



2019 University of Scouting Class Catalog

Event Contacts

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Registration opens October 25, 2018
Visit www.scoutingevent.com/312-2019universityofscouting to register








BOY SCOUTS
OF AMERICA®
GREATER SAINT LOUIS AREA COUNCIL



Class Catalog

2019 University of Scouting at SIU-E





UofS Special Needs College (All) (Scheduled Classes)

SN110 9-10 AM Alumni Hall 0206 Nick Schubert	 Special Needs Scouting Overview Come and explore the question "What is a special need?" Each Scout is unique and can be challenging but some Scouts require extra resources. Come learn about the many resource and the advisory staff available to you. All Scouts have special and individual needs; "disabilities" are simply one example of this.
SN106 10-11 AM Alumni Hall 0206 Eleanor Philips	 Camping for Scouts with Disabilities 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.
SN103 11-12 PM Alumni Hall 0206 Steve Gruendler	 Advancement for the Special Needs Scout 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.
SN111 12-1 PM Alumni Hall 0206 Andy Karcher	 Special Needs Scouting For All Scout Leaders A hands on approach to understanding and working with Scouts who are unique and can be challenging. Come learn and share ways to help each boy do HIS BEST. All Scouts are capable, willing, and deserving of a quality program.
SN112 1-2 PM Alumni Hall 0206 Eleanor Philips	 Working with Scouts With ASD (Autism Spectrum Disorder) 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.

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UofS STEM College (Adult) (Scheduled Classes)

ST111 10-11 AM Science East 3256 Teresa Colletti		The BSA STEM Nova program and Counselor/Mentor Training 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 work as Nova Counselors or Supernova Mentors and earn a trained card for these roles. Course is appropriate for Cub Scouts, Scouts BSA and Venturing Leaders or Youth. Minimum Age: 18
ST108 11-1 PM Science East 3256 Teresa Colletti		Hands-on STEM for the BSA Nova Program Now that you have learned about the Nova/STEM program, come learn the tools for implementing the Nova / Supernova program into your Den, Pack, Troop or Crew. This hands-on training will allow you to do experiments involving catapults, slime, bungee jumping and more. Learn great ways to make the Nova program fun for all involved. Minimum Age: 18
ST111 2-3 PM Science East 3256 Teresa Colletti		The BSA STEM Nova program and Counselor/Mentor Training 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 work as Nova Counselors or Supernova Mentors and earn a trained card for these roles. Course is appropriate for Cub Scouts, Scouts BSA and Venturing Leaders or Youth. Minimum Age: 18
ST112 3-4 PM Science East 3256 Ron Colletti		The Unit STEM Coordinator - How to Bring STEM Nova to your Unit This course will provide an overview of the BSA STEM Nova program and why this program is important to the BSA and to all Scouts. This training will provide information to promote the STEM Nova program to units and adult leaders. STEM Nova Counselor and Mentor training will also be covered. Minimum Age: 18

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UofS Trainers College (Adult) (Scheduled Classes)

TC100 9-10 AM Vadalabene Center 2306 Jim Riddle		Basic Trainer Skills This is the must have course for the new trainer. What's a Lesson Plan? How do I make a Good Outline? Learn to utilize Effective Teaching to develop lesson plans for training syllabus subjects. Brainstorm creative methods and ideas for adding the spark that keeps your audience engaged and actively learning, so that they will retain and use the information effectively. This is the goal of every great trainer! Minimum Age: 18
TC101 9-10 AM Vadalabene Center 2007 Tom Noel		Trainer's EDGE 1 - Communication Remember that great line from Cool Hand Luke? The last thing you want in your training session is a "failure to communicate". Learn to read and engage your audience so that you have a free flow of effective communication during your training session. (Required for Trainer's EDGE) Minimum Age: 18
TC102 10-11 AM Vadalabene Center 2003 Margie Riddle		Trainer's EDGE 2 - Directing Traffic and Thoughts Does the culture of the group you are training impact your training methods? By identifying the culture of the group you will understand how to facilitate a discussion within the training session, lead a reflection and manage the group dynamics. (Required for Trainer's EDGE) Minimum Age: 18
TC103 11-12 PM Vadalabene Center 2007 Jackie Noel		Trainer's EDGE 3 - Effective Teaching Methods Effective teaching helps ensure that your audience will learn, understand and retain the material being taught. Learn the tried and true methods to effective teaching! (Required for Trainer's EDGE) Minimum Age: 18
TC104 1-2 PM Vadalabene Center 2003 Jim Riddle		Making Your Good Presentation Great!- New Course Tony the Tiger says.....They're Grrrrrrrrrrreeaat !!!! Here we discuss ways to put the icing on the cake. the sugar on the flakes! the fizz in the soda! the swash on the shoe...you get it...thinking outside the box even and ways to achieve that memorable unforgettable, dynamic Super Presentation! Minimum Age: 18
TC105 2-4 PM Vadalabene Center 2007 Stacey Locke		Trainer's EDGE 4 - Presentation Workshop - Practical Application You've had the classroom sessions to learn to be a trainer. Now is the time to put that knowledge to work. Join new, intermediate and advanced trainers in the interactive workshop where you will develop a lesson plan, then prepare and practice a short presentation. (Required for Trainer's EDGE) Minimum Age: 18

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2019 University of Scouting at SIU-E

UofS Adult Leader Training College (Scheduled Classes)

AL101 9-12 PM
 Alumni Hall 3403
 Ane Jones



Den Leader Position Specific

This course encompassing the Tiger Leader, Cub Leader and Webelos Leader training. All three classes are the same and will allow you to take additional classes at University of Scouting.

