



**Earth Tribe Skills Weekend at Camp Tolochee**  
**February 27-March 1, 2026**

**Participant Guide**

## About Earth Tribe

To establish a vision for the future of education in Scouting, the World Scout Committee in 2016 identified different areas of work focusing on the development of learning opportunities for young people within the Youth Program aimed at addressing youth involvement in community issues, as well as their personal growth. These areas reflect the main challenges and trends that young people are facing today and in the near future in their societies, as stated in the UN World Youth Report.

The Earth Tribe Initiative and its Challenges specifically seeks to address environmental and sustainability issues such as climate change, promoting the development of sustainable habits towards an eco-friendly and healthy lifestyle, and connecting with nature to protect it sustainably.

The Earth Tribe supports the development of competencies in young people as they strive in achieving their full physical, intellectual, emotional, social, and spiritual potential as individuals, as responsible citizens, and as members of their local, national, and international communities.

Through the Earth Tribe, Scouts will understand their own personal impact on the environment, learn how to take action in their community to improve the health of the planet, and participate in a series of exciting challenges.

## Program Structure

The Earth Tribe Skills Weekend is developed to aid Scouts and Scouters in increasing their outdoor ethics-related skills while earning merit badges and certifications.

Participants will register for classes for the weekend just as they do for other merit badge weekends. Some courses are all day while others may be multi-session.

Any patches, awards, and/or certification cards earned are not provided as part of the program. Reports must be submitted to your unit advancement chair for purchase.

## Who Can Participate

Participation is open to any Scout in a Scouts BSA or Venturing Crew program interested in environmental activism and conservation as well as adult Scouters. There are no rank requirements for participation.

All Scouts participating must have at least **one** registered leader from their unit attend the activity weekends with them.

### **Program Costs**

Base registration cost per person is \$35 per person. Costs include meals (Friday cracker barrel; Saturday breakfast, lunch, and dinner; Sunday breakfast and to-go lunch), camping fees, and program materials.

Additional costs for the following courses:

|                                |      |
|--------------------------------|------|
| Wilderness First Aid:          | \$56 |
| Youth Mental Health First Aid: | \$50 |
| Angling Educator:              | \$20 |

### **Program Contact Information**

|                     |                            |
|---------------------|----------------------------|
| Program Director    | Professional Staff Advisor |
| Lisa Scarbrough     | Jacob Follin               |
| cgcstem99@gmail.com | Jacob.follin@scouting.org  |
| 912-856-2710        |                            |

### **Camp Check-In**

Check-in will begin @ 5 PM on Friday nights. All Scouts need to check-in upon arrival.

If you arrive early, you will have to wait in your car at the gate for camp director.

No one will be allowed to enter Camp on Friday night after 9:00 PM.

No one will be allowed to enter before 7:30 AM Saturday morning.

All Scouts (and on-site leaders/parents) are responsible for turning in a completed BSA Annual Health Record Form (Parts A, B1, and B2). This will be returned to you at check-out. YOU CANNOT BE ON SITE WITHOUT THE HEALTH FORMS. Please bring a copy, not an original, to stay on file, and do not forget the copies of the front and back of your insurance card.

### **Check Out**

All Scouts (and accompanying leaders) are required to check out at the administration building before leaving Camp Tolochee.

### **Parking**

Gear may be driven directly to the campsite and vehicles return to main parking area at camp entrance.

### **Trading Post**

The trading post WILL NOT be open during this program.

### **Training Reports**

Scout leaders will receive a merit badge report for merit badges completed as part of the program. No physical badges or awards are given as part of this program. Scouts working on rank items need to present their handbooks for signatures at the time of completion.

Certification cards will be presented by certifying agents (Wilderness First Aid, Angling Educator, Youth Mental Health First Aid).

### **Meals**

Friday Cracker Barrel, Breakfast, Lunch and Dinner on Saturday and Breakfast and Lunch on Sunday will be provided. Scouts should eat dinner before arrival on Friday and may want to bring their own snacks for the weekend.

### **Camp Rules**

- The gates in camp will be closed while program activities are in progress.
- Absolutely no riding in the back of trucks!
- Use fire rings. Fires are not allowed outside of the fire rings.
- No open-toed shoes allowed.
- No use of alcohol, illegal/recreational drugs or misuse of prescription drugs.
- No firearms or fireworks allowed.
- No smoking in view of Scouts.
- No Pets are allowed in camp.
- No tools other than those listed in the packing list are to be brought on site. Scouts are not permitted to use power tools. Any tools deemed unsafe will be confiscated and held until parents arrive.
- Leave no Trace: If you pack it in, pack it out. Please secure trash as you pack it out, so it doesn't blow out of your vehicle.

### **Golf Cart Policy**

Camp-owned golf carts are for staff ONLY. Use of private golf carts at camp require permission from the Camp Ranger, Jacob Follin, in advance.

