

Webelos Requirements

Activity Badges

Physical Skills		Mental Skills		Community		Technology		Outdoor	
Badge	#	Badge	#	Badge	#	Badge	#	Badge	#
Aquanaut	5	Artist	5	Citizen	9	Craftsman	4	Forester	5
Athlete	7	Scholar	6	Communicator	7	Engineer	5	Geologist	5
Fitness	6	Puppetry, Music, or Drama	4	Family Member	8	Handyman	6	Naturalist	4
		Traveler	5	Readyman	8	Scientist	9		

= minimum number of requirements to complete to earn the activity badge

*The Pack traditionally wants all scouts to earn all 20** activity badges. Although we will try to present most of the requirements in den, Family Member and Scholar must be done at home. If you miss a den meeting, you are responsible to complete the missed requirement on your own.*

Webelos Badge

8 Requirements including:

- ✓ Fitness Activity Badge
- ✓ 2 other activity badges

We will work the other 7 requirements as a group and on-going activity. These are some of the requirements to memorize for the Review Board. Practice at home as well.

Compass Emblem and Points

Emblem =

- ✓ Webelos Badge
- ✓ 4 activity badges that are different than the ones earned for Webelos Badge

1 compass point =

- ✓ 4 activity badges each* or a total of 12 different activity badges for all 3 compass points
(*4 activity badges that are different than the ones earned for Webelos Badge and Compass Emblem or the previous 2 compass points for each compass point.)

Arrow of Light

6 requirements including:

5 more activity badges that are different than the ones earned in Webelos Badge:

Fitness

Citizen

Readyman

1 from Outdoor group

1 from Mental Skills group

1 from Technology group

2 of your own choice

We will work on the other 5 requirements as a group and as on-going activity. These are some of the requirements to memorize for the Review Board. Practice at home as well.

****NOTE:** *The minimum requirements to earn to graduate with Webelos badge, Compass Emblem with 2 Compass Points, and the Arrow of Light = 10 Activity Badges + the 12 requirements from the Webelos badge and Arrow of Light.*