2023 University of Scouting

Class Catalog

Event Contacts

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Registration opens November 25, 2022
Visit www.scoutingevent.com/312-2023uofs to register

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Class Catalog
2023 University of Scouting: January 16th-January 28th at SIU-E

UofS Special Needs College (All) (Scheduled Classes)

SN221
Virtual Room 02
Steve Gruendler

Advancement for Scouts with Special Needs - Virtual 1/18 5:00p-5:55p
An important class to have to explore ways to modify the Scouting program to help advance Scouts with Special Needs. Resources available to leaders will be discussed. The process for completing the Alternate Eagle Merit Badge Application will be explained.
Maximum number of participants: 30

SN223
Virtual Room 12
Carol Callahan

Special Needs Discussion Forum - Virtual 1/18 6:00p-6:55p
Question and answer time to help guide you and give you resources on your specific questions and concerns. This forum will be led by professionals in the field with the experience and knowledge to help you.
Maximum number of participants: 14

SN225
Virtual Room 22
Paul and Kathy Stamer

Working with Scouts with ASD (Autism Spectrum Disorder) - Virtual 1/18 7: 00p-7:55p
The Acronym ASD stands for Autism Spectrum Disorder and while you may not have Scouts on the severe end of the spectrum, there are certainly Scouts who have some of the challenges that this disorder presents. Knowing how to manage these challenges so our Scouts can get the most out of the Scouting program is important. This session is meant as an introduction to this disorder and will suggest ways to get to know these Scouts so they can achieve their goals. The course will cover language and behavior that are used by the Scouts, as well as language and behavior that might be useful to use to the Scouts.
Maximum number of participants: 18

SN222
Virtual Room 17
Eleanor Philips

Camping for Scouts with Disabilities - Virtual 1/19 5:00p-5:55p
Helping you prepare the Scout, Parents and Leaders for potential challenges faced by youth with Special Needs. We will help you create a more positive camping adventure for all youth in your Unit, including those that have atypical abilities and challenges.
Maximum number of participants: 19

SN224
Virtual Room 13
Julia Lasater

Supporting Scouts with AD/HD: Tips for Scout and Youth Leaders - Virtual 1/19 6:00p-6:55p
Many Scouts demonstrate the hyperactivity, impulsivity, and/or inattention that are characteristic of Attention Deficit/Hyperactivity Disorder. The aims and methods of the Scouting program make it an outstanding opportunity for those with AD/HD characteristics to develop and enhance the skills that can lead to success in school, in relationships with others, and in life. The following training focuses on explaining these characteristics, demonstrating the challenges and opportunities they provide for Scout and Youth leaders, guiding them in developing strategies for supporting Scouts with AD/HD, and enabling them to assist Scouts in getting the most out of the Scouting program
Maximum number of participants: 21

Class Catalog
2023 University of Scouting: January 16th-January 28th at SIU-E

SN100
Virtual Room 21
Nick Schubert

Special Needs Scouting Overview - Virtual 1/19 7:00p-7:55p
Do you have a youth in your Unit with a special need? Come and explore the question "What is a special need?" Each Scout is unique and can be challenging but some Scouts just require extra resources. Come learn about the many resource and the advisory staff available to you help you and your youth have a successful Scouting program. All Scouts have special and individual needs; "disabilities" are simply one example of this.
Maximum number of participants: 10

SN110
Science East 1310
Nick Schubert

Special Needs Scouting Overview: 1/28 9:10a-10:00a
Do you have a youth in your Unit with a special need? Come and explore the question "What is a special need?" Each Scout is unique and can be challenging but some Scouts just require extra resources. Come learn about the many resource and the advisory staff available to you help you and your youth have a successful Scouting program. All Scouts have special and individual needs; "disabilities" are simply one example of this.
Maximum number of participants: 25

SN113
Science East 1310
Julia Lasater

Supporting Scouts with AD/HD: Tips for Scout and Youth Leaders: 1/28 10:10a-11:00a
Many Scouts demonstrate the hyperactivity, impulsivity, and/or inattention that are characteristic of Attention Deficit/Hyperactivity Disorder. The aims and methods of the Scouting program make it an outstanding opportunity for those with AD/HD characteristics to develop and enhance the skills that can lead to success in school, in relationships with others, and in life. The following training focuses on explaining these characteristics, demonstrating the challenges and opportunities they provide for Scout and Youth leaders, guiding them in developing strategies for supporting Scouts with AD/HD, and enabling them to assist Scouts in getting the most out of the Scouting program
Maximum number of participants: 25

SN112
Science East 1310
Paul and Kathy Stamer

Working with Scouts With ASD (Autism Spectrum Disorder): 1/28 11:10a-12:00p
The Acronym ASD stands for Autism Spectrum Disorder and while you may not have Scouts on the severe end of the spectrum, there are certainly Scouts who have some of the challenges that this disorder presents. Knowing how to manage these challenges so our Scouts can get the most out of the Scouting program is important. This session is meant as an introduction to this disorder and will suggest ways to get to know these Scouts so they can achieve their goals. The course will cover language and behavior that are used by the Scouts, as well as language and behavior that might be useful to use to the Scouts.
Maximum number of participants: 25

SN103
Science East 1310
Steve Gruendler

Advancement for Scouts with Special Needs: 1/28 1:40p-2:30p
An important class to have to explore ways to modify the Scouting program to help advance Scouts with Special Needs. Resources available to leaders will be discussed. The process for completing the Alternate Eagle Merit Badge Application will be explained.
Maximum number of participants: 25

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Class Catalog
2023 University of Scouting: January 16th-January 28th at SIU-E

SN106
Science East 1310
Eleanor Philips

Camping for Scouts with Disabilities: 1/28 2:40p-3:30p
Helping you prepare the Scout, Parents and Leaders for potential challenges faced by youth with Special Needs. We will help you create a more positive camping adventure for all youth in your Unit, including those that have atypical abilities and challenges.
Maximum number of participants: 25

SN120
Science East 1310
Carol Callahan

Special Needs Discussion Forum: 1/28 3:40p-4:30p
Question and answer time to help guide you and give you resources on your specific questions and concerns. This forum will be led by adults and youth with the experience and knowledge to help you.
Maximum number of participants: 25

Class Catalog
2023 University of Scouting: January 16th-January 28th at SIU-E

UofS STEM College (Adult) (Scheduled Classes)

ST113
Science East 0214
Ron Colletti

Intro to the STEM Nova Program: 1/28 9:10a-10:00a
STEM (Science, Technology, Engineering, and Math) is inherent in all of scouting. Learn the details of the STEM Nova program and how scouts can have fun while earning the STEM Nova Awards. Appropriate for leaders of all levels.
Minimum Age: 18
Maximum number of participants: 23

ST115
Science East 0214
Ron Colletti

Hands-on Experiments for the STEM Nova Program: 1/28 10:10a-12:00p
Now that you know about the STEM Nova program, come and learn hands-on experiments for all levels of scouting: Cub Scouts, Scouts BSA, and Venturing. Hands-on training will take you through slime, bungee jumping, roller coasters, catapults and more! This is a great opportunity to take back experiments for your Pack, Troop or Crew. Appropriate for leaders of all levels. Youth at first class or above are welcome to attend.
Maximum number of participants: 25

ST116
Science East 0222
Lisa Balbes

STEM Nova for Commissioner Staff: 1/28 11:10a-12:00p
Commissioners we need your help! This course will provide the Commissioner staff an overview of the BSA STEM Nova program and why this program is important to the BSA and to all Scouts. This will provide information to promote the STEM Nova program to units and adult leaders.
Minimum Age: 18
Maximum number of participants: 25

ST100
Science East 0222
Ron Colletti

Nova Counselor and Supernova Mentor Training: 1/28 1:40p-2:30p
Find out all about BSA's STEM (Science, Technology, Engineering, Math)/Nova program. Learn the details of the program and how Scouts can have fun while earning the cool Nova and Supernova awards. See how adults can become Nova Counselors or Supernova Mentors and earn a trained card for these roles. Course is appropriate for Cub Scouts, Boy Scouts and Venturing Leaders or Youth.
Minimum Age: 18
Maximum number of participants: 25

Class Catalog
2023 University of Scouting: January 16th-January 28th at SIU-E

UofS Adult Leader Training College (Scheduled Classes)

AL111
Science East 2214
Mike Edler

Leader Training - All Cub Scout Positions: 1/28 9:10a-12:00p
This comprehensive course will train you for any position in a Cub Scout Pack. Whether you're a Cubmaster, Assistant Cubmaster, Den Leader, Committee Chair, or Committee Member, it's important to have a solid understanding of everyone's role. In this course, you'll be equipped to perform your own job well, and learn when to lean on others to do their part.
Minimum Age: 18
Maximum number of participants: 30

AL116
Science East 2206
Ken McGohan

Leader Training - All Scouts BSA Positions: 1/28 9:10a-2:30p
This comprehensive course will train you for any position in a Scouts BSA troop. Whether you're a Scoutmaster, Assistant Scoutmaster, Committee Chair, or Committee Member, it's important to have a solid understanding of everyone's role. In this course, you'll be equipped to perform your own job well, and learn when to lean on others to do their part.
Minimum Age: 18
Maximum number of participants: 30

