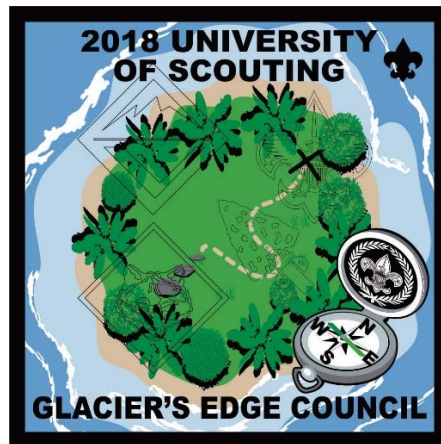


Glacier's Edge Council University of Scouting

“Finding Your Way”



Saturday, November 3, 2018

**Johnson Creek High School
455 Aztalan Street
Johnson Creek, WI 53038**

There are so many paths that a scout or scouter can take along the journey. How do you find the path for a program year or a number of years such as Trail to Eagle? How do you keep Scouting exciting for the youth? And what do we do now that girls are involved? The Glacier's Edge University of Scouting will help you find a path, allowing you to incorporate new program ideas, as well as expand your own interests. This one-day learning extravaganza is planned so new leaders can expand their Scouting knowledge and experienced leaders may return year after year, earn certifications in their chosen fields and keep current on all that Scouting has to offer the youth of our area.

Classes are arranged into five colleges: General Leadership, Cubs Scouting, Boy Scouting, Adventure (Venturing and Order of the Arrow), and Commissioning. You can mix and match classes from any number of colleges. There is so much that is new in Scouting! Bring all your Unit's Scout Leaders, Volunteers and Parents to the University of Scouting.

Every Scout Deserves a Trained Leader

FEES: Online registration will be available until 10:00 pm on November 1, 2018. The registration fee is \$15 up to the close of registration. Thereafter only walk-in registration will be available with courses on a first come first serve basis. Some courses may close during online registration due to classroom size limitations or instructor-to-student ratio requirements. Walk-in registration is \$20. Please note some classes have additional fees to cover certification costs or program materials.

REGISTRATION is where you will pick up your class schedule and materials. Registration will begin at 7:30 a.m., the Opening Ceremony will start at 8:30 a.m., and you will head off to your first class at 9:00 a.m.

RESOURCE AREA: The Resource Area has resources and information that can enhance your programs during the year. Visit the Resource Area to get ideas and meet folks that can help you. The area will be open from 9:00 a.m. to 2:00 p.m.

THE TRADING POST: The National Scout Store Trading Post will be offering Scout materials and some other special items for sale so be sure to check them out.

FOOD: Coffee and donuts will be available for purchase for a limited time during registration. Due to the number of participants, lunch will be provided during two periods (Sessions 3 and 4). A vegetarian option will be available. Please indicate regular or vegetarian lunch when you register. If you have other dietary restrictions, it might be a good idea to bring your own lunch. Please note: If you take a cooking class (Class 25 or 63), you will eat the food prepared in class rather than the University of Scouting lunch.

THE CLASSES: Each year, the University of Scouting changes the courses offered. This keeps the event fresh and up to date with the latest changes in scouting. If you have an idea for a future class, please let us know. Also, please fill out the evaluation forms for this year's classes.

YOUR PERSONAL SCHEDULE: In addition to the College of Commissioner Science (see next paragraph), classes are scheduled in four other colleges: General Interest, Cub Scouting, Boy Scouting, and Adventure (Venturing, Exploring and Order of the Arrow). Be sure to review classes in ALL COLLEGES before you register. You are invited to attend classes in any of the colleges.

COLLEGE OF COMMISSIONER SCIENCE: Commissioner College is one of the best ways for commissioners to get continuing education in their critical roles. The Commissioner College has pre-set course offerings designed by the National office which lead to specific "degrees" within that College. Only the Commissioner College offers the degrees in their College. This year we are offering courses for Bachelor's and Master's degrees, as well as the following courses for the Doctorate: *Selecting a Thesis Topic* and *Developing the Thesis or Project*.

INTRODUCTION TO LEADERSHIP SKILLS FOR TROOPS: This session is being offered to teach troops how to use this training in their own units. Completing this training is a prerequisite for a scout to attend NYLT. Youth and Scoutmasters should attend together.

INTRODUCTION TO LEADERSHIP SKILLS FOR CREWS: This course helps Venturing youth in leadership positions within their crews understand their responsibilities and equips them with organizational and leadership skills to fulfill those responsibilities.

NO DEN CHIEF TRAINING: Due to a change in the syllabus for Den Chief Training, we will not be offering this course at University of Scouting. There will be other opportunities for scouts to take this course throughout the year with the council and district levels.

If possible, please register online. To register online go to <http://glaciersedge.org>.

