

CUB SCOUTS		1	2	3	L	4	5	6
Class Code	Class Name	9a	10a	11a	12p	1p	2p	3p
CUB 102	<b>Bear Den Leader</b> For new and experienced Bear Den Leaders. Learn about how the new Adventure Program will affect your den, ways to help your boys advance, and tips to make your meetings fun.							
CUB 103	<b>Engaging Den Meetings</b> Great for new and experienced Den Leaders. Learn the elements of a dynamic den meeting, how to keep the boys engaged, and essential planning skills as well as keeping the peace during meetings.							
CUB 104	<b>Gatherings and Games</b> Everyone doesn't arrive at the same time, so every meeting should start with a gathering activity. Learn easy and fun activities and games that will fill those first 5 to 10 minutes.							
CUB 107	<b>Lion Leaders</b> Introduction to the new Lion Program!							
CUB 108	<b>Transition to Boy Scouts</b> What to expect when transitioning from Cub Scouts to Boy Scouts							
CUB 109	<b>Using Denners &amp; Den Chiefs</b> You need help and these boys can provide it. Using Denners and Den Chiefs is a win							
CUB 111	<b>Webelos: Den Leader</b> Webelos den leader orientation, understanding how the adventure program works and how to track progress.							
CUB 112	<b>Wolf Den Leader</b> For new and experienced Wolf Den Leaders. Learn about how the new Adventure Program will affect your den, ways to help your boys advance, and tips to make your meetings fun.							
CUB 113	<b>Ceremonies to Celebrate</b> Opening and closing ceremonies to get you started with a bang, rank advancement ceremonies to celebrate achievement, including the Arrow of Light and Crossovers, and more!							
CUB 114	<b>Cubmaster Connection</b> A master Cubmaster doesn't forget the fun! But putting on a great Pack meeting also takes planning, organization, implementation.							
CUB 115	<b>Flag Ceremonies for Cub Scouts</b> Learn the proper way to display and show respect for our nation's flag, along with opening and closing flag ceremonies appropriate for Cubs.							
CUB 116	<b>Pack Meetings with Pizzazz</b> Up your game! This class is a must for all Cubmasters. Add enthusiasm with songs, skits, cheers, games, costumes, props, and clever run-ons.							
CUB 120	<b>Summer Camp</b> All you need to know about what camps are available, what to expect, camperships and where to get MORE information. Camps are a great way to engage scouts both as a pack, den or individuals! Don't miss out on the memories!							
CUB 121	<b>ADVENTURE! - Cub-friendly Outings</b> Learn about rules and resources for places to go and things to do that meet new program requirements.							



<b>CUB 142</b>	<b>Whittling Chip</b> Did you know that the Whittling Chip is a requirement for all Bears and Webelos in the new 2015 Cub Scout program? Come learn how to teach <u>carving to your Cubs safely.</u>							
<b>CUB 143</b>	<b>Woodworking for Cubs</b> Learn how to teach your Cub Scouts the basics of woodcraft and hand tools, as well as fun wood projects to do with your den.							
<b>CUB 218</b>	<b>Cub Family Camping - What to do?</b> Now that you've set up your tent. . . what's next? Check out some fun activities that you can incorporate into your campouts besides the typical <u>campfire and hiking.</u>							
<b>CUB 221</b>	<b>Den Doodles</b> Using creative rewards and incentives to get cubs excited about weekly meetings							
<b>CUB 222</b>	<b>Webelos: Maximizing outdoor adventures</b> A guide for combining outdoor adventures							
<b>CUB 220</b>	<b>Webelos: Scout Skills &amp; Arrow of Light</b> Help Webelos & Arrow of Light Scouts improve their basic scout skills in order to be better prepared for their first experiences in Boy Scouting							

GENERAL		1	2	3	L	4	5	6
Class Code	Class Name	9a	10a	11a	12p	1p	2p	3p
<b>GEN 102</b>	<b>Scouting at the LDS Ward Level</b> What makes LDS Scouting units so different? Any interested Scout leader will benefit from this class, as well as Stake leaders, Bishopric members, Young Men and Primary leaders. Using Duty to God							
<b>GEN 103</b>	<b>Using Reflections</b> You can make Scouting more meaningful and effective, delivering <u>powerful learning experiences, through the use of reflections.</u>							
<b>GEN 104</b>	<b>Flag Ceremonies</b> Come learn everything you need to know about flag etiquette, including inspirational ideas for incorporating flag ceremonies into your unit.							
<b>GEN 105</b>	<b>Basic Storytelling</b> A great story can mesmerize your Scouts as they learn the values of Scouting through listening to the spoken word. Learn how to engage <u>their imaginations and storytelling techniques.</u>							
<b>GEN 106</b>	<b>Digital Storytelling</b> Use digital media to share your story of Scouting in the modern world. How to engage your Scouting audience through social media, including <u>blogging, Facebook, LinkedIn and more!</u>							
<b>GEN 107</b>	<b>Adult Recognition Awards</b> Learn about leadership and training awards that adults can earn just by doing their jobs well, including the new Unit Leader's Award of Merit and <u>the Scouter's Training Award.</u>							
<b>GEN 108</b>	<b>Religious Awards</b> A Scout is reverent. Learn about the wide variety of youth and adult religious emblems available for all faiths in all areas of Scouting.							