AL115
Science East 2262
Lisa Balbes

Merit Badge Counselor Orientation: 1/28 9:10a-10:00a
Learn how Merit Badges fit into the advancement program, what you need to do to become a Merit Badge Counselor, BSA and GSLAC procedures to follow, "Blue Cards," and the nuts and bolts of working with Scouts on Merit Badges.
Minimum Age: 18
Maximum number of participants: 30

AL200
Science East 2216
Paul Ke

Trainer's EDGE: 1/28 9:10a-4:30p
While the Trainer's EDGE is a required train-the-trainer course for Wood Badge and NYLT staffs, it is also for other trainers wishing to enhance their training and presentation skills.
Minimum Age: 18
Maximum number of participants: 30

AL107
Science East 2262
Joe Bradley

Charter Organization Representative (COR) Training: 1/28 11:10-12:00
Training for the COR gives the participant an understanding of the important role they play in the organization of the Boy Scouts of America. Topics include: How Scouting Operates, Duties, The District Committee, and Case Study problem solving.
Minimum Age: 18

AL109
Science East 2268
Mark Beyke

Hazardous Weather Training 1: 1/28 11:10a-12:00p
Leaders must complete Hazardous Weather Training to be considered position trained. Much of Scouting occurs outdoors and keeping an eye on the weather can make a world of difference. Learn what to look for to keep your Scouts safe! In order to take this course, you must bring a working my.scouting.org login with you. The only way to receive credit for the course is to complete it online, but our expert facilitator will walk you through the material in a group setting.
Minimum Age: 18
Maximum number of participants: 19

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AL207
Science East 2268
Mark Beyke

Hazardous Weather Training 2: 1/28 1:40p-2:30p
Leaders must complete Hazardous Weather Training to be considered position trained. Much of Scouting occurs outdoors and keeping an eye on the weather can make a world of difference. Learn what to look for to keep your Scouts safe! In order to take this course, you must bring a working my.scouting.org login with you. The only way to receive credit for the course is to complete it online, but our expert facilitator will walk you through the material in a group setting.
Minimum Age: 18
Maximum number of participants: 19

AL206
Science East 2262
Lisa Balbes

Merit Badge Counselor Orientation: 1/28 1:40p-2:30p
Learn how Merit Badges fit into the advancement program, what you need to do to become a Merit Badge Counselor, BSA and GSLAC procedures to follow, "Blue Cards," and the nuts and bolts of working with Scouts on Merit Badges.
Minimum Age: 18
Maximum number of participants: 30

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UofS Scouts BSA College (Adult only) (Scheduled Classes)

BS105
Science East 2280
John Klos

Board of Review Training: 1/28 9:10a-10:00a
What's the purpose of a Board of Review? Learn how to use it to further the Boy Scout program. You will plan and conduct a Board of Review with an eye to the individual Scout.
Minimum Age: 18
Maximum number of participants: 30

BS314
Science East 2280
John Klos

Board of Review Training: 1/28 11:10a-12:00p
What's the purpose of a Board of Review? Learn how to use it to further the Boy Scout program. You will plan and conduct a Board of Review with an eye to the individual Scout.
Minimum Age: 18
Maximum number of participants: 30

BS120
Science East 2214
Dennis Gallagher

Knots:1/28 1:40p-2:30p
Learn what to and not to do when tying knots and how to teach youth to tie basic knots.
Maximum number of participants: 30

BS121
Science East 2214
Dennis Gallagher

Lashings: 1/28 2:40p-3:30p
Lashings are different from knots! A lashing is an arrangement of rope, wire, or webbing with linking device used to secure and fasten two or more items together in a somewhat rigid manner.
Maximum number of participants: 30

BS104
Science East 1230
Julie Voss

The Successful Annual Unit Plan: 1/28 10:10a-11:00a
The Annual PLC is the most important planning session your Unit has! It can make or break the success of your Unit. Discover how to incorporate Fun, Safety, Outdoor Adventure, Advancement, desires of the Scouts, and the guidance of Adult Leaders in your Annual Unit Plan. (Every Unit should have at least one Adult Leader attend!)
Minimum Age: 18
Maximum number of participants: 30

BS102
Science East 2214
Ken McGohan

Retention of Older Scouts: 1/28 3:40p-4:30p
Keep your older Scouts interested and active using programs and activities such as Venturing, High Adventure, NYLT (National Youth Leadership Training), Order of the Arrow, and many more opportunities!
Minimum Age: 18
Maximum number of participants: 30

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UofS Scouts BSA College (All) (Scheduled Classes)

BS106
Science East 2262
Rich Preston

Developing Youth Leadership with NYLT: 1/28 10:10a-11:00a
What is National Youth Leadership Training? How can my Troop benefit? Why do you need to send Scouts from your Troop to this leadership training course?
Minimum Age: 18
Maximum number of participants: 30

BS115
Science East 2280
John Klos

Life to Eagle Seminar: 1/28 10:10a-11:00a
Calling all Scouts and Scout Leaders! Confused about the process to become an Eagle Scout? We'll cover everything you need to know to make Eagle, like requirements, Eagle projects and approvals, and the Board of Review process. This is geared towards adults to explain the Eagle process, however youth are invited.
Maximum number of participants: 30

BS116
Science East 2270
Tim Redmond

Map & Compass: 1/28 10:10a-11:00a
So, how do I use this thing? Learn the basics of the compass and how to use it. Learn about declination and how to orient your map. This course is aimed at those wishing to obtain a basic orientation to the compass. (Bring a compass.)
Maximum number of participants: 30

BS113
Science East 2270
Scott McLaren

Dutch Oven Cooking: 1/28 11:10a-12:00p
Taking the mystery out of the old cast iron pots. This course is covers the basics of Dutch Oven cooking. Learn how to care for and cook in a Dutch Oven.
Maximum number of participants: 30

BS124
Peck Hall 3303
Rob Smith

Jamboree 2023: 1/28 11:10a-12:00p
The National Jamboree takes place July 19-23, 2023 at the Summit Bechtel Reserve and is usually held once every four years! Come learn about this unique opportunity and have your questions answered.

BS101
Science East 1256
Greg Giedeman

The REAL Patrol Method: 1/28 11:10a-12:00p
Baden-Powell said, "The Patrol Method is not a way to run a Boy Scout Troop...It is the ONLY way!" How to make sure your Troop is run according to the Patrol Method, not the Troop method. What's the difference anyway?
Maximum number of participants: 30

BS127
Science East 2206
Ricky Cowan

Guide to Council Summer Camps: 1/28 1:40p-2:30p
This course will provide a basic overview of the ins and outs of attending a Council summer camp. Things covered will include the benefits and costs of summer camp and how to sign up both in Council and out of Council.
Minimum Age: 18
Maximum number of participants: 30

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BS126
Science East 2280
Ted Slap

Guide to planning and executing a campout: 1/28 1:40p-2:30p
This course will teach adult leaders the basic structure of planning and executing a successful campout. This class will cover things like fun activities from rank advancement to games, how to involve the patrol method, and an example camping plan.
Maximum number of participants: 30

BS122
Science East 2262
Rich Preston

Focus on First Class: 1/28 2:40p-3:30p
Does this program really work?...YES! Learn how to make it work in your Unit and how to create a Unit calendar that causes this to happen almost automatically. This course is presented by a Scoutmaster who implemented this program successfully for many years in his Troop.
Minimum Age: 18
Maximum number of participants: 30

BS121
Science East 2270
Chris Brown

What to expect out of shooting sports: 1/28 2:40p-3:30p
Come learn what is needed to conduct shooting sports events in your Unit from the Council Shooting Sports Commitee
Maximum number of participants: 30

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UofS Cub Scout College (Adult only) (Scheduled Classes)

CS121
Virtual Room 01
Amy Edwards

Making the Most of Your Meeting Time - Virtual 1/16 5:00p-5:55p
You have an hour a week to lead your Scouts in adventures, learn to make the most of that time. Includes tips on Den Chiefs, Denners.
Maximum number of participants: 27

CS246
Virtual Room 01
Bill O'Shaughnessy

Derbies, Regattas, & Races, Oh My! - Virtual 1/16 6:00p-6:55p
Discuss the highlights of Cub Scout events and how to make them exciting.
Minimum Age: 18
Maximum number of participants: 21

CS239
Virtual Room 09
Jordan Rud

Outdoor Skills for Cub Scouts - Virtual 1/16 7:00p-7:55p
Tangled up trying to teach knots? Let us help straighten you out. Lost on a map? We'll give you tips for teaching map and compass skills to Cub Scouts.
Maximum number of participants: 13

CS245
Virtual Room 02
John Matz

Cub Scout Campout Planning - Virtual 1/18 6:00p-6:55p
Get your families having fun outdoors! Hear ideas on setting up an exciting program for your unit campout. Learn about engaging activities, successful campfire planning, and other components of a great campout.
Maximum number of participants: 19