Track	Hour 1 9:00 – 9:50	Hour 2 10:00 – 10:50	Hour 3 11:00 – 11:50	Remember to schedule Lunch during Hour 3 (#111) or Hour 4 (#112)	Hour 4 12:00 – 12:50	Hour 5 1:00 – 1:50	Hour 6 2:00 – 2:50
General Interest	1. Scout Executive Fireside Chat	2. Adult Recognitions and Awards			3. Scout Safely	4. A Scout is Helpful - Service Projects for All Scouts	5. Unit Finances & Budgets for Unit Treasurers
General Interest	6. All Tied Up in Basic Knots	7. Beading	8. Decorative Knots		9. Scrapbooking - Preserve Those Memories	10. Rockets	11. Walking Sticks
General Interest	12. 1 Minute Skits & Campfire Fun	13. Scouts With Special Needs and Learning Styles	14. Backpack Cooking and Backpacking Stoves		15. Service Hours Reporting for JTE	16. Finding Your Way Through an Annual Plan	17. Teaching About Baden Powell & Scouting History
General Interest	18. Religious Emblems Program	19. Cyber Chip	20. Scoutbook - How to Use it Effectively		21. Social Media - Awareness & Management	22. Conservation on the Trail	23. Hike & Bike Wisconsin's Trails
General Interest	24. CPR Certification (3 Hours) Part 1	24. CPR Certification (3 Hours) Part 2	24. CPR Certification (3 Hours) Part 3				
General Interest	25. Cub Scout Den Leader Position Specific (2 Hours) Part 1	25. Cub Scout Den Leader Position Specific (2 Hours) Part 2	26. Youth Protection Training		27. Webelo Den Leader Specific Session	28. Chartered Org Rep Training (2 Hours) Part 1	28. Chartered Org Rep Training (2 Hours) Part 2
General Interest	29. Eagle Coordinators Training (for current and wannabe District/Council Eagle BOR Coordinators)	30. Merit Badge Counselor Training	31. Safe Swim Defense Training		32. Safety Afloat Training	33. Super Nova Mentor Training	
Cub Scouts	34. Hands-On STEM Activities for Cub Scouts	35. Let's Play - Games for Cub Scouts	36. Loops, Pins and Badges - Cub Advancement		37. Webelo to Scout Transition		38. Cubmaster and Pack Committee
Cub Scouts	39. Introduction to the Lion Program	40. Tiger Leader	41. Webelo Den Leader		42. Wolf & Bear Den Leader		44. Cubs and Campfire Fun
Cub Scouts		43. Basic Outdoor Cooking for Cubs (2 Hours) Part 1	43. Basic Outdoor Cooking for Cubs (2 Hours) Part 2				
Cub Scouts	45. Getting your Cubs to Camp	46. Leave No Trace – for Cubs	47. Summer Program for Cub Scouts		48. Blue and Gold Dinner	49. Cub Scout New Parent Orientation	50. Cub Scout Recruitment
Cub Scouts		52. Den and Pack Ceremonies	53. Getting Parents Involved with the Pack				51. Cub Scout Songs
Boy Scouts	55. Board of Review Training	56. Boy Scout New Parent Orientation	57. The Highly Functional Troop Committee		58. The New Scout	59. The Patrol Method	

Every Scout Deserves a Trained Leader

Track	Hour 1 9:00 – 9:50	Hour 2 10:00 – 10:50	Hour 3 11:00 – 11:50	Hour 4 12:00 – 12:50	Hour 5 1:00 – 1:50	Hour 6 2:00 – 2:50
Boy Scouts	60. First Class in the First Year	61. Growing Youth Leaders	62. It's Not All About the SPL	63. The Scoutmaster Minute	64. Boy Scout Advancement Process	65. Everything Eagle
Boy Scouts	66. Developing and Running the inclusive Troop		67. Effective PLC Meetings	68. Finding Youth Looking for Boy Scouting	69. Planning a High Adventure	
Boy Scouts	70. Backpacking - Planning and Equipment		72. Planning a High Adventure Trip to Isle Royale	73. Hornaday and other Awards	74. Games for Boy Scouts	
OA	75. Characteristics of High Performance Lodges	76. Building Your Team Session A - Recruiting Allies	77. Building Your Team Session B - Synergy and Problem Solving		78. Building Your Team Session C - Achieving the Mission	79. Leading vs. Serving – A Relationship
OA	80. OA Relationship with Units	81. What's up with Bigfoot	82. Troop Reps and Unit Relations	83. What it takes to be an Order of the Arrow Advisor	84. Elections	85. Ceremonies Team Training
Intro to Leadership Skills for Troops	86. Introduction to Leadership Skills for Troops - for Boy Scout Youth and their Scoutmaster (All Day) Part 1			86. Introduction to Leadership Skills for Troops - for Boy Scout Youth and their Scoutmaster (All Day) Part 2		
Venture	87. Introduction to Leadership Skills for Crews - For Venturing Youth (All Day) Part 1			87. Introduction to Leadership Skills for Crews - For Venturing Youth (All Day) Part 2		
Venture	88. Venture Advisor Training (3 hours)				89. What is Venturing?	
Venture	114. Mentoring (For Venture Youth) Part 1	114. Mentoring (For Venture Youth) Part 2		113. Goal Setting and Time Management (For Venture Youth) Part 1	113. Goal Setting and Time Management Part 2	113. Goal Setting and Time Management Part 3
Commissioner Science - Bachelors	90. BCS101 - Core Concepts of Commissioner Service	91. BCS103 - Linking District Resources	92. BCS104 - Contacting Units	93. BCS117 - Commissioner & Unit Key 3	94. BCS150 - Roundtables in Commissioner Service	95. BCS151 - The Roundtable Commissioner Team
Commissioner Science - Masters	96. MCS302 - On-Time Charter Renewal	97. MCS304 - Commissioner Service for Units At Risk	98. MCS307 - Commissioner Service For Newly Formed Units	99. MCS311 - All About the ADC's Role	100. MCS314 - The Commissioner & the Professional	101. MCS306 - Mentoring Skills
Commissioner Science - Doctorate	102. DCS501 - Selecting Your Project or Thesis Topic	103. DCS502 - Limiting the Scope of the Topic	104. DCS503 - Developing Your Project or Thesis	105. DCS506 - Coaching for Administrative Commissioners	106. DCS504 - Project Thesis Open Workshop Forum	107. DCS514 - Building Meaningful Relationships
Commissioner Science - General Ed				108. CED713 - Advancement for Scouts with Special Needs – The Commissioner's Role	109. CED714 - Special Needs Scouting – ADHD	110. CED715 - Special Needs Scouting – Autism

