

Greater Alabama Council 2010 University of Scouting



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Revision 2

Email Address Correction on Page 2!

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2010 University of Scouting

General Information

What is the University of Scouting? The University of Scouting is an annual council-wide training event designed to provide more in-depth study than can be provided in the basic training courses offered for the various leadership positions. This is accomplished through the use of experienced leaders offering a variety of single-topic course varying in length from one to three hours. The courses are offered in one or more of five distinct colleges. The five colleges are:

- College of General Scouting
- College of Cub Scouting
- College of Boy Scouting
- College of Venturing
- College of Commissioner Science

The Greater Alabama Council Training Committee has approved a degree program developed by the University of Scouting Staff, and based upon the nationally approved degree program for the College of Commissioner Science, that allows Scouters to earn degrees in each area. The degrees offered are bachelor, master, and doctor in each of the four major areas, Cub Scouting, Boy Scouting, Venturing, and Commissioner Science. The degree requirements vary, but include a combination of basic & advanced training outside the University of Scouting, classes from the University of Scouting, and other activities for each degree. They are designed to ensure that each leader, as he or she advances through the requirements, becomes a more proficient and well-rounded Scout leader. The specific degree requirements are explained in detail later in this catalog.

How do I register to attend the University of Scouting? Information about the University of Scouting should be provided to you at your district roundtables starting in December of each. Online registration and payment can be done at www.1bsa.org. Online registration is the preferred method to register for the University of Scouting. If you are unable to do online registration, paper registration forms will be available from your District Executives, at the two Council Service Centers, and at www.1bsa.org.

How to use this Catalog. The remainder of this catalog is divided into three major sections:

- I. Course Descriptions
- II. Degree Programs & Requirements
- III. Degree Applications and Forms

The Course Description section contains a listing of all courses that are offered by the University of Scouting along with a very brief description and the length of each course.

Not all the courses listed are offered in the current year's program, but are listed here so that you can see all the descriptions and plan a multi-year course of study. In general, it is the goal of this University to ensure that each course is offered at least once every three years.

The Degree Requirements section contains detailed information on the requirements for the degrees in each of the four degree program areas. This section also indicates which courses are being offered this year by showing them in black print. The courses that are not being offered this year are in grayed-out print. Be sure that you understand the requirements for each degree before you submit your application. If you have any questions, a designated room will be announced at the University of Scouting where you can go to get your questions answered and submit your degree application. You can also send an email to UoSStff2010@aol.com with your questions at any time prior to this year's university.

If are not certain of what classes you may have taken in past years, submit your request for transcript via email to UoSStff2010@aol.com and the information will be provided within 24 to 48 hours.

The final section of this catalog, Degree Applications and Registration Form, contains specific applications for each degree offered and a complete paper copy of the 2010 University of Scouting Registration Form, though once again you are reminded that the preferred method of registration is through the online registration system at www.1bsa.org.

I. Course Descriptions

An Asterisk (*) after the course number indicates a core course.

General Session Courses: Courses that are listed in *grayed-italic* type are not being offered in 2010.

- GS-01 Youth Protection Guidelines: In order to maintain vigilance against child abuse, National recommends all Scouters re-take this training every two years. Required on Local Tour Permit. (No credit, certification only, 2 hrs)
- GS-02 *Safe Swim Defense: Safety rules for swimming activities. Required on Local Tour Permit. (No credit, certification only, 1 hr) (Re-certify every two years)*
- GS-03 *Safety Afloat: Safety rules for aquatic activities involving watercraft. Required on Local Tour Permit. (No credit, certification only 1 hr) (Re-certify every two years)*
- GS-04 *Safe Swim Defense Instructor: Certification course for instructors of Safe Swim Defense. (No credit, certification only, 1 hr, GS-02 pre-requisite)*
- GS-05 *Safety Afloat Instructor: Certification course for instructors of Safety Afloat. (No credit, certification only, 1 hr, GS-02 pre-requisite)*
- GS-06 Trek Safely: An orientation of the recommended procedures for conducting any overnight outdoor event. (No credit, certification only; 1 hr) (Re-certify every two years)
- GS-07 Climb on Safely: An orientation of the recommended procedures for conducting climbing/ rappelling at a natural site or a specifically designed facility. Required on Local Tour Permit. (No credit, certification only, 1 hr) (Re-certify every two years)
- GS-08 Health and Safety Course: This course introduces the concept of the "sandwich principle" with emphasis on the importance of qualified supervision and discipline. (No credit, certification only, 2 hrs) (Re-certify every two years)
- GS-09 Merit Badge Counselor Orientation: Have a problem getting merit badge counselors? Did you know merit badge counselors need to be trained? Answers here and more. (No credit, certification only, 1 hr)
- GS-11 Charter Organization Representative Training: Basic training for the charter organization representative. Improve the relationship between your unit and your charter institution. Invite your representative to attend this course and accompany her/him. (No credit, certification only, 2 hr)

