

The Way to the Stars

The Canadian Wolf Cubs' Book of Requirements



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Editor's Note:

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

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

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THE WAY TO THE STARS

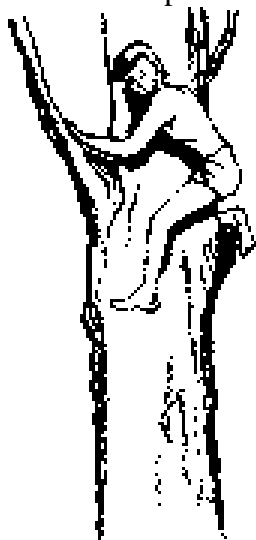
SECTION 1 — INTRODUCTION

WELCOME

First of all, come with us on a trip through time and history, to a jungle of long ago. We want you to meet the first Wolf Cub!

THE WOLF CUB STORY

In the forests of India, there once was a young boy who lived with his father, a woodcutter. One day he was chased away from home into the jungle by a man-eating tiger and he ran until he got lost. After a while he was found by a wolf who took him to his lair or cave. The other wolves accepted the boy and called him “Mowgli”.



Akela, the leader of the wolf pack became Mowgli’s special friend and two other animals in the jungle, a bear called Baloo and a panther called Bagheera, also became friends of Mowgli.

You can learn more about Mowgli in **The Jungle Book** by Rudyard Kipling. Try to get a copy and read about the exciting adventures of Mowgli as he grew up in the jungles of India.

YOUR CUB PACK

Just as the wolves met as a pack in the jungle, so you will meet with other Cubs as a Pack near your home. Do you know that there are over 6,000 Packs in Canada with more than 170,000 Wolf Cubs like you!

YOUR PACK LEADERS

An adult will be in charge of your Pack and you will call him Akela, just as the wolves in the jungle called their leader Akela. Other people helping Akela may be called Baloo and Bagheera.

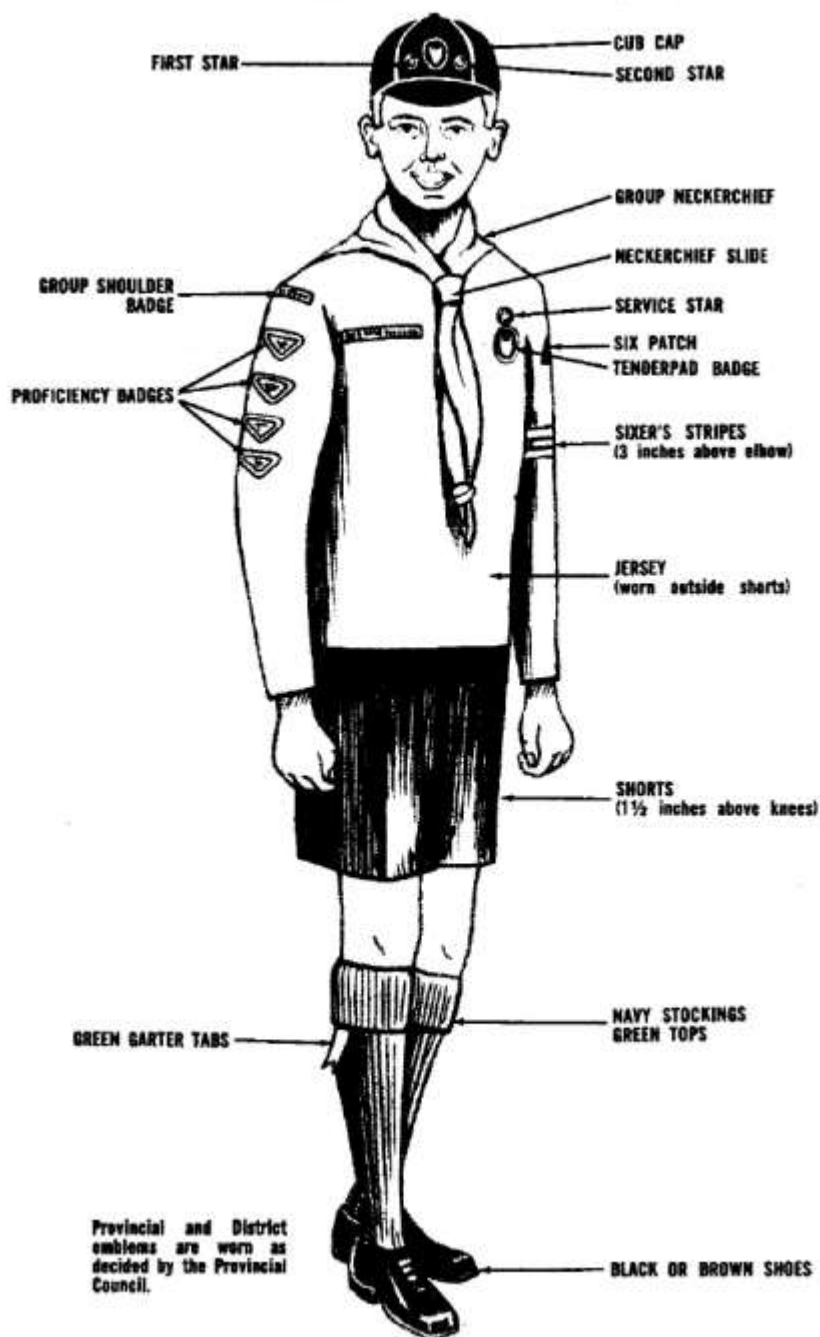


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YOUR CUB SIX

In the Pack, you will be working and playing in a Six, which is a small group of Cubs who will very likely be your friends. On the sleeve of your uniform jersey you will wear a patch showing the colour of your Six. An older Cub, called a Sixer will be in charge of the Six. He will wear two yellow stripes on the sleeve of his jersey. Another Cub will help the Sixer. He is called a Second and he will wear one yellow strip on the sleeve of his jersey.

THE WOLF CUB UNIFORM—HOW TO WEAR IT



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YOUR CUB UNIFORM

As a Cub, you will be entitled to wear the uniform and badges as shown in the drawing. We will be telling you more about the badges in later sections of your Cub book.

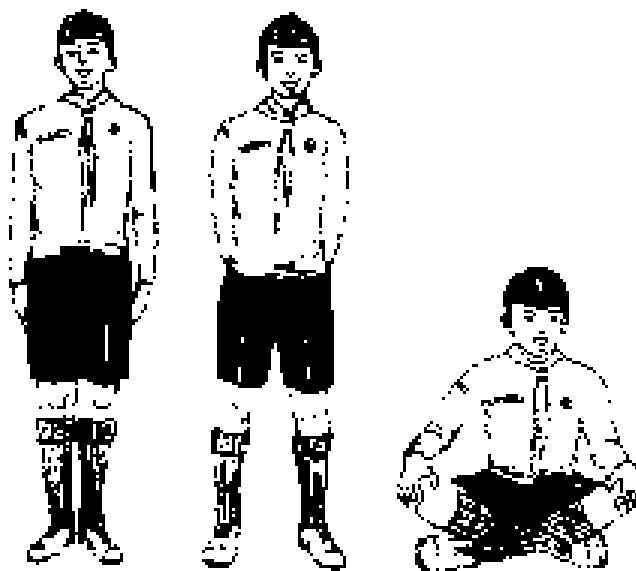
YOUR PACK MEETING

Akela will tell you where and when your Pack will meet. Most Packs meet once a week at the same time and place. Wear your uniform to the meetings and don't forget to bring your weekly dues. This money will be used by the leaders to help pay for badges and other things needed by the Pack.

PACK CALLS

At the Pack meeting, when a leader calls PACK, he is asking for silence. Every Cub stops whatever he is doing and listens.

If a leader calls PACK-PACK-PACK, this means you run with your Six to form a large circle with all the other Cubs in the Pack.



When you are in the circle, Akela may have you stand 'at ease' or 'at alert', or 'sit down'. 'At ease' means standing with your hands behind your back, feet apart and your body relaxed. 'At alert' means standing tall with hands at your sides, and feet together. The drawings show these positions.

Akela will tell you more about all these things at the Pack meetings.

SECTION 2 TENDERPAD REQUIREMENTS

In this section we are going to tell you about the things you have to know before you can be invested as a Wolf Cub.

TENDERPAD REQUIREMENT NO. 1

Know and understand the Wolf Cub Promise

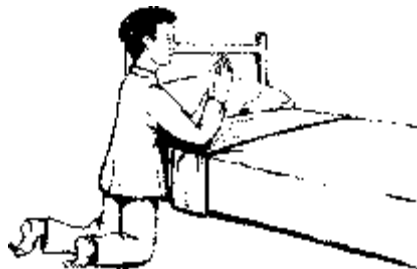
Here is the Cub Promise –

I promise to do my best.
To do my duty to God and the Queen.
To keep the law of the Wolf Cub Pack,
And in do a good turn to somebody every day.
Let's look at each part of the Promise

I promise to do my best – the word I refers to you and this makes the promise a personal thing. Promise is a special word, which means that you will do your very best to do whatever you say you promise to do. Do my best means what it says. As you grow older, you will be able to do better because you know more and are always learning more. It doesn't really matter if you make mistakes for that can be a way of learning to do better.



To do your duty to God – your parents and leaders will help you with the many ways in which you are able to do your duty to God. Here are a few ideas – attend and take part in Sunday school and/or church activities, go out of your way to help other people, especially the very young or very old, say grace at meals and say your prayers when you should. What other ways can you think of to do your duty to God?



And the Queen – Queen Elizabeth is Queen not only of England but also of Canada. The laws of Canada are made in her name so you do your duty to the Queen by keeping the laws of the country. Thus, if you have a bicycle and the law of your community says that bicycles must be licensed, then you must obey that law. You can't go about damaging property for this too is against the law. If you obey the laws of your country, you will be carrying out your duty to the Queen.

Another thing about duty to the Queen to remember is to show your respect by standing 'at alert', whenever the National Anthem is being played at a public gathering.

To keep the law of the Wolf Cub Pack – In a way, the law of the Wolf Cub Pack is similar to the rules of a game. When you play a game and follow the rules, then you really enjoy playing that game. By keeping the law of the Pack, then you will really enjoy being a Cub. In requirement no. 2, we will tell you more about the law of the Wolf Cub Pack.

Do a good turn to somebody every day – First look around your own home and do more than those things that are expected of you as a member of the family. For example, what a pleasant surprise it will be for your mother to find you doing the dishes without even being asked. Then, look outside your home to clean up the lawn or put out the garbage or exercise

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the dog and other such things .that you can do as a Cub. As you get older, you will be able to do more of the active good turns.

Some Cubs get jobs mixed up with good turns. A job is something for which you get pay – a good turn is something you do to make other people happy and because you want to do it.

TENDERPAD REQUIREMENT NO. 2

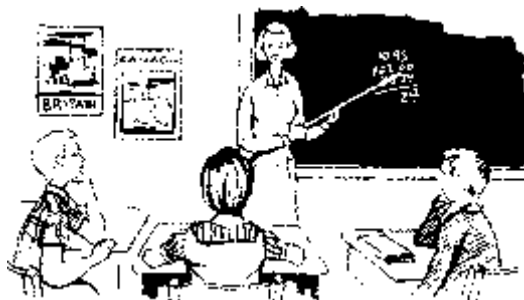
Know and understand the Wolf Cub Law. The Wolf Cub Law is in two parts –

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

The law of the Wolf Cub Pack is like the rules of a game of baseball. If you are playing a game of baseball and nobody follows the rules, then the game is no longer fun. The same applies with the Pack. If you follow the law then you will not only have a very good time but also learn many interesting things.