Remember to schedule Lunch during Hour 3 (#111) or Hour 4 (#112)

1. **Scout Executive Fireside Chat** - Come meet and have a chat with our Scout Executive. Find out what is in the future for scouting in Glacier's Edge Council. (Hr 1)
2. **Adult Recognitions and Awards** - Scouting is only successful when dedicated volunteers assist with planning and organizing fun opportunities at all levels of scouting. Learn about official and unofficial ways to promote the success of scouting programs through rewarding the efforts of adults who make scouting possible. (Hr 2)
3. **Scout Safely** - Safety first. Scouting safety begins with leadership. This class will give you an overview of how to keep your Scouts safe. (Hr 4)
4. **A Scout is Helpful** - Service Projects for All Scouts - A Scout is Helpful. What can your unit do for community service projects that teach citizenship and responsibility in the process? Share ideas in this roundtable session. (Hr 5)
5. **Unit Finances & Budgets for Unit Treasurers** - Create and manage a budget that pays for all of your unit's adventures, including the fund raising required to pay for it all! (Hr 6)
6. **All Tied Up in Basic Knots** - Learn to tie the basic Scouting knots and more. This course will be useful to Cub Scout and Boy Scout Leaders and to anyone who presents these knots to others. Get into the fun of knot tying. (Hr 1)
7. **Beading** - Learn to create beautiful beadwork in this hands-on session (Hr 2) Limit 12.
8. **Decorative Knots** - Learn to tie some of the popular decorative knots. Monkey's fist, Turk's head, and other's will be included. (Hr 3)
9. **Scrapbooking** - Preserve Those Memories - Hands on activity to design a scrapbook page and view some other scouting scrapbooks. (Hr 4)
10. **Rockets** - Learn the fundamentals of setting up and launching rockets as an event for your scouts. We will cover types of rockets, assembly hints, launch techniques, and safety. (Hr 5)
11. **Walking Sticks** - Participants will receive and decorate a walking stick as part of this course. The walking stick and decorative materials will be provided. Limit 12. Course fee \$12 (Hr 6)
12. **1 Minute Skits & Campfire Fun** - Quick skits, walk ons and other fun campfire activities. (Hr 1)
13. **Scouts With Special Needs and Learning Styles** - No matter what challenges a Scout faces, every boy is able to participate in Scouting. This class shows how to build acceptance and involve everyone in your Scouting program. (Hr 2)
14. **Backpack Cooking and Backpacking Stoves** - Backcountry trips often require using small stoves for good meals. Explore the options available. (Hr 3)
15. **Service Hours Reporting for JTE** - To obtain Journey to Excellence points for Service Projects, the time must be entered in the JTE database. Review JTE service project requirements, how to enter the time, and why this is so important. (Hr 4)
16. **Finding Your Way Through an Annual Plan** - Set goals with your PLC so that your troop will thrive. Find out how a youth-led planning conference will keep your Scouts and adults engaged. (Hr 5)
17. **Teaching About Baden Powell & Scouting History** - An introduction to the people, places and events that laid the groundwork for Scouting in Britain and America. (Hr 6)
18. **Religious Emblems Program** - Learn about the different types of religious awards available and some of the steps needed to earn them. (Hr 1)
19. **Cyber Chip** - Learn about the Cyber Chip and how to incorporate it into your unit's safety and advancement programs. (Hr 2)
20. **Scoutbook** - How to Use it Effectively - Learn to use your smartphones, computers, tablets, etc. to enter new scouts, link to Scoutnet to import your charter information, track leader training and Scout advancements, and take advantage of the built-in calendar. ScoutBook makes managing your unit much easier. (Hr 3)
21. **Social Media** - Awareness & Management - Learn how to promote your activities and events on today's social media such as Facebook, Twitter, YouTube and others (Hr 4)
22. **Conservation on the Trail** - A thoughtful frame of mind and understanding of outdoor ethics is essential to maintaining wilderness conservation. Learn the how to practice conservation on the trail. (Hr 5)
23. **Hike & Bike Wisconsin's Trails** - This course will give you information on hiking and biking trails to help keep the "outing" in Scouting. (Hr 6)
24. **CPR Certification (3 Hours)** - American Heart Association CPR certification /recertification course. Limit: 24 Course Fee \$40. (Hr 1&2&3)
25. **Cub Scout Den Leader Position Specific (2 Hours)** - This course is intended to provide Tiger, Wolf, Bear and Webelo den leaders with the information and tools they need to conduct successful den meetings. Den leaders who complete this training and Youth Protection training are considered "trained" for all three positions. (Hr 1&2)
26. **Youth Protection Training** - Youth Protection training is designed to help you keep our youth safe from abuse. You will learn the Boy Scouts of America's Youth Protection Guidelines, signs of abuse, and how to report suspected abuse. (Hr 3)
27. **Webelo Den Leader Specific Session** - This course is intended to provide Webelo den leaders with the basic information they need to conduct successful den meetings. (Hr 4)
28. **Chartered Org Rep Training (2 Hours)** - This course provides: an overview of the BSA, discussion of the "charter concept", an understanding of your job as a Chartered Organization Representative, steps in how to help units & their leadership, and an awareness of other opportunities. (Hr 5&6)
29. **Eagle Coordinators Training (for current and wannabe District/Council Eagle BOR Coordinators)** - Eagle projects must be approved by a representative of the Council Advancement Committee. Eagle Boards of Review must include a representative of the Council Advancement Committee. Review the requirements, expectations and processes associated with this critical role. (Hr 1)