Minimum Age: 18

AL106 9-12 PM
 Alumni Hall 3402
 Gregg Webb



Scoutmaster Specific Training

Indoor Training for Scoutmasters and Assistant Scoutmasters. 3 hour session

Minimum Age: 18

AL107 9-11 AM
 Alumni Hall 3401
 Brent Jones



Training the Charter Organization Representative

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

AL103 1-4 PM
 Alumni Hall 3403
 Ron Milton



Cubmaster and Pack Committee Basic

Basic Training for Cubmasters, Assistant Cubmasters, and Pack Committee Members.

Minimum Age: 18

AL106 1-4 PM
 Alumni Hall 3401
 Gregg Webb



Scoutmaster Specific Training

Indoor Training for Scoutmasters and Assistant Scoutmasters. 3 hour session

Minimum Age: 18

AL105 1-4 PM
 Alumni Hall 3402
 Paul McLaughlin



Troop Committee Challenge








A fun and interactive training that will help troop committee members learn their role in working as a team to improve the Scouting experience for adult and youth.

Minimum Age: 18

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

BS113 9-11 AM Peck Hall 1404 Ted Luebbert		Dutch Oven Cooking 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. Minimum Age: 18 Maximum number of participants: 25
BS105 11-12 PM Science East 1310 Bob Peyman		Board of Review Training 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
BS102 11-12 PM Science East 2216 John Prost		Retention of Older Scouts 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
BS107 12-1 PM Science East 2216 Cory Reeves		Assistant Scoutmaster (ASM) - What is Your Role? How to back up the Scoutmaster and share some of the responsibilities of the Troop to provide a better program for the boys. Minimum Age: 18
BS113 12-2 PM Peck Hall 1404 Ted Luebbert		Dutch Oven Cooking 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. Minimum Age: 18 Maximum number of participants: 25
BS103 12-1 PM Science East 1310 Rich Preston		First Class First Year 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
BS111 12-1 PM Science East 2270 Brent Jones		Merit Badge Counselor Orientation Learn how Merit Badges fit into the advancement program, what you need to do to become a Merit Badge Counselor, BSA and L&CC procedures to follow, "Blue Cards," and the nuts and bolts of working with Scouts on Merit Badges. Minimum Age: 18

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BS109 1-2 PM
Science East 1310
Brent Jones



Effective Unit Committee

Many Units have one to two people doing almost all the work! This is a recipe for volunteer burnout, leaves you with only a few people to provide a different viewpoint, and a limited pool of replacements. How do you create a Troop Committee, what jobs should be done, and what duties should each job include?

Minimum Age: 18

BS104 1-2 PM
Science East 2216
Joe Wolf



The Successful Annual Unit Plan

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

BS112 2-4 PM
Science East 1310
Dennis Gallagher



Knots and Lashings

Learn what to and not to do when tying knots and how to teach youth to tie basic knots.

Minimum Age: 18

Maximum number of participants: 20

BS108 2-3 PM
Science East 2216
Jim Pearson



Scoutmaster Conference Training


This class will teach Scoutmasters, assistant Scoutmasters, and other Troop leaders about the purposes of the Scoutmaster's conference and will offer suggestions for questions that could be asked at these conferences.

Minimum Age: 18

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UofS Scouts BSA College (All) (Scheduled Classes)

BS116	9-11 AM		Map & Compass 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 suitable outdoorwear and compass.
Vadalabene Center 1334 Travis Few			
BS106	9-10 AM		NYLT: Developing Youth Leadership 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?
Science East 1310 Rich Preston			
BS101	10-11 AM		The REAL Patrol Method 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?
Science East 1310 Greg Giedeman			
BS115	11-12 PM		Life to Eagle Seminar Calling 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.
Science East 2270 Mark Smith			
BS121	11-12 PM		What to expect out of shooting sports Come learn what is needed to conduct shooting sports events in your Unit from the Council Shooting Sports Committee
Science East 1312 Chris Brown			
BS114	1-2 PM		Fire Building without a Match This course will cover everything you need to know about basic fire building, and then continue on to cover multiple ways to start a fire WITHOUT matches!
Peck Hall 1402 Mike Gasparich			
BS117	1-3 PM		Intro to Orienteering Learn map reading, map orienting and taking a compass bearing. Expect to be outside to acquire these skills which will help you teach basic map and compass from Cub Scout through Second Class. Bring your compass.
Science East 2270 David Fischer			
BS118	2-3 PM		Cold Weather Camping Just because it's cold outside doesn't mean that Scouts have to stay inside! How to safely camp in the winter!
Vadalabene Center 1333 Scott Patterson			
BS101	2-3 PM		The REAL Patrol Method 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?
Science East 1312 Greg Giedeman			

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BS121 3-4 PM
Science East 2270
Chris Brown



What to expect out of shooting sports

Come learn what is needed to conduct shooting sports events in your Unit from the Council Shooting Sports Committee

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UofS Commissioner College (Scheduled Classes)

CC100 9-1 PM
Science East 0222
Dave Glosecki



Unit Commissioner Basic (D20)

The course will teach you the basic knowledge needed to succeed as a Unit Commissioner. It is also a good jumping off place to learn strategies and tools all Commissioners employ to provide good Unit service.