Let's look at each part of the Law –

The Cub gives in to the Old Wolf. The Old Wolf is another name for your leader. This means that all the Cubs must obey the leader. Because there are so many Cubs and because you are anxious to learn all you can then you can figure out that this rule must be followed.



At home you should obey your father and mother, and at school, your teacher. Sometimes it may also be necessary for you to obey orders of an older boy such as a Sixer or a Scout who is acting for the leader of your Pack.

The Cub does not give in to himself simply means that you will always try to do your best. You may have a hard job to do a lot of homework, or, you may have trouble with skipping or knotting. As a Cub, you will not give in to yourself, but you will stick at each job until it is done and well done. You do your best Sometimes you may fail but don't let that stop you from trying. As you progress in the Pack, you will find that this becomes easier to do.

TENDERPAD REQUIREMENT NO. 3

The Salute

Here is a drawing of the Cub Salute. It represents the ears of the Wolf and it also represents the ears of the Wolf and it also reminds you of the two parts of the Cub Law. The Cub salute is a secret sign used only by Wolf Cubs and their leaders.



When you salute, use your right hand and keep the index finger and the middle finger spread apart like the ears of a wolf. Bend the other two fingers in towards the palm of the hand and hold them in place with the thumb. Bring the right hand up smartly to your Cub cap with the index finger touching the peak.

The Cub salute is a sign of friendship. Long ago when men met as friends, they held their right arm up with hand opened to show that they had no weapons in their hand.

The salute is also a sign of respect when you salute a leader or another Cub or Scout, it is a sign of friendship and of respect for them. They will return your salute which means that they too are showing you they are your friends and they also respect you.

TENDERPAD REQUIREMENT NO. 4

The Grand Howl

At the beginning and end of most Pack Meetings, you will have noticed that the Cubs gather around in a circle and, squat down and howl:



Ah - kay - la
We-e-e-11 do-o-o o-o-u-u-r BEST
Dyb, Dyb, Dyb, Dyb
We-e-11 Dob, Dob, Dob, Dob

A Sixer calls out DYB, which is a word formed of the first three letters of 'Do Your Best'.

All the Cubs call out DOB, which is a word formed of the first three letters of 'Do Our Best'.

This is the Grand Howl and it is used by Cubs to welcome and salute Akela, the leader of the Pack. Akela and the other Cubs will show you how to do the Grand Howl.

TENDERPAD REQUIREMENT NO. 5

Know something about the life of B.-P.

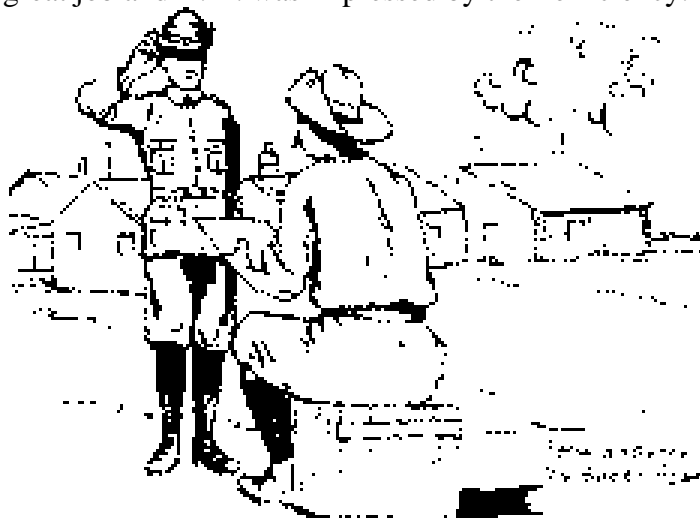
Lord Baden-Powell of Gilwell was the founder of the Boy Scouts and later of the Wolf Cubs. He was often called B.-P. B.-P. spent his early life in the Army where "he became a major - general. The remainder of



his life was spent in founding and organizing the Boy Scout Movement during which he became the Chief Scout of the World.

As a boy, B.-P. loved the out-of-doors and with his four brothers did lots of camping, hiking and boating. At school, he was very good at sports, acting, writing, music and drawing. As an artist, he was able to use both hands equally well and could make two drawings at the same time, one with each hand.

During the Boer War, which happened in 1899-1901, Baden-Powell was in charge of a besieged town in South Africa. He was short of men and organized older boys to help him in his work. They did a great job and B.-P. was impressed by their efficiency.



Baden-Powell returned to England and wrote a wonderful book called **Scouting for Boys**. As a result of this book, gangs of boys calling themselves “Boy Scouts” sprang up all over England and the world.

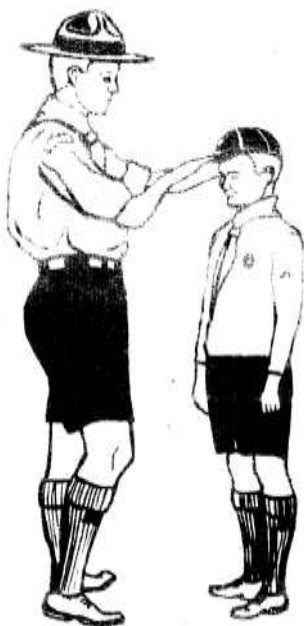
Today Scouting is active in over 70 countries and there are close to 9,000,000 Wolf Cubs, Boy Scouts and Rover Scouts in the world today and over 300,000 in Canada.

By the time Baden-Powell was an old man, he was one of the best known and most beloved men in the world.

If you want to learn more about this wonderful man, ask Akela about the fine little book called “The Baden-Powell Story”.

The Investiture of a Wolf Cub

When you have completed the Tender-pad requirements, you will be invested by Akela. The Investiture is a simple ceremony during which you repeat the Wolf Cub promise and thus become a full member of the Wolf Cub section of the Boy Scouts of Canada. This is the time that you actually become a Wolf Cub. You will be presented with the Tenderpad badge and Pack neckerchief. Finally, for the first official time, you will be able to join in the Grand Howl with the other Cubs.

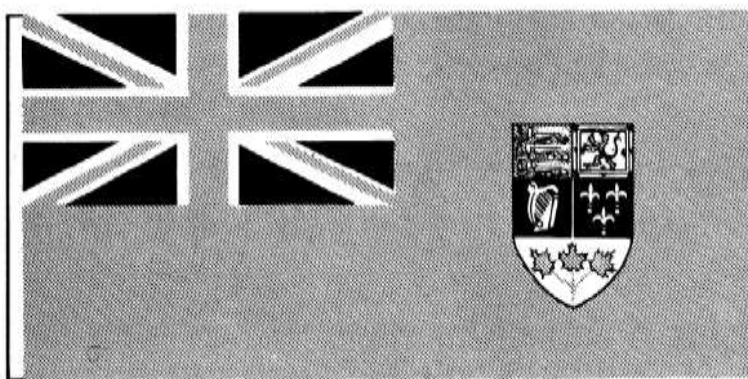


SECTION 3 FIRST STAR REQUIREMENTS

The main title of your book is, **The Way to the Stars**. By the stars, of course, we mean the two stars that some of the older Cubs in the Pack wear in their caps. As an invested Tenderpad Cub, you can go ahead and work towards earning the first of these two stars.

FIRST STAR REQUIREMENT NO.1

Know the make-up of the Canadian Ensign (or Union Flag) and the right way to fly it; know the story of the Patron Saints of England, Scotland and Ireland; recite the first verse of “God Save the Queen”, and the first verse of “O Canada”.

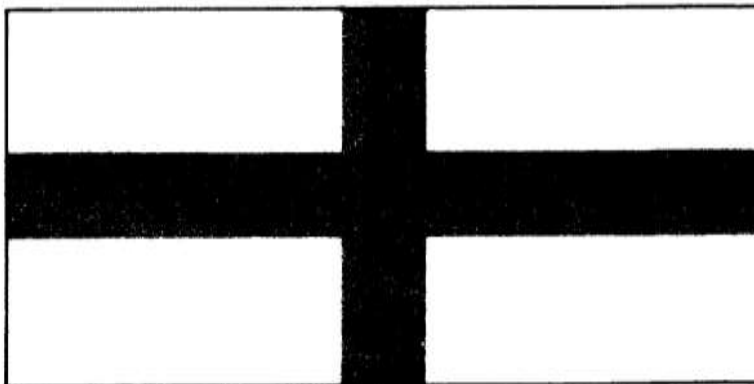


The Canadian Ensign – The Canadian Ensign is a red flag with a small Union Flag in one corner and the Coat-of-Arms of Canada in the centre. Look at the Coat-of-Arms in the drawing. The three lions represent the English people, the single lion represents the Scots people, the harp represents the Irish people and the fleur-de-lis, the French people of Canada. These people were

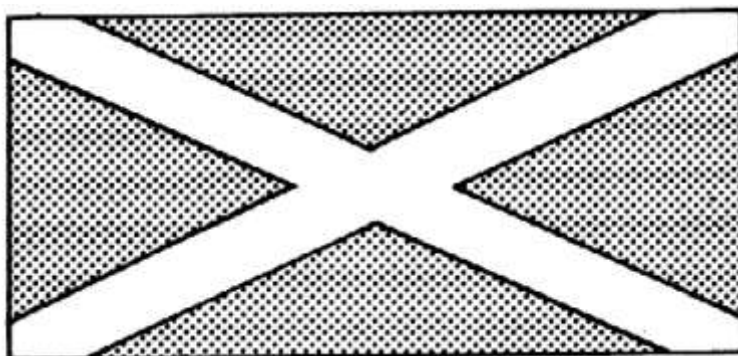
the original settlers of our country. In the bottom section are maple leaves, the symbol of Canada itself.

The Union Flag – Look at the Union Flag in the corner of the Canadian Ensign. This flag is the union of three national flags –

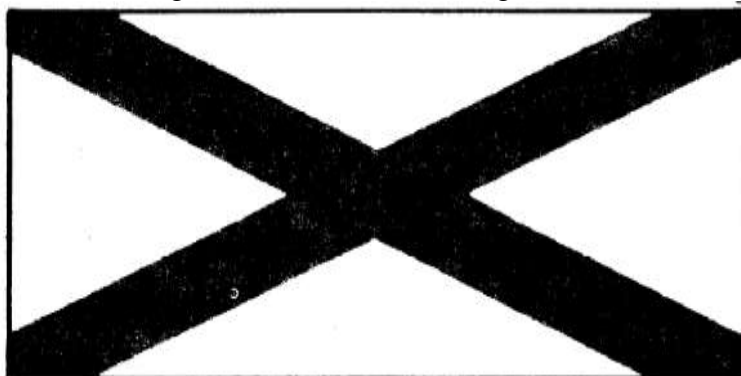
The flag of England was the flag of St. George – a red cross on a white background.