30. **Merit Badge Counselor Training** - Important information for both new and experienced merit badge counselors. A step-by-step process for this critical scouting position. (Hr 2)
31. **Safe Swim Defense Training** - Before a BSA group may engage in swimming activities of any kind, a minimum of one adult leader must complete Safe Swim Defense. (Hr 3)
32. **Safety Afloat Training** - Adult leaders supervising activities afloat must have completed Safety Afloat training within the previous two years. (Hr 4)
33. **SuperNova Mentor Training** - Learn about this exciting awards program exposing Cub Scouts, Boy Scouts and Venture Scouts to science, technology, engineering and mathematics. (Hr 5)
34. **Hands-On STEM Activities for Cub Scouts** - incorporate cool activities in science, technology, engineering and mathematics into your Cub Scout Adventure. (Hr 1)
35. **Let's Play - Games for Cub Scouts** - Indoor, outdoor, fast, slow, physical and mental. Learn to organize and play different types of games for Den and Pack activities. (Hr 2)
36. **Loops, Pins and Badges** - Cub Advancement - Cub Scouts progress from rank to rank, learning new skills each year. Learn all about the process and fun of advancement in the Cub Scout Program. (Hr 3)
37. **Webelo to Scout Transition** - Boy Scouts is a whole lot different than Cub Scouts or Webelos Scouts. The idea of graduating from a Cub Scout pack to a Boy Scout troop may be intimidating for some Webelos Scouts and their parents. Learn what to expect from the scouting program and tip on how to choose the best troop for your Webelos. (Hr 4)
38. **Cubmaster and Pack Committee** - This engaging training helps committee members understand how all of the leaders and parents work together for a successful Cub Scout program and is the required training for Pack Committee chairpersons and members. (Hr 6)
39. **Introduction to the Lion Program** - What you need to know about Lions integrating with cub scouts. (Hr 1)
40. **Tiger Leader** - Tricks of the Trade for how to run a Tiger Den (Hr 2)
41. **Webelo Den Leader** – This course is intended to provide Webelos leaders with the tools they need to run successful Webelos den meetings. Leaders must have completed previous training for den leaders or Cub Scout specific training to be fully trained in their position. (Hr 3)
42. **Wolf & Bear Den Leader** - Tricks of the Trade for how to run a Wolf or Bear Den (Hr 4)
43. **Basic Outdoor Cooking for Cubs** - Who says Cubs can't cook outdoors? You don't have to eat just hot dogs! This is a hands-on outdoor class. See it, do it, eat it, and take the ideas back to your Pack and den. (Note: DO NOT sign up for Hr. 3 or 4 Lunch as this class is your Lunch) (Hr 2 & 3)
44. **Cubs and Campfire Fun** - Hours of laughs, skits, run-ons and more. All the entertainment you will need to have fun and entertaining campfire programs. (Hr 6)
45. **Getting your Cubs to Camp** - Adventure loops have an outdoor and camping component. Learn why it so important to get your cub scout to summer camp. (Hr 1)
46. **Leave No Trace** – for Cubs - Learn about the resources and different training levels of Leave No Trace available for Cub Scout Packs, how LNT can be implemented in Cub Scouts the achievements Cub Scouts and adults can earn. (Hr 2)
47. **Summer Program for Cub Scouts** - Cub Scouting doesn't **have to stop when the school year stops. Learn about some** activities to do with your cubs during the summer months. (Hr 3)
48. **Blue and Gold Dinner** - Get ready for the pack's biggest event of the year! Create excitement with fun themes, decorations, ceremonies and MORE! (Hr 4)
49. **Cub Scout New Parent Orientation** - Learn what to say to new parents to involve them and set realistic expectations for their role in scouting. (Hr 5)
50. **Cub Scout Recruitment** - Participants will learn year-long strategies to recruit Cub Scouts to their pack. A special feature is the discussion of the School Night For Scouting recruiting process and how packs and council/districts work together to have a great fall roundup. (Hr 6)
51. **Cub Scout Songs** - How Did That Song Go? – I remember the words, but not the melody. Sound familiar? Many songs are written to familiar tunes, while others are easily forgotten. We will cover songs for all age groups and help you go away with the tools to remember them. (Hr 6)
52. **Den and Pack Ceremonies** - Ceremonies don't have to be just for the Blue and Gold. Other fun activities you can do with your Den and Pack. (Hr 2)
53. **Getting Parents Involved with the Pack** - How to get parents involved. Whether it's putting spoons in dishes at a Blue and Gold to being a leaders, find ways to get parents involved. (Hr 3)
55. **Board of Review Training** - For anyone interested or experienced with Boards of Review, learn the mechanics and expectations of serving this important role in the rank advancement process. (Hr 1)
56. **Boy Scout New Parent Orientation** - Boys Scouts is different than Cub Scouts. Learn what to say to new parents to involve them and set realistic expectations for their role in scouting. (Hr 2)
57. **The Highly Functional Troop Committee** - Spend your time working with seasoned scouters to discuss how to best run an effective and fun troop committee dedicated to scouting's values and willing to do whatever it takes to make the program worthwhile for the boys. (Hr 3)
58. **The New Scout** - This session will outline the materials to be covered in the initial meeting of the parent and boy with the Scoutmaster and a suggested program of events to encourage timely advancement in rank in the first year. (Hr 4)