CS249
Virtual Room 15
Michael Brand

Fishing Fun for Cub Scouts - Virtual 1/18 6:00p-6:55p
How to teach Cub Scouts fishing skills while having fun.
Maximum number of participants: 3

CS248
Virtual Room 01
Carrie Piper

Special Awards for Scouts and Scouters - Virtual 1/18 7:00p-7:55p
Not all awards are belt loops and recognition doesn't have to be expensive! Learn ways to thank your volunteers and extra awards for your Pack, Scouts, and Scouters.
Minimum Age: 18
Maximum number of participants: 14

CS244
Virtual Room 05
Andy Dippolito

A-hiking We Will Go - Hitting the Trail with Cubs - Virtual 1/19 5:00p-5:55p
Prepare your Pack for hiking. Get resources for local hikes, recommendations for hiking gear and essentials, and learn how to teach your Cub Scouts outdoor ethics and about nature on the way.
Maximum number of participants: 14

CS250
Virtual Room 02
Andy Dippolito

Conducting Impressive Ceremonies - Virtual 1/19 6:00p-6:55p
Learn how to plan and pull off great ceremonies like Blue and Gold, Graduation, and other events.
Minimum Age: 18
Maximum number of participants: 11

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CS240
Virtual Room 06
Laura Hernke

Duty to Country - Citizenship, Good Turns, & Community Service in Cub Scouts - Virtual 1/19 6:00p-6:55p
Service to Others and Citizenship are cornerstones of Cub Scouting. We'll give you ideas on service projects and how your Pack can demonstrate citizenship in meaningful ways.
Minimum Age: 18
Maximum number of participants: 11

CS243
Virtual Room 04
Carrie Piper

From Webelos to Scout - Adventures and Transition - Virtual 1/19 6:00p-6:55p
Get your older Cub Scouts eager about adventures while preparing them for transition to a Troop.
Maximum number of participants: 2

CS242
Virtual Room 03
Andy Dippolito

Energizing Your Program - Virtual 1/19 7:00p-7:55p
Is your program in a rut? These ideas will help you energize your unit and provide a better program for your Scouts. Get back to the basics of Scouting, and leverage both proper planning and creative thinking.
Minimum Age: 18
Maximum number of participants: 14

CS247
Virtual Room 15
Rachel Tran

History, Lore, & The Art of Storytelling - Virtual 1/19 7:00p-7:55p
How to tell a fun and enthusiastic story with the 6-11 year old audience in mind.
Maximum number of participants: 3

CS106
Virtual Room 01
Amy West

Keep the Outing in Scouting - Virtual 1/19 7:00p-7:55p
Scouts love heading out for activities! Learn about outdoor games, Go See Its, available STEM and other great local opportunities to keep your group excited..
Minimum Age: 18
Maximum number of participants: 11

CS241
Science East 1230
John Matz

Cub Scout Campout Planning: 1/28 9:10a-10:00a
Get your families having fun outdoors. Hear ideas on setting up an exciting program for your unit campout. Learn about activities, a campfire event and other components of a great campout.
Maximum number of participants: 30

CS102
Peck Hall 3415
Amy Edwards

Easy Cub Cooking: 1/28 9:10a-12:00p
Get your Cubs involved with these easy cooking ideas for any meeting or outing. (Without burning anything or anyone!)
Minimum Age: 18
Maximum number of participants: 30

CS238
Science East 1256
Andy Dippolito

A-hiking We Will Go - Hitting the Trail with Cubs: 1/28 1:40p-2:30p
Prepare your Pack for hiking. Get resources for local hikes, recommendations for hiking gear and essentials, and learn how to teach your Cub Scouts outdoor ethics and about nature on the way.
Maximum number of participants: 30

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CS137
Peck Hall 3415
Amy Edwards

Entertain Cub Scouts: 1/28 1:40p-2:30p
The how and why of adding pizzazz to your program with Skits, Stunts, Songs and Showmanship
Maximum number of participants: 30

CS251
Science East 1230
Bill O'Shaughnessy

Derbies, Regattas, & Races, Oh My!
Discuss the highlights of Cub Scout events and how to make them exciting.
Minimum Age: 18
Maximum number of participants: 30

CS126
Science East 1256
Andy Dippolito

Energizing Your Program: 1/28 2:40p-3:30p
Is your program in a rut? These ideas will help you energize your unit and provide a better program for your Scouts. Get back to the basics of Scouting, and leverage both proper planning and creative thinking.
Minimum Age: 18
Maximum number of participants: 30

CS124
Science East 1256
Andy Dippolito

Conducting Impressive Ceremonies: 1/28 3:40p-4:30p
Learn how to plan and pull off great ceremonies like Blue and Gold, Graduation and other events.
Minimum Age: 18
Maximum number of participants: 30

CS115
Science East 1252
Rachel Tran

History, Lore and The Art of Story Telling: 1/28 3:40p-4:30p
Find out about the 100 year history and stories that framed the Cub Scout program we use today. Then learn techniques to turn lore into stories that will enthrall your youth.
Maximum number of participants: 30

CS120
Science East 1220
Carrie Piper

Special Awards: 1/28 3:40p-4:30p
Awards for your helpers don't have to be elaborate or expensive. Come learn how to thank your volunteers at little expense.
Minimum Age: 18
Maximum number of participants: 30

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UofS Cub Scout College (All) (Scheduled Classes)

CS105
Virtual Room 01
Amy Edwards

Minute to Win It - Quick and Easy Games with Cubs - Virtual 1/16 7:00p-7:55p
Learn games to play at pack meetings, den meetings, or camp outs. These games take few materials and space to play. You have to race against the clock because you only have a minute to win it.
Maximum number of participants: 13

CS108
Science East 1264
Jordan Rud

Outdoor Skills for Cub Scouts: 1/28 9:10a-10:00a
Tangled up trying to teach knots? Let us help Straighten you out. Lost on a map? We'll give you tips for teaching map and compass skills to Cub Scouts.
Maximum number of participants: 30

CS310
Science East 1220
Carrie Piper

From Webelos to Scout - Adventures and Transition: 1/28 11:10a-12:00p
Get your older Cub Scouts eager about adventures while preparing them for transition to a Troop.
Maximum number of participants: 30

CS311
Peck Hall 0412
Michael Brand

Fishing Fun for Cub Scouts: 1/28 3:40p-4:30p
How to teach Cub Scouts fishing skills while having fun.
Maximum number of participants: 30

Class Catalog

2023 University of Scouting: January 16th-January 28th at SIU-E

UofS General Studies College (Adult only) (Scheduled Classes)

GS150
Virtual Room 15
Dave Thomas

Scoutbook - An Introduction - Virtual 1/19 5:00p-7:55p
Learn to track advancements, awards, contact list, upload photos and, send messages to your unit, plan events a year in advance all from one tool. Work smarter by using this user friendly web based tool that will keep your unit informed, connected and engaged. This tool is both Windows and Apple friendly, will work with your desktops, laptops, iPad and yes, even your cell phone.
Minimum Age: 18
Maximum number of participants: 8

GS106
Peck Hall 1412
Jeanne Burke

Basic First Aid: 1/28 9:10a - 11:00a
The really BASIC skills you need to run a safe meeting and teach Webelos and Scout requirements. 2 hours
Minimum Age: 18
Maximum number of participants: 30

GS243
Peck Hall 3404
Libby Quinlan

Commissioner Tools Demonstration: 1/28 9:10a-10:00a
What are Commissioner Tools, who has access to them, and what are they used for.
Minimum Age: 18
Maximum number of participants: 30

GS100
Peck Hall 0413
John Weltmer

Introduction to Wood Badge: 1/28 9:10a-10:00a
What is Wood Badge? Not sure what is fact or just myth? Here's your chance to learn how this vital training course will benefit you as a leader and make you more efficient in every aspect of your life.
Minimum Age: 18
Maximum number of participants: 30

GS103
Peck Hall 3406
Steve Thompson

Adult Awards and Recognition: 1/28 10:10a-11:00a
Remember to recognize all the hard workers in your unit! From simple ways to thank them to awards available to your adults. Covers the changes in the new awards guide released by National.
Minimum Age: 18
Maximum number of participants: 30

GS239
Peck Hall 0413
John Murphy

Evolution of Wood Badge Learning Material in the U.S: 1/28 10:10a-11:00a
This engaging class will stimulate your thought process so you can better understand the reasons why specific learning material is taught at Wood Badge and how this material has changed over time.
Minimum Age: 18
Maximum number of participants: 20

GS240
Peck Hall 3404
Libby Quinlan

Unit Commissioner Basic: 1/28 10:10a-11:00a
What is a Unit Commissioner and what role does the Unit Commissioner have in District/Council.
Minimum Age: 18
Maximum number of participants: 30

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GS113
Peck Hall 3417
Carm Walgamont

Writing Troop and Pack Policies: 1/28 10:10a-11:00a
Organizations run better when everyone knows what is expected and what needs to be done. Troops and Packs need documented policies and procedures to give everyone the same expectations of the unit's regular operations. Covers drawing up and adopting workable policies.
Minimum Age: 18
Maximum number of participants: 30