<b>GEN 109</b>	<b>Other Scouting Awards</b> Learn about the wide variety of Scouting awards available, including the National Outdoor Awards program, William T. Hornaday Awards, Messengers of Peace, and many others.							
<b>GEN 110</b>	<b>What Is A Unit Commissioner?</b> How can a Unit Commissioner help my unit? Learn about the roles of a Unit Commissioner and what they have to offer.							
<b>GEN 111</b>	<b>Journey to Excellence (JTE)</b> This performance recognition program encourages success and measures performance in your units. Learn about SCOUTStrong, tracking, and recording service hours.							
<b>GEN 114</b>	<b>BSA Technology</b> Discover what is available to help you with the administration of your unit and how to navigate through themyscouting.org website.							
<b>GEN 115</b>	<b>Involving Parents &amp; Families</b> How to get more parents and families involved with Scouting. Learn tips and ideas to re-invigorate your unit.							
<b>GEN 116</b>	<b>Recruiting and Retaining Older Scouts</b> Sometimes as they get older, Scouts may lose interest. Learn how to keep those older Scouts active in your units and how to revitalize your unit through recruiting.							
<b>GEN 117</b>	<b>Disruptive Scouts</b> How to deal with disruptive Scouts. Many times, these Scouts are the ones who are in need of our care and attention the very most.							
<b>GEN 118</b>	<b>The World of Special Needs</b> Come learn about a variety of special needs and disabilities, including Autism, ADHD, and sensory issues.							
<b>GEN 120</b>	<b>The World of Training</b> Training helps adult leaders do a better job with less time and effort! Find out what you may be missing and how to get it.							
<b>GEN 121</b>	<b>What's Next After Wood Badge?</b> You've completed the course, worked your ticket, and have your beads. How do you apply what you've learned? Also learn about the Philmont Leadership Challenge.							
<b>GEN 122</b>	<b>COR Training</b> Required training for COR's. Coordinate between your Scouting unit and chartered organization. Note: 2-hour class must sign up for sessions 1-2.							
<b>GEN 123</b>	<b>CPR Certification and Training</b> Become CPR certified on adults and children over 12 months of age. Note: Additional \$25 fee due at time of registration. 3-hour class, must sign up for sessions 1-3 or 4-6.							
<b>GEN 125</b>	<b>Recognizing and Preventing Burnout</b> Scout leaders should never reach the end of their limits. Learn to recognize and prevent burnout so all will be happy.							
<b>GEN 126</b>	<b>Scoutbook</b> A BSA program with valuable tools and resources for unit management and tracking that leaders, families, and Scouts will appreciate.							
<b>GEN 129</b>	<b>Guide to Safe Scouting</b> Permission slips, health forms, and the official Do's and Don'ts of Scouting (including a comprehensive study of the official Guide to Safe Scouting).							

<b>BOY SCOUTS</b>		1	2	3	L	4	5	6
Class Code	Class Name	9a	10a	11a	12p	1p	2p	3p
BSC 101	<b>The Boy Scout Advancement Process</b> Learn the specific advancement requirements and how to incorporate those into your meetings and outings.							
BSC 102	<b>From Tenderfoot to Eagle Scout</b> Helping your Scouts to achieve Eagle is an important job and there are proven strategies to help them get there.							
BSC 103	<b>Scoutmaster Conferences</b> How to hold an effective Coach Conference, which meets the needs of your Scouts while mentoring them.							
BSC 106	<b>The Eagle Process</b> How to guide your Scouts through the paperwork, project, and Eagle Court of Honor. Including resources and ideas for projects.							
BSC 108	<b>Scoutmastering</b> Meet with an experienced Scoutmaster to gain and share ideas and skills you can't learn from a book.							
BSC 109	<b>Scoutmaster Minutes</b> You have 60 seconds to change a Scout's life forever. This is the only time you have to formally take the lead in the Scouting program.							
BSC 110	<b>11-Year-Old Scouts (for LDS Leaders)</b> Get on track to 1st Class and more. These Scouts are the foundation of a healthy Young Men's Program.							
BSC 111	<b>Boy Scout Youth Leader Councils</b> Scout units are youth lead. How to hold effective leadership meetings to plan and carry out an effective youth lead unit.							
BSC 112	<b>Training Youth Leaders (Troop)</b> All Scouts deserve a trained youth leader. How to implement the Introduction To Leadership Skills training into your unit.							
BSC 113	<b>Planning Boy Scout Outings</b> How to plan a Scout outing. Resources, ideas, safety tips, and what you need to know to make it a success.							
BSC 116	<b>Merit Badge Counselors</b> What does it take to become a merit badge counselor? Serve youth by guiding them through merit badge work.							