59. **The Patrol Method** - Fresh ideas on how to successfully implement a boy-led troop. EDGE your Scouts into more meaningful patrol activities, fostering and maintaining leadership development, Scout ownership of the PLC, and building high performing patrols (Hr 5)
60. **First Class in the First Year** - A successful early rank advancement program increases scout retention and provides a solid foundation of outdoor and leadership skills. Learn how to establish plans to achieve this assertive progression with new scouts. (Hr 1)
61. **Growing Youth Leaders** - Learn about the care, feeding and mentoring of your youth leaders. This session will present ideas and resources to make your youth want to step up to the plate. (Hr 2)
62. **It's Not All About the SPL** - Gain an understanding of troop positions and how to use them. (Hr 3)
63. **The Scoutmaster Minute** - How to teach a life lesson in one minute. (Hr 4)
64. **Boy Scout Advancement Process** - Advancement is one of the eight Methods of Scouting used by Troops to support the three Aims of Scouting. Review the processes involved with Advancement, the responsibilities of Unit Leadership and the importance of the Unit Advancement Coordinator Role. (Hr 5)
65. **Everything Eagle** - The Life to Eagle process will be reviewed in detail, including the role of and Advisor/Mentor/Coach, the Eagle Service Project and Workbook, the Eagle Rank Application, the Board of Review, and the Court of Honor. Available Council resources to support this endeavor will be reviewed. (Hr 6)
66. **Developing and Running the inclusive Troop** - Tips for developing an inclusive unit. (Hr 1)
67. **Effective PLC Meetings** - Help your SPL master the PLC meeting through structure, content, planning and preparation. (Hr 3)
68. **Finding Youth Looking for Boy Scouting** - Are you ready when boys are ready to join your troop? Learn simple recruiting activities for any time during the year. (Hr 4)
69. **Planning a High Adventure** - How to plan your own High Adventure trip. (Hr 5)
70. **Backpacking - Planning and Equipment** - Proper equipment and planning tips to make a great backpacking trip. (Hr 1)
72. **Planning a High Adventure Trip to Isle Royale** - Lessons learned by planning high-adventure trips to Isle Royale, the island national park in the middle of Lake Superior. (Hr 3)
73. **Hornaday and other Awards** - The William T. Hornaday Awards are presented for distinguished service in natural resource conservation for units, Scouts, Venturers, and Scouters. The fundamental purpose of the Hornaday Awards program is to encourage Scouts to learn about natural resource conservation. (Hr 4)
74. **Games for Boy Scouts** - Scouting is a game with a purpose. Learn some games that will help teach key leadership skills. (Hr 5)
75. **Characteristics of High Performance Lodges** - This session will show lodge leadership what their role is in meeting the intent of the mission of the lodge and supporting the council and what it might take to be a high performing lodge. (Hr 1)
76. **Building Your Team Session A - Recruiting Allies** - This youth session will discuss how to successfully recruit others to be a part of your team. (Hr 2)
77. **Building Your Team Session B - Synergy and Problem Solving** - This youth session will teach participants what synergy and problem-solving are and how to work through both. (Hr 3)
78. **Building Your Team Session C - Achieving the Mission** - This youth session will discuss methods to develop a team, to strengthen the team through training, and to set effective goals in order to achieve a mission. (Hr 5)
79. **Leading vs. Serving – A Relationship** - This session will outline the benefits of servant leadership and how to apply it. It is important to connect servant leadership to the ideals of scouting and the Order of the Arrow to stress its importance. To achieve these objectives, contrast servant with inferior forms of leadership. Before that, the goals of a leader and the purpose of a leader need to be articulated. (Hr 6)
80. **OA Relationship with Units** - This session will explain how a better relationship between your lodge and your units, districts, and the council strengthens your unit and its program. (Hr 1)
81. **What's up with Bigfoot** - This session is an informational session explaining the Order of the Arrow program in Glacier's Edge Council and how it can benefit your Cub Scout, Scout, or Venturing Units. There will also be time for a question and answer session. (Hr 2)
82. **Troop Reps and Unit Relations** - This session was designed to provide Arrowmen with background and information on the Order of the Arrow Troop Representative program, The session will also cover how to complete an election and the opportunity to practice and election in a group format. (Hr 3)
83. **What it takes to be an Order of the Arrow Advisor** - This session will help you understand what candidates we are looking for in the OA and understand the needed training to develop adult leaders to support OA youth. (Hr 4)
84. **Elections** - This session covers how to complete an election and the opportunity to practice an election in a group format. (Hr 5)
85. **Ceremonies Team Training** - This course allows youth to read and go through call out ceremonies and ordeal ceremonies. It covers just the basics to start learning about what it takes to induct our newest members. (Hr 6)
86. **Introduction to Leadership Skills for Troops** - for Boy Scout Youth and their Scoutmaster - This course helps Scouts in leadership positions understand their responsibilities and equips them with organizational and leadership skills to fulfill those responsibilities. A prerequisite for Scouts to participate in NYLT, NAYLE and Kodiak. (Hr 1-6)

