

Readyman





The work space provided for each requirement should be used by the Webelos Scout to make notes for discussing the item with Akela, not for providing the full and complete answers. Each Webelos Scout must do each requirement.

No one may add or subtract from the official requirements found in the *Webelos Handbook* (Pub. 33452)

This workbook was updated in May 2013.

http://www.USScouts.Org • http://www.MeritBadge.Org

Please submit errors, omissions, comments or suggestions about this <u>workbook</u> to: <u>Workbooks@USScouts.Org</u>

Comments or suggestions for changes to the **requirements** for the **activity badge** should be sent to: <u>Advancement.Team@Scouting.Org</u>

	of the activity budge should be sent to. Activities and activity budge
Webelos Scout's Name:	Pack No. :
Webelos Scouts are req	uired to earn the Readyman Activity Badge in order to earn the Arrow of Light Badge.
	dian, or Webelos den leader, complete the Courage Character Connection . the importance of each courage step: Be strong; Be calm; Be clear; Be careful.
Be strong	
Be calm	
Be clear	
Be careful	
Explain how m	nemorizing the courage steps helps you to be ready.
Explain now n	emonizing the courage steps helps you to be ready.

Webelos Scout R	eadyman Activity Badge	Webelos Scout's Name:
	Explain how memorizing the courage steps helps you to l	pe ready.
b.	Commit: Explain why it is hard to follow the courage step	s in an emergency.
		vo (avala ao atandina vo ta a bullo avaidina fishta
Ш	Tell when you can use the courage steps in other situatio being fair, not stealing or cheating when tempted, etc.)	ns (such as standing up to a bully, avoiding lights,
	Tell where you can go to be with others who encourage y	ou to be healthy, clean, and fit.

Webelos Scout Readyman Activity Badge								Webelos Scout's Name:							
			c. P	ractice:	Act out o	ne of the	requiren	nents usin	g these co	ourage steps:	Be strong;	Be calm;	Be clear;	Be careful.	
	2.	Explai	in wh	at first a	d is. Tell	what you	ı should	do after a	n acciden	t					
	•														
Ш	3.	Explai	in ho	w you ca	n get hel	p quickly	if there i	s an eme	rgency in	your home					
П		Make	a "he	eln list" o	f people	or agenci	ies that c	an help v	ou if you r	eed it. Post it	near a pho	one or and	other place	e with easy	
		acces		5.p							Trour a priv		, and place		

wer	eios	Scout Readyman Activity Badge webelos Scout's Name.
	4.	Demonstrate the Heimlich maneuver and tell when it is used.
	5.	Show what to do for these "hurry cases":
		Serious bleedingStopped breathing
		Internal poisoning
		☐ Heart attack
		Show how to treat shock.
	7.	Show first aid for the following:
		☐ Cuts and scratches ☐ Burns and scalds
		Choking
		Blisters on the hand and foot
		Tick bites
		Bites and stings of insects other than ticks
		☐ Poisonous snakebite☐ Nosebleed
		Frostbite
		□ Sunburn
	8.	Tell what steps must be taken for a safe swim with your Webelos den, pack, family, or other group.
		Explain the reasons for the buddy system.

And do two of these:

<u> </u>	Explain six sa	afety rules you should fo	low when "driving" a bicycle.		
	1.				
	2.				
	3.				
	4.				
	5.				
	6.				
<u> </u>	Explain the ir	nportance of wearing sa	fety equipment when participati	ng in sports activities (skating	, skateboarding, etc.)
	,	, C			Ŭ,
		e fire escape plan for yo			
<u> </u>	Explain how	to use each item in a fire	t aid kit.		

Webelos Scout Readyman Activity Badge							W	Webelos Scout's Name:												
			ccidents			to h	happe	en insi	de an	ıd aroı										
☐ 14.	Expl	ain six s	afety rule	es vou s	should r	eme	embe	r wher	n ridir	ng in a	car.									
	1.									3										
	2.																			
	3.																			
	4.																			
	5.																			
	6.																			
<u> </u>	. Atte	nd a firs	aid dem	onstrati	on at a	Boy	y Sco	ut troc	p me	eting,	a Rec	d Cros	s cer	nter, c	r oth	er cor	nmun	nity ev	ent or	place.
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Attachment - (NOTE: It is not necessary to print this page.)

Important excerpts from the 'Guide To Advancement', No. 33088:

Effective January 1, 2012, the 'Guide to Advancement' (which replaced the publication 'Advancement Committee Policies and Procedures') is now the official Boy Scouts of America source on advancement policies and procedures.

- [Inside front cover, and 5.0.1.4] Unauthorized Changes to Advancement Program

 No council, committee, district, unit, or individual has the authority to add to, or subtract from, advancement requirements.

 (There are limited exceptions relating only to youth members with disabilities. For details see section 10, "Advancement for Members With Special Needs".)
- [Inside front cover, and 7.0.1.1] The 'Guide to Safe Scouting' Applies
 Policies and procedures outlined in the 'Guide to Safe Scouting', No. 34416, apply to all BSA activities, including those related to advancement and Eagle Scout service projects. [Note: Always reference the online version, which is updated quarterly.]
- [4.1.0.3]] Who Approves Cub Scout Advancement?

 A key responsibility for den leaders is to implement the core den meeting plans as outlined in the Den & Pack Meeting Resource Guide, No. 34409. For Wolf, Bear, and Webelos advancement, den leaders take the lead in approving requirements, though their assistants, and also parents who help at meetings, may be asked to play the role of "Akela" and assist. Parents sign for requirements that, according to meeting plans and instructions in the handbooks, take place at home. For the Bobcat trail and Tiger Cub achievements, parents (or adult partners) should sign in the boy's handbook; the den leader then approves as progress is recorded in the den's advancement record.
- [4.1.0.4] "Do Your Best"

 Advancement performance in Cub Scouting is centered on its motto: "Do Your Best." When a boy has done this—his very best—then regardless of the requirements for any rank or award, it is enough; accomplishment is noted. This is why den leaders, assistants, and parents or guardians are involved in approvals. Generally they know if effort put forth is really the Cub Scout's best.
- [4.1.2.2] Cub Scout Academics and Sports Program

 More than just a recognition opportunity, this program develops new skills, improves those existing, and otherwise enriches Cub Scouting. Details can be found in the Cub Scout Academics and Sports Program Guide, No. 34299. Activities include subjects like science, video games, collecting, and chess; and sports such as baseball, skateboarding, and table tennis. Each has two levels—a belt loop and a pin. Belt loops, which can be earned more than once, are awarded when each of three requirements is met. Cub Scouts may then continue with additional requirements and earn the pin. Archery and BB gun shooting are included, but can only be conducted at a council presented activity with certified supervisors.

Additional notes of interest:

- Webelos Scouts may complete requirements in a family, den, pack, school, or community environment.
- "Akela" (Pronounced "Ah-KAY-la") Title of respect used in Cub Scouting—any good leader is Akela. Akela is also the leader and guide for Cub Scouts on the advancement trail. The name comes from Rudyard Kipling's Jungle Book. (See "Law of the Pack.")
- "Law of the Pack" —
 The Cub Scout follows Akela.
 The Cub Scout helps the pack go.
 The pack helps the Cub Scout grow.
 The Cub Scout gives goodwill.