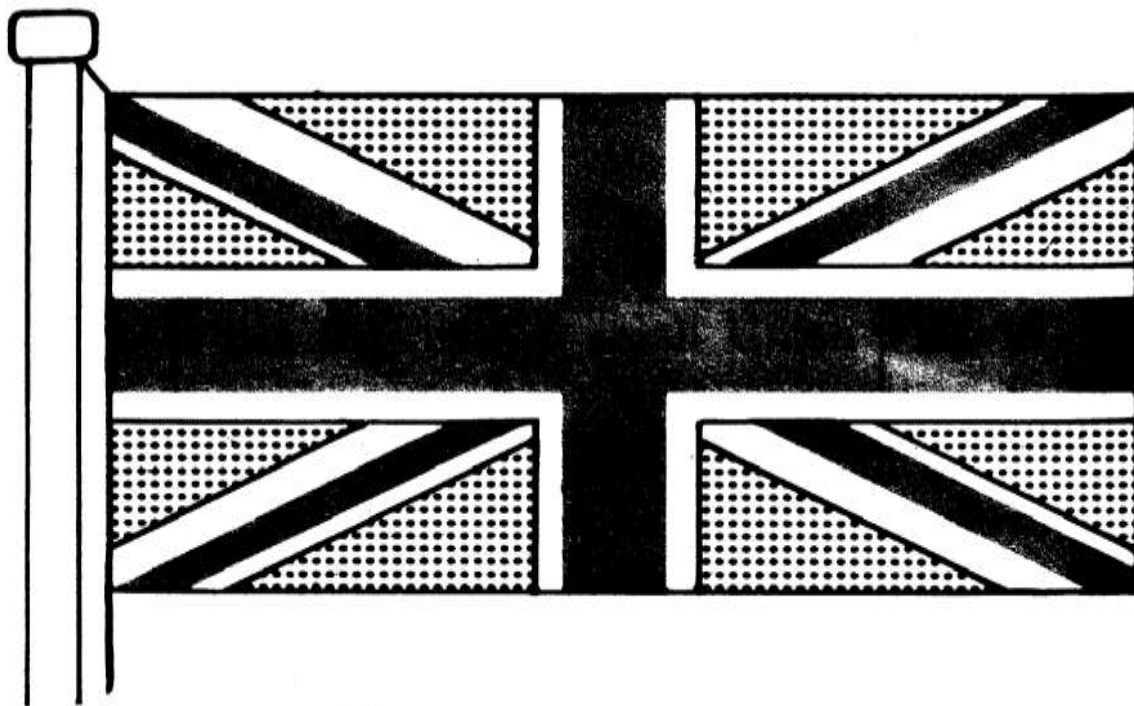
The flag of Scotland was the flag of St. Andrew – a white diagonal cross on a blue background.



The flag of Ireland was the flag of St. Patrick – a red diagonal cross on a white background.



When England, Scotland and Ireland were united to form the United Kingdom, their flags were also united to form the Union Flag as we know it today.

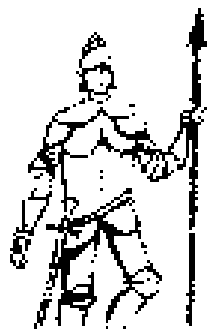


How to Fly the Flag

Take a close look at the Union Flag shown above. You will notice that some of the white bands are wide and some are narrow. When the flag is flying correctly, a wide white band will be at the top nearest the hoist as it appears in the drawing. The side of the flag nearest the pole is called the “hoist”; the part that flies in the wind is called the “fly”.

Study the drawing to make sure that you know the right way to fly the flag. As a Cub, this is one of the many things you should know.

The Saints of the Flag



Saint George is the Patron Saint of Eng-land. Saint George was a soldier and officer in the Roman army. At one time he is said to have served in England. He was a very religious man and in the year 303 A.D. he was killed because of his religious faith. He is now remembered because of this and a story has grown up about him called Saint George and the dragon. The dragon stands for all the evil things he fought against. Saint George became Patron Saint of England in the 13th century. Saint George is also the patron saint of Scouting and April 23 is Saint George’s Day.

Saint Andrew is the Patron Saint of Scotland. Saint Andrew was one of Christ’s disciples and he has been



called the first missionary because he brought his brother Peter to Christ. He was a fisherman and his emblem is a fish. He is said to have been crucified on a diagonal cross which accounts for the diagonal cross



in his flag and in the Union Flag. Saint Andrew’s Day is November 30.

Saint Patrick is the Patron Saint of Ireland. Saint Patrick was born in Scotland, the son of Christian Roman parents. He was only sixteen

years of age when he was kidnapped and carried away by bandits to Ireland. Later he escaped and went to Gaul (now France) where he prepared himself to become a missionary. He returned to Ireland to become its first Bishop. The emblem of Saint Patrick is a mitre which is the hat worn by a bishop. March 17 is Saint Patrick's Day.

God Save the Queen

God Save the Queen is the National Anthem of Canada. When you sing this, it reminds you of your duty to the Queen as promised when you were invested. When you say or sing the words, stand at the alert and try to think of what the words mean as you say or sing them.

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

O Canada

O Canada is the national song of Canada. As you sing or say the words, stand at the alert and think of what the words mean.

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

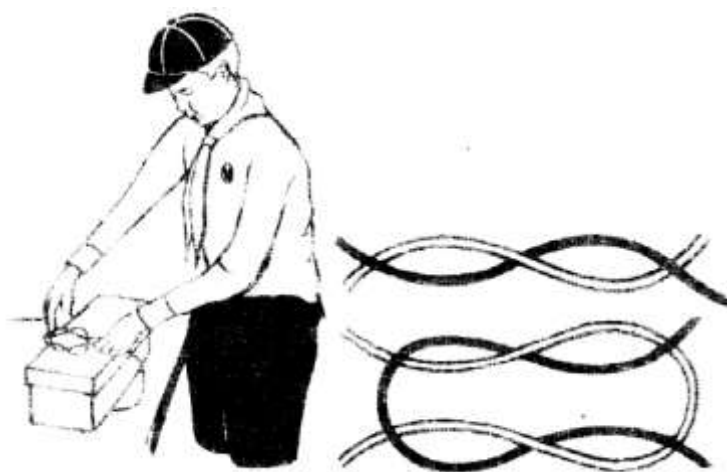
FIRST STAR REQUIREMENT NO. 2

Tie the reef and sheet-bend knots and demonstrate their uses.

Among the many useful things you will learn in Cubs is how to tie knots. Always use a rope or cord, never string, when learning to tie knots. After you learn to tie them correctly, keep practising until you can tie them correctly behind your back or when blindfolded. This will prove to you that if you have to tie a knot in the dark you can really do it.

Have Akela or one of the other leaders or your Sixer show you the knots. The drawings may help you. Practise at home with the help of your dad.

Here is the reef knot which is useful for tying parcels.



It is also a flat neat knot and therefore is used in First Aid work to tie bandages.

Here is the Sheet-bend which is useful for joining together two ropes of equal or unequal thickness.



Make sure the ends come out on opposite sides.

FIRST STAR REQUIREMENT NO.3

Turn a somersault; leap-frog over another Cub of the same size; hop, using each foot for half the distance, around a figure-or-eight course approximately 25 yards long. Throw a ball six times so that a Cub ten yards away can catch it. Catch a ball thrown from a distance of ten yards four times out of six.



These and other exercises are to help you keep healthy, grow strong and learn a few skills. Do them as often as you can at home.

Somersault – To turn a somersault squat down, bend forward, put the back of your head and your shoulders onto the ground and then roll forward. Keep your shoulders rounded and your chin tucked in. It may take you several tries before you get it but keep on practising.

Leap-frog – Two important things to remember in leap-frog are to land on your toes and don't press heavily on the other boy's back. Make your jump springy and just touch the back of the other Cub with your hands to help you over.

Hopping – Hop on the ball rather than the heel of your foot. It may help





you balance to keep your hands on your hips.

Ball throwing and catching – Throw the ball carefully and easily. Start with short distances and then keep on getting farther away from the catcher. Keep your eye on the ball all the time.

Keep your hands together in a cup shape to catch a ball. When you catch it, close your hands so the ball will not bounce out.

FIRST STAR REQUIREMENT NO. 4

Without using your hands, walk upright for ten yards carrying a solid article weighing about two pounds on your head. Turn and come back to the starting point. Perform toe-touching and knee-bending exercise as shown below.



These exercises and the others mentioned in requirement 3 will help you to grow up to be strong and healthy. Do them as soon as you get up in the morning, often during the day and again at night before you go to bed.

Balancing – For this you may use a book or a piece of board weighing about two pounds. See how far you can walk with it flat on your head. Wear your Cub cap if you wish. The trick is to walk completely upright, with your shoulders straight and your chin up. With practise, you will be able to do it for a much greater distance than ten yards. This test will help you to learn to walk ‘tall’ as you always should.



Toe-touching – The toe-touching exercise is for developing the lower parts of the body, your back and your thighs. It also helps develop healthy lungs and heart, because it teaches you to breathe correctly.

Stand straight and place your hands behind your neck. Reach as high as you can with your hands above your head. Now bring your hands down, keeping your arms and legs perfectly straight and touch your toes with your fingers.

You may have trouble touching your toes the first time. Make it a game to see how much closer you can get with each try. However, if you find it easy to touch your toes with your fingers, try touching them with your knuckles – with fists closed.



Breathe in through your nose as you place your hands behind your neck. Breathe out through your mouth as you go down to touch your toes. Breathe in again as you bring your hands back behind your neck to start over.

Knee-bending will help to develop your legs, feet and the muscles of your stomach. Do this exercise in your bare feet. Stand straight. Place your hands on your hips, stand on tiptoe, knees

out and bend them as you slowly sink to the position shown in the drawing. Slowly raise your body until you are back at the alert position.

Keep your heels off the ground all the time. Keep your back straight. Breathe in through the nose when you rise and out through the mouth when you go down. Keep the weight of your body on the toes at all times.

FIRST STAR REQUIREMENT NO.5

Know why and how you should keep your hands and feet clean, your teeth clean and your nails clean and cut. Carry out these things every day. Know why you breathe through the nose.

If you are an active normal Cub, you are bound to get dirty sometimes. This is all right as long as you remember to clean up afterwards. Dirt contains germs which can make you ill if they get into cuts or scratches on your body.

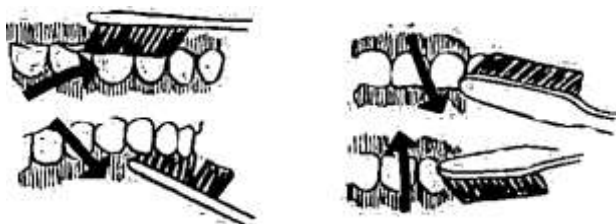


Hands – Wash your hands often, especially when you get up, before each meal, after you go to the toilet, before you go to bed at night and any other time they need it.

Use hot water and plenty of soap. Dry your hands thoroughly, especially in winter, to avoid chapped hands.

Feet – It's most important that you keep your feet very clean because they are wrapped in socks and shoes all day. Dirt on your feet cause sore feet which will keep you from running and walking or playing games. Change your socks often, if you perspire easily.