GS130
Science East 1254
Bob Backer

Challenge Course and Climbing: 1/28 11:10a-12:00p & 1:40p-2:30p
Our Council has one of the best Challenge Course/Climbing programs in the BSA! Our experienced staff will give you a hands on overview of the many training options in this council.
Minimum Age: 18
Maximum number of participants: 24

GS241
Peck Hall 0412
Michael Brand

Outdoor Ethics: 1/28 11:10a-12:00p
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 Scouting's outdoor ethics program.
Maximum number of participants: 30

GS107
Peck Hall 1412
Ted Slap

Webelos to Scout Transition Plan: 1/28 11:10a-12:00p
How both Troops and Packs need to prepare Webelos to cross the bridge to a successful Boy Scout career.
Minimum Age: 18
Maximum number of participants: 30

GS242
Peck Hall 0412
Michael Brand

ABCs of Leave No Trace: 1/28 1:40p-2:30p
The Seven Principles of Leave No Trace provide an easily understood framework of minimum impact practices for anyone visiting the outdoors. Although Leave No Trace has its roots in backcountry settings, the Principles have been adapted so that they can be applied anywhere - from remote wilderness areas, to local parks and even in your own backyard. They also apply to almost every recreational activity.
Maximum number of participants: 30

GS134
Peck Hall 2403
Tim Trace

Getting and Keeping 21st Century Volunteers: 1/28 3:40p-4:30p
More than ever, today's volunteers work online, need flexible hours, and want to play a role in defining their jobs. They also want to feel a sense of responsibility for your organization's overall mission. Harness this passion and potential--with results that uplift your goals and enable your volunteers.
Minimum Age: 18
Maximum number of participants: 40

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Class Catalog
2023 University of Scouting: January 16th-January 28th at SIU-E

UofS General Studies College (All) (Scheduled Classes)

GS111
Peck Hall 1404
Marie Schmich

Games Scouts Play: 1/28 9:10a-10:00a
Being able to lead a game anywhere anytime is a great skill for your Scouting toolbox!
Learn some great games and how to lead them.
Maximum number of participants: 50
Prerequisites: ADMINS - Special Classroom Req'd - Need room to play games.

GS114
Peck Hall 2406
Patrick Lepski

Flag Ceremonies & Flag Retirement: 1/28 10:10a-11:00a
Flag Ceremonies: Moving, meaningful and motivating -- learn flag etiquette and flag
ceremonies for all occasions that will leave observers saying "What fun" and "Wow!"
Flag Retirement: This course will provide the steps to properly retire our national flag.
It is a great opportunity to start a fun and meaningful tradition that honors our country
and all who have fought for and served our nation throughout our history.
Maximum number of participants: 30

GS123
Peck Hall 3406
Steve Thompson

After Sundown - Campfire Programs, not just flames: 1/28 11:10a-12:00p
Does your Unit have an active campfire program? What does it take to have an
awesome event by the light of the oldest form of Scout TV...
Maximum number of participants: 30

GS135
Peck Hall 2406
Patrick Lepski

Flag Ceremonies & Flag Retirement: 1/28 11:10a-12:00p
Flag Ceremonies: Moving, meaningful and motivating -- learn flag etiquette and flag
ceremonies for all occasions that will leave observers saying "What fun" and "Wow!"
Flag Retirement: This course will provide the steps to properly retire our national flag.
It is a great opportunity to start a fun and meaningful tradition that honors our country
and all who have fought for and served our nation throughout our history.
Maximum number of participants: 30

GS133
Peck Hall 3417
Luke Hudson

OA - Servant Leadership: 1/28 1:40p-2:30p
Beyond service projects. Lead by example.
Maximum number of participants: 30

GS112
Peck Hall 0412
Michael Brand

Conservation in Scouting: 1/28 2:40p-3:30p
Learn about conservation awards that are available to Scouts/Scouters in all programs.
Discuss importance of conservation and types of conservation that Scouts can work to
achieve awards.
Maximum number of participants: 30

GS131
Peck Hall 3417
Luke Hudson

OA - Unit elections: 1/28 3:40p-4:30p
How to conduct OA Unit elections. Join us to discuss the changes and how you can be
better involved.
Maximum number of participants: 30

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UofS High Adventure College (All) (Scheduled Classes)

HA381
Virtual Room 03
John Murphy

Leadership Challenge at Philmont - Virtual 1/18 7:00p-7:55p
Are you ready to accept the challenge? In a spectacular setting with Wood Badgers from across our nation, this fall at Philmont, join us!
Minimum Age: 18
Maximum number of participants: 7

HA371
Virtual Room 02
Don Halpin

The Adventure Plan - Virtual 1/18 7:00p-7:55p
Learn about BSA's comprehensive approach to planning your adventure
Maximum number of participants: 10

HA101
Virtual Room 02
Jon Jonas

What can High Adventure do for your troop or crew? - Virtual 1/19 5:00p-5:55p
What's all this I hear about "High Adventure?" Why should I be interested?
Maximum number of participants: 11

HA202
Peck Hall 3404
Terry Burke

Looking Beyond the Typical High Adventure Options: 1/28 9:10a-10:00a
There are some great opportunities at the national high adventure bases like Philmont, Sea base, Northern Tier and the Bechtel Summit, but what else is out there? Have you ever wanted to find some different adventures on your own or at Council high adventure bases around the country? There are at over 30 Council high adventure bases and endless independent opportunities. This course will explore the myriad of options available around the US for Scouts and Scouters.
Maximum number of participants: 30

HA123
Peck Hall 3315
Ted Sward

Northern Tier/Paddling the Boundary Waters
Learn what Boundary Waters Canoe Area Wilderness is all about and what to consider when deciding to paddle the Boundary Waters, and about BSA's Northern Tier High Adventure Base.
Maximum number of participants: 30

HA380
Peck Hall 3316
Don Halpin

The Adventure Plan: 1/28 9:10a-10:00a
Learn about BSA's comprehensive approach to planning your adventure
Maximum number of participants: 30

HA127
Peck Hall 3316
Alpine Shop

Gear Up for High Adventure: 1/28 10:10a-12:00p
Learn about affordable performance gear for your High Adventure trek, from boots and socks to sleeping systems and more.
Maximum number of participants: 30

HA376
Peck Hall 3303
Rob Smith

Turn your HA Crew into a High Performing Team: 1/28 10:10a-11:00a
Learn how to develop your High Adventure crew into a High Performance Team
Maximum number of participants: 30

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HA378
Peck Hall 3404
Keith Carey

Paddling Missouri Rivers: 1/28 11:10a-12:00p
Great paddling adventures are nearby in the Ozarks and elsewhere. This course covers what to consider and how to prepare for canoe trips on Missouri's rivers.
Maximum number of participants: 30

HA121
Peck Hall 3315
Jon Jonas

Trail Fitness - 1/28 11:10a-12:00p
Learn how to get and stay fit for High Adventure. You will participate in an exercise routine.
Maximum number of participants: 15

HA375
Peck Hall 3316
Gwen Best

Backpacking 101: 1/28 1:40p-3:30p
Learn how to start your troop or crew on the road to High Adventure with backpacking.
Maximum number of participants: 30

HA373
Peck Hall 3313
Mike Meenehan

Safe Swim Defense: 1/28 1:40p-2:30p
Council Aquatics Committee presents this training, required for all aquatics adventures
Maximum number of participants: 30

HA379
Peck Hall 3315
Jon Jonas

What can High Adventure do for your troop or crew? 1/28 1:40p-2:30p
What's all this I hear about "High Adventure?" Why should I be interested?
Maximum number of participants: 30

HA377
Peck Hall 3404
John Murphy

Leadership Challenge at Philmont: 1/28 2:40p-3:30p
Are you ready to accept the challenge? In a spectacular setting with Wood Badgers from across our nation, this fall at Philmont, join us!
Minimum Age: 18
Maximum number of participants: 30

HA113
Peck Hall 3417
Luke Hudson

Order of the Arrow HA Opportunities: 1/28 2:40p-3:30p
OA members have special opportunities for lower cost treks at National High Adventure bases. Are these right for you?
Maximum number of participants: 30

HA374
Peck Hall 3313
Mike Meenehan

Safety Afloat: 1/28 2:40p-3:30p
Council Aquatics Committee presents this training, required for all boating/floating adventures
Maximum number of participants: 30

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UofS Merit Badge College (Scheduled Classes)

MB261
Virtual Room 03
Fred Held

Astronomy - Virtual: 1/16 5:00p-7:55p
In learning about astronomy, Scouts study about telescopes and binoculars, the names and position in the sky of the constellations and stars, the visible planets and their motion in the sky, the moon and its features, phases, and eclipses, and the sun and its effect on earth.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 19
Prerequisites: Four requirements can not be completed in class: 4a, 4b, 5d, and 8. Because of the requirement that star study must be under the natural sky, requirements 4a, 4b, and 5d must be personal observations by the Scout. Requirement 8 (one of 5 options) must also be completed.