Minimum Age: 18

CC104 2-3 PM
Science East 0222
Dave Glosecki



Commissioner Tools Demonstration (BCS 199)









This course is a hands-on session for Commissioners to improve their skills with the online Commissioner Tools. Please be able to log onto my.scouting.org.

Minimum Age: 18

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

CS128 9-10 AM Science East 2216 Laura Hernke	 Camp Planning The outdoor program is the cornerstone of Scouting. Learn the where/when/how of planning camp outings, Council properties and resources, and the great Council summer camps available. Minimum Age: 18
CS129 9-10 AM Science East 2280 Sarah Buchana	 Changes in Cub Scouting Family Scouting now includes girls, Lions and other changes from BSA. Learn what's new in Scouting. Minimum Age: 18
CS126 10-11 AM Science East 2216 Tom Gibson	 Energizing Your Program 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
CS127 10-11 AM Science East 2280 Laura Hernke	 Pack Service and Citizenship 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
CS119 10-11 AM Science East 2206 Ted Slap	 Webelos/Arrow of Light Adventures and Transition Get your older Cub Scouts eager about adventures while preparing them for transition to a Troop. Minimum Age: 18
CS106 11-12 PM Science East 2280 Mike Perschbacher	 Keep the Outing in Scouting 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
CS124 12-1 PM Science East 2214 Mike Perschbacher	 Conducting Impressive Ceremonies Learn how to plan and pull off great ceremonies like Blue and Gold, Graduation and other events. Minimum Age: 18
CS132 12-4 PM Science East 2280 Ted Slap	 Cub Scout Range Master Training Want to conduct shooting sports activities with Cub Scouts? This training provides the skills and certification to safely run BB gun, archery and slingshot ranges at District and Council camps and events. Minimum Age: 18

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CS121 12-1 PM
Science East 2206
Linda Self



Making the Most of Your Meeting Time

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.

Minimum Age: 18

CS115 2-3 PM
Science East 2206
Amy West



History, Lore and The Art of Story Telling

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.

Minimum Age: 18

CS130 2-3 PM
Science East 0214
Michael Testa



Special Awards for Scouts and Scouters

Not all awards are belt loops and recognition doesn't have to be expensive. Learn ways to thank your volunteers, and additional awards for your Pack, Scouts and Scouters.

CS131 3-4 PM
Science East 2216
Kevin Routh



Cub Entertainment

Add pizzazz to your program with Skits, Stunts, Songs and Showmanship.

Minimum Age: 18

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UofS Cub Scout College (All) (Scheduled Classes)

CS103 9-10 AM
 Science East 2206
 Rob Smith



Build a Super Pack

Prospective scouts (and parents) will flock to an awesome Pack. Learn how to have a great program, recruit (and retain) Scouts and leaders, get parents involved, raise more money and have fun along the way.

CS109 11-12 PM
 Science East 2206
 Steve Thompson



Great Campouts

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.

CS111 12-1 PM
 Science East 3120
 Amy West



Cub Scout Games

Learn games to play at pack meetings, den meetings, or anywhere. These games take few materials and little space to play. Some you have to race against the clock because you only have a minute to win it.

CS112 1-2 PM
 Science East 0214
 Rick Blanchard



Derbies, Regattas, and Races Oh My!

Learn how to organize a great Pinewood Derby and plan other racing events for your unit.

CS108 1-2 PM
 Science East 2214
 Mike Perschbacher



Outdoor Skills for Cub Scouts

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.

CS108 2-3 PM
 Science East 2214
 Mike Perschbacher



Outdoor Skills for Cub Scouts

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.

CS104 3-4 PM
 Science East 1312
 Bryan King



Cub Scout Hiking

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.

CS102 3-4 PM
 Science East 2206
 Mike Edler









Easy Cub Cooking

Get your Cubs involved with these easy cooking ideas for any meeting or outing. (without burning anything or anyone!)

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

GS107	9-10 AM		Webelos to Scout Transition Plan How both Troops and Packs need to prepare Webelos to cross the bridge to a successful Boy Scout career. Minimum Age: 18
GS102	10-12 PM		ABCs of Leave No Trace For Cub Leaders but open to any adult. An interactive course covering the 7 principles of Leave No Trace. Learn them, take them back to your pack and help your Scouts put them into action. This is a two hour class with practice games during part of the class.. Minimum Age: 18
GS122	10-11 AM		Challenge Course and Climbing An introduction to the most exciting, dynamic, training courses offered by the Council. Learn about knots, game leadership, gear, technique, Learn a FUN way to teach leadership, communication, trust, build confidence, and have FUN while doing it all! These activities are FUN, help recruiting, unit retention, and involve parents who might not otherwise be involved. Enjoy some of the best and most FUN training offered by this council! Minimum Age: 18
GS121	10-11 AM		Managing Your Unit Through Scoutbook 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
GS113	10-11 AM		Writing Troop and Pack Policies 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
GS121	11-12 PM		Managing Your Unit Through Scoutbook 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

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GS103 12-1 PM
Alumni Hall 3401
Steve Thompson



Adult Awards and Recognition

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

GS106 1-3 PM
Science East 3120
Jeanne Burke



Basic First Aid

The really BASIC skills you need to run a safe meeting and teach Webelos and Scout requirements.