All drivers must have completed ROHVA Safety Course in advance (available at <https://cbt.rohva.org/> for free) and provide a copy of their certificate at check in. Only individuals who are at least 18 years of age or older and who have completed this course will be allowed to drive golf carts on camp property. Additionally, you must abide by the following:

- The cart may only be used to transport the number of people for which there are actual seats. Riding in the back storage area or standing while riding is not permitted.
- Each cart must have both a Fire Extinguisher and a First Aid Kit on board.
- The camp speed limit must be obeyed.
- Reckless driving will not be tolerated, those drivers who operate their cart in an unsafe manner are subject to having their cart driving privileges revoked by the Camp Director or Camp Ranger.
- ATVs are not to be used at camp.
- Carts used for driving after dark must have operable headlights.

## Schedule

### Friday

|                    |                                     |
|--------------------|-------------------------------------|
| 5 pm to 8 pm       | Check in and set up camp at Choctaw |
|                    | • Free time hike around Tolochee    |
| 8 pm               | Cracker Barrel at Dining Hall       |
| 7:30 pm to 8:30 pm | MB pre-reqs and check ins at Fendig |
| 8:30 pm            | Outdoor Ethics Orientation Course   |

### Saturday

|               |            |
|---------------|------------|
| 8 am          | Breakfast  |
| 9 am to 12 pm | Session 1  |
| 12 to 1       | Lunch      |
| 1 to 5:30 pm  | Session 2  |
| 6 to 7        | Dinner     |
| 8 – 9:30 pm   | Session 3  |
| 11 pm         | Lights Out |

### Sunday

|           |   |
|-----------|---|
| 8 am      | Breakfast   |
| 9 - 11 am | Coastal Cleanup on Blythe Island (conservation service hours) |
|           | • Outdoor Ethics Action Award #5                              |
|           | • Scouting for Clean Waterways                                |
|           | • Scouts BSA World Conservation Award                         |
|           | • Camping MB 9c   |
| 12 pm     | Lunch   |
| 1 pm      | YMHFA (18+ only)  |

## Course Options

### Friday Night:

- Outdoor Ethics Orientation Course (Open to Youth and Adults)

### Saturday All Day Sessions (1, 2, and 3):

- Wilderness First Aid (available to 14+, requires some pre-work online)
- Orienteering MB

### Session 1:

- Outdoor Ethics Awareness Award & Workshop (Open to Adults and Youth)
- Angling Educator (available to 15+, requires some pre-work online)

### Session 2:

- Totin' Chip & Paul Bunyan Woodsman
- Photography MB
- Astronomy MB
- Camping MB

### Session 3:

- MB wrap ups as needed
- Firem'n Chit
- Astronomy Party
- Outdoor Ethics Guide Position Training (Youth)
- 1st Year Environmentalist

## Course Descriptions

### Outdoor Ethics

#### Scouting America Outdoor Ethics Orientation

The goal of this course is to introduce the concept of Outdoor Ethics in a fun and engaging way to a group with little experience in outdoor ethics. It should help youth and adults at all program levels understand the general principles behind outdoor ethics in Scouting's outdoor program.

- Completes Outdoor Ethics Action Award 1b

#### Outdoor Ethics Workshop / Scouting America Leave No Trace Basics

This course is a general introduction to Leave No Trace ethics and skills. The course is designed to help youth and adults at all program levels understand the Leave No Trace Seven Principles and how to apply them in Scouting America's outdoor program. It is also designed to give adult volunteers the confidence to assess youth understanding and skills for purposes of signing off on Scouting America rank requirements and Venturing Outdoor Bronze and Ranger Award requirements.

- Completes Outdoor Ethics Awareness Award 1 and 5
- Completes Outdoor Ethics Action Award 2b (assist in teaching skills)
- Pre-requisite: Leave No Trace 101 Online
  - <https://learn.int.org/courses/101>
  - Bring printed certificate
- Pre-requisite: TreadLightly 101 Online
  - <https://treadlightly.org/online-training/tread-lightly-101-online-awareness-course/>
  - Bring printed certificate
- Pre-requisite: Watch National Park Service's Leave No Trace video on YouTube

#### Outdoor Ethics Guide Position Training

This orientation course is to help Scouts learn how to properly serve in the Outdoor Ethics Guide position of responsibility in their troop.

## **Merit Badges**

Unless noted otherwise, Scouts will work towards completion of all requirements for the registered merit badge. Some requirements may not be completed due to time, weather, or other unforeseen circumstances.

### Orienteering

- All Day Session
- Bring a compass

### Photography

- Session 2
- Need a camera or cell phone to take photos

### Astronomy

- Session 2
- Must attend night astronomy party

### Camping (partial)

- Session 2
- Classroom requirements only 1, 2, 3, 5a-d, 6, 8a, 8b, 9c

## **Scout Skills Certifications**

### Totin' Chip & Paul Bunyan Woodsman

- Session 2
- Scouts will earn the Totin' Chip by demonstrating safe and responsible use of woods tools (pocketknife, ax, saw) after learning rules from the handbook, including proper handling, care, sharpening, and use as tools, not toys, while respecting property and the Outdoor Code. They will then complete additional activities and a service project to earn the Paul Bunyan Woodsman award.
- Bring a pocketknife

### Firem'n Chit

- Session 3
- Scouts will complete the requirements to earn the right to carry fire-lighting devices (matches, lighters, etc.) to build campfires.