<b>BSC 118</b>	<b>The Patrol Method</b> How to use patrols that are youth led in your Scout troop to ensure that your Scouts develop leadership skills.								
<b>BSC 121</b>	<b>Small Troop Collaboration for Success</b> Using the patrol method to create more youth leadership opportunities								
<b>BSC 122</b>	<b>Eagle Board of Review</b> Conducting an effective Eagle board of review								

<b>SCOUTING SKILLS</b>		1	2	3	L	4	5	6
<b>Class Code</b>	<b>Class Name</b>	9a	10a	11a	12p	1p	2p	3p
<b>SKL 101</b>	<b>Knots Beginners</b> Knots for beginners to experts and how to teach them to your							
<b>SKL 103</b>	<b>Dutch Oven Cooking</b> Our most popular Baden Powell University class! Learn the use and care of Dutch ovens and cook up some delicious food.							
<b>SKL 104</b>	<b>Solar Cooking</b> Take advantage of Arizona's sunny skies! Come learn the in's and outs of solar cooking and stop back by later in the day to sample your creations.							
<b>SKL 105</b>	<b>Team Building Games with a Purpose</b> Have fun with games while teaching valuable lessons and skills. Learn to bring your youth leaders together as a team.							
<b>SKL 106</b>	<b>Maps &amp; Compass</b> How to read a map and navigate using a compass. Bring your compass. How to find your way without a navigation device will also be covered.							
<b>SKL 107</b>	<b>GPS Basics &amp; Geocaching</b> Learn or re-fresh your GPS skills. Navigation & geocaching is fun! Bring a GPS if you have one and be prepared for hands-on learning.							
<b>SKL 108</b>	<b>Fire Building</b> There are many creative methods for building and starting successful fires. This class is a hands-on experience!							
<b>SKL 109</b>	<b>Camping in Arizona</b> In this class you will learn about resources to find new and exciting places to go camping in our beautiful state of Arizona.							
<b>SKL 111</b>	<b>Pioneering Basics</b> This is a hands-on experiences in pioneering projects to help you incorporate pioneering into your Scouting unit's program.							
<b>SKL 112</b>	<b>Wilderness Survival</b> Learn some basic wilderness survival skills to keep you and your scouts alive and safe.							
<b>SKL 113</b>	<b>Caving in Arizona</b> There are over 1,000 caves in Arizona. Learn how to plan and where to go in order to add this exciting element to your outdoor program.							
<b>SKL 116</b>	<b>Climbing/Rappelling</b> Learn what the council has to offer for climbing resources, the training needed, where to go, and how climbing activities can change lives.							



VENTURING		1	2	3	L	4	5	6
Class Code	Class Name	9a	10a	11a	12p	1p	2p	3p
VEN 090	<b>Venturing Q &amp; A</b>							
VEN 100	<b>Venture Advisor Specific Training</b> Are you new to Venturing? Or been around a while but haven't yet been trained? Come get trained, and learn some valuable skills that will help you deliver a robust program for the youth in your crew.							
VEN 101	<b>Venturing in 2018 and Beyond</b> Much has changed with Venturing in the GCC over the last year! What changes have been made and how will they assist you and your crew? Come find out!							
VEN 102	<b>Resources for Older Boy Scouts &amp; Venturers</b> The need for high adventure and doing hard things is every present in today's world. Come learn more about resources the council has to help <u>Venturing aged youth in your crews/troops.</u>							
VEN 201	<b>Beginning and Running a Successful Crew</b> What does it take to get a crew started and help it be successful as quickly as possible? Come learn with others how to navigate this process so that the youth will have a fun and positive experience.							
VEN 202	<b>The Venturing "Network" &amp; the VOA</b> VOA isn't just a funny acronym...it's the best resource a district has to enhance and strengthen YOUR Venturing crew! Find out how to create and organize a district VOA that will help strengthen the Crews in your District!							