87. **Introduction to Leadership Skills for Crews** - For Venturing Youth - This course helps Venturers in leadership positions understand their responsibilities and equips them with organizational and leadership skills to fulfill those responsibilities. A prerequisite for Venturers to participate in NYLT, NAYLE and Kodiak. (Hr 1-6)
88. **Venture Advisor Training (3 hours)** - This course provides crew advisors with the basic information needed to help youth leaders manage a crew and keep youth positively engaged. (Hr 1-3)
89. **What is Venturing?** - What is Venturing and how does the program run? Learn how to start a new crew and offer new experiences to older boy scouts to keep them involved in the scouting program. (Hr 5)
90. **BCS101 - Core Concepts of Commissioner Service** - The position of commissioner is one of the oldest in Scouting. This course reviews and reinforces the commissioner core concepts and identifies the key skills needed for commissioner to be able to assess the units they serve. (Hr 1)
91. **BCS103 - Linking District Resources** - Although commissioners are viewed as very knowledgeable and capable individuals, a key part of their job is to actually point a unit in the direction of the actual process owner for the topic in question. Many of those topics have a process owner on the local District Committee who has ready access to further resources and wisdom. (Hr 2)
92. **BCS104 - Contacting Units** - This course examines the role of contacts between commissioners and their units. (Hr 3)
93. **BCS117 - Commissioner & Unit Key 3** - In this course, we examine the roles of the unit key 3 and how commissioners work and coach each. (Hr 4)
94. **BCS150 - Roundtables in Commissioner Service** - An effective roundtable is vital to the success of all commissioner service. This course reviews and reinforces how roundtables fit into the commissioner service structure by providing roundtable services to unit leaders. (Hr 5)
95. **BCS151 - The Roundtable Commissioner Team** - An effective roundtable commissioner team is vital to the success of all roundtables. The roundtable commissioner team organization is as simple as it needs to be in a small district and can be a more complex organization in a larger district. It is important that all members of the commissioner roundtable team understand the unique position of roundtable in the Scouting world. Roundtable provides a different method of unit service, but it is just as important. Roundtable also supplements unit commissioner efforts by the program support it provides. (Hr 6)
96. **MCS302 - On-Time Charter Renewal** - Annually, sponsoring organizations and units apply to BSA for a new charter to deliver the Scouting program. This process validates youth membership and qualified leaders, confirms agreement to follow BSA policies, and collects registration fees. District commissioners must lead these activities which may engage volunteers who are inexperienced or unfamiliar with BSA procedures. This session explores leadership techniques to prepare, guide, and support units in completing accurate charter renewal applications on-time. (Hr 1)
97. **MCS304 - Commissioner Service for Units At Risk** - In this course indicators of units at risk, approaches for investigating units reported to be at risk and resolving the issues that have put the unit at risk are discussed. (Hr 2)
98. **MCS307 - Commissioner Service For Newly Formed Units** - In this course, a commissioner will learn the role of a new-unit commissioner and become familiar with working side by side with a new unit organizer. (Hr 3)
99. **MCS311 - All About the ADC's Role** - This course will educate the audience on the purpose of the assistant district commissioner role and how it benefits commissioner services. (Hr 4)
100. **MCS314 - The Commissioner & the Professional** - In this course, learn more about the relationship between the commissioner and the professional. How can they work closely together to reach a common goal of providing quality service to units? What can the professional do to help the volunteer accomplish their goals and what can the commissioners do to help the professional accomplish their goals and fulfil their critical achievements? (Hr 5)
101. **MCS306 - Mentoring Skills** - The course will discuss the new mentoring model, differences of coaching and mentoring and how it applies to commissioner service. (Hr 6)
102. **DCS501 - Selecting Your Project or Thesis Topic** - This session assists doctoral candidates in selecting their project/thesis concept. (Hr 1)
103. **DCS502 - Limiting the Scope of the Topic** - Doctoral candidates explore various procedures to reduce their topic to a workable size. A suggested approval process will also be shared (Hr 2)
104. **DCS503 - Developing Your Project or Thesis** - This session covers the project/thesis outline and a variety of suggestions for writing and revising the report. (Hr 3)
105. **DCS506 - Coaching for Administrative Commissioners** - Coaching is about relationships. It is the ability to listen, to observe, to share, to support and to engage in a way that will help others solve their own problems, grow as individuals and attain their full potential. Coaching is the art of helping others arrive at their conclusions through their own analysis of the situation and facts (Hr 4)
106. **DCS504 - Project Thesis Open Workshop Forum** - This Q and A open forum provides doctoral candidates an opportunity to review completed projects and theses instilling confidence that this task is attainable. (Hr 5)
107. **DCS514 - Building Meaningful Relationships** - Commissioner service is all about relationships. This session suggests ways in which commissioners may go about building and maintaining positive relationships with those they serve. It also discusses possible pitfalls that can undermine relationships. (Hr 6)
108. **CED713 - Advancement for Scouts with Special Needs - The Commissioner's Role** - Virtually every unit will experience having a youth who has disAbilities. This course will provide Commissioners with knowledge to share with unit leaders so they can provide an Advancement program which provides