Minimum Age: 18

GS100 1-2 PM
Science East 0222
Jackie Noel



Introduction to Wood Badge

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

GS122 2-3 PM
Science East 1254
Bob Backer



Challenge Course and Climbing

An introduction to the most exciting, dynamic, training courses offered by the Council. Learn about knots, game leadership, gear, technique, Learn a FUN way to teach leadership, communication, trust, build confidence, and have FUN while doing it all! These activities are FUN, help recruiting, unit retention, and involve parents who might not otherwise be involved. Enjoy some of the best and most FUN training offered by this council!

Minimum Age: 18

GS101 2-3 PM
Peck Hall 2304
John Kavanaugh



You Have Your Wood Badge Beads, Now What?








Experiencing that "What Now?" feeling after Wood Badge? This course will help give you some of the direction you are looking for.

Minimum Age: 18

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UofS General Studies College (All) (Scheduled Classes)

GS125 9-12 PM Science East 3252 James Field		ESCI CPR / First Aid Training Learn the basics of First Aid and CPR such as rescue breathing, soft tissue injuries and broken bones. Choose from the morning session or afternoon session. Initial online course will be required prior to class. Extra Fee \$35 Additional Fee: \$35.00 Maximum number of participants: 30 Prerequisites: https://elearning.eastrainers.com/course/first-aid-cpr-aed/ Please complete this online training course prior to attending class. NOTE: https://elearning.eastrainers.com/course/first-aid-cpr-aed/ Please complete the online training at the above site prior to attending class.
GS114 9-10 AM Peck Hall 0302 Dave Steen		Flag Ceremonies Moving, meaningful and motivating -- learn flag etiquette and flag ceremonies for all occasions that will leave observers saying "What fun" and "Wow!"
GS111 9-10 AM Science East 3120 Wes Wexell		Games Scouts Play A fast & fun session full of great games that you can take back to use with your Scouts. Emphasizes when & how to use games for learning.
GS108 9-10 AM Science East 1220 Terry Grogan		Religious Awards for all Faiths Religious awards have been developed for many religious faith traditions. Come learn about the different awards that are available for Scouts to earn from facilitators who work with the youth to earn the awards.
GS112 10-11 AM Peck Hall 1309 Robert Smejkal		Conservation in Scouting 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.
GS115 11-12 PM Science East 2262 Jon Borlin		Scouting in the Cyber Age Learn from an expert how to use digital marketing and social media to help your Unit communicate, safely share information, and keep up with the ever changing social media world.
GS122 12-1 PM Science East 3252 Elizabeth Isele		Enhancing Effective Communication Effective Communication is vital for any Scout Leader, Cub, Boy, or Venture. This course is designed with social science in mind to enrich and bolster communication that leaders have with all those they interact with, youth, parents, charter organization members and other leaders. Taking a hands on approach to better outcomes.

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GS125 1-4 PM
Science East 3252
James Field



ESCI CPR / First Aid Training

Learn the basics of First Aid and CPR such as rescue breathing, soft tissue injuries and broken bones. Choose from the morning session or afternoon session. Initial online course will be required prior to class. Extra Fee \$35

Additional Fee: \$35.00

Maximum number of participants: 30

Prerequisites: <https://elearning.eastrainers.com/course/first-aid-cpr-aed/>

Please complete this online training course prior to attending class.

NOTE: <https://elearning.eastrainers.com/course/first-aid-cpr-aed/>

Please complete the online training at the above site prior to attending class.

GS110 1-2 PM
Vadalabene Center 1333
Wes Wexell



Teambuilding Activities for Scouts

Participate in and learn how to use some of the great activities from our Challenge course; then take them back to your Scouts!

GS109 2-3 PM
Peck Hall 1404
Doug Stewart



Planning Interfaith and Religious Services

Learn how to conduct an interfaith worship service during a scout outing. This class will provide resources on music, message, and participation from youth and adults. This class is recommended for chaplains, chaplain aides, and any scout or scout leader who wants to learn about interfaith services.

GS123 3-4 PM
Science East 1220
Cory Reeves



After Lights Out

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...

GS105 3-4 PM
Vadalabene Center 2003
Travis Few










Geocaching

Lost without your GPS? Here's a fun way to engage your youth.

