



# Readyman

## Webelos Activity Workbook

This workbook is not required but can help you with this activity badge. Your Webelos Den Leader approves your work. No one can add or subtract from the requirements. Webelos Workbooks and much more are below: [Online Resources](#). Send comments to the workbook developer: [craig@craiglincoln.com](mailto:craig@craiglincoln.com). Workbook updated: May 2009.

Scout's Name: \_\_\_\_\_ Pack: \_\_\_\_\_ Activity Badge Counselor: \_\_\_\_\_

Do all of these:

1. With your parent, guardian, or Webelos den leader, complete the Courage Character Connection.

a. Know: Define the importance of each courage step:

Be strong; \_\_\_\_\_

Be calm; \_\_\_\_\_

Be clear; \_\_\_\_\_

Be careful. \_\_\_\_\_

Explain how memorizing the courage steps helps you to be ready. \_\_\_\_\_

b. Commit: Explain why it is hard to follow the courage steps in an emergency. \_\_\_\_\_

Tell when you can use the courage steps in other situations (such as standing up to a bully, \_\_\_\_\_

avoiding fights, \_\_\_\_\_

being fair, \_\_\_\_\_

not stealing \_\_\_\_\_

or cheating when tempted, etc.) \_\_\_\_\_

c. Practice: Act out one of the requirements using these courage steps: Be strong; Be calm; Be clear; Be careful. \_\_\_\_\_

2. Explain what first aid is. \_\_\_\_\_

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Tell what you should do after an accident. \_\_\_\_\_

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3. Explain how you can get help quickly if there is an emergency in your home. \_\_\_\_\_

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Make a "help list" of people or agencies that can help you if you need it.

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Post it near a phone or another place with easy access. \_\_\_\_\_

4. Demonstrate the Heimlich maneuver and tell when it is used. \_\_\_\_\_

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5. Show what to do for these "hurry cases":

● Serious bleeding \_\_\_\_\_

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● Stopped breathing \_\_\_\_\_

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● Internal poisoning \_\_\_\_\_

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● Heart attack \_\_\_\_\_

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6. 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.

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Explain the reasons for the buddy system. \_\_\_\_\_  
\_\_\_\_\_  
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**And do two of these:**

9. Explain six safety rules you should follow when "driving" a bicycle. *(Note the Webelos Handbook lists 12 rules on p.386.)*
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10. Explain the importance of wearing safety equipment when participating in sports activities (skating, skateboarding, etc.)

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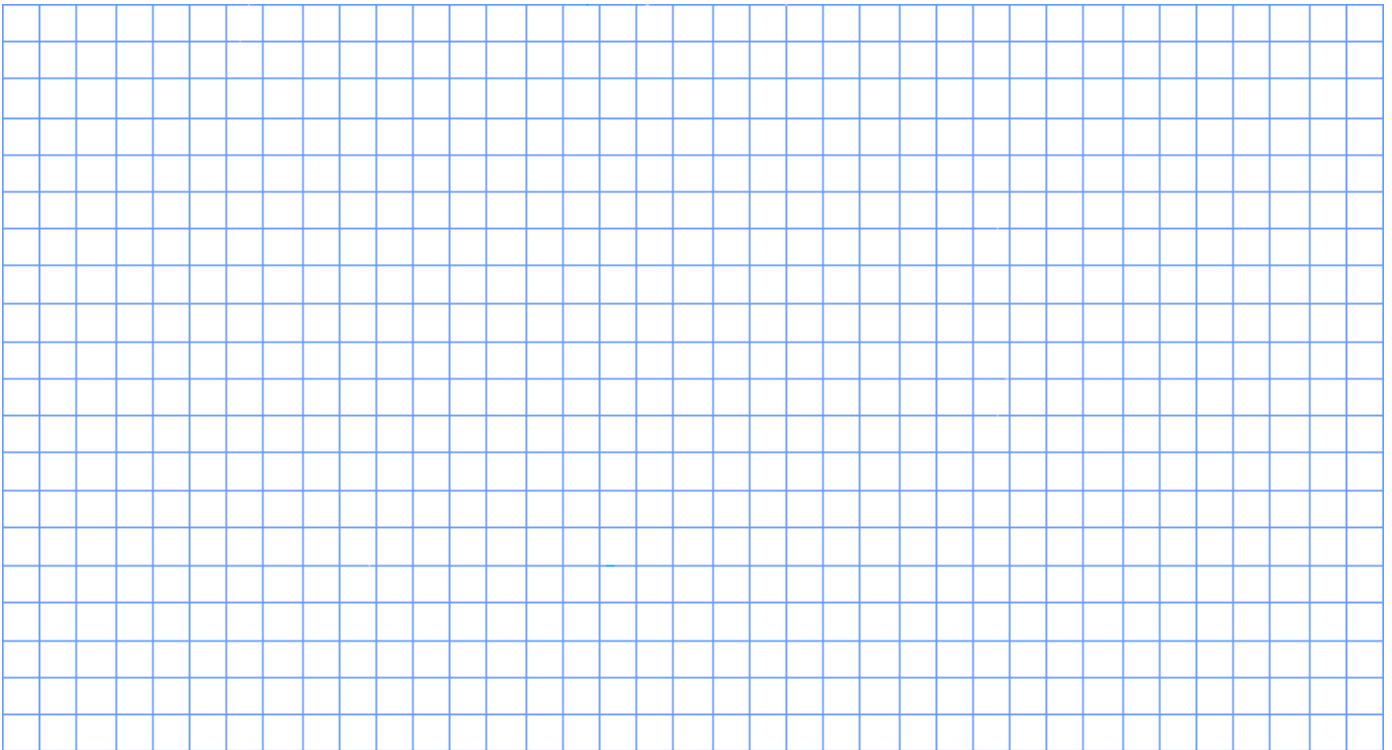
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11. Make a home fire escape plan for your family.