Teeth – As you eat, little pieces of food get in between and behind your teeth. If you leave this food there, bacteria is formed which eats into tooth enamel and causes painful cavities. Use your tooth brush after every meal and at night before you go to bed. Brush your teeth with an up and down motion and rinse your mouth out with water. The brush is the most important thing in cleaning teeth because it digs into the spaces between the teeth and takes out the decaying food. Look at the drawing to see how to use a toothbrush. Paste a card on your bathroom wall to remind you to clean your teeth. If you haven't got a toothbrush handy after you have eaten, then rinse your mouth with water:



Nails – Washing alone will not get the dirt from under your nails. Use a nail brush if you can and cut your nails whenever they require it. Use a nail file at least once a day.

Remember to keep your toe nails clean and cut. Cut toe nails square across the top. If you cut them too round, you may get a painful ingrown toe nail.



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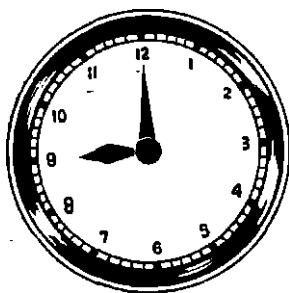
Breathe through your nose – In the air we breathe, there are thousands of tiny germs, so small you cannot see them with the naked eye. These can make you quite ill if you get too many in your body. When you breathe through the nose, these tiny germs get caught on the mucus and tiny hairs inside the nose and you get rid of them when you blow your nose. Therefore, always breathe in through your nose and not through your mouth.

FIRST STAR REQUIREMENT NO.6

Be able to tell the time.

In today's world, time is very important – you have to have breakfast on time, you have to get to school on time, mother wants you home for supper at six and you have to be at Cubs at seven, so you really have to know how to tell the time or you would be left out of many important activities.

The best way of learning this is to get an old clock and have someone show you how it works. On the clock face, there is a large hand called the minute hand and a small hand called the hour hand. There are also numbers from one to twelve to represent the hours and sixty little marks all round the edge of the clock face to represent the minutes. The minute hand moves faster than the hour hand and goes by all sixty little marks or minutes while the hour hand only moves from one number to the next which represents an hour.



Your instructor will give you a number of time such as six forty five, eight ten, quarter to four, for you to show on the clock.

FIRST STAR REQUIREMENT NO.7

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

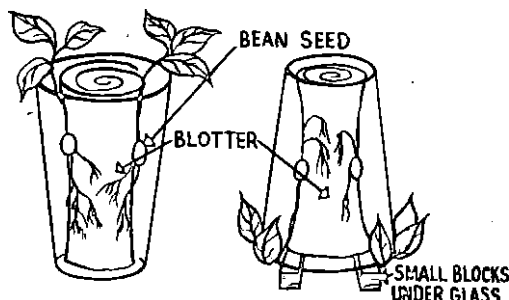
As all our food comes directly or indirectly from plants, you can see that green plants are the most important living things on earth to the human race.

To grow a bulb, carefully follow the instructions on the box or bag from the garden shop. Growing a bulb takes time so don't become impatient.

To grow a plant from beans, peas or corn, follow these steps –

- (a) roll a plain piece of blotter and place snugly inside a glass container (drinking glass, bottle or jar)
- (b) fill $\frac{3}{4}$ of container with sawdust
- (c) place a few beans, peas or corn between blotter and inside of container
- (d) wet sawdust enough to let blotter absorb the moisture (keep beans, peas or corn above the wet sawdust level)
- (e) place container in a dark spot for a few days – keep blotter damp
- (f) keep sawdust damp when growth starts.

Get your dad or mother to help you on this test.



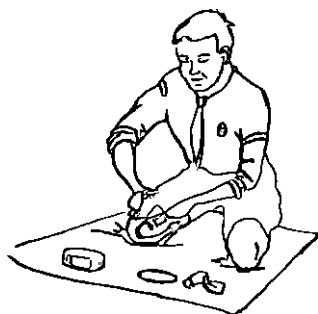
To show that you can really grow something, try these simple experiments –

1. Sprinkle grass seed on a damp sponge. Keep damp for a week or so and see what happens.
2. Place some radish seed on a damp blotter in a saucer. Cover the saucer with a piece of glass. See what happens in a day or two.
3. Collect and dry seeds from grapefruit, oranges or lemon. Place in a shallow pot of garden soil. Water every two or three days. In a few months the seedlings may need to be transplanted.

FIRST STAR REQUIREMENT NO. 8

Clean and polish a pair of shoes or hoots; fold your clothes neatly; satisfy Akela that you are doing your best to keep the Pack den and your room tidy.

As a Cub you should clean your own shoes. Do this job as follows



1. Use an old knife for scraping off the mud.
2. Use a stiff bristle brush to brush away the extra dirt.
3. Use a polish brush or rag to put on the polish.
4. Use a soft bristle brush to shine

the shoes.

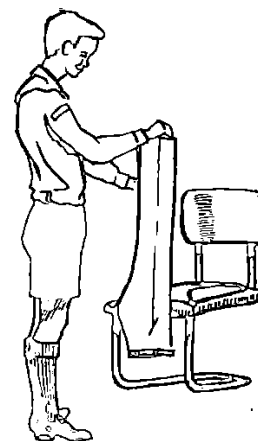
5. Use a soft rag to really polish the shoes.

You should also take good care of your clothes. When you take them off, hang or fold them neatly on a hanger and place them in a clothes cupboard. These clothes cost money and it is up to you to take good care of them. Wet clothes should be carefully

dried before going in a cupboard.

Keep your Pack and den and your room at home tidy. Put litter such as chocolate bar wrappers and orange peels in the garbage can. Get after the other Cubs to do the same. At home, help your mother by putting away your own things, making your own bed and so on.

You may be able to do a good turn by helping to keep public parks and camping grounds clean by making sure that waste paper and other things go into the proper container. This is very important on a Pack ramble for some Cubs can be quite careless.



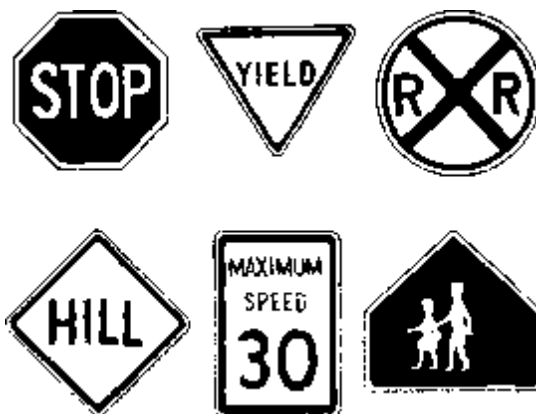
FIRST STAR REQUIREMENT No. 9

Show that you understand the meaning of the highway rules for pedestrians.

Pedestrian is a big word meaning 'one who goes on foot' or 'one who walks'.

The basic safety rules are similar in each province but check with your dad about those rules.

These safety rules are very important. Many children are killed or injured every year because they didn't know or they forgot them. You can do a good turn by showing little children how you understand and practise these rules.



1. Obey traffic signs and signals.
2. Play in a safe place, out of the way of traffic.
3. Keep away from between parked cars.
4. Look both ways before crossing the street.
5. Cross streets only at intersections or crosswalks.
6. Look out for cars turning corners.
7. Be careful on entering or leaving a bus.
8. Walk on the left hand side of roads that have no sidewalks.
9. Wear or carry something light and have a flashlight when walking on a rural road at night.

FIRST STAR REQUIREMENT NO. 10

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

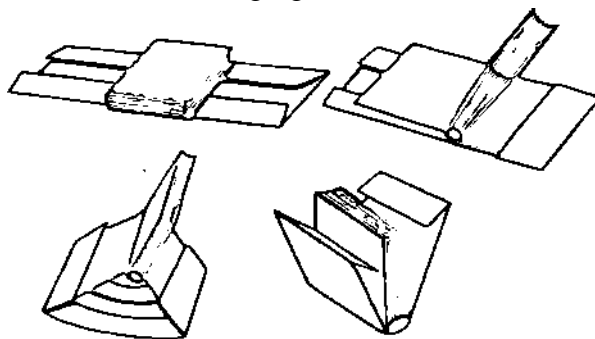


Reading is a fine hobby that will give you lots of pleasure. Through reading you will learn a good deal about the world in which you live. It will help to answer many of your everyday questions. It is impossible to remember all that you hear but when you read, you remember more clearly and you can always look up things that you may have forgotten.

1. Be sure to ask your parents, teacher, Cubmaster or librarian to

THE WAY TO THE STARS

- help you select the books that they think you may like to read.
2. When you select and tell your story to the Pack, Six or parents, tell it with interest because it will help you to remember in an orderly way what you have read and it will be fun for them too.
 3. Look after your books. Make dust covers to keep them clean and learn how to handle and open a new book so as to avoid damaging it.



FIRST STAR REQUIREMENT NO. 11

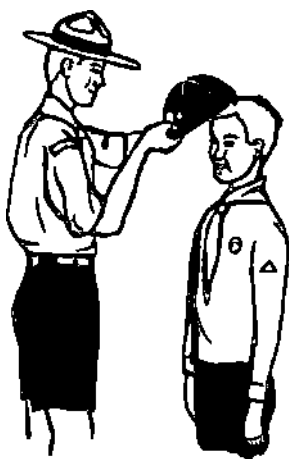
Have at least three months satisfactory service as a Cub.

Among other things, satisfactory service means that –

1. You are really trying to keep your Promise and Law.
2. You are regular and prompt in attendance.
3. You wear your uniform.
4. You attend church and Sunday school.
5. You help out in Pack good turns.
6. You have worked hard on Cub requirements.

If you do all these things, you have earned your First Star.

Presentation of the First Star



When you have completed all the above requirements, Akela will arrange to present you with the First Star. Before the actual presentation, he will get and insert the Star on the right hand side of the badge on the cap. Then he will present it to you and wish you well with your Second Star work. You are now well on your way to the Stars.

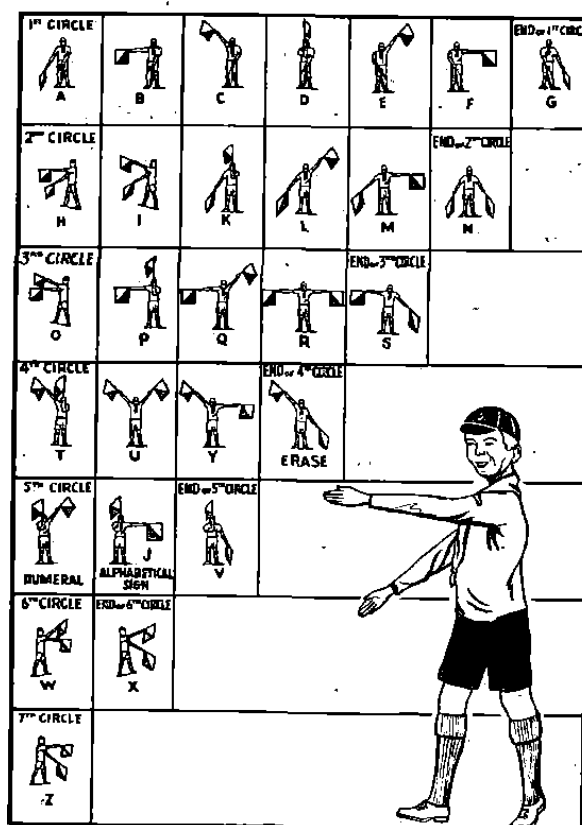
SECTION 4 SECOND STAR REQUIREMENTS

You will find the Second Star requirements more advanced and perhaps harder than the First Star requirements. However, you are older now and know that you can get help from books or from your parents, older brothers or sisters and especially from your leaders.

