requirement to gain the First Star-and perhaps the most important-is to have "at least three months' satisfactory service as a Cub". We say this is important because you aren't a *Cub*, no matter how many knots you can tie, unless you have the *Cub Spirit*. This means that, even if it is a cold wet night, you tum up at Pack Meeting and don't let Akela or your Six down. You Do Your Best all the time, whether you are wearing uniform or not. You work hard at your tests, try hard in the games-not so you can say like Little Jack Horner "What a good boy am I!" but so that *your Six* can be the best. And you stick to your Promise and do your Good Turns to the very best of your ability.

If you really are doing all this, then you will be in part carrying out the first and most important part of your Promise: "Duty to God". God wants us to enjoy this lovely world and have a happy time and how much better we can do that if we are all jolly and helpful.

Why not try to include in your prayers each night something like this:

"Dear God, thank You for making this a happy day.
Help me to make You happy by doing my best in all
my work and play. Help me to keep my promise as a
Cub for Jesus Christ's sake, Who kept His Promise
to all Mankind."
Amen.

If you really *try*, God will help you. And how proud you will be and how grateful to HIM when at last you put your First shining Star in your cap.

That Star means, as our Founder has told us, that you have now got one eye open and are half-way towards being a full-blown Cub. But you don't want to go through life with a squint do you? So ...

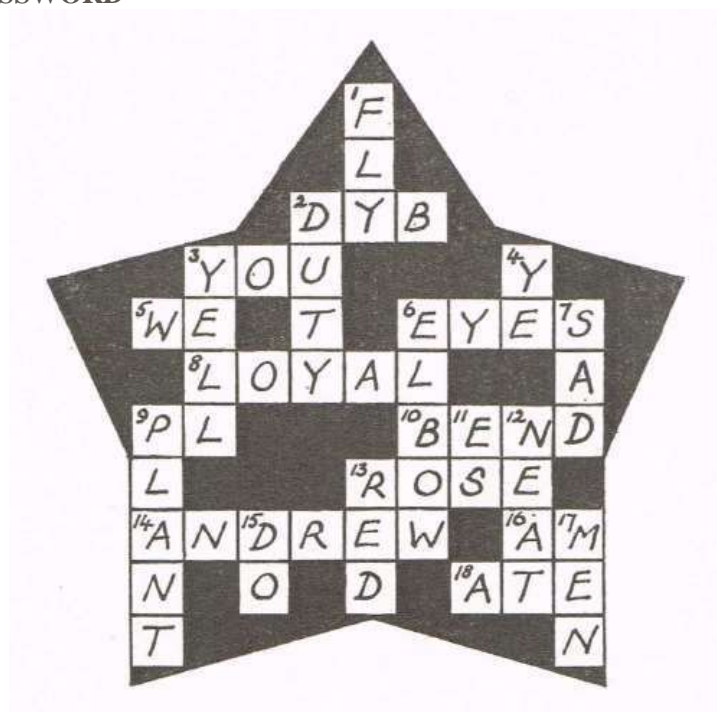
How about that Second Star? There is another book in this series which will tell you all about it, and following you will find a list of the Second Star Tests. Why not start on one of them NOW?