12. Explain how to use each item in a first aid kit. \_\_\_\_\_

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13. Tell where accidents are most likely to happen inside and around your home.

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14. Explain six safety rules you should remember when riding in a car.

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15. Attend a first aid demonstration at a Boy Scout troop meeting, a Red Cross center, or other community event or place.

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**Online Resources** *(Use any Internet resource with caution and only with your parent's or guardian's permission.)*

Readyman Requirement 5 can help prepare you for [Second Class Rank](#) Requirement 6a.  
 Readyman Requirement 5 (Heart Attack) can help prepare you for [First Class Rank](#) Requirement 8b.  
 Readyman Requirement 6 can help prepare you for [Second Class Rank](#) Requirement 6b & 6c.  
 Readyman Requirement 7 can help prepare you for [Tenderfoot Rank](#) Requirement 12b.  
 Readyman Requirement 8 can help prepare you for [Second Class Rank](#) Requirement 7a.  
 Readyman is also preparing you for [First Aid](#), [Emergency Preparedness](#), [Safety](#), and [Swimming](#) Merit Badges.

**Webelos Activity Badge Workbooks:** [meritbadge.org](#) -or- [usscouts.org](#)

**Cub Scout Academics and Sports Workbooks:** [meritbadge.org](#) -or- [Academics](#) / [Sports](#)

**Resources:** ▶ [scouting.org](#) ▶ [Guide to Safe Scouting](#) ▶ [Age-Appropriate Guidelines](#) ▶ [Safe Swim Defense](#)

**Boy Scout Merit Badge Workbooks:** [meritbadge.org](#) -or- [usscouts.org](#) **Merit Badge Books:** [www.scoutstuff.org](#)

**Requirement Resources**

These resources and much more are at: <http://meritbadge.org/wiki/index.php/Readyman>

1. McGruff.org: [Bullies](#) - [Avoiding fights](#)

KidsHealth.Org: [Bullies](#) - [Family fights](#) - [Being a good Sport](#) - [Stealing](#) - [Cheating](#) - p.368

2. [What is first aid? How do you get help after an accident?](#) - p.369

3. [Get Help](#) - pp.370-1

4. [Heimlich maneuver](#) - p.379

5. [Serious bleeding](#) [Stopped breathing](#) [Internal poisoning](#) [Heart attack](#) - pp.371-6

6. [Shock](#) - pp.376-7

7. [Cuts and scratches](#) [Burns](#) and [scalds](#) [Choking](#) [Blisters](#) [Tick bites](#) [Insect bites and stings](#) [Snakebite](#)  
[Nosebleed](#) [Frostbite](#) [Sunburn](#) - pp.377-83

8. [Safe Swim Defense](#) - [Buddy System](#) - pp.384-5

9. The requirement says that there are 6 bicycle safety rules but the [Webelos Scout Handbook](#), p. 386, says there are 12. The Boy Scouts of America [Guide to Safe Scouting](#) says that there are 12 but that they are different. Also see [McGruff: Bike Riding](#)

10. Importance of wearing safety equipment - p. 387

11. The graph paper for your home fire escape plan is in the [Readyman Worksheet](#).

See the [Webelos Scout Handbook](#), p. 388 and the [USFA: Escaping from fire](#)

12. The [Webelos First Aid Kit](#) on p. 388-9 shows 15 items. The BSA states that a personal [First Aid Kit](#) has 11 items.

13. [American Medical Association: Common Household Accidents](#) - p. 389.

14. Six safety rules when riding in a car - p. 390 [safety KidsHealth.Org: Car safety](#).

15. [Boy Scout Troop](#) - including finding a troop near you. [Find the Red Cross Offices near you](#)

### **General Resources**

[Text of Webelos Handbook-Readyman](#) - entire chapter online.