MB115
Virtual Room 04
Steve Thompson

Citizenship in the World 1 (Eagle Required) - Virtual 1/16 5:00p-7:55p
Citizenship in the World is an Eagle-required merit badge aimed at connecting scouts to their global community. In earning the Citizenship in the World merit badge, you'll learn about various institutions that promote world peace, the different forms of government that exist internationally, as well as ways that you can support our planet as a global citizen.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: Sit at a computer w/ an adult and write answers to all SEVEN (7) requirements before class, and "Be Prepared" to read your answers to the requirements to the class during the meeting. A worksheet will be sent to all participants two weeks before class for Scouts to use to write down answers.

MB551
Virtual Room 06
Amanda Vogt

Entrepreneurship - Virtual 1/16 5:00p-6:55p
While working on the Entrepreneurship merit badge, Scouts learn about starting their own business. They investigate the demand for and possible compensation for a product or service. Then they come up with ways to promote their business. Finally, they get their business up and running.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 16
Prerequisites: All requirements except #3 should be emailed to me ahead of time. During class we will discuss the completed requirements and complete requirement 3. Email to: venturingpresident@yahoo.com

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MB101
Virtual Room 08
Karl Goetsch

First Aid (Eagle Required) - Virtual 1/16, 1/18, & 1/19 5:00p-7:55p
"This virtual merit badge will equip you with everything you need to know to confidently demonstrate the first aid skills demonstration portion of this merit badge and use first aid when called upon. This merit badge will be taught over three nights virtually.
The First Aid merit badge cannot be completed in a virtual setting as some requirements must be demonstrated. However, for those requirements that cannot be met virtually, you will be provided with information and demonstrations to prepare you to complete the remaining demonstration requirements. Q&A will take place after each segment.
To complete the remaining requirements, you will need to meet with a First Aid merit badge counselor, along with a partner (in-person or virtual), to demonstrate the following requirements 1, 5, 7a, 8a, 8b, 10, 11, 13b, 13c, 14. Scouts must have a parent, guardian, and/or another scout in the room with them per Youth Protection Guidelines."
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 12
Prerequisites: 1, 5, 7a, 8a, 8b, 10, 11, 13b, 13c, 14

MB117
Virtual Room 02
Eric Piper

Game Design 1 - Virtual 1/16 5:00p-6:55p
Come learn about how to design games and have fun. (It is probably easiest for virtual sessions to design a game using Scratch https://scratch.mit.edu/, a free tool from MIT that uses basic programming and logic. A scout can still design a board game or even a videogame. There are many options available.)
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 18
Prerequisites: Pre-Req Notes: Scouts need to complete requirements 5 and 6.

MB545
Virtual Room 05
Carl Buehler

Radio - Virtual 1/16 5:00p-7:55p
Explain who administers amateur radio exams. Explain at least five Q signals or amateur radio terms. Explain how you would make an emergency call on voice or Morse code. Explain the differences between handheld transceivers and home "base" transceivers.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: None

MB114
Virtual Room 07
Stacy Owens

Citizenship in the Nation (Eagle Required) - Virtual 1/16 6:00p-7:55p
Scouts working on the Citizenship in the Nation merit badge learn about the rights, duties, and obligations of United States citizens. They explore important places in our nation and learn to keep up with national events.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 30
Prerequisites: Requirements 5,6,7,8 prior to the class. req 7- virtual visit is OK

MB562
Virtual Room 11
Terry Grime

Railroading - Virtual 1/16 & 1/18 6:00p-7:55p
The Scouts will learn the history of railroading, careers in railroading, and hobbies related to railroading. This class will run two nights, 2-hours each night, scouts will need to attend both nights
Minimum Age: 10
Maximum Age: 17

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Maximum number of participants: 18
Prerequisites: None - will be assigned through the first night of class

MB547
Virtual Room 16
Steve Waggoner

Pets 1 - Virtual 1/16 7:00p-7:55p
While working on the Pets merit badge, Scouts learn about their pet and care for it. They also show the pet, help a friend start to raise a pet, or teach the pet some tricks or skills.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: 1 - Care for pet 4 months, 2 - Lookup local laws regarding pet, 3 - Read book about type of pet, and req 4

MB567
Virtual Room 04
Steve Thompson

Citizenship in the World 2 - Virtual 1/18 5:00p-7:55p
Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: Sit at a computer w/ an adult and write answers to all SEVEN (7) requirements before class, and "Be Prepared" to read your answers to the requirements to the class during the meeting. A worksheet will be sent to all participants two weeks before class for Scouts to use to write down answers.

MB577
Virtual Room 14
Amanda Vogt

Entrepreneurship - Virtual 1/18 5:00p-6:55p
While working on the Entrepreneurship merit badge, Scouts learn about starting their own business. They investigate the demand for and possible compensation for a product or service. Then they come up with ways to promote their business. Finally, they get their business up and running.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 11
Prerequisites: #3

MB543
Virtual Room 06
Sheri Hogland

Fish and Wildlife Management - Virtual 1/18 5:00p-7:55p
Spend a few hours discussing the great outdoors, conservation, careers in the fish and wildlife industry. There is room for everyone at our virtual table. Each Scout will share their knowledge of fish and wildlife management and learn a whole lot more! This course is perfect for Scouts with basic knowledge of Biology and an excellent opportunity for those who love to fish and hunt to share their expertise with others.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 12
Prerequisites: Scouts may complete any ONE choice of Requirement #5 prior to class. If they do, they should be prepared to share photographs of their project and discuss with it with the class. They may also share photos, handwritten or typed notes via email/Google Drive for proof of completion if they would prefer. Scouts with partials will meet with MB counselor virtually, by phone, via email, or in person to verify completion on Requirement #5.

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MB569
Virtual Room 03
Eric Piper

Game Design 2 - Virtual 1/18 5:00p-6:55p
Come learn about how to design games and have fun. (It is probably easiest for virtual sessions to design a game using Scratch https://scratch.mit.edu/, a free tool from MIT that uses basic programming and logic. A scout can still design a board game or even a videogame. There are many options available.)
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 17
Prerequisites: 5 and 6

MB556
Virtual Room 07
Stephen Hussey

Programming - Virtual 1/18 5:00p-6:55p
Scouts will learn about the evolution of programming and its languages, intellectual property, code modification, debugging, and what kinds of careers are available in IT while they work on this merit badge!
NOTE: Programming Merit Badge attendees join the Digital Technology course at 6:30. If you would like to earn both merit badges please register for both courses.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 9
Prerequisites: Cyberchip (req. #1a) and Req 5

MB121
Virtual Room 10
Diane Fefferman

Public Speaking 1 - Virtual 1/18 5:00p-6:55p
This merit badge will introduce scouts to skills used in speaking to groups of people. Scouts will give a series of speeches during the workshop. Speaking at scout meetings, to a groups of friends or classmates are all opportunities for you to practice public speaking skills. It prepares you for that day when you have to lead a formal business meeting, speak in front of a crowd of people about a topic you are passionate about or even have the composer to speak at a funeral.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: Prepare for #2 and #4 to present them during workshop. Scouts will also complete the other speeches during the workshop

MB560
Virtual Room 05
Stephen Hussey

Digital Technology - Virtual 1/18 6:00p-7:55p
Do you have a phone? A computer? How about a TV? These are all examples of different types of digital technology! In earning your Digital Technology merit badge, you'll learn a ton about how your electronic devices work, what they're capable of, as well as how to use them even more effectively!
NOTE: Programming Merit Badge attendees join the Digital Technology course at 6:30. If you would like to earn both merit badges please register for both courses.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: Cyberchip (Req 1) and Req 6

MB163
Virtual Room 24
Barbara Barrett

Family Life - Virtual 1/18 6:00p-7:55p
Much of this merit badge must be done with your family outside of the class. The pre-requisites must be completed before the class to finish in class. However the Counselor can meet with Scouts (virtually) after the class.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: 3, 4, 5, 6b

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MB134
Virtual Room 09
John Shrewsbury

Surveying 1 - Virtual 1/18 6:00p-6:55p
Understanding land measurements in construction and property law. Partial only. Field work required.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: Yes - TBA

MB573
Virtual Room 20
Steve Waggoner

Pets 1 - Virtual 1/18 7:00p-7:55p
While working on the Pets merit badge, Scouts learn about their pet and care for it. They also show the pet, help a friend start to raise a pet, or teach the pet some tricks or skills.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: 1 - Care for pet 4 months, 2 - Lookup local laws regarding pet, 3 - Read book about type of pet, and req 4

MB169
Virtual Room 19
Laura Hernke

Scholarship - Virtual 1/18 7:00p-7:55p
The Scholarship merit badge helps scouts explore skills to succeed at home and at school. The Scholarship merit badge is required to earn a Super Nova.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 16
Prerequisites: "1. Do ONE of the following:
(a) Show that your school grades have been an average of B or higher (80 percent or higher) for one term or semester.
(b) Show that for one term or semester you have improved your school grades over the previous period."