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UofS High Adventure College (Adult only) (Scheduled Classes)

HA126 10-11 AM Science East 2262 George Kunkel		Okpik Learn about GSLAC Okpik winter camping program. Minimum Age: 18
HA110 10-11 AM Peck Hall 0408 Kris Rosser		The Backcountry Woman The need for female leadership on High Adventure activities will continue to grow. What female leaders need to know to get into High Adventure, Minimum Age: 21
HA125 12-1 PM Science East 2262 Dennis Branson		Cooking for High Adventure Food is fuel. Get the nutrition and flavor right. Minimum Age: 18
HA117 12-1 PM Science East 1220 Josh Studnicki		Safety Afloat Required for all boating activities. Minimum Age: 18
HA115 12-1 PM Science East 1254 George Ripplinger		Trek Safely Required for High Adventure Activities. Minimum Age: 18
HA124 3-4 PM Science East 2214 Jeff Taylor		Build a High Adventure Team Team building activities on your high adventure team to prepare your crew. Minimum Age: 18
HA116 3-4 PM Science East 0214 Josh Studnicki		Safe Swim Defense Required for all aquatics activities. Minimum Age: 18

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UofS High Adventure College (All) (Scheduled Classes)

HA120	9-11 AM		Philmont Overview This course is for those who want to learn what Philmont is all about, what adventure opportunities Philmont offers, and what to consider when deciding to apply for a Philmont trek.
Science East 2214 Dave Gordon			
HA101	9-10 AM		What is High Adventure? Learn what High Adventure is and can be, and what GSLAC can do for you.
Science East 2262 Jon Jonas			
HA106	10-12 PM		Gear Up for High Adventure How to get the right stuff for your trek - boots, socks, sleep systems, etc.
Science East 3120 Alex Kuntzman			
HA124	11-12 PM		Bring'em Back Alive: Managing Risks of High Adventure Treks High Adventure carries risk. Here's how to recognize and manage risks and hazards.
Science East 2214 Jon Jonas			
HA108	1-2 PM		High Adventure on a Budget It doesn't have to cost an arm and a leg.
Science East 1220 Terry Burke			
HA123	1-2 PM		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.
Science East 1254 Paul Ke			
HA125	2-3 PM		Climb on Safely Required for climbing activities
Science East 1220 Terry Pogue			
HA105	2-3 PM		Florida Sea Base Overview Learn what Florida Sea Base is all about and what to consider when deciding to take a Florida Sea Base adventure.
Alumni Hall 0206 Phil Klohr			
HA104	2-3 PM		The Summit Bechtel Reserve Overview Learn what Summit Bechtel Reserve is all about and what to consider when deciding to go to Summit Bechtel Reserve.
Vadalabene Center 2306 Zaven Nalbandian			

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UofS Merit Badge College (Scheduled Classes)

MB128 9-4 PM
 Peck Hall 0306
 Mike Venegoni



Camping

Camping is one of the best-known methods of the Scouting movement. When he founded the Scouting movement in the early 1900s, Robert Baden-Powell encouraged every Scout to learn the art of living out-of-doors. He believed a young person able to take care of himself while camping would have the confidence to meet life's other challenges, too.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #2; #3a; #3b; #3c; #4a; #4b; #5e; #8c; #8d; #9a; #9b[1]; #9b[2]; #9b[3]; #9b[4]; #9b[5]; #9b[6]; #9c; #10

MB113 9-12 PM
 Peck Hall 3404
 Fred Jaklitsch



Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: None

MB114 9-12 PM
 Peck Hall 3313
 Harry Rodger



Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #2a; #2b; #2c; #3; #8

MB115 9-12 PM
 Peck Hall 3316
 Jan Schaeuble



Citizenship in the World

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.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #4b; #7a; #7b; #7c; #7d; #7e

MB106 9-12 PM
 Peck Hall 3302
 Angela Anderson



Disabilities Awareness

Look around at the Scouts in your unit, the members of your sports teams, and the kids in your class - you will see that each person has their own personalities, distinct interests and ideas, different physical features, and different strengths and needs.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #2; #4a.in.Option.A; #4b.in.Option.A; #4c.in.Option.A; #4d.in.Option.A; #4a.in.Option.B; #4b.in.Option.B; #4c.in.Option.B; #4d.in.Option.B; #6; #7

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MB129 9-12 PM
Peck Hall 0303
Terry Grime



Electronics

Electronics is the science that controls the behavior of electrons so that some type of useful function is performed. Today, electronics is a fast-changing and exciting field.

Additional Fee: \$15.00

Maximum Age: 17

Maximum number of participants: 10

Prerequisites: None

MB110 9-12 PM
Peck Hall 0307
Stephen Thiole



Engineering

Engineers use both science and technology to turn ideas into reality, devising all sorts of things, ranging from a tiny, low-cost battery for your cell phone to a gigantic dam across the mighty Yangtze River in China.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #2; #5a; #5b

MB137 9-12 PM
Peck Hall 0312
Joseph Glant



Fire Safety

The ability to use fire safely is essential to human survival. By earning this merit badge, Scouts will learn to use fire safely and responsibly, how to prevent home fires, and how to handle fire safely, as well as burn prevention, and camping safety.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #6a; #6b; #6c; #6d; #6e; #6f; #6g; #6h; #11; #13

MB101 9-4 PM
Peck Hall 1302
La Donna Hudson



First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

Maximum Age: 17

Maximum number of participants: 15

Prerequisites: Not available at this time, please check back.