[KISMIF: Readyman Links](#)

[Bill Smith's Webelos Leader Resources: Readyman](#)

[Webelos Roundtable Packet: Readyman](#)

## Safe Swim Defense

Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense training, have a commitment card (No. 34243) with them, and agree to use the eight defenses in this plan. One of the best opportunities for Safe Swim Defense training is in summer camp. The eight defenses are:

### **1. Qualified Supervision**

All swimming activity must be supervised by a mature and conscientious adult age 21 or older who understands and knowingly accepts responsibility for the well-being and safety of youth members in his or her care, who is experienced in the water and confident of his or her ability to respond in the event of an emergency, and who is trained in and committed to compliance with the eight points of BSA Safe Swim Defense. (It is strongly recommended that all units have at least one adult or older youth member currently trained as a BSA Lifeguard to assist in the planning and conduct of all swimming activity.)

### **2. Physical Fitness**

Require evidence of fitness for swimming activity with a complete health history from physician, parent, or legal guardian. The adult supervisor should adjust all supervision, discipline, and protection to anticipate any potential risks associated with individual health conditions. In the event of any significant health conditions, an examination by a physician should be required by the adult supervisor. Those with physical disabilities can enjoy and benefit from aquatics if the disabilities are known and necessary precautions are taken.

### **3. Safe Area**

When swimming in areas not regularly maintained and used for swimming activity, have lifeguards and swimmers systematically examine the bottom of the swimming area to determine varying depths, currents, deep holes, rocks, and stumps. Mark off the area for three groups: not more than 3 1/2 feet deep for nonswimmers; from shallow water to just over the head for beginners; deep water not over 12 feet for swimmers. A participant should not be permitted to swim in an area where he cannot readily recover and maintain his footing, or cannot maintain his position on the water, because of swimming ability or water flow. When setting up a safe swimming area in natural waters, use poles stuck in the bottom, or plastic bottles, balloons, or sticks attached to rock anchors with twine for boundary markers. Enclose nonswimmer and beginner areas with buoy lines (twine and floats) between markers. Mark the outer bounds of the swimmer's area with floats. Be sure that clear-water depth is at least 7 feet before allowing anyone to dive into the water. Diving is prohibited from any height more than 40 inches above the water surface; feet-first entry is prohibited from more than 60 inches above the water. For any entry from more than 18 inches above the water surface, clear-water depth must be 10 to 12 feet. Only surface swimming is permitted in turbid water. Swimming is not permitted in water more than 12 feet deep, in turbid water where poor visibility and depth would interfere with emergency recognition or prompt rescue, or in whitewater, unless all participants wear appropriate personal flotation devices and the supervisor determines that swimming with personal flotation equipment is safe under the circumstances.

### **4. Lifeguards on Duty**

Swim only where there are lifeguards on duty. For unit swims in areas where lifeguards are not provided by others, the supervisor should designate two capable swimmers as lifeguards. Station them ashore, equipped with a lifeline (a 100-foot length of 3/8-inch nylon cord). In an emergency, one carries out the line; the other feeds it out from shore, then pulls in his partner and the person being helped. In addition, if a boat is available, have two people, preferably capable swimmers, take it out—one rowing and the other equipped with a 10-foot pole or extra oar. Provide one guard for every 10 people in the water, and adjust the number and positioning of guards as needed to protect the particular area and activity.

### **5. Lookout**

Station a lookout on the shore where it is possible to see and hear everything in all areas. The lookout may be the adult in charge of the swim and may give the buddy signals.

### **6. Ability Groups**

Divide into three ability groups: Nonswimmers, beginners, and swimmers. Keep each group in its own area. Nonswimmers have not passed a swimming test. Beginners must pass this test: jump feetfirst into water over the head in depth, level off, swim 25 feet on the surface. Stop, turn sharply, resume swimming as before and return to the starting place. Swimmers must pass this test: jump feet first into water over the head in depth. Level off and swim 75 yards in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards using an easy resting backstroke. The 100 yards must be completed in one swim without stops and must include at least one sharp turn. After completing the swim, rest by floating. These classification tests should be renewed annually, preferably at the beginning of the season.

### **7. Buddy System**

Pair every youth with another in the same ability group. Buddies check in and out of the swimming area together. Emphasize that each buddy lifeguards his buddy. Check everyone in the water about every 10 minutes, or as needed to keep the buddies together. The adult in charge signals for a buddy check with a single blast of a whistle or ring of a bell, and call "Buddies!" The adult counts slowly to 10 while buddies join and raise hands and remain still and silent. Guards check all areas, count the pairs, and compare the total with the number known to be in the water. Signal two blasts or bells to resume swimming. Signal three blasts or bells for checkout.

### **8. Discipline**

Be sure everyone understands and agrees that swimming is allowed only with proper supervision and use of the complete Safe Swim Defense. The applicable rules should be presented and learned prior to the outing, and should be reviewed for all participants at the water's edge just before the swimming activity begins. Scouts should respect and follow all directions and rules of the adult supervisor. When people know the reason for rules and procedures they are more likely to follow them. Be strict and fair, showing no favoritism.