CREW (YOUTH) VENTURING		1	2	3	L	4	5	6
Class Code	Class Name	9a	10a	11a	12p	1p	2p	3p
CRW 100	<b>Intro to Leadership Skills for Crews (ILSC)</b>							
CRW 101	<b>Goal Setting and Time Management</b>							



COMMITTEE		1	2	3	L	4	5	6
Class Code	Class Name	9a	10a	11a	12p	1p	2p	3p
CMT 101	<b>Cub Committee Basics (LDS)</b> Have a new calling at the Cub Committee level? Learn how the Key Three Cub Committee and it's supporting bishopric members help the Pack for your Ward run the way it is designed to function. Learn how to fulfill your calling and what is expected of you.							
CMT 102	<b>Cub Committee Basics</b> Learn how your Pack Committee and all it's volunteers work together to help the Pack for your chartered organization run the way it is designed to function. Learn how to fulfill your position and what is expected of you.							
CMT 103	<b>Cub Calendar Planning: Basics</b> Learn how to plan outings following the rules of Scouting. Keep your Scouts safe, but have a great time in the outdoors and awesome venues! Discover what is available here in Arizona that can enhance your scouting program and fill your calendar with excitement and fun...with a purpose!							
CMT 104	<b>Troop Committee Chair Basics</b> What are the roles and responsibilities of the Unit Committee Chair? This session is designed to help you learn your duties.							
CMT 105	<b>Troop Committee Member Basics</b> Come learn the basics involved with serving on your unit's committee, including your role, responsibilities, and duties.							
CMT 202	<b>Boards of Review</b> How to conduct a successful Board of Review with your Scouts. The do's and don'ts of what is appropriate.							
CMT 203	<b>On-line Re-chartering</b> Re-chartering time is here. Learn just how easy it can be! Bring your records and be well on your way to completion when you leave.							
CMT 204	<b>Internet Advancement</b> Confused by the electronic advancement process? Tips and techniques to make it easier, including information about other tracking systems available. Great for Advancement Chairs.							
CMT 205	<b>BeAScout Online Registration</b> Be found by youth looking for a unit to join!							

<b>CMT 206</b>	<b>Scoutbook - Committees/MBC</b>						
	Using Scoutbook for Committees and Merit Badge Councilors						

<b>Order of the Arrow</b>		1	2	3	L	4	5	6
Class Code	Class Name	9a	10a	11a	12p	1p	2p	3p
<b>OA 101</b>	<b>Order of the Arrow 101</b> What is OA? What is the purpose? How can this help my troop? How can this help my youth and adults? How do I get involved?							
<b>OA 102</b>	<b>Called Out in Order of the Arrow</b> A deeper look into getting involved with OA. OA Elections and what is the requirements? What is an Ordeal and how does it work? What is Brotherhood and how does it work? What is Vigil and how does it work?							

<b>COMMISSIONER</b>		1	2	3	L	4	5	6
Class Code	Class Name	9a	10a	11a	12p	1p	2p	3p
<b>CMR 101</b>	<b>Journey to Excellence (JTE) &amp; Unit Growth</b> Support unit growth in Journey to Excellence criteria (If classes CMR 101 thru CMR 104 are attended and completed UC Basic Training will be awarded)							
<b>CMR 102</b>	<b>Unit Contacts &amp; Commissioner Tools</b> Link District committee resources to the unit( If classes CMR 101 thru CMR 104 are attended and completed UC Basic Training will be awarded)							
<b>CMR 103</b>	<b>District Committee Resources</b> Making unit Contacts and recording those contacts in Commissioner tools (If classes CMR 101 thru CMR 104 are attended and completed UC Basic Training will be awarded)							
<b>CMR 104</b>	<b>Supporting on-time Charter renewal</b> Supporting on-time Charter renewal (If classes CMR 101 thru CMR 104 are attended and completed UC Basic Training will be awarded)							

<b>SPANISH</b>		1	2	3	L	4	5	6
Class Code	Class Name	9a	10a	11a	12p	1p	2p	3p

ESP 101	<b>Knots</b> Knots for beginners and experts, and how to teach them to your Scouts. Learn how to make knot-tying fun for everyone!							
ESP 102	<b>Journey To Excellence</b> This performance recognition program encourages success and measures performance in your units. Learn about SCOUTStrong, tracking, and recording service hours.							
ESP 103	<b>Cubmaster Intro</b> A master Cubmaster doesn't forget the fun! But putting on a great Pack meeting also takes planning, organization, and implementation.							
ESP 105	<b>Youth Protection</b> Get your youth protection training, the foundation for keeping youth and adults safe.							
ESP 106	<b>Patrol Method</b> Learn the fundamental method of operating within a Scout unit.							
ESP 107	<b>Leave No Trace</b> Learn fun, age appropriate activities to help Scouts enjoy the outdoors while keeping it beautiful and clean. Requirements for the Outdoor Ethics Award will be presented.							
ESP 111	<b>Cub Scout Advancement</b> Keep your records straight as you track the progress of your den's advancement in the new Cub Scout Adventure Program.							
ESP 112	<b>Faith in God Award</b> Find out how the LDS Faith in God requirements align with the new Cub Scouting program, and how to incorporate them into your Cub Scout meetings.							