SECOND STAR REQUIREMENT NO. 1

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

This is one of the more exciting requirements in Cubbing. Semaphore or Morse are secret codes. When you and your friends know a code, you will be able to have a lot of fun exchanging secret messages. Akela will tell you which code the Cubs are going to learn.



Semaphore Code

Semaphore

Here is the Semaphore Code:

One of the best ways to learn Semaphore is by the circle method.

1. The first circle is A to G. Use your right hand for A to D and your left hand for E to G. When you learn these letters, make up and signal words using the letters. Here are some examples – add, bed, cab, face, age, bag, cabbage, dead, deaf.

2. Second circle is H to N with J left out. Use both arms for this circle and be very careful of the angles made by your arms. In this circle, keep the right hand in the “A” position and only move the left hand. Words made up by letters in this circle are milk, Kim, him, kill, mill, hill. Words from both circles are fig, call, gill, man, ban, band, lid, flag, bald, handle.

3. Third circle is O to S. Keep the right hand in the “B” position and only move the left hand to form the various letters. Now you can do such words as blackboard, missile, pickles, sailor.

THE WAY TO THE STARS

4. Fourth circle is T, U, Y and erase. Keep the right hand in the “C” position and only move the left hand. Erase is used to cancel or erase words that you misspelled. Now you can use all sorts of words.

5. Fifth circle is the Numerical, Alphabetical of J and V. Keep the right hand in the “D” position. The numerical sign is used when you want to signal numbers. The alphabetical sign is used when you return to letters after sending numbers.

6. Sixth circle is W and X. Keep the right hand at “E”.

7. Seventh circle is Z. Put the right hand at F.

Here are some hints on Semaphore –

1. Always practise with another Cub.
2. Face the other person squarely, stand straight with your feet apart.
3. Keep your arms straight and face the palms of your hands to the other person.
4. Learn the seven arm positions carefully and make them smoothly and correctly. These positions are shown in the first circle of the Semaphore chart.
5. Practise as often as you can.

A	..	N	..
B	...:	O	..
C	..:	P	..
D	..:	Q	..
E	..:	R	..
F	..:	S	..
G	..:	T	..
H	..:	U	..
I	..:	V	..
J	..:	W	..
K	..:	X	..
L	..:	Y	..
M	..:	Z	..

NUMERALS			
1	..	6	..
2	..	7	..
3	..	8	..
4	..	9	..
5	..	0	..

NUMERALS SIGN	ERASE SIGN
..	..

Morse

Here is the Morse code:

One way of learning Morse is to learn four or five letters at a time and then go on to learn four or five more, until you know the whole alphabet. Use the drawing as a guide. Take your time, learn every letter thoroughly, make up words and then messages and keep on practising.



Make or buy a set of Morse or Semaphore cards. Practice with these will help you to learn the letters.

Morse code can be used with flags, flashlights, a buzzer or even a whistle. The code can be used at night or during the day and messages in Morse can be sent over great distances.

As in Semaphore, it is important that you send your message clearly so that it is understood by the person who is to receive the message.

SECOND STAR REQUIREMENT NO. 2

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

Here is a drawing of a compass –

It has a round face like a clock and is divided into 300 divisions called degrees. It has only one hand (or needle) which always points to the north.



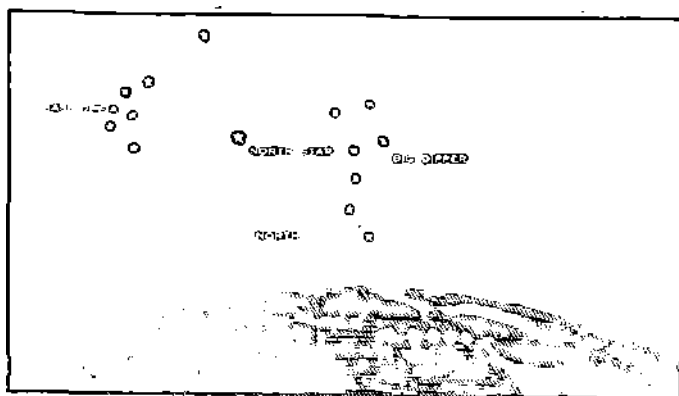
The compass' main point is North. If you face North and point to the right, you will be pointing East. If you point to the left, you will be pointing West and behind you will be South. North, South, East and West are major points. Between North and East is North-East; between North and West is North-West; between South and East is South-East and between South and West is South-West.

Those are the eight principal points of the compass you must know. Now let's find out how to use the compass. Get a compass and place it on a flat surface. Turn it until the needle is over the North sign on the dial of the compass.

Face the same way as the needle. Now, keeping the compass "set", you can tell the compass direction of trees or buildings or anything else pointed out to you. If the tree you are looking at is between North and East, then that tree is in the direction of North-East. If there is a building on your left, then it is in the direction of West. Try it out on all sorts of things in every direction so that when Akela asks you the direction of anything in sight, you'll be able to "set" your compass, read it and tell him the correct answer.



Practise your compass directions at home by asking yourself questions such as "which way does my home face?", "which way do I go to school?", "which way is my chum's house?", and so on.



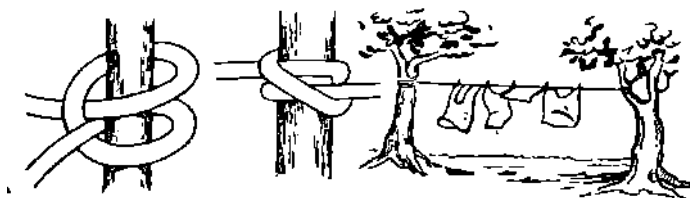
Learn to find "north by the stars". During winter look to the northern sky for the Big Dipper. The two stars at the end of the dipper point to the north star. The drawing will show you the shape of the dipper.

SECOND STAR REQUIREMENT NO. 3

Tie the Clove Hitch and Bowline knots and demonstrate their uses.

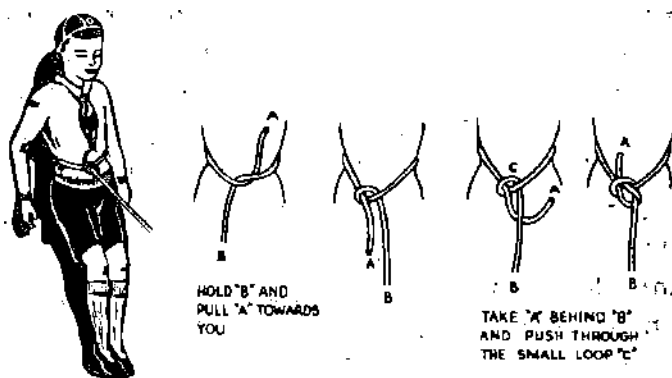
Get Akela your Sixer or Second to show you these two knots. The drawings may help you.

Here is the clove hitch which is used to tie a rope to a pole.



Be sure that the rope is tight. Learn the two ways of tying it and practise so that you can tie it blindfolded or behind your back.

Here is the bowline:



The bowline is a very good knot because it forms a loop which cannot slip. It is the knot you tie in a rope to throw to a person in trouble in the water.

Carefully examine the sketches of these two knots and be sure to get someone to help to show you the knots.

SECOND STAR REQUIREMENT NO. 4

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

Thrift, when it concerns the use of money, is the ability to put this money to work. This can be done by putting money in a bank. The bank pays you interest on it and soon you have more money than you put in or deposited. Cubs who have weekly allowances, paper routes or other regular income should save some of their earnings every week. This money will buy things you want like a bicycle, electric train set or a birthday gift for mother or dad.



Thrift also means taking care of things you already have. You should look after your shoes and clothes so as to get the best possible and longest use out of these items.

Thrift also means saving time. By being prompt at school and at meals, by quieting down at the call of PACK, you save time and put it to better use. Finally you should also practise thrift in the use of Pack equipment by looking after it carefully when it is in your care.

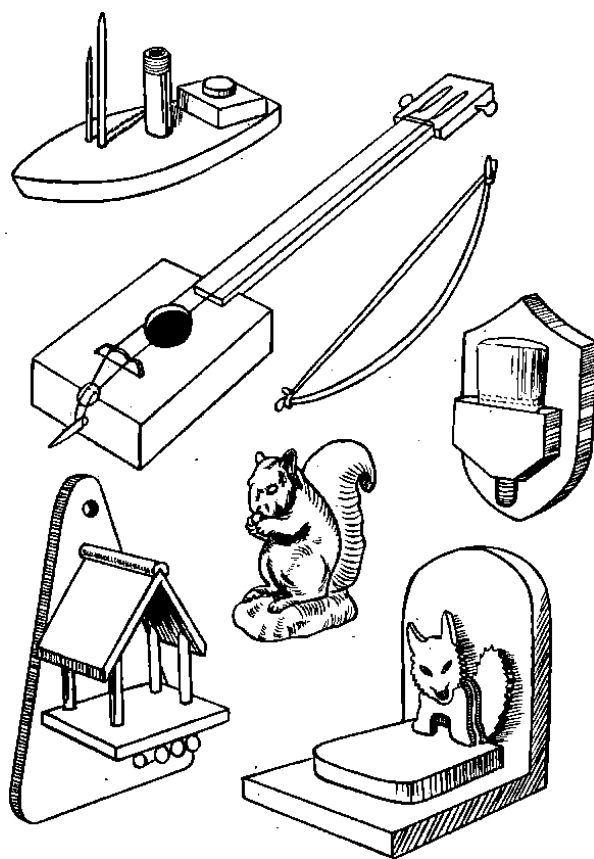
SECOND STAR REQUIREMENT NO.5

Do one of the following –

1. Make something by yourself of wood, metal, cardboard, clay, plasticine, etc;
2. Make an article knitted or netted, woven or carved;
3. Draw a set of at least eight sketches in colour (chalk or paint) of national flags, or animals or flowers, with their names clearly listed.

Wolf Cubs like to do and make things and this requirement gives you a wide choice.

If you are already handy at making things, you will likely want to make a model. Perhaps a little sister or cousin would like a doll-house made of wood or cardboard. Look through a magazine until you see a house that appeals to you or design your own model then ask dad to help you make it.



You may want to net, weave or carve something as a special gift for your mother. Soap carving like this is fun to do.

If you like colouring and drawing, sketching flags, flowers or birds will be right up your alley. The sketches of the flags will help you to learn more of other countries. An encyclopedia will help you in this section.

What you do must be your own choice and your own work. Get advice from your parents or leaders but work on your own.

SECOND STAR REQUIREMENT NO.6

Do one of the following –

1. Lay and light a fire in or out of doors,
2. Show how to turn on and turn off a gas stove burner safely,
3. Show how to turn on and turn off electric stove elements properly.

Many Cubs will be able to do all three of these quite easily. They are all important and with the exception of the first one, quite simple.



Some Cubs live in small communities where knowing how to light a fire is important. Also many city Cubs go to summer cottages where they too should know how to lay and light a fire. Some of these Cubs have fireplaces in their city homes and this gives them a chance to practise this part of the test.

