

AFRICA.

Aberia caffra (Kai or Kau Apple). South Africa. The fruits are so acid that they are used for preserves or as pickles.

Acanthosicyos horrida (Naras). A prickly gourd with edible pulp. Related to the cucumber.

Anisophyllea laurina (Monkey Apple). The fruit is said to have a flavor between a nectarine and a plum.

Anona senegalensis. Also found in Guiana. Fruit the size of a pigeon egg and said to have good flavor.

Butyrospermum parkii (Butter Tree, Shea Tree, Mceepampa). Butterlike substance extracted from the kernel of the fruit.

Dialium guineense (Velvet Tamarind). An edible starchy pulp surrounds the seeds.

Grewia megalocarpa and *G. tiliacifolia*. These species of Africa and these and other species of the East Indies produce edible fruits.

Parinarium excelsum and *P. macrophyllum* (Rough-skinned or Gray Plum and Peach or Gingerbread Plum) both bear fruit that is eagerly sought by the natives but said to be rather insipid.

Pentadesma butyracea (Butter or Tallow Tree). The fruit is eaten by the natives, but is said to have a strong flavor of turpentine.

ASIA AND THE EAST INDIES.

Albizzia spp. The leaves, seeds, and pods are edible when roasted.

Anagallis arvensis (Pimpernel). Leaves eaten as a green.

Antidesmus spp. The ripe fruits which are eaten by the natives are agreeably acid.

Dialium indum and *D. ovoideum* (Tamarind Plum). The pulp around the seeds has an agreeable, acid flavor.

Inocarpus edulis (Tahitian Chestnut, Ivi). Nuts eaten either green or roasted.

CHAPTER XV.

HUNTING DANGEROUS GAME.

By WILLIAM LORD SMITH.

Man's Equipment	Where to Aim for Vital Spots
Safety	Special Hunting
Rifles	Arms
Animal Equipment	Trigger Pulls and Sights
Hunting	Sights
General Hints	List of Guns

This subject includes game which is dangerous in itself and harmless game which is dangerous of approach on account of the nature of the country it inhabits.

Barring only one of the Herbivora, the elephant, the most dangerous animals in the long run are the Carnivora for the reason that they are hunters themselves.

Nearly all the dangerous animals live in the tropics. The only exceptions are the northern tiger, leopard, and bear. Wolves and wild boar, as hunted today, are not dangerous.

From personal experience, the writer's danger order would be as follows: elephant, tiger, lion, leopard, grizzly bear, rhinoceros, buffalo (African and Indian), gaur, banteng, other bear. The mountain animals may all be dangerous of approach: chamois, sheep, ibex, goats, etc.

MAN'S EQUIPMENT.

In hunting dangerous game the most effective weapon is one's own fortitude. Oftentimes the contest between man and beast is decided before a shot is fired, and the stronger personality wins. Given a natural instinct for hunting, the best battery of rifles in the world, a gun-bearer so steady that you can always feel him with your left elbow — all these advantages will avail little unless a crisis precipitates you into an unbeatable attitude of mind. It is common for the mind to become chaotic and the nerves loose-jointed just before coming to shot. When you bring up your rifle this chaos must crystallize immediately into staunch material. Your survival instincts clear your head and act for you. There is little time to think. The thinking must be done in camp.

SAFETY.

Constant thoughts of safety are dangerous. A divided motive is a bad cartridge to load with. A bold front, even when backed with an inferior rifle, will often win out. Selous was a fine demonstration of this fact. In the early days of fairly good weapons he was sometimes poorly armed, yet so determined was his stand that he always came through.

A crowd is of no value in this kind of hunting. You are better off with a good double rifle and a dependable bearer with an extra gun. If your gunbearer is not under all conditions at your left elbow, it is better to hunt alone.

One gets the idea that when he arrives in a country of dangerous game he is always in danger. Nothing could be more erroneous; dangerous game is rarely dangerous in the daytime until it is attacked, barring a female with young, and at night the camp is guarded of course with fires, or as in Africa by a *zareba*. It is when you crowd an animal into a corner or wound him that he becomes dangerous. The cardinal rule is to get as near the game as possible before shooting. The closer you are the more deadly the shot.

It adds greatly to the interest and success of an expedition to study the animals beforehand—their instincts and anatomy. Too many men go hunting without knowing exactly where a certain animal's brain lies, how best to break his shoulder, or to reach the spinal cord in any part of its length. Bad shooting tortures animals and has killed many a hunter.

RIFLES.

After long acquaintance, you will grip your rifle with confidence. The butt will settle naturally into your shoulder, and the sights fall instinctively on a vital spot of the game before you. This result is only accomplished after careful study at home and long experience in the field, but the effort is worth while. The facility once acquired, a perfect weapon will always do your bidding.

ANIMAL EQUIPMENT.

What have the animals with which to oppose the powerful equipment of man? Let us take each beast in turn.

The Elephant. Huge as he is and unable to gallop, the elephant is very fast and no man can escape him. Over level country a man might run even for 100 yards, — Sir Samuel Baker once saved his

life in this way; but in a longer race or over rough country a man is doomed. Except in vital spots the elephant absorbs two-ounce balls as unconcernedly as a pin-cushion absorbs pins, and in a frontal attack his massive forehead is ample protection for the deep-seated brain against all but the strongest-hitting rifles. When looking you up in a forest an elephant approaches so silently that you may not suspect his presence until you hear his scream over your head. He has a good nose and ears but his eyes are poor, else elephant-hunting would be suicide. Often he will overlook you in plain sight within a few feet if you do not move. The elephant kills with his trunk, tusks, and feet.

