

**Q1: How many characters are there in the narrative? Name them. (Don't forget the dog)**

Ans: The narrative has four characters:- narrator (Jerome), his two friends - George, Harris and Montmorency, their dog.

**Q2: Why did the narrator (Jerome) volunteer to do the packing?**

Ans. The narrator offered to do the packing only as a shrewd move. In fact, he aimed at something else. Still he made the offer claiming that he was quite expert in the skill of packing.

**Q3. How did George and Harris react to this? Did Jerome like their reaction?**

Ans. George and Harris accepted Jerome's offer at once and it was certainly unnatural. They should have offered to do the packing at least once. This was what manners called for. That was why, Jerome didn't like their reaction.

**Q4. What was Jerome's real intention, when he offered to pack?**

Ans. Jerome's offer to do the packing was only a cover for his shrewd intention. He expected his friends to make a counter offer, then accept it at once and let them do the packing. In act, he wanted to superintend them while doing the job.

**Q5. What did Harris say after the bag was shut and strapped? Why do you think, he waited till then to ask?**

Ans: Jerome had packed and strapped the bag, when Harris told him that the boots had been left outside the bag. He kept silent till then just to irritate Jerome. This fact is borne out by George's wild laughter.

**Q6. What 'horrible idea' occurred to Jerome, a little later?**

Ans. He didn't remember, if he had put his tooth-brush inside the bag or not. It pushed Jerome in a state of uncertainty. The idea was horrible as Jerome's tooth-brush was an important item of daily use.

**Q7. Why did Jerome have to re-open the packed bag?**

Ans. Jerome had to re-open his bag three times-once to put his boots into the bag. as he had forgotten to pack them. Again, to check whether his tooth-brush was there in the bag or not. He had to re-open the bag once again, as he had forgetfully packed his tobacco-pouch inside the bag.

**Q8. What does Jerome say about Montmorency's ambition in life? What do you think of Montmorency and why?**

Ans. According to Jerome, Montmorency, his pet dog, had the knack of interfering in everything to create confusion. Sitting across the way to make others stumble and then be cursed gave him a triumphant pride. The role played by Montmorency in the story clearly shows that the dog had an in-born instinct for mischief. Poking its nose, where not wanted and annoying others was the very aim of its life.

**Q9. Of the three, Jerome, George and Harris, who do you think is the best or the worst packer? Support your answer with details from the text.**

Ans. In spite of his drawbacks and dislike for work, Jerome proves himself to be the best packer-far better than either of the other two. He commits some mistakes, but is able to correct them without breaking or spoiling anything. He is also able to get over the irritation that his friends create for him. As for George and Harris, they turn out to be hopeless at the job of packing. They break things, tread on eatables and crush them. They put things and forget about them. In fact, they make a mess of everything

**Q10. How did Montmorency 'contribute' to the packing?**

Ans. Montmorency, the pet dog, was a spoiler of every game, in fact. It created nuisance by sitting over things to be packed, thrusting its paws into the jam and spoiling the lemons taking them for rats. He did his level best to be a perfect nuisance.

**Q11: Do you find this story funny? What are the humorous elements in it? Pick out at least three examples?**

Ans: The story was really written aiming at fun. From the very start, it moves slowly towards fun. The author, the language, the situations, the mistakes made and their corrections, wild laughter, irritation all are fun creating factors. Three chief situations leading to fun are: -

- 1) Jerome's forgetfulness to handle things to be packed and not to be packed.
- 2) His friends handling of eatables, Harris's sitting on the butter and then searching for it.
- 3) The mess created by the dog. The author is at his best and proves to be a past master in writing funny literature.

### Exercise

**a) Use the following phrases in your own sentences: -**

- 1) Toss for** = (to throw a coin for) who will use this bed? Let's toss for it.
- 2) Toss about** = (be pushed hither and thither) the ship kept tossing about in the storm all through the night.
- 3) Fall into** = (get into) unluckily he fell into bad company.
- 4) Fall out** = (quarrel) both the brothers fell out over the division of their property.
- 5) Search for** = (look for) the widow is searching for her only son.
- 6) Scrape out** = (remove) Scrape out the surplus paint from the door.
- 7) Mess about** = (behave foolishly) Stop messing about and set about your work seriously.

**b) Match the words / phrases in column A with their meanings in column B :**

**Column A**

- i) Slaving
- ii) Chaos
- iii) Rummage
- iv) Scrape out
- v) Stumble over
- vi) Accomplish
- vii) Uncanny
- viii) (To have or get into) a row

**Column B**

- 1) a quarrel or an argument
- 2) remove something from inside another thing by using a sharp tool
- 3) strange, mysterious, difficult to explain
- 4) finish successfully, achieve
- 5) search for something by moving things around hurriedly or carelessly
- 6) complete confusion and disorder
- 7) fall or step awkwardly while walking
- 8) working hard

**Answer: i)=>8; ii)=>4; iii) =>5; iv)=>2; v)=>7; vi)=>4; vii)=>3; viii)=>1**