these youth with the Scouting opportunities to succeed.
(Hr 4)

109.CED714 - Special Needs Scouting – ADHD -
Participants of this course will become familiar with the multiple characteristics common to individuals who have AD/HD and with easy tips to help them to get the most out of the Scouting program. (Hr 5)

110.CED715 - Special Needs Scouting – Autism -
Participants of this course will become familiar with the multiple characteristics common to individuals who have Autism Spectrum Disorder and with easy tips to help them to get the most out of the Scouting program (Hr 6)

111. Lunch Hour 3

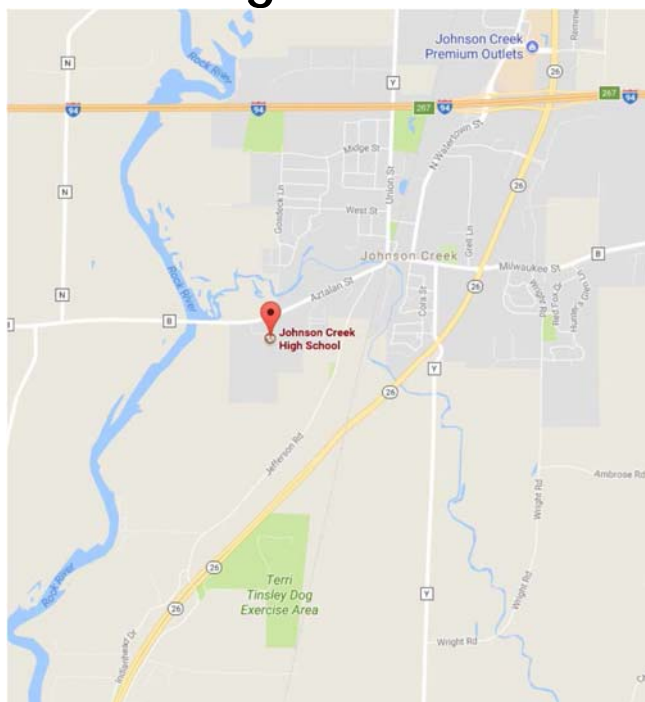
112. Lunch Hour 4

113. Goal Setting and Time Management - (For Venturing Youth) This course will help Venturing youth learn to manage a project, with Strategies for personality type, ability to self-motivate, and level of discipline.(Hr 4-6)

114. Mentoring (For Venture Youth) - This course will help Venturing Youth understand how to mentor other members of the crew through the planning of crew adventures. (Hr 1-2)

Directions to Johnson Creek High School 455 Aztalan Street, Johnson Creek, WI

Johnson Creek High School is a cluster of domes (shown above). It is located on the Southwest side of Johnson Creek (see marker on map, right). The school is just south of County Road B, also known as Aztalan Street. Some GPS systems do not take you to the correct spot, so please make sure your driving directions align with this information.