MB568
Virtual Room 07
Steve Thompson

Citizenship in the World 3 - Virtual 1/19 5:00p-7:55p
Scouts who earn the Citizenship in the World merit badge will discover that they are already citizens of the world. How good a world citizen each person is depends on his willingness to understand and appreciate the values, traditions, and concerns of people in other countries.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: Sit at a computer w/ an adult and write answers to all SEVEN (7) requirements before class, and "Be Prepared" to read your answers to the requirements to the class during the meeting. A worksheet will be sent to all participants two weeks before class for Scouts to use to write down answers.

MB570
Virtual Room 09
Eric Piper

Game Design 3 - Virtual 1/19 5:00p-6:55p
Come learn about how to design games and have fun. (It is probably easiest for virtual sessions to design a game using Scratch https://scratch.mit.edu/, a free tool from MIT that uses basic programming and logic. A scout can still design a board game or even a videogame. There are many options available.)
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: 5 and 6

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MB572
Virtual Room 12
Diane Fefferman

Public Speaking 1 - Virtual 1/19 5:00p-6:55p
This merit badge will introduce scouts to skills used in speaking to groups of people. Scouts will give a series of speeches during the workshop. Speaking at scout meetings, to a groups of friends or classmates are all opportunities for you to practice public speaking skills. It prepares you for that day when you have to lead a formal business meeting, speak in front of a crowd of people about a topic you are passionate about or even have the composer to speak at a funeral.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: Prepare for #2 and #4 to present them during workshop. Scouts will also complete the other speeches during the workshop

MB561
Virtual Room 10
Meredith Spiekerman

Health Care Professionals -Virtual 1/19 6:00p-7:55p
We will discuss the roles of health care professionals and how they serve in our community.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: Pre-req #9

MB120
Virtual Room 11
Michelle Dustin

Scouting Heritage - Virtual 1/19 6:00p-7:55p
Curious about how Scouting started, adapted, and grew? Come learn about Scouting's history as well as that of your own Troop.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 19
Prerequisites: 5, 6 and 8

MB571
Virtual Room 17
John Shrewsbury

Surveying 2 - Virtual 1/19 7:00p-7:55p
Understanding land measurements in construction and property law. Partial only. Field work required.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 19
Prerequisites: Yes TBA

MB135
Peck Hall 2408
Bob Hughs

American Labor: 1/28 9:10a-12:00p
In American Labor, Scouts will learn about the rights of workers and the importance of labor relations, and how the civil rights of laborers are protected in the workplace, especially in regard to wages, hours, and working conditions. Completing the prereqs will ensure full completion of the MB.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: #2a; #2b; #2c; #5a; #5b; #5c; #5d

MB554
Peck Hall 1302
Jeff Wright

Bugling: 1/28 9:10a-12:00p
What would summer camp be like without the sound of a bugle call each day? The Bugling merit badge is regularly the least-earned merit badge. Only 476 Scouts earned this badge in 2020! Each Scout will be challenged with practice and patience in order to successfully complete this merit badge.
Minimum Age: 10

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Maximum Age: 17
Maximum number of participants: 5
Prerequisites: Use the MB pamphlet as needed, or sheet music is available at: https://drive.google.com/drive/folders/1gh5P0C64-ST63IR3IA2bUa-wBCcls492

MB151
Peck Hall 1309
Christine Romo

Fingerprinting: 1/28 9:10a-11:00a
You will learn basic knowledge of the history of fingerprinting, how fingerprints are used for civil and criminal identification and get hands on experience finding latent prints and rolling fingerprint impressions.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 13
Prerequisites: If the scout can read through the fingerprint, merit badge book prior to coming to class, that would give more time on practical hands-on experience.

MB542
Peck Hall 2412
John Thomas

Fishing: 1/28 9:10a-4:30p (lunch break 12:00p-1:30p)
Scouts working on the Fishing merit badge learn to safely catch, clean, and cook fish. They familiarize themselves with a variety of fishing equipment and the knots needed to use it. They also learn about different species of fish and types of baits. Maximum number of participants: 20 Prerequisites: Students will finish with a Partially complete Merit Badge, opportunities to finish will be discussed during class.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 25
Prerequisites: No prerequisite if they have completed #9 and #10 need pictures of the fish and pictures of them cooking fish and be able to describe.

MB111
Peck Hall 2410
Ed Bergen

Leatherwork: 1/28 All Day (w/ lunch break)
Scouts who complete the requirements to earn the Leatherwork merit badge will explore leather's history and its endless uses. They will learn to make a useful leather item using the same types of raw materials that our ancestors used; be challenged to master skills like hand-stitching, lacing, and braiding, and learn how to preserve and protect leather items so they will last a lifetime and beyond.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: None

MB123
Peck Hall 2413
Brent Jones

Photography: 1/28 9:10a-12:00p
"Learn about the fun world of photography! Scouts will learn about what goes into composing and taking a picture through discussion and taking pictures themselves. If Scouts bring their Cyber Chip (either hard copy or soft copy is acceptable) and have a camera (camera app on a phone is completely acceptable), they will complete the merit badge during our session.
Students will need access to a camera, cell phone if fine, Students will not complete any of the requirements during the merit badge session. The session will consist of a download of all the technical requirements and a discussion of the practical requirements. Scouts will be required to demonstrate photography knowledge, by explaining back to the instructor the technical requirements during the second session in addition to the photography assignments for the merit badge to be completed.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 32

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Prerequisites: "Complete the Scouts BSA Cyber Chip and bring a copy of it (copy can be electronic). I will accept an emailed copy from a parent or scout leader.

MB565
Science East 2268
Stephen Hussey

Programming: 1/28 9:10a-12:00p
Earning the Programming merit badge will take you "behind the screen" for a look at the complex codes that make digital devices useful and fun. Without programs, today's high-tech gadgets would be little more than empty shells. But given clear instructions, digital devices can do amazing things and perform operations that would have seemed like magic to people in the past.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: CyberChip (req 1a)
req 5 and shorten the time required

MB575
Peck Hall 2414
Carl Buehler

Radio: 1/28 9:10a-12:00p
Scouts will learn about radio basics such as station design, how radio waves travel through space, operating procedures, safety, and careers in radio. An emphasis is on shortwave amateur radio operating but other forms of radio communications are considered as well. The instructor hopes to schedule a tour of the campus radio station.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: ". Prerequisite Requirements for Scouts attending (work to complete ahead of time).
• Look up what the "ham radio international phonetic alphabet" is, then be able to "spell" your first and last names using that alphabet.
• Look up what the International Morse Code is, then be able to "spell" your first name using it. For example, mine is "dah-dit-dah-dit dit-dah dit-dah-dit dit-dah-dit-dit"
• Write down the call signs (not channels or frequencies) for five radio or television stations in your area. For example; KMOX, KSDK, WCBS etc.
• List five Q-Signals that amateur radio operators use and what they mean.
• Name three occupations that are radio related you might choose as a career.
• List three electrical safety tips that are helpful to stay safe around the house."

MB559
Peck Hall 2304
Ed Samuels

Stamp Collecting: 1/28 9:10a-4:30p (w/lunch break)
The world's most popular hobby, stamp collecting is enjoyed by millions throughout the world. Through this hobby. you can experience history: postage stamps are like tiny windows that introduce the people of the world to the country's leaders, customs, history, products, and environment.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: Pre-Req Notes: The work and research need to be completed before the course. Scouts should come prepared to share or discuss each requirement as a group discussion. "Prerequisites: 7, 8
In preparation for class, the scout should complete one of the collections outlined in requirement 8 - preferably from a, b, c, or d. This collection can come from many different sources, including stamps received through the mail. Stamps can be purchased online and through the mail at various outlets (including post offices). Hobby stores (such as Hobby Lobby) may also sell stamp collecting materials. Stamp catalogues can be purchased at local book stores or borrowed from local libraries. Without a collection, the scout will only receive a partial for the merit badge. Also, the scout should complete at least two of the options in requirement 7. There should be time available after the presentation to work on requirement 7, but arriving prepared will be the best option to guarantee merit badge completion."

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MB553
Peck Hall 2415
Stacy Owens

Sustainability (Eagle Required): 1/28 9:10a-11:00a
This is an eagle required merit badge that covers the meaning of sustainability across water, food, community, energy and more! You will have family meetings to share what you learned and how you can enact real changes to conserve and be good stewards of our planet's natural resources. Scouts need Sustainability OR Environmental Science for the rank of Eagle.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 41
Prerequisites: Pre-Req Notes: The work and research need to be completed before the course. Scouts should come prepared to share or discuss each requirement as a group discussion.1, 2(A and B OR C for Water), 2(A and B OR C for Food), 2(A and B OR C for Community), 2(A and B OR C for Energy), 2(A and B OR C for Stuff), 3(A and B), 4 (your choice of 2), 5 (A and B),

MB578
Peck Hall 1404
Mike Springer

Wood Carving: 1/28 9:10a-12:00p
Complete requirements for Woodcarving MB including a carving in the round project and a low relief project. Your instructors have taught at 4 National Jamborees and 3 times at Philmont Training center. Locally we teach Troops, Merit Badge days and Scouting University several times.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: #2a

MB113
Peck Hall 1402
Francisco Chauarria

Chess: 1/28 10:10a-12:00p
The Saint Louis Chess Club first introduced the Chess Merit Badge in 2011. Since then, it has become one of the most popular badges in the Scouts BSA merit badge catalog, with over 250,000 scouts earning their Chess Merit badge.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 24
Prerequisites: Scouts should be able to recognize pieces, game board set up, and the basic movements of each piece. Scouts will need to play a short game (20 min max). If there is a partial obtained, the important thing is for Scouts to play and teach chess to someone else., even if that other person knows chess. The act of teaching will show they understand chess.