MB144 9-4 PM
Peck Hall 1302
La Donna Hudson



First Aid

First aid - caring for injured or ill persons until they can receive professional medical care - is an important skill for every Scout. With some knowledge of first aid, a Scout can provide immediate care and help to someone who is hurt or who becomes ill. First aid can help prevent infection and serious loss of blood. It could even save a limb or a life.

Maximum Age: 17

Maximum number of participants: 15

Prerequisites: Not available at this time, please check back

MB117 9-12 PM
Peck Hall 0409
Chris Spiegel



Game Design

Games also come in almost every shape, size, format, and flavor imaginable. Games can be fast-paced, slow, or anything in between. Some are competitive. Some are cooperative. They may be for individuals, small groups, or thousands of players at a time. They might take seconds to complete or last for years. However you slice it, everyone has played games, and games help make us who we are.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #1a; #1b; #5a; #5b; #5c; #5d; #6a; #6b; #6c

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2019 University of Scouting at SIU-E

MB138 9-12 PM
Peck Hall 3303
Jason Dempsey



Indian Lore

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.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #2; #3a; #3b; #3c; #3d; #5a; #5b; #5c; #5d; #5e; #5f; #5g; #5h; #5i

MB124 9-12 PM
Peck Hall 2403
Bob Kelly



Journalism

One thing is for sure about journalism: It is never boring. For a reporter, almost every day is different from the last. One day you might interview the mayor of the city, the next day report on a car accident, and the day after that preview a new movie.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #2a[2]; #2b[1]; #2b[2]; #4a; #4b; #4c

MB111 9-4 PM
Peck Hall 2412
Ed Bergen



Leatherwork

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.

Maximum Age: 17

Maximum number of participants: 15

Prerequisites: None

MB108 9-12 PM
Peck Hall 2405
Theresa Scully



Mining in Society

Mining has been an important part of our nation since the 19th century. Today, the industry employs 3 million Americans, directly and indirectly, and is a major contributor to the global mining landscape. This merit badge covers the history of mining, explores the status of mining in the 21st century, introduces Scouts to modern mining careers, and explores the all-important topic of mining safety.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #5a; #5b; #5c; #5d; #5e; #5f; #7a; #7b; #7c; #7d

MB109 9-12 PM
Peck Hall 3417
Timo Henk



Nuclear Science

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #3a; #3b; #4a; #4b; #4c; #4d; #8

MB104 9-4 PM
Science East 2232
Jill Kelley



Robotics

Earning the Robotics merit badge requires a Scout to understand how robots move (actuators), sense the environment (sensors), and understand what to do (programming); he should demonstrate robot design in building a robot. You should help ensure that the Scout has sufficiently explored the field of robotics to understand

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what it is about, and to discover whether this may be a field of interest for him as a career.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: None

MB103 9-4 PM

Peck Hall 0304

Ron Boisjoli



Sustainability

Assess your family's consumption of resources like water, food, utilities and transportation. Come up with a plans to reduce their use.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #1; #2a.Water; #2a.Food; #2b.Energy; #2a.Stuff; #4a; #4b; #4c; #4d; #4e; #4f

MB141 9-12 PM

Peck Hall 3415

Devin Holryd



Traffic Safety

Staying safe in traffic wherever you live is getting more difficult all the time, as more and more people take to the road. Earning the Traffic Safety merit badge and will give Scouts some crucial tools to stay safer, when driving a car on a highway, riding a bike across town, or jogging across a busy street.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #5a; #5b; #5c; #5d

MB122 9-12 PM

Peck Hall 3315

Trey Davis



Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

Maximum Age: 17

Maximum number of participants: 25

Prerequisites: #8; #9a; #9b

MB112 9-12 PM

Peck Hall 3406

Greg Works



Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

Maximum Age: 17

Maximum number of participants: 8

Prerequisites: None

MB135 1-4 PM

Peck Hall 0302

Bob Hughes



American Labor

The labor movement in America seeks to ensure that the civil rights of laborers are protected in the workplace, especially in regard to wages, hours, and working conditions.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #2a; #2b; #2c; #5a; #5b; #5c; #5d

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MB113 1-4 PM
 Peck Hall 3404
 Fred Jaklitsch



Chess

Chess builds critical thinking, forward thinking, and proper sportsmanship in young people.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: None

MB114 1-4 PM
 Peck Hall 3313
 Harry Rodger



Citizenship in the Nation

As Scouts fulfill the requirements for this merit badge, they will learn how to become active citizens are aware of and grateful for their liberties and rights, to participate in their governments and protect their freedom, helping to defend their country and standing up for individual rights on behalf of all its citizens.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #2a; #2b; #2c; #3; #8

MB115 1-4 PM
 Peck Hall 3316
 Jan Schaeuble



Citizenship in the World

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.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #4b; #7a; #7b; #7c; #7d; #7e

MB127 1-4 PM
 Peck Hall 0307
 Jim O'Neal



Collections

Collecting can be an educational and financially rewarding pastime: a collector must educate himself about a specific subject, be able to tell which items are worth preserving, how to catalog and organize his collection, and how to evaluate the value of items.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #5b

MB107 1-4 PM
 Science West 3100
 Eric Voss



Composite Materials

Composites can be found just about everywhere: in airplanes and sports cars, golf clubs and guitars, boats and baseball bats, bathtubs and circuit boards, and even bridges. Composites make bicycles and skis lighter, kayaks and canoes stronger, houses warmer, and helmets tougher.