You start by cleaning out the ashes and clearing the grates so that air will be able to circulate. Tear up some newspaper, roll it into a loose ball and lay it in the grate. Lay some thin dry sticks lightly on top of the paper in a crisscross pattern. Now add small pieces of coal or blocks of wood and then carefully light the paper. When the fire is going well, add more coal or wood and when all is burning brightly, close the drafts on the stove.

The stages are much the same if you are making a fire out of doors.

Modern gas and electric stoves have many gadgets so it is up to you to ask your mother to show you how to operate her stove properly. Watch out for your younger brothers or sisters and see that they don't play about the stove.

SECOND STAR REQUIREMENT NO. 7

With a verbal message of not less than fifteen words, run or cycle over a given route and deliver it correctly.



This is an important requirement for a Second Star Cub for there may be occasions such as an accident following which you will have to take a message to somebody else and it is usually very important that you deliver the message correctly and promptly.

Listen carefully to whoever is giving you the message. Repeat it after him and repeat it again to make sure that you know it. Keep repeating it to yourself as you go on your journey. Don't run or cycle too fast so that you are out of breath when you deliver the message. It is more important to deliver the message correctly than it is to deliver it speedily. Best of all, aim to deliver it both correctly and fast.

If you have to pass the message to another Cub to pass along again, make sure the Cub you talk to has it correctly and, to be sure, have him repeat it to you.

SECOND STAR REQUIREMENT NO. 8

Use a public telephone. Where public telephones are not available, know where and how to ask for assistance in an emergency.

Practise this requirement on your home telephone. Ask mother or dad to help you. Call other Cubs or your leaders.



When using the telephone, hold the receiver close to your ear. Talk directly into the mouthpiece with your mouth just a short distance from the mouthpiece. Speak in a natural clear voice as though the other person were in the same room with you. Say who is calling – this is ‘Tommy Jones’ (or whatever your name is) calling.



Public (pay) telephones are different from ordinary telephones in that you need at least ten cents to make a call. Follow the instruction sheet on the front of the telephone. Read the directions slowly and carefully and do exactly as they tell you. In case of an emergency, know how to call the operator.

If you live where there are few telephones, find out from your parents or from Akela just where to go to get an ambulance, to call the police department or to get the fire department.

SECOND STAR REQUIREMENT NO. 9

Skip 15 times forwards and 15 times backward, turning the rope yourself. Walk a plank 12 feet by 6 inches, three feet to 3 foot 6 inches above the ground.

Skipping – Boxers, football players and other athletes use skipping as an exercise to keep themselves in good condition.

Have the rope the right length. It will be right if you can place one foot in the centre of the rope and hold the two ends up under your armpits. If you have never ‘skipped’, ask a couple of Cubs to turn the rope for you while you learn to jump properly at the right time.

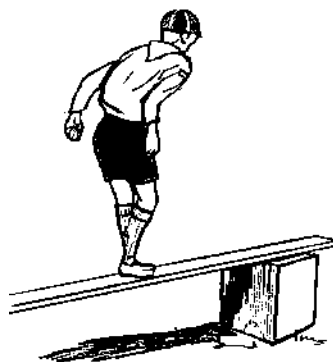


Stand upright, your toes just touching the rope and, as the rope goes over your head, jump, keeping your feet together. As you land on the ground, bend your knees slightly. When you find you can do this easily, try turning the rope yourself. Start with the rope behind you if you are going to skip forward, and in front of you if you are going to skip backward. Keep your back straight and always land on your toes.

Walking the Plank – In the days when pirates roamed the seas, they got rid of their captives by making them “walk the plank” right off the ship and into the sea.

These days have now passed and Cubs walk the plank as a means of learning to balance.

Acrobats in a circus or grandstand show make you gasp as you watch them. To them walking a tight rope is easy because they have learned to balance properly. You will want to learn this skill yourself for there are many occasions when balance is important. Start with a low plank about a foot off the ground and raise it six inches at a time until it is three foot six inches high.



SECOND STAR REQUIREMENT NO. 10

Do or know the following –

- A. In the event of an accident, understand the necessity for getting help.
- B. Understand the danger of dirt in a scratch.
- C. Show how to clean and tie up a cut finger.
- D. Cover a scald or burn.
- E. Know the simple treatment for shock.



Getting help – As a Cub your first duty at an accident is to try to get an older person (a doctor if possible) to help. This is very important and if you are with a friend at an accident, one of you should stay with the injured person and the other should go and get an adult.

Danger of dirt in a scratch – There are microbes or germs all around you – in the air and on your hands, hair and clothes. Many of these are harmless. But some are disease germs and if they get into your body, they can make you sick. These germs can enter the body through a cut or scratch and that is why it is important to clean these out as soon as possible.

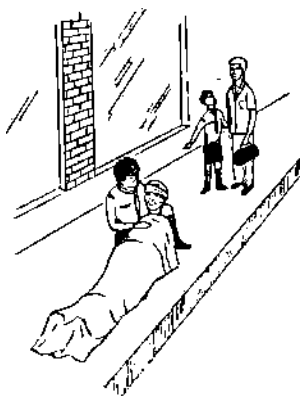
Clean and tie up a cut finger – Now that you know the danger of dirt in a scratch, the first thing you should do is wash your own hands very well before doing any first aid work. If the cut is just a graze from falling in the dirt, then wash it off under running tap water. Carefully dry the area and then leave it alone.



If it is a small scratch or cut, wash it under the tap to clean out the dirt. Put on a dressing to make sure no more dirt gets in the cut. If you haven't a dressing, use a clean handkerchief and hold it in place with a bandage or adhesive tape.

Scalds and burns – A scald is caused by a hot liquid such as boiling water. A burn is caused by dry heat such as a hot iron. These injuries are very painful, the skin is red and blisters may form.

Do not break blisters, do not remove burnt clothing and do not apply lotions of any kind.



Do wash your own hands thoroughly; cover the injured area with a clean dressing or a clean handkerchief; bandage lightly and either get a first aider or doctor or get the patient to a doctor.

Shock – When a person is injured, almost certainly he will suffer from shock. Send for an adult or a doctor or first aider. While you are waiting, keep the patient quiet and warm by wrapping him in blankets or coats. Talk to him if you can. Give him sips of water if he asks for it. Keep people from crowding the patient.

SECOND STAR REQUIREMENT NO. 11

Observe and point out three wild birds, three trees and three other natural things especially chosen by you.

Observe means watch, look out for and learn. The last part is most important and we do hope that you will learn many wonderful natural things from doing this requirement.

Birds – Point out three wild birds. You won't have much difficulty finding three different kinds of birds. Common to all parts of Canada are the crow, blackbird, robin, most of the sparrows, larks, wrens, black-capped chickadees, Canada jay, red-throated loon, common loon, several kinds of woodpeckers, kingfishers, gulls and humming birds.

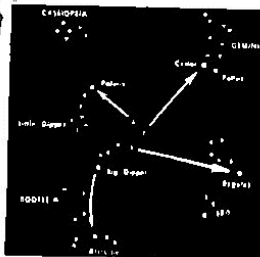
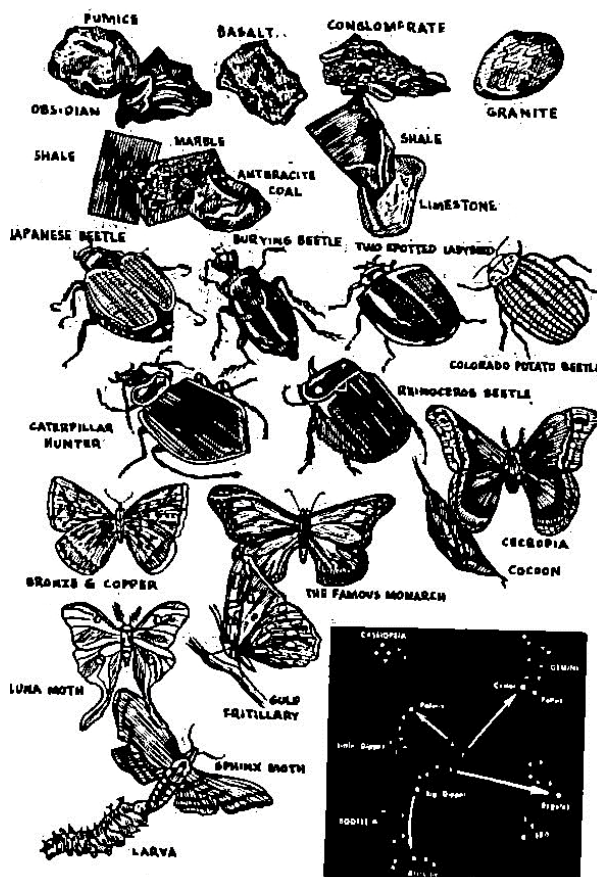
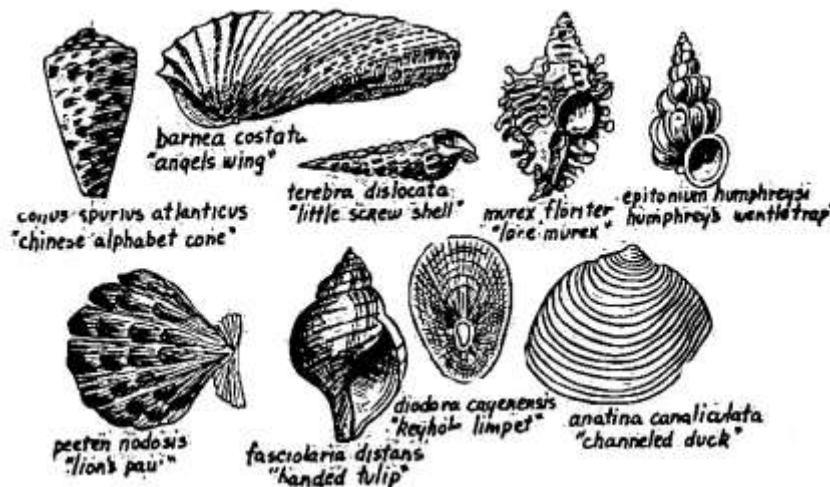


Akela can point out some of these birds to you on rambles and maybe your parents, or school teacher can show you how to recognize them. Get to know them by their size, their colour, their calls and their habits. Don't stop when you have learned to recognize three birds but keep on until you can tell every bird that is common to your neighbourhood.

Trees – You can learn to tell trees by their fruit, their bark, whether or not they lose leaves in winter, and their shapes. The best way, however, is by their leaves. To help you identify the trees, go to the library or ask your parents or leaders or teacher. When you know three trees, go on to see how many more you can identify. How about making your own collection of leaves? See page 31.

THE WAY TO THE STARS

Natural things – The choice of natural things is to be made by you. Natural things include rocks, minerals, wild flowers, weeds, worms, slugs, butterflies, bugs, clouds, grasses, fossils, shells and so on. This is the space age so don't forget the constellations (or groups) of stars and the planets and other bodies in the sky. From your compass work, you already know one constellation, the Big Dipper, so go on and learn at least two more. There are many legends about the constellations that you can read about in an encyclopedia.



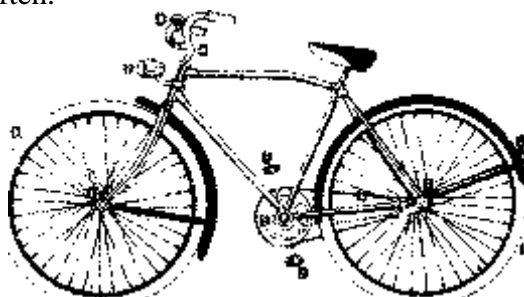


SECOND STAR REQUIREMENT NO. 12

If you own or have the use of a bicycle, be able to look after it properly and understand the meaning of the Highway Safety Rules for cyclists.