MB162
Peck Hall 2405
Terry Grime

Railroading: 1/28 10:10a-3:30p (w/lunch break)
All Aboard! Scouts will find out how trains are used to move freight and passengers. Scouts learn about the history, safety practices, careers, and hobbies related to railroading.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 25
Prerequisites: 2a. Go to the Amtrak website and plan a 500-mile trip. List the times of departure and arrival, train number and name, and the type of service you want.; 8a4. Locate the website for four model railroad-related manufacturers or magazine publishers. Print information on their products and services and bring to class for discussion.

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MB557
Peck Hall 2403
Michael LaTurno

Reptile and Amphibian Study: 1/28 10:10a-3:30p (w/lunch break)
"We will cover all aspects of the Reptile & Amphibian merit badge. There is a lot of prerequisite work that will need to be done beforehand to earn this merit badge at the University. Read the requirements carefully as several have multiple things that must be done to complete them. Scouts must do all parts of the requirement to pass the requirement. Scouts need to be able to identify reptiles & amphibians from Missouri and Illinois (requirement #9b). They will have the opportunity to pass that requirement in the class.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: Scouts must complete requirements #1, 4, 7, 8, & 9. #1, 4, & 7 have multiple parts to the requirements and ALL PARTS must be completed in order to complete the requirement.

MB161
Peck Hall 2409
Fred Held

Astronomy: 1/28 1:40p-4:30p
In learning about astronomy, Scouts study about telescopes and binoculars, the names and position in the sky of constellations and stars, the visible planets and their motion in the sky, the moon and its features, phases, and eclipses, and the sun and its effect on earth.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 21
Prerequisites: Four requirements can not be completed in class: 4a, 4b, 5d, and 8. Because of the requirement that star study must be under the natural sky, requirements 4a, 4b, and 5d must be personal observations by the Scout. Requirement 8 (one of 5 options) must also be completed.

MB563
Peck Hall 1302
Jeff Wright

Bugling: 1/28 1:40p-4:30p
What would summer camp be like without the sound of a bugle call each day? The Bugling merit badge is regularly the least-earned merit badge. Only 476 Scouts earned this badge in 2020! Each Scout will be challenged with practice and patience in order to successfully complete this merit badge.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 5
Prerequisites: "Use the MB pamphlet, or sheet music is available at: https://drive.google.com/drive/folders/1gh5P0C64-ST63IR3IA2bUa-wBCcls492

MB579
Peck Hall 2408
Angela Anderson

Family Life: 1/28 1:40p-4:30p
The Family Life Merit Badge is earned by Scouts who are understanding, respectful, and understand the importance of family. To earn this badge a Scout must, among other things, outline what a family is, plan and carry out a family project, and hold a family meeting.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 31
Prerequisites: #3; #4; #5a; #5b; #5c; #6a; #6b[1]; #6b[2]; #6b[3]; #6b[4]; #6b[5]; #6b[6]; #6b[7]

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MB564
Peck Hall 1309
Christine Romo

Fingerprinting: 1/28 1:40p-3:30p
You will learn basic knowledge of the history of fingerprinting, how fingerprints are used for civil and criminal identification and get hands on experience finding latent prints and rolling fingerprint impressions.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 13
Prerequisites: If the scout can read through the fingerprint, merit badge book prior to coming to class, that would give more time on practical hands-on experience.

MB138
Peck Hall 2413
Dave Brown

Indian Lore: 1/28 1:40p-4:30p
Far different from the stereotypes or common images that are portrayed on film, on television, and in many books and stories, American Indians have many different cultures, languages, religions, styles of dress, and ways of life. To learn about these different groups is to take an exciting journey of discovery in which you will meet some of America's most fascinating peoples.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: Prerequisites: #2: Written report of the details in the workbook.#3: Items must be made of stone, leather, or wood. Not plastic, paper, etc. 5: Be prepared to present to the class.

MB574
Peck Hall 2414
David Kieriem

Law: 1/28 1:40p-4:30p
This merit badge is about the law: its history, what it is, and how the various participants do their job. During this class, we will learn what lawyers do and conduct a mock trial to understand how the trial process works.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 23
Prerequisites: Scouts will need to complete requirement 4, talking to other people about what law enforcement does and talking to a law enforcement officer, before class.

MB548
Peck Hall 1402
Diane Fefferman

Moviemaking: 1/28 1:40p-4:30p
Scouts will learn the skills of what it takes to make a good motion picture. They will learn about film techniques, storyboard development, critique examples of stop motion and live action short films, then make their our project. They will be divided into small groups of 3-4 scouts to develop a 1-3 minute stop motion LEGO animation film or a 3-5 minute live action film during class time. Each scout will take home a USB drive with copies of the films they have all made in class.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: Read all requirements for this MB. Complete #3 and #4 ahead of time.

MB566
Science East 1264
Stephen Hussey

Programming: 1/28 1:40p-4:30p
Earning the Programming merit badge will take you "behind the screen" for a look at the complex codes that make digital devices useful and fun. Without programs, today's high-tech gadgets would be little more than empty shells. But given clear instructions, digital devices can do amazing things and perform operations that would have seemed like magic to people in the past.
Minimum Age: 10
Maximum Age: 17

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Maximum number of participants: 15
Prerequisites: CyberChip (req 1a)
req 5 and shorten the time required

MB576
Peck Hall 1412
Danielle Oser

Scholarship: 1/28 1:40p-4:30p
The Scholarship merit badge helps scouts explore skills to succeed at home and at school. The Scholarship merit badge is required to earn a Super Nova.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 20
Prerequisites: "1. Do ONE of the following:
(a) Show that your school grades have been an average of B or higher (80 percent or higher) for one term or semester.
(b) Show that for one term or semester you have improved your school grades over the previous period."

MB112
Peck Hall 1404
Mike Springer

Wood Carving: 1/28 1:40p-4:30p
Complete requirements for Woodcarving MB including a carving in the round project and a low relief project. Your instructors have taught at 4 National Jamborees and 3 times at Philmont Training center. Locally we teach Troops, Merit Badge days and Scouting University several times.
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 15
Prerequisites: Totin Chip - Must physically bring the card to class.

MB558
Peck Hall 2406
Terry Flynn

Scuba Diving: 1/28 2:40p-4:30p
Scuba Diving merit badge promotes safe diving skills and a background that provides a path forward to a lifetime of recreational diving.
Unlike many merit badges, the Scuba Diving critical prerequisites, knowledge, and skills are not itemized in the requirements nor are they adequately covered in the merit badge pamphlet. The requirement of earning a scuba certification adequately teaches these skills.
The scout will learn diving first aid skills and information on diving careers as well as conservation expectancies required of a conscientious diver."
Minimum Age: 10
Maximum Age: 17
Maximum number of participants: 10
Prerequisites: "The two prerequisites required for completion are 1.) Earn Swimming Merit Badge and 2.) Complete an Open Water Diver Certification from a scuba organization recognized by the Boy Scouts of America scuba policy.

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UofS Venturing College (All) (Scheduled Classes)

VC160
Science East 1256
Bob Vogt

What is Venturing? 1/28 9:10a-10:00a
This is the session designed for those who look around Scouting and go...what are those green shirts? We will be covering the bare bones of "What is Venturing?" during this session. We'll also cover some of the more recent changes that have redesigned what Venturing has looked like over the years. We're 22 years old and have grown a lot since 1998.
Maximum number of participants: 30

VC176
Science East 1256
Bob Vogt

How to Add the Wow into Your Program: 1/28 10:10a-11:00a
Does your unit do the same static program year after year? Come to this session to learn how to add new adventures to your program that make your youth say "Wow!". Open to youth 14+ and adults.
Maximum number of participants: 30

VC174
Science East 1220
Eric Mircsov

Leadership: An Action Verb! 1/28 2:40p-3:30p
Leadership...it's not just about getting a title to put on a school application or resume. It's an action verb that requires a commitment to see it through. This session will teach you the skills you need to put leadership into action. We'll talk about making agendas, backdating a calendar, planning events, making decisions, and the best communication methods. Let's get you prepared for leadership positions in your units, districts, and council. Open to Scouts, Venturers, and Sea Scouts 14+.
Maximum number of participants: 30

VC168
Science East 1230
Eric Mircsov

Venturing Roundtable: 1/28 3:40p-4:30p
This session will focus on a 2021 calendar review from units, districts, and council, along with a 2022 preview for the different levels. We'll also cover how Venturing within the Greater St. Louis Area Council is structured, and how to get involved in different projects and events. Did we mention we're going to talk about Fall Fun Rally and Swift Base program updates for 2022?
Maximum number of participants: 30