Additional Fee: \$10.00

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #4b

MB119 1-4 PM
 Peck Hall 0312
 Nathan Branding



Crime Prevention

Preventing crime, which can be as simple as reducing the opportunities for crime to occur, is far less costly than apprehending and bringing legal action against those who break the law and it helps save people from the anguish of being victims.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #2; #4a; #4b; #6a; #6b; #6c; #7a; #7b

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MB145 1-4 PM
Peck Hall 3303
Mark Stagner



Graphic Arts

The field of graphic arts includes many kinds of work in the printing and publishing industries. Graphic arts professionals are involved in the creation of all kinds of printed communication, from business cards to books to billboards. The scope of printing communications is huge.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #3; #4a; #4b; #6d

MB143 1-4 PM
Peck Hall 2403
Andy Moore



Music

The history of music is rich and exciting. Through the ages, new music has been created by people who learned from tradition, then explored and innovated. All the great music has not yet been written. Today, the possibilities for creating new music are limitless.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #3a; #3b; #3c; #3d; #4a; #4b; #4c

MB109 1-4 PM
Peck Hall 3417
Timo Henk



Nuclear Science

Nuclear science gives us a simple explanation of the natural world. The ultimate goal of nuclear science is to find out if there is one fundamental rule that explains how matter and forces interact. Earning the Nuclear Science merit badge is a chance for Scouts to learn about this exciting field at the cutting edge of science today.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #3a; #3b; #4a; #4b; #4c; #4d; #8

MB123 1-4 PM
Peck Hall 2405
Melissa Kayser



Photography

Beyond capturing family memories, photography offers a chance to be creative. Many photographers use photography to express their creativity, using lighting, composition, depth, color, and content to make their photographs into more than snapshots. Good photographs tell us about a person, a news event, a product, a place, a scientific breakthrough, an endangered animal, or a time in history.

Maximum Age: 17

Maximum number of participants: 25

Prerequisites: #1b; #4a; #4b; #4c; #4d; #6a; #6b; #6c

MB121 1-4 PM
Peck Hall 3415
Luke Schauster



Public Speaking

A lot happens during the course of every person's life and your ability to communicate your feelings and ideas is the best way to connect to the larger world. Even if you haven't stood at a podium on the stage and find the whole idea scary, sooner or later, someone is going to ask you to get up and say a few words. If you are prepared, it won't be scary. It can even be fun.

Maximum Age: 17

Maximum number of participants: 10

Prerequisites: #1; #2; #4; #5

MB125 1-4 PM
Peck Hall 0303
Chris Musual



Signs, Signals, and Codes

American Sign Language (ASL) is the third most used language in the United States. The Signs, Signals, and Codes merit badge will cover Morse code, ASL, Braille, signaling, trail markings, and other nonverbal communications. Did you know that some of these have even saved people's lives?

Maximum Age: 17

Maximum number of participants: 20

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Prerequisites: None

MB132 1-4 PM
Peck Hall 2304
Melissa Barfield



Textile

People use countless fibers and fabrics in their everyday lives: clothes, carpets, curtains, towels, sheets, upholstered furniture. Add to that list boat sails, book bindings, bandages, flags, sleeping bags, mailbags, airbags, seat belts, backpacks, parachutes, umbrellas, basketball nets, and more.

Maximum Age: 17

Maximum number of participants: 15

Prerequisites: #6

MB142 1-4 PM
Peck Hall 0409
Joanne Palausky



Truck Transportation

Trucking is a large and important industry. No matter where you live, a day is unlikely to go by when you will not see a truck. We use these vehicles to deliver almost every material item we buy. Without trucks, our economy would not work efficiently.

Maximum Age: 17

Maximum number of participants: 20

Prerequisites: #4a; #4b; #4c; #4d; #4e

MB122 1-4 PM
Peck Hall 3315
Trey Davis



Weather

Meteorology is the study of Earth's atmosphere and its weather and the ways in which temperature, wind, and moisture act together in the environment. In addition to learning how everyday weather is predicted, Scouts can learn about extreme weather such as thunderstorms, tornadoes, and hurricanes, and how to stay safe.

Maximum Age: 17

Maximum number of participants: 25

Prerequisites: #8; #9a; #9b

MB112 1-4 PM
Peck Hall 3406
Greg Works



Wood Carving

As with any art, wood carving involves learning the basics of design, along with material selection and tools and techniques, as well as wood-carving safety. The requirements of the Wood Carving merit badge introduce Scouts to an enjoyable hobby and that can become a lifetime activity.