Tigers, Lions, Leopards. The lion comes on at a low gallop; the tiger and leopard are more apt to gallop high and spring. As a whole, the cat tribe run at great speed and, when aroused, charge home. There is no escape. They are silent hunters. The tiger and leopard approach unseen. The lion, whether fearless or stupid, shows himself needlessly in the open. He has little of the cunning and deceit employed by the tiger and the leopard. Rarely do these beasts seek a quarrel with man except natives, for food. All their senses are very keen. They see in the daytime as well as at night. In killing, the lion usually strikes with his paw before using his teeth. The tiger seizes the backbone of the neck with his teeth. The leopard seizes by the throat. The claws are never idle in attack, and are as great a menace as the teeth. The cougar is the least ferocious of the big cats and can only be considered dangerous if one tries to pet him. The jaguar is more dangerous than the cougar but appears to have an undeserved reputation for attack.

Grizzly Bear. Other bears can hardly be considered dangerous excepting the big barren-ground bear, which will at times put up a good fight. One must go a long way today to find a fighting grizzly. The survival of the fittest has bred a race of cowards with a good deal of cunning in avoiding contact with man. He trusts to his sensitive nose, and, unless cornered, forgets his tremendous strength. He dies very hard when in a fighting mood. Bears without young are not quarrelsome. They rely upon their teeth and great power of hugging. When close in they often rise on their hind legs the better to use their forearms.

The Rhinoceros. Except in open country or when surprised within a few feet, the rhinoceros need not be taken too seriously. His nose is good and he will investigate almost any strange smell,

often with a clumsy rush which he usually advertises with a sharp steam whistle. His swift gallop makes escape by sheer running out of the question. His eyes are a good deal like hen's eyes and give him a similar crazy way of rushing blindly about. The eyes are planted so flat on the sides of his head that he cannot triangulate his two fields of vision and so he is a poor judge of distance. The fact that he has two distinct fields of vision accounts for his stupidity. What is directly ahead is a doubtful quantity and merely arouses his curiosity. Whenever a rhinoceros gets to you, his horn is a deadly weapon.

Buffalo, Gaur, Seladang, Banteng. Unprovoked these animals rarely attack. When charging they are very dangerous because of the difficulty in stopping them. The buffalo are especially well protected when head-on, with nose pushed forward, offering no view of the forehead. Their tough skin and heavy bones are well calculated to take a good deal of punishment. They have good senses, especially the sense of smell. When wounded they display great cunning in revenge. Their horns are deadly weapons.

HUNTING.

The rifle gives man a great advantage over animals but there are times when he needs every advantage within his reach.

Elephant. On cleared ground, with a single animal, keep the wind right while stalking him and trust to your rifle. With a herd, approach up-wind, always watching for some avenue of escape in case the whole herd stampedes. In high grass, elephant hunting is very dangerous. You approach by following a freshly trodden path and shoot him through the head as soon as you see him — always within a few feet. In forested country keep to leeward and with a herd keep outside the circle. Pick out a bull and gradually work towards him. If elephants stampede in a forest everybody looks out for himself. Run to cover and keep perfectly still. When hunted a great deal (as on Mt. Kenia), herds of elephants become very irritable and highly dangerous.

Felines. In hunting lions, tigers, and leopards use all the deceit in your disposition. You cause less suspicion when seen by circling in your approach and keeping your eyes off the animal as much as possible. If not wounded, big cats will often make a bluff charge to try out the metal of the enemy. If wounded and in cover, following is of course very dangerous, and a big double rifle the only safe weapon.

Rhinoceros. The rhinoceros can usually be stalked within easy shot if the wind is right, even in the open, by gradually edging in toward him. The writer has found him easy to kill: others have a different opinion. If unable to stop a charge, sidestep when the rhinoceros is within a few paces. He will pass by straight as a railroad train. The Indian rhinoceros may be more dangerous since he is hunted at times in stout reeds, which make dodging very difficult. It is well to remember that, beyond fifty feet, a rhinoceros does not recognize a man.

Buffalo, Gaur, Seladang, Banteng. Get the wind right and move in close. When you come upon a herd of Cape buffalo in the open be careful. A single shot may bring on the whole herd. Your only chance then is to break up the center of the herd or to hide. Single animals of the bovine type are, with the exception of a surly bull, not very difficult to kill with a heavy rifle, but when wounded and in thick cover there is nothing more dangerous because a wise old bull will wait on one side of his retreating pathway.

GENERAL HINTS.

There are certain general questions in regard to action which are sure to come into the mind of the beginner, of which the following are examples:

To Stand or to Run. It is best when facing a single animal to stand your ground. If your mind is muddled with thoughts of escape, poor shooting will follow. When facing a herd, for example, of elephants or buffalo, it depends upon conditions. If you have a pair of big rifles at hand you can usually divide a charging herd by severely punishing the animals in the center of the line. But it is not inglorious to run when facing a charging herd and sometimes when facing an individual. Remember that your legs are part of your equipment.

Keeping Quiet. To keep still without any motion while hunting is often essential to success and at times for safety. Few animals are suspicious of an immobile man if the wind is right, and especially is this true of elephant and rhinoceros, on account of their poor sight. By keeping perfectly still when under observation, as you approach these animals, even in open country, you may escape notice, except for a passing glance, until you are within easy shot.

In heavy cover where you cannot see distinctly or perhaps only hear an animal, you can usually force him to move first by keeping

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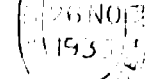
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