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UofS Venturing College (Youth only) (Scheduled Classes)

VC143
Science East 1254
Ace Mansdoerfer

Introduction to Leadership Skills for Crews: 1/28 9:10a - 3:30p (w/lunch break)
This is the required Introduction to Leadership Skills for Crews Training for the Discovery Rank of Venturing. By attending the class and participating throughout, you will be signed off on completing this requirement.
Maximum Age: 20
Maximum number of participants: 20

VC136
Science East 1220
Eric Mircsov

Mentoring for Venturing: 1/28 9:10a - 11:00a
This is the required Mentoring Training for the Summit Rank of Venturing. By attending the class and participating throughout, you will be signed off on completing this requirement.
Maximum Age: 20
Maximum number of participants: 20

VC137
Science East 1230
Eric Mircsov

Goal Setting & Time Management Training: 1/28 11:10a-12:00p & 1:40p-2:30p
This is the required Goal Setting & Time Management Training for the Discovery Rank of Venturing. By attending the class and participating throughout, you will be signed off on completing this requirement.
Maximum Age: 20
Maximum number of participants: 20

VC139
Science East 1230
Eric Mircsov

Personal Safety Awareness Training: 1/28 1:40p-2:30p
This is the required Personal Safety Awareness Training for the Venturing Rank of Venturing. By attending the class and participating throughout, you will be signed off on completing this requirement.
Maximum Age: 20
Maximum number of participants: 20

VC135
Science East 1220
Mike Buhr

Project Management for Venturing: 1/28 1:40p-2:30p
This is the required Project Management Training for the Pathfinder Rank of Venturing. By attending the class and participating throughout, you will be signed off on completing this requirement.
Maximum Age: 20
Maximum number of participants: 20

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UofS Youth Leadership College (All) (Scheduled Classes)

YL110
Peck Hall 3303
Tonya Brown

Servant Leadership - The Heart of a Leader: 1/28 9:10a-10:00a
Leadership styles and their effectiveness. What it means to be a Servant Leader and how to be a good one. The reward of serving others to enable their success, the heart of a leader.
Minimum Age: 18
Maximum number of participants: 30

YL107
Peck Hall 3313
Sam Yungling

NYLT and NYLT Academy: 1/28 10:10a-11:00a
Learn how the Nation's leading Youth Leadership Training program can positively impact the youth in your Troop. This class will discuss the different methods, skills and approaches used at NYLT and NYLT Academy to educate and train Scouts how to become effective leaders and communicators.
Maximum number of participants: 1

YL109
Peck Hall 3302
Ankit Goswami

OA Leadership: 1/28 10:10a-11:00a
The Order of the Arrow is the honor society of Scouting that provides Scouts many opportunities to get involved and lead others. From simple roles to help events be successful, to larger roles that help the Chapters and Lodge grow and succeed, leadership opportunities in the OA are abundant and always available. Get your Arrowmen involved in shaping how their Chapters and Lodge reach new heights.

YL101
Peck Hall 3302
Christine Romo

Den Chief - Why It's Important: 1/28 11:10a-12:00p
Learn the meaning and purpose behind the significant role of a Den Chief. This role is an excellent leadership opportunity for Scouts in your Troop that helps bridge the gap and build relationships with Packs in your area.
Minimum Age: 18
Maximum number of participants: 30

YL114
Peck Hall 3313
jack Culian

Vision, Plans and Goals: How to have a successful troop: 1/28 11:10a-12:00p
Learn to develop a vision for future success within your troop, patrol or scouts life, while learning the skills of developing a plan and setting goals to achieve this vision. Taught from the experience of seasoned youth leaders and NYLT Staff members.
Maximum number of participants: 30

YL111
Peck Hall 3303
Sam Yungling

NYLT and NYLT Academy: 1/28 1:40p-2:30p
Learn how the Nation's leading Youth Leadership Training program can positively impact the youth in your Troop. This class will discuss the different methods, skills and approaches used at NYLT and NYLT Academy to educate and train Scouts how to become effective leaders and communicators.
Maximum number of participants: 1

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2023 University of Scouting: January 16th-January 28th at SIU-E

YL112
Peck Hall 3302
Ankit Goswami

OA Leadership: 1/28 1:40p-2:30p
The Order of the Arrow is the honor society of Scouting that provides Scouts many opportunities to get involved and lead others. From simple roles to help events be successful, to larger roles that help the Chapters and Lodge grow and succeed, leadership opportunities in the OA are abundant and always available. Get your Arrowmen involved in shaping how their Chapters and Lodge reach new heights.

YL108
Peck Hall 3302
Noble Garrett Hudson

NAYLE and High Adventure: 1/28 2:40p-3:30p
How can advanced programs such as NAYLE and High Adventure create leadership opportunities for your Scouts? This class will teach you! As Scouts get older they need more of a challenge in both adventure and opportunities to lead their Troop and others. Including "outing" in Scouting is the best way to gain, keep and foster the a higher level of enthusiasm and dedication from your Scouts.
Maximum number of participants: 30

YL115
Peck Hall 3303
jack Culian

Vision, Plans and Goals: How to have a successful troop: 1/28 2:40p-3:30p
Learn to develop a vision for future success within your troop, patrol or scouts life, while learning the skills of developing a plan and setting goals to achieve this vision. Taught from the experience of seasoned youth leaders and NYLT Staff members.
Maximum number of participants: 30

YL113
Peck Hall 3303
Tonya Brown

Servant Leadership - The Heart of a Leader: 1/28 3:40p-4:30p
Leadership styles and their effectiveness. What it means to be a Servant Leader and how to be a good one. The reward of serving others to enable their success, the heart of a leader.
Minimum Age: 18
Maximum number of participants: 30

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UofS Faith & Beliefs College (Scheduled Classes)

FB404
Virtual Room 13
John Lyon

Advanced Unit Chaplain & Chaplain Aide Training - Virtual 1/16 & 1/18 5:00p-7:55p
This is the Advanced Unit Chaplain & Chaplain Aide Training Course. It will be a fast-paced course, and is designed for those that have completed the basic Online Chaplain/Chaplain Aide Training available on my.scouting.org. You need to attend and participate in all three sessions to complete this training.
Minimum Age: 18
Maximum number of participants: 3

FB405
Virtual Room 01
Jason Noland

How to Run a P.R.A.Y. Program in Your District - Virtual 1/18 7:00p-7:55p
Does your unit, church, etc. want to run a Protestant Religious Emblems Program in your district? Check out this class for practical knowledge of how to run in-person multi-session versions, online versions, and weekend kick-off versions.
Minimum Age: 18
Maximum number of participants: 3

FB407
Virtual Room 14
Kyle Holtgrave

Duty to God in the Catholic Church: An Introduction to Catholic Religious Emblems & Activities - Virtual 1/19 7:00p-7:55p
Scouts have a variety of options for their Duty to God in the Catholic Church. Whether it is through earning a religious emblem, studying the lives of saints or earning a unit award for excellence in a Catholic-chartered unit, options abound for Scouts and Scouters alike. This presentation will give a brief overview of various religious activities and emblems that are available for Scouts in all BSA program areas. Topics will include religious emblems that help Cub Scouts on their Duty to God adventures, the Ad Altare Dei emblem program on the Seven Sacraments in the Catholic Church, the Pope Pius XII emblem program on vocations and a variety of other patch and unit awards available through the National Catholic Committee on Scouting.
Minimum Age: 18
Maximum number of participants: 4

FB104
Science East 1312
Jason Noland

Introduction to Religious Emblems: 1/28 9:10a-10:00a
Learn about how religious emblems satisfy Duty to God requirements in Cub Scouting, Scouts BSA and Venturing as well as recognition for adults.
Minimum Age: 18
Maximum number of participants: 30

FB306
Science East 1312
Jason Noland

How to Run a P.R.A.Y. Program in Your District: 1/28 10:10a-11:00a
Does your unit, church, etc. want to run a Protestant Religious Emblems Program in your district? Check out this class for practical knowledge of how to run in-person multi-session versions, online versions, and weekend kick-off versions.
Minimum Age: 18
Maximum number of participants: 30

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FB100
Science East 1312
Amanda Vogt

How To Write an Interfaith Service: 1/28 11:10a-12:00p
Most Scouting units are made up of multiple faith groups. When it comes time for weekend camping trips, help everyone feel included by creating an Interfaith Service. This session will focus on different types of services, and how to write an Interfaith service.
Minimum Age: 18
Maximum number of participants: 30

FB406
Science East 1312
Amanda Vogt

Where to Direct Scouts for Resources for Duty to God: 1/28 1:40p-2:30p
Join this session to understand the different resources for the Duty to God program and how to get your unit involved.
Minimum Age: 18
Maximum number of participants: 30

FB101
Science East 1312
Amanda Vogt

Jumpstart to Earning Your Venturing TRUST Award: 1/28 2:40p-3:30p
This session will explain the Venturing TRUST Award, and get you started on earning some of the requirements. It is only an introduction and will not complete the entire TRUST Award Requirements.
Maximum number of participants: 30