## 1st Year Environmentalist

Opportunities for Scouts to complete outdoor ethics related requirements for Tenderfoot, Second Class, and First Class ranks. Scouts will need to present their handbooks for sign offs. Items that aim to be completed:

- Tenderfoot - 1c, 4b, 5a, 5b, 5c, 5d,
- Second Class - 1b, 2a, 2b, 2c, 3a, 3d, 4,
- First Class - 1b, 5a, 5b, 5c, 5d

## Wilderness First Aid

- Participant minimum age 14

Format:

- 8 Hours Online Course (has to be completed 2 days prior to the class)
- 8 Hours in-Person Skills Course

Costs:

- Sign up for the online course and you will pay \$26 with Discount Code (coming Jan 2026)
- Bring \$30 day of

Pre-Requisites

- CPR/First Aid Prior to Class (bring proof with you to course, or this can be added on)
- Must bring invoice number to class and online certificate of completion

Registration:

- <https://bit.ly/earthtribewfa>



CPR/First Aid/AED Add-On:

- American Heart Association certification
- Regular price \$45 (bring day of) – Registration needed in advance
- In-person practicum
- Can be done After the WFA Course
- Must be 14 at the time of the class
- Take up time 2 hrs depending on number of participants

## **BSA Angling Educator for Scouters**

- Participant minimum age 15

### **Format:**

- 2 Hours Online Course (has to be completed prior to the class)
- 2 Hours in-Person Skills Course

### **Costs:**

- \$20 per participant
- Limit 10 participants

Angling Educator is a four-hour training course for Scouters and Scouts age 15+. It is a national course and is taught by BSA Certified Angling Instructors. The purpose of the class is to prepare program leaders to teach fishing skills, help Cubs complete the new elective Fishing Adventures at all levels, and to plan and run fishing events for their unit, district, or Council. Angling Educators learn age-based and skills-appropriate fishing tools and techniques for simple cane pole and spin cast fishing. With the addition of fishing adventures at every level of Cub Scouts, this is a great time to expand your skills in teaching fishing to youth! The course highlights best practices in both the classroom and in the field.

### **What does an Angling Educator do:**

- Teach fishing knowledge and skills to youth and adults.
- Assist with Cub Scout and Scouts BSA fishing programs.
- Serve as a Scouts BSA Merit Badge Counselor
- Use fishing skills at recruitment events with Backyard Bass.
- Train Camp Staff for fishing programs that work!
- Promote fishing at the Unit, District and Council levels.
- Join (or help form) a Council Fishing Committee.
- Work to improve fishing facilities, equipment and materials.
- Help build family fishing programs that work.

### **Graduates will receive:**

- BSA Angling Educator patch
- Black Widow Telescoping Crappie Rod
- Starter Tackle
- Leave No Trace for Fishing information tag

## Youth Mental Health First Aid

Youth Mental Health First Aid is designed to teach parents, family members, caregivers, teachers, school staff, peers, neighbors, health and human services workers, and other caring citizens how to help an adolescent (age 12-18) who is experiencing a mental health or addictions challenge or is in crisis. Youth Mental Health First Aid is primarily designed for adults who regularly interact with young people. The course introduces common mental health challenges for youth, reviews typical adolescent development, and teaches a 5-step action plan for how to help young people in both crisis and non-crisis situations. Topics covered include anxiety, depression, substance use, disorders in which psychosis may occur, disruptive behavior disorders (including AD/HD), and eating disorders.

This training is available to adults 18+. The value of this course is \$175 per person but is available to Scout leaders through this program for \$50 per person. This fee will include digital copies of your participant processing guide (a PDF download) and Youth Mental Health First Aid Manual (a digital PDF that requires you to log in to access, no downloading). Hard copies are available for purchase through me: \$10 for the participant processing guide and \$30 for the YMHFA manual.

The course is a blended model, which has you complete 2 hours of pre-work before coming to the 4.5-hour instructor-led session. You cannot attend the in-person session if you have not completed the pre-work.

Courses will be listed below. Registration will be through a Google form for now and is limited to 30 participants. You will be sent an invite from Mental Health Connect to establish your account for your pre-work. This is where you will also return to get your certificate of completion after the in-person session.

Registration: <https://bit.ly/earthtribeymhfa>



### Packing List

Scouts should pack for a typical camping weekend and expect to get dirty. Field uniform shirts are only needed for Sunday morning Scouts' Own.

- Refillable water bottle
- Tent/tarp
- Sleeping bag/pillow/cot
- Lantern
- Head lamp/flashlight
- Shower shoes/sandals
- Water shoes
- Hiking shoes
- Shorts that can get mud on them
- Work gloves
- Day pack (for carrying small gear, snacks, water bottle to project sites)
- Personal first aid kit
- Pocket knife
- Sunscreen
- Bug repellent
- Toiletries
- Camp chair
- Personal medication
- Rain gear

If you are able to provide any of the following, please put your name on them for return at the end of the weekend (leave names off if you want to donate them to the program):

- Rakes
- Garden shears
- Loppers
- Wagons
- Brooms