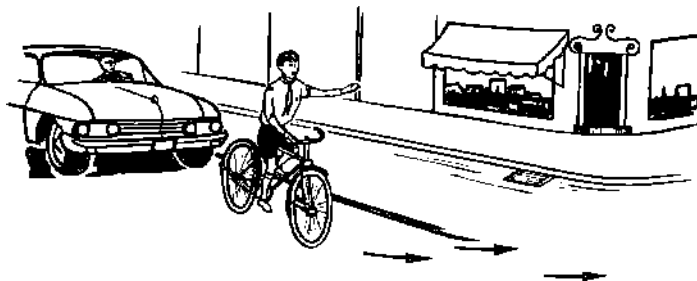
Many Cubs own or have the use of a bicycle. It is an expensive machine and you should take good care of it. Here are some hints –

1. Keep the hub bearings properly adjusted and oil often with machine oil.
2. Oil pedal bearings often.



3. Use special chain oil to keep the chain and gears running easily.
4. Keep steering column adjusted and oiled.
5. Oil the main hanger (to which the pedal cranks are attached) often.
6. Check wheel alignment and air in the tires.
7. Install a white light on the front, a red reflector on the rear fender.
8. Attach a horn or bell on the handlebars for signalling.

The rules for cyclists may differ from province to province so ask your dad about these rules, then learn and follow them.



1. Obey all traffic signs and signals.
2. Ride close to the right side of the road.
3. Ride straight.
4. Keep your feet on the pedals.
5. Never hitch onto a moving vehicle.
6. Never carry an extra person on your bicycle.

SECOND STAR REQUIREMENT NO. 13

Do the following –

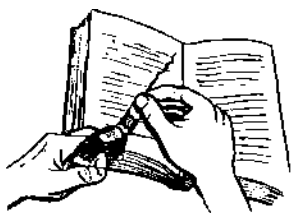
1. Ask your parents, teacher, Cubmaster or librarian to help you make up a list of books and read three of them.
2. Tell a story or part of a story that you have read to your Pack, Six or parents.
3. Demonstrate how to make simple repairs to a cover of a book and repair torn pages.



Reading – Did the First Star Requirement on reading help to introduce you to the interesting world of books? Reading should be a regular part of your daily activities for it helps you to grow. You can learn about things to do, how things go, how boys in other lands live and work and play and so on.

For this requirement, you must read three more books. Because you are older, these books will be more exciting and different. The librarian will be happy to tell you of new and interesting books for Cubs to read.

Tell a story – If you have read and enjoyed reading your books, you can now share your enjoyment by telling the other Cubs about what you have read. If you really practise telling a story that you enjoyed reading then you will turn out to be a good story teller.



Repair a book – Go to your library and ask to see how they repair torn pages and broken covers and bindings. This will show you how to make repairs to a book and also remind you of the importance of taking the very best care of books. What about starting your own library?

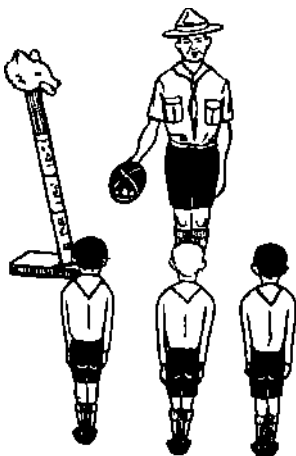
SECOND STAR REQUIREMENT NO. 14

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

1. Are you doing your Duty to God and the Queen?
2. Are you keeping the Law of the Wolf Cub Pack?
3. Are you doing a good turn to somebody every day?
4. Are you helping the younger Cubs in the Pack?

5. Are you doing your best at home and school?

If you can answer “yes” to these and if you attend Pack meetings in uniform and pay your weekly dues, Akela will consider this requirement as passed and he will be very pleased to invest you as a Two Star Cub.



The Investiture of a Two Star Cub

Since you joined the Pack, you have come a long way and learned many things. This should make you more useful both at home in the Pack. You can be helpful only if you remember the things you have learned. Practise them so that any time Akela asks you about your signalling or about birds and trees, or about knots, not only will you know them but you will be prepared to instruct others in them.

The Investiture of a Two Star Cub is a ceremony during which Akela will add a second star to the star already in your cap.

Congratulations, you have done very well in your Cub work. Now you will have more time to give to Proficiency Badge work.

SECTION 5 WOLF CUB PROFICIENCY BADGES

In this section we are going to tell you about the Wolf Cub Proficiency badges.

You will need to have your First Star before you do any real work on earning a Proficiency badge. However, when you have gained your Second Star, then you may go ahead and work for any of these badges that you may like.

On the following pages we mention what you have to do and we give you a few hints on how to earn any of the badges.



The Artist Badge

This is a drawing of the Artist Badge.

This is what you have to do to earn this badge –

1. Draw with pencil, brush, pen or crayon a picture of something that happened in a story or a character from a story. This must be your own work and must be in a size not less than 7” x 5”.
2. In addition you must do one of the following:
 - (a) Draw from life or memory, in pen and ink or pencil, any animal or human being you have seen.
 - (b) Draw from nature some scenery or a still-life group of objects.
 - (c) Keep a sketch book for a period of three months.
 - (d) Tell a story by drawing at least four pictures using tooth pick or match-stick men.
 - (e) Using pencil, brush, pen or crayon, make a simple greeting card of your own design.
 - (f) Make a model in clay, plasticine or any plastic material.

Here are some hints that may help you to earn this badge –

1. Check the drawings that you may have made in school. They may give you some ideas for this job.
2. Visit the library and carefully look over the illustrated books for ideas.

3. Keep your work as clean and neat as you can.
4. Take your time and do your best.



The Athlete Badge

This *(is)* a drawing of the Athlete Badge.

This is what you have to do to earn this badge –

The Athlete Badge tests are divided into two classes. If you are 9 or 10 years old and are about 4'1" tall, then you do the things listed in Class A. However, if you are 10 or 11 years old and bigger than most boys your age, then you do the things listed in Class B.

Class A

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

Class B

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

Here are some hints that may help you to earn this badge –

1. Get a Scout, or an older brother, to show you the right way to do these activities.
2. Practise the activities as often as you can.
3. Perhaps your dad will let you set up a "backyard gym" so that you and your pals can get lots of practice at home.



The Collector Badge

This is a drawing of the Collector Badge.

This is what you have to do to earn this badge –

Make a collection of one group of objects, selected by you, for a period of at least three months. The collection must be neatly and systematically arranged. You must know something about the collection and show a real interest in it.

As you are responsible for making the choice of the collection, here are some suggestions – stamps, coins, post marks, picture postcards, cigarette cards or cartons, matchbook covers, army crests and buttons, feathers, magazine covers, cartoons, travel labels, sport stars, bottle caps,

moths, insects, grasses, leaves, flowers and so on. For the last two, photographic or carbon prints may be better than the actual leaves or flowers.

Here are some hints that may help you to earn this badge –

1. Do this badge with other Cubs so that you may exchange duplicates.
2. Take your time so that you end up with a worthwhile collection.
3. For more ideas on this subject, get a copy of Wolf Cub Book No. 4 on Collecting.



The Cyclist Badge

This is a drawing of the Cyclist Badge.

This is what you have to know and to do to earn this badge –

1. Own or have the regular use of a bicycle of a suitable size and, where necessary, have it licensed.
2. Be able to mount and dismount properly from either side of the bicycle.
3. Be able to clean and oil the bicycle and keep the tires full of air.
4. Understand the need for keeping the bicycle in good condition.
5. Know the safety rules for cyclists as outlined on page 32.
6. Go for a short ride on a special course, part of it through ordinary traffic, and put in practice the safety rules for cyclists.

Here are some hints that may help you to earn this badge –

1. Your police or traffic department may have some pamphlets to help you with the requirements.
2. Ask your older brother or sister or a Scout to help you with the last requirement – the ride through moderate traffic.
3. Do this a few times with someone else before going on your own.



The First Aider Badge

This is a drawing of the First Aider Badge.

This is what you have to know and to do to earn this badge –

1. Understand why you should get help from an adult in the event of an accident.
2. Dress and bandage a hand, a cut knee and put on a large arm sling correctly.
3. Know how to stop nose bleeds.
4. Know what to do if someone's clothes catch on fire.
5. Know how to treat minor burns and scalds.
6. Know how to treat choking and frost bite.
7. Know how to clean and treat a graze.
8. Know the simple treatment for shock.

Here are some hints that may help you to earn this badge –

1. This is a service badge so you must learn all the requirements very well.
2. Ask mother or dad to check you on your work.
3. Practise the items as often as you can.
4. Listen carefully to what the instructor is saying and ask questions if you don't understand something.



The Gardener Badge

This is a drawing of the Gardener Badge.

This is what you have to do to earn this badge –

1. Care for a patch of garden for at least four months. The garden should measure at least 16 square feet.
2. Know six garden flowers and six vegetables.
3. Point out four common weeds, three common enemies of the garden and three common friends of the garden.
4. Show how you use and care for the following – spade, fork, hoe, trowel, and rake.

If its not possible to have a garden, do the following in place of 1 and 4 of the regular requirements. –

1. Care for a window box for four months or care for two or more perennial plants in pots for four months.
2. Grow two of the following –
 - (a) a bulb in water, peat moss, sand or soil
 - (b) a chestnut or acorn in water, sand, peatmoss or soil
 - (c) pepper grass, peas or beans on flannel.

Here are some hints that may help you to earn this badge –

1. This badge is going to take a lot of doing so work with your dad or mother on it
2. Start early in the spring so as to complete this badge during the summer.
3. For more ideas on this subject, get a copy of Wolf Cub Book No. 2 on Nature.



The Guide Badge

This is a drawing of the Guide Badge.

This is what you have to know and to do to earn this badge –

1. Politely and promptly give clear simple directions to a stranger asking his way.
2. Know where to locate the following – police station, hospital, doctor, drug store, public telephone, fire station or alarm box, railway station, service station and hotel.
3. Know how to call for the police, fire or ambulance.
4. In towns, know one to four local bus routes. In the country, know the local bus route or the important train times.

Here are some hints that may help you to earn this badge –

1. This is a service badge so you must learn all the requirements very well.
2. Ask mother or dad to check you on your work.
3. Write the things you have to know on cards, shuffle the cards, pick a card and see if you know the answer. Keep at this until you have all the answers.



The Homecraft Badge

This is a drawing of the Homecraft Badge.

This is what you have to do to earn the Homecraft Badge –

1. Thread a needle and sew on a button.
2. Wash and iron your neckerchief.
3. Mend a tear.

Do any two of the following –

- (a) Knit a useful article, such as a pot holder.

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

Here are some hints that may help you to earn this badge –

- 1. Ask your mother or sister or an aunt to help you with this work at home.
- 2. Go slowly but carefully on the articles to be made.
- 3. Use the articles as gifts and this may help you to do a better job.



The House Orderly Badge

This is a drawing of the House Orderly Badge.

