Period	Class Number	Class Name
Session 1	BCS 154	Roundtable Fundamentals
Session 1	BCS 111	Commissioner and S.A.F.E. Scouting
Session 1	MCS 302	Supporting Unit and Membership Renewal
Session 1	MCS 303	Managing Unit Service at the District Level (updated 8/01/2021)
Session 1	CED 701	Combatting Commissioner Stress/Burnout
Session 1	DCS 551	Roundtable Today
Session 2	BCS 101	Core Concepts of Unit Service
Session 2	BCS 125	Commissioner Culture
Session 2	MCS 310	Succession Planning
Session 2	MCS 358	Addressing Unit Challenges Through Roundtable
Session 2	CED 707	Commissioner Serving New Units-2 hr
Session 2	DCS 506	Coaching Commissioners
Session 3	BCS 105	Resolving Common Unit Issues
Session 3	BCS 113	Welcoming, Engaging, and Onboarding New Commissioners
Session 3	MCS 311	All About the ADC's Role
Session 3	MCS 314	The Commissioner and the Professional
Session 3	CED 707	Commissioner Serving New Units-2 hr
Session 3	DCS 550	Leveraging Roundtables in Unit Service
Session 4		Lunch and Learn- Required for All Attendees
Session 5	BCS 115	Commissioners - The Single Best Resource!
Session 5	BCS 103	Linking District Resources

Session 5	MCS 305	Resolving Critical Unit Issues
Session 5	MCS 350	Unit & Roundtable Commissioners Working Together
Session 5	CED 800	How to Conduct a Commissioner's College
Session 5	DCS 514	Building Meaningful Relationships
Session 6	BCS 151	The Roundtable Commissioner Team
Session 6	BCS 119	Building Relationships
Session 6	MCS 307	Serving Newly Formed Units
Session 6	MCS 351	Conducting the Roundtable Planning Session
Session 6	CED 710	Commissioners Helping Volunteers Find Their Next Role In Scouting-2 hr
Session 6	DCS 512	Recruiting for Diversity
Session 7	BCS 152	Planning, Implementing and Promoting Roundtables
Session 7	BCS 102	The Unit and Membership Renewal Process
Session 7	MCS 313	Onboarding Commissioners
Session 7	MCS 352	Roundtable is Over – Now What
Session 7	CED 710	Commissioners Helping Volunteers Find Their Next Role In Scouting-2 hr
Session 7	DCS 509	A Legacy of Servant Leadership