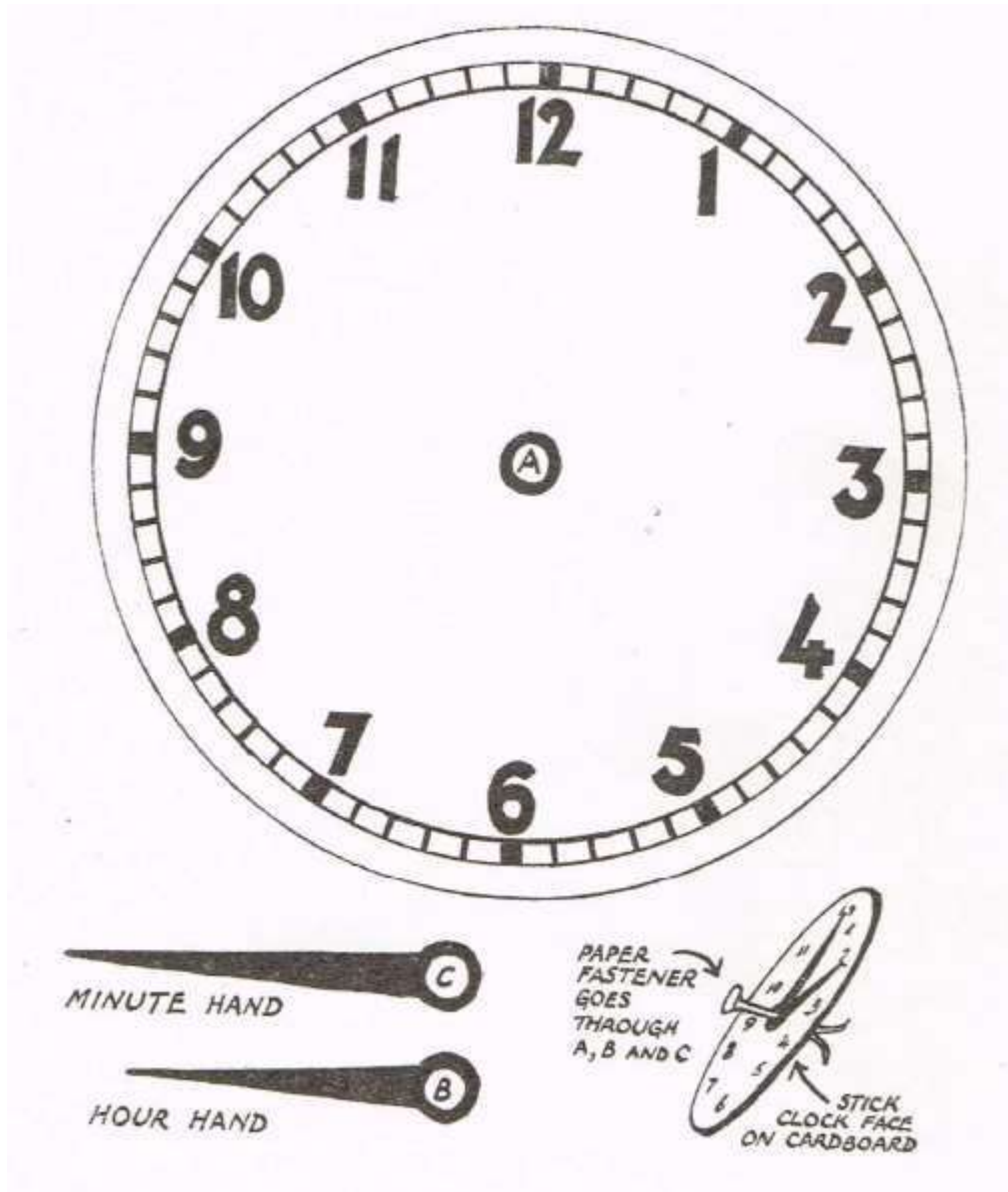
SECOND STAR TESTS

1. Swim 15 yards *or* skip with both feet together 15 times forward and 15 times backward, the Cub turning the rope himself.

2. Use a compass to show a knowledge of the eight principal points.
3. Be able to tie the following and demonstrate their uses: bowline; round turn and two half hitches.
4. Understand the meaning of thrift in all things and be carrying it out in practice. Show evidence of the care of his Cub uniform.
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 a set of at least eight sketches 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 or out-of-doors.
7. Make a pot of tea.
8. Run or cycle over a stated route with a verbal message of 15 to 20 words, including figures, and repeat it correctly. Be able to use the public telephone; know where and how to ask for assistance in an emergency (ambulance, fire and police).
9. 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.
10. Observe and point out from life three birds (not domestic), three trees, and three other natural things such as insects, flowers, fishes, the choice to be made by the Cub in each case.
11. Demonstrate the safe way to use a pocket knife, strike a match, guard a fire and handle an iron. Understand the dangers of broken glass, rusty nails and frayed electric flex. Know the safe way to plug in and disconnect domestic electric appliances; *or* how to light a gas fire or ring; *or* how to light oil stoves *or* lamps.
12. Have at least nine months' satisfactory service as a Cub.
13. Repass the First Star Tests. This test will be taken last.

ANSWER TO CROSSWORD





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