This is what you have to do to earn this badge –

- 1. Make a pot of tea, coffee or cocoa; fry, poach or boil an egg; and make toast.
- 2. Prepare and cook potatoes.
- 3. Make a bed, wash dishes and utensils.
- 4. Clean windows and brass or silver work.
- 5. Sweep and dust a room, or scrub a table.
- 6. Set a table for at least three people for a two-course meal.

Here are some hints that may help you to earn this badge –

- 1. Ask your mother to help you with this badge.
- 2. Make a party out of requirement no. 6.
- 3. Be prepared to provide your folks with a cup of tea or coffee.



The Observer Badge

This is a drawing of the Observer Badge.

This is what you have to do to earn this badge –

- 1. Observe the appearance and know something of the habits of six live animals or six live birds.
- 2. Recognize from life and name –
 - (a) Six trees or shrubs
 - (b) Six spring flowers or six summer flowers or six autumn flowers.
- 3. By following directions, find your way to an unknown spot not more than 300 yards away. The directions will be either compass directions or signs made on the ground or landmarks or perhaps a combination of all three.
- 4. Identify 9 objects out of 12 in a Kim's Game.

Here are some hints that may help you to earn this badge –

- 1. Get some help from your dad or a Scout who knows something about flowers, trees, compass and the outdoors.
- 2. Ask a librarian about books on the subject.
- 3. Ask your leaders to play Kim's Game at Pack meetings. This will give you good practice.



The Pet Keeper Badge

This is a drawing of the Pet Keeper Badge.

This is what you have to know and to do to earn this badge –

1. Keep and take good care of a pet for at least three months.
2. Read a book about your pet.
3. Explain how you take care of your pet in regard to its shelter, its feeding, its cleanliness, its exercise and its training (if any).
4. Know how to keep your pet healthy and how to take care of it if it gets sick.
5. Know how and why the pet became domesticated.

Here are some hints that may help you to earn this badge –

1. Requirement no. 5 only applies to pets such as cats, dogs, horses and so on. If you have a snake for a pet, for example, it would be rather difficult to find out if and when it became domesticated.
2. Check your school or local library about books on pets. Such books will be of help to you in finding answers to your questions.
3. For more ideas on this subject, get a copy of Wolf Cub Book No. 3 on Keeping Pets.



The Swimmers Badge

This is a drawing of the Swimmer Badge.

This is what you have to do to earn this badge –

1. Swim 25 yards using any stroke.
2. Do one of the following –
 - (a) In salt water, float on your back for 60 seconds or tread water for 2 minutes.
 - (b) In fresh water, float on your back for 30 seconds or tread water for 1 minute.
3. Swim on your back for 15 yards.
4. Do one of the following –
 - (a) Be able to duck dive, that is, dive while standing in water or swimming;
 - (b) Perform a “cannonball”, that is, jump into the water with your arms clasped around your knees from a board, river bank or boat;
 - (c) Dive head first from the side of the pool, dock or boat.

Here are some hints that may help you to earn this badge –

1. Take swimming lessons at the Y or club or local pool, because practice is important for this badge.
2. Get a good swimmer to help you with this work. Listen carefully to what he tells you.
3. For more ideas on this subject, get a copy of Wolf Cub Book No. 6 on Fun in the Water.



The Team Player Badge

This is a drawing of the Team Player Badge.

This is what you have to do to earn this badge –

1. Be a regular playing member of a properly organized team for football, baseball, basketball, hockey, cricket or some other similar game.
 2. Play at least six matches and be recommended as being a keen, sportsmanlike player.
- Your team should be under the control of Akela or another person, such as a school teacher or playground supervisor, approved by Akela.

Here are some hints that may help you to earn this badge –

THE WAY TO THE STARS

1. Take every opportunity to play games so that you will be in good physical condition.
2. As a team player remember you are a member of a team and must work with and for the team.
3. If you are not playing on a Cub team, let the person in control know that you are working for your Team Player Badge,
4. To learn many interesting things about your favourite sport, look in your encyclopedia at home or at the library.



The Toymaker' Badge

This is a drawing of the Toymaker Badge.

This is what you have to do to earn this badge –

1. Make an article from odds and ends such as pine cones, clothes pegs, tin cans, popsicle sticks, thread spools, etc.
2. Do one of the following –
 - (a) Make a worthwhile toy of a reasonable size, such as a boat, engine, motor car, doll or animal.
 - (b) In good proportions and colouring, make a small toy farmyard, jungle, ark with animals, cottage with furniture or station.
 - (c) Recondition two durable toys approved by Akela.

Here are some ideas that may help you to earn this badge –

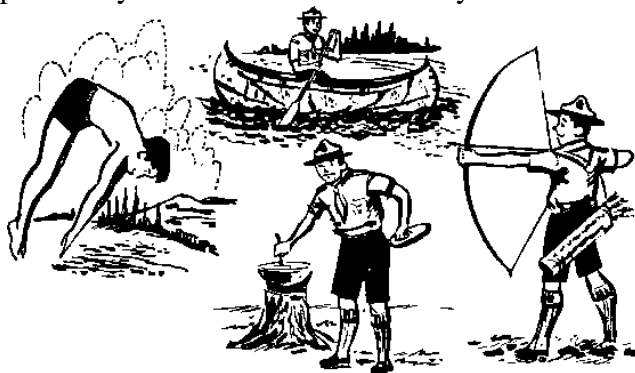
1. Check with Akela and your dad about ideas for this badge.
2. Check the library about books on the subject.
3. Look up the following for more ideas on this subject –
 - Wolf Cub Book No. 1 How To Do It
 - Wolf Cub Book No. 7 Carpentry
 - Wolf Cub Book No. 8 Working Models

SECTION 6 ON TO SCOUTS

When you are 11 years old you will have the opportunity to go on to Scouts. Much of what you have learned as a Cub will be useful to you as a Scout.

You will find things quite different in the Scout Troop. You will wear a different uniform and you will have to do more things on your own without counting on too much help from adults.

You will be in a gang with fellows you know, who may have been former Cubs. This gang is called a Patrol and is in charge of a Scout called a Patrol Leader. He will help you in your training but will also expect that you will do some work on your own.



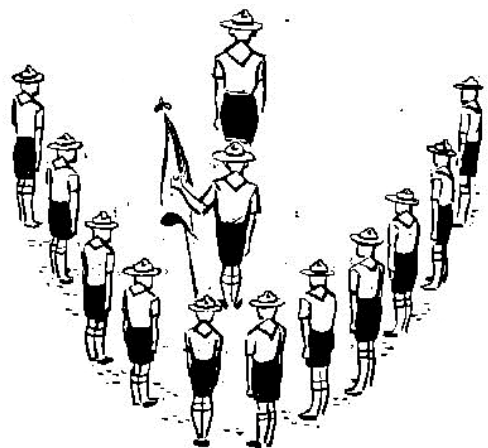
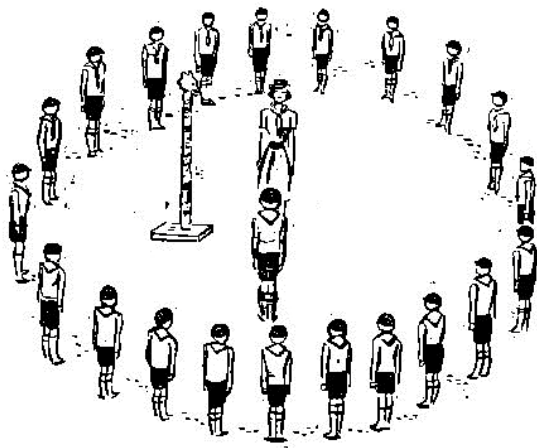
THE WAY TO THE STARS

You will have a slightly different promise and quite a different law to follow. But Scouts are all brothers and you will certainly enjoy and learn much from playing and working with them.

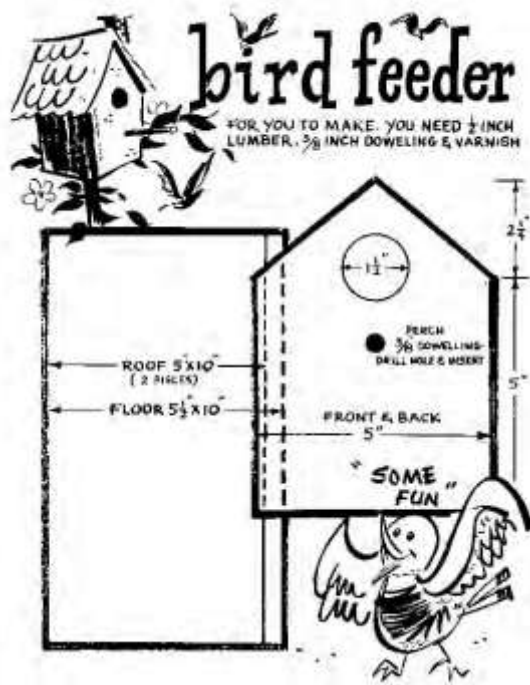
Ask Akela about going on to Scouts. He will arrange a special going-up ceremony with the leader of the Troop. During this ceremony you will say good-by to the Pack and be officially welcomed to the Troop.

We welcomed you to the Pack, now we wish you Good Scouting and lots of fun, adventure and comradeship to you as you go on to Scouts.

THE GOING-UP CEREMONY

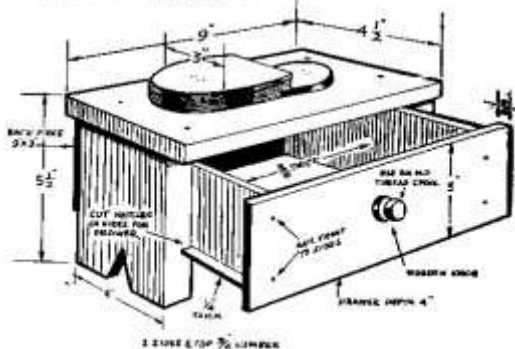


THE GOING-UP CEREMONY



Shoeshine box

HERE'S A SIMPLE ONE YOU CAN BUILD. YOU NEED $\frac{1}{2}$, $\frac{3}{8}$ & $\frac{1}{4}$ INCH LUMBER & SOME SMALL NAILS. THE FOOT REST IS NOT ABSOLUTELY NECESSARY BUT IF YOU CAN MAKE IT, IT WILL PROVE PERFECT. THE DRAWER IS JUST A PLAIN BOX, DRAWER SLIDES ON WOODEN THUMB AND CUT INTO TWO SIDES. PAINT IT BLUE & GIVE RED.



CODES ---

Simple transposition: A = Z
ABCDEFGHIJKLM
ZYXWVUTSRQPON

or using a codeword
e.g. cougar becomes
COUGARBDEFHIJ
ZYXWVUTSQPNMLK

Or A = 1, B = 2 etc.

Or

A	B	E	F	I	J
C	D	G	H	K	L
M	N	Q	R	U	V
O	P	S	T	W	X

Thus \square -A \square -B Scout is written \square \square \square \square \square \square
 \odot Y \square -T \odot -Y

MORSE CODE can be written in many ways
e.g. Hills & Valleys: \wedge = --- or U; \wedge = --- or C

Or Dots = odd numbers Dashes = even numbers
THUS 1355 7 723 499 628 421

Or In match sticks - head up = - head down = -

|| || || || ||
M O R S E

