

MAIN EVENTS CHART

Randy Reader
Period 1

The Call of the Wild

1. Buck is stolen for use as a sled dog in Alaska.
2. Perreault buys Buck and transports him to Alaska to be a sled dog.
3. Buck learns quickly that in Alaska the club and the fang rule.
4. Francois and Perreault are delighted with Buck, whose long domesticated instincts come to life and for whom survival becomes foremost.
5. Francois makes boots for Buck and saves Buck from the mad dog and from Spritz.
6. Buck kills Spritz and becomes the leader.
7. Francois and Perreault receive orders to go somewhere else, and the sled team is turned over to a mail train group.
8. The work is hard and Dave dies.
9. The team is sold to Hal and Charlie. They overload the sled and carry insufficient food for 14 dogs. All but five dogs die.
10. Buck is badly beaten by Charlie because he will not lead the team on the thin spring ice.
11. John Thornton save Buck from Charlie and becomes his new master.
12. Buck loves Thornton. He saves his life and wins a 1600 dollar bet for him by pulling a sled with 1000 pounds on it.
13. With the money, Thornton and friends set out to find a certain lost mine.
14. The men are working in the mine, and Buck has nothing to do.
15. Buck hears the call of the primitive--of the wild.
16. Buck runs with a wolf but returns to camp and Thornton.
17. Buck finds Thornton's camp destroyed by Indians. Thornton's train ends at the edge of the water.
18. Wolves come to the camp. Buck fights them off until the wolf he was with comes forward slowly.
19. The wolf and Buck recognize each other and Buck joins the pack.
20. The Indians tell of a "ghost dog" that runs with the pack. Each year a great wolf visits Thornton's camp, sits for a while, then lifts his muzzle and howls just once.