Maximum Age: 17





Maximum number of participants: 8

Prerequisites: None

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2019 University of Scouting at SIU-E




UofS Venturing College (Adult only) (Scheduled Classes)

VC109 9-10 AM Science East 2270 Lydia Friz		Stealth Awards Planning your unit's program so that the participants "accidentally" and painlessly progress through the awards system. Minimum Age: 21
VC102 10-1 PM Science East 2270 Doug Stewart		Crew Committee Challenge The long term success of a Crew is enhanced by having a well-equipped and staffed committee. The Committee is designed to support and manage the needs of the Crew in achieving their goals. Minimum Age: 21
VC101 10-1 PM Vadalabene Center 1333 Jackson Timblin		Venturing Advisor Position Specific Training Every highly effective Venturing Crew deserves a well-trained Advisor. This course is designed to provide the Advisor and Associate Advisors with the tools and skills to be ready to remove the roadblocks from the Crew's growth and experiences. Minimum Age: 21
VC108 3-4 PM Vadalabene Center 1334 Jackson Timblin		Making Your Crew Excel! (For Adults) Open forum panel discussion/Q&A from the Advisors perspective. We will discuss removing roadblocks and figuring out how to strengthen the program. This discussion is designed to jump start your Crew program. Minimum Age: 21

Class Catalog

2019 University of Scouting at SIU-E




UofS Venturing College (All) (Scheduled Classes)

VC108 9-10 AM Vadalabene Center 1333 Jeff Taylor		Introduction to Sea Scouts Everything you wanted to know about Sea Scouts! We will be discussing the purpose of Sea Scouting, the history, activities, structure and how Sea Scouts can be an excellent growth opportunity for youth!
VC107 9-4 PM Vadalabene Center 2002 Eric Wiwczaroski		Kodiak Course Directors Course Required for adult and youth course directors in order to run the BSA'S Kodiak Leadership Challenge. This half day course will arm you to successfully run the 5 day challenge.
VC106 2-3 PM Vadalabene Center 1334 James Taylor		Explore Venturing, Kodiak, and MORE... This session is when you will find out what events and activities we have going on for all Venturers in the Council. Stop in and see what is coming to a camp near you that will help set your Venturing program ahead of the curve.

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2019 University of Scouting at SIU-E


UofS Venturing College (Youth only) (Scheduled Classes)

VC103 10-1 PM Vadalabene Center 2306 Jessica Friz		Goal Setting and Time Management Training Designed to help the Venturer discover how to improve their time management leading to achieving any goal they choose, this course leaves our youth better prepared for life, in Scouting and beyond. Maximum Age: 20
VC104 10-1 PM Science East 0214 Lydia Friz		Project Management The goal of the class is to provide the Venturer with an understanding of Project Management and the tools, techniques, and templates that you can use to effectively work on a project successfully. Maximum Age: 20
VC107 3-4 PM Vadalabene Center 1333		Making Your Crew Excel! (For Youth) Open forum panel discussion/Q&A with our youth about what has helped to develop a strong program. These youth are running and a part of growing Crews. Find out what has worked for them. Maximum Age: 20

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2019 University of Scouting at SIU-E

UofS Youth Leadership College (All) (Scheduled Classes)

YL104	1-2 PM		Leading Mixed Aged Groups Having trouble keeping both older and younger Scouts in your troop engaged? Come learn how to keep scouts coming back to your meetings!
Vadalabene Center 2007			
Abigail Weisner			

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2019 University of Scouting at SIU-E

UofS Youth Leadership College (Youth only) (Scheduled Classes)

YL101 9-12 PM
 Peck Hall 2304
 Sam Rick



Den Chief Training

Prepares a Scout for the responsibilities and skills required to serve as an effective Den Chief. Den Chief Handbook Included. **(Lab Fee \$7.00)**

Additional Fee: \$7.00

Maximum Age: 17

YL107 9-10 AM
 Peck Hall 1402
 Abigail Weisner



Patrol Method: The ONLY Way to Run a Troop

BadenPowell once said, "The Patrol Method isn't just a way to run a Scout Troop...It is the ONLY way!!!" Explore how the Patrol Method is supposed to work and how Youth Leaders are the key to a successful Troop.

Maximum Age: 17

YL106 10-11 AM
 Peck Hall 1402
 Alex Beers



Leadership in the Troop

In addition to SPL and Patrol Leader, learn about all the other Troop leadership positions such as Scribe, Historian, Quartermaster, Chaplain's Aide, Troop Guide, and most important of all, Den Chief! Knowledge is power! Finding out how important these are to your Troop's operation and how you can apply your own creative leadership is a great start!

Maximum Age: 17

YL108 12-1 PM
 Peck Hall 1402
 Alex Beers



The Annual Unit Planning Meeting-A Scout Led Adventure

How to run a Troop planning meeting: Teaches the basics of what can't be done, how to direct the crowd to SMART goals for the troop, and push the level of excitement of the troop to a greater level.

Maximum Age: 17

YL103 1-2 PM
 Vadablene Center 2306
 Patrick Siemonsma



Keep Control of Meetings

Learn how to plan and use methods that will keep your meetings from being derailed by others.

Maximum Age: 17

YL105 2-3 PM
 Peck Hall 1402
 Patrick Siemonsma



Eagle Scout Seminar

From an Eagle Scout to Scouts wanting to learn how to get there. What is a good project? How do you do the paperwork? How do you stay organized during this process? Here are the answers to those questions and more!

Maximum Age: 17

YL102 3-4 PM
 Peck Hall 1402
 Sam Minier



Communicating with Adults

Do you have problems talking to adults? Are you unsure about what adults might say when you have a great idea to make your Troop more fun? Learn how and why different generations have trouble talking to each other and how you can take steps to breakdown the barriers.

Maximum Age: 17