Your District Training Teams can help YOU obtain the Patch every leader needs.

Indian Trails

Willy Whitford
bill.whitford@gmail.com
608.931.4382

Mohawk

David Kilps
davekilps51@gmail.com
608.335.3453

Wisconsin River

Tom Cline
zamman@mhtc.net
608.843.1789

Yahara

Aaron Teche
aaron.teche@gmail.com
608.658.6674



Every Scout Deserves a Trained Leader



WOOD BADGE C7-620-19

**September 6-8, 2019, Camp Indian Trails
and**

October 4-6, 2010, EBSR

Attendance at both weekends is required for completion of the course

Glacier's Edge Council is proud to present Wood Badge, a fun and educational training opportunity, in September and October, 2019.

Wood Badge is the BSA's premier adult leader training course that also teaches principles of leadership and team development that are just as useful for the non-scouting part of our lives (work, church, and other volunteer organizations), as for the scouting ones.

Wood Badge is appropriate for anyone registered in the Boy Scouts of America who is 18 years or older. You should have completed the basic training for your current position in Scouting before you take Wood Badge. Attendees need to be able to function safely in an outdoor environment and have completed the Annual Health and Medical Record form. Participants will camp in cabins the first weekend, and camp in their tents the second weekend.

Wood Badge will empower you to be a better, more dedicated leader who is able to help deliver a high quality program to the youth of your community -- and it's a lot of fun too! Many Scouters report that attending Wood Badge is a life-changing experience, and strong friendships are forged at Wood Badge which last a lifetime. More information about this Wood Badge Course C7-620-19 can be found at <http://www.glaciersedge.org> or by contacting Course Director Amy Kitching at gecwoodbadge19@gmail.com.



National Youth Leadership Training (NYLT)

NYLT is an exciting program designed to provide youth members with leadership skills and experience they can use in their home troops/crews. NYLT is a six-day course. Content is delivered in a troop and patrol outdoor setting. The NYLT course centers around the concepts of what a leader must BE, what a leader must KNOW, and what a leader must DO. The key elements are then taught with a clear focus on

HOW TO DO. The skills come alive during a quest for the meaning of leadership.

The Glacier's Edge Council is pleased to announce we will hold two sessions of NYLT in 2019: Dates TBD

The eligibility requirements to attend NYLT are:

- Be at least 13 years of age prior to the start of the course

Every Scout Deserves a Trained Leader

University of Scouting

November 3, 2018

Have Lunch 3rd or 4th Hour

Lunch is either 3rd (#111) or 4th (#112) Hour. Unless you are taking a day-long class (#86, #87) or a cooking class (#43) please list one of those hours for your lunch when you create your schedule.

Additional Fees

A few of the classes (listed on the registration form) have an additional fee to cover the cost of materials used in the class. Otherwise, all handouts, supplies and materials used in class are included in the registration fee.

2018 Fees

Includes a patch & lunch

Registration Fee: \$15.00 _____

Walk-in* Fee: \$ 20.00 _____

* After 10 pm, 11/1/178

Meal: Regular _____ or Vegetarian _____

Dietary Restrictions (if any):

Additional Patch: \$ 2.50 _____

Additional Course fees:

#24 - CPR: \$40.00 _____

Total Amount Paid: \$ _____

GEC Account _____

Online registration at:

<http://glaciersedge.org>

**Payment is due upon registration in order
for us to hold your class registration**

2018 University of Scouting Registration Planner

Use the form below to plan your University of Scouting schedule, then go online to register at <http://glaciersedge.org>

Make sure if you have a **2 or more-hour class** that you mark it down on this form for all applicable hours. Register early for a better chance of getting your first choice; remember some classes have strict limits. First come, first serve.

Class Choices:

First Choice

1st Hour # _____

2nd Hour # _____

Lunch or 3rd Hour # _____

Lunch or 4th Hour # _____

5th Hour # _____

6th Hour # _____

Second Choice

1st Hour # _____

2nd Hour # _____

3rd Hour # _____

4th Hour # _____

5th Hour # _____

6th Hour # _____

Lunch is during both 3rd (#111) and 4th (#112) hours. Please make sure you schedule a lunch unless you are in one of the day-long classes (#86, #87) or a cooking class (#43). The day-long classes will break for lunch during one of the two lunch periods. The food created in the cooking classes is your lunch.