- GS-101 * Webelos-to-Scout Transition: This session will help Scouters to know what is involved with graduating Webelos into the Boy Scout program. Whether you are a Cub Scout, Boy Scout leader, a member of a committee, or a Unit Commissioner, you need to know your role in this time in a boy's life. (1 hr)
- GS-102 * Wearing Our Uniform: Learn how to wear the Scout uniform and what uniform pieces to wear. Learn the ins and outs of uniforms so that Scouts learn correctly. (1 hr)
- GS-103 * A Scout is Reverent: This session will help leaders learn about different denomination programs that are available for the boys to earn that award they may always wear. Learn to use a Chaplains Aide for troops. Celebrate Scout Sunday. (1 hr)
- GS-104 * Fundraising in the Unit: Pop corn, car washes, selling candy, sell wreathes. How do you finance your unit's activities? This session will help you find new ways and the right ways to finance all fun and business of an active unit. (1 hr)
- GS-105 * Using a Den Chief: This session will help you understand what a den chief is and exactly how much they can help you plan and execute a well planned den meeting. Know how that important part of the leadership corps works. (1 hr)
- GS-106 * Wood Badge for the 21st Century: Find out: Who should attend, what are the qualifications to attend, what to expect, what are the personal and Scouting benefits of attending. (1 hr)
- GS-107 Serving Scouts with Special Needs: Scouting gives each boy a chance regardless of his physical or mental ability. Learn about the program that is there for those boys that are challenged. (1 hr)
- GS-108 Recruiting Youth and Adults: The unit has boys but no adults or it has adults but no boys, so what do you do? This session will give you ideas of recruiting so the boys get the best out of the program. (1 hr)
- GS-109 Build a Unit Web Site: Wish you could find the tools to assemble a web site for your unit to ease communications and share with the Scouting world? Learn what to put on a website and what not to put there. (2 hrs)
- GS-110 * *Unit Charter Renewal: Learn the proper way to complete your annual unit charter paperwork and save yourself a lot of headaches. (2 hrs)*
- GS-111 Doctorate Degree Option Development. Meet your PhD Advisor. Receive overview of the three degree options - (1) thesis, (2) service, or (3) receive out of council training, Develop the plan for your degree option over the next year with your adviser's guidance (2 hrs)
- GS-112 Doctorate Degree Option Approval: Review the results of your PhD Degree option. If acceptable to your advisor, receive approval. This is the last course in your program. (1 hr)
- GS-113 *Doctorate Seminar: Present your thesis and hear those of your fellow doctoral candidates. (5 hrs)*

- GS-114 Rope Pizzazz: Learn fun and interesting ways to teach your boys about rope and knots. (1 hr)
- GS-115 * Introduction to Leave No Trace Camping (Same as BS-115): Learn why and how to help your unit live the Leave No Trace principles. Course will cover both theory and practical application, including the new POR for Boy Scouts and the council's BSA Green award. (3 hrs)
- GS-116 Dealing with a Difficult Parent: Difficult youth are one thing, a difficult parent is another. Learn how you can handle such a situation. (1 hr)
- GS-117 Wonders of the Night Sky: Learn about astronomy and how to teach it to the youth in your unit. (1 hr)
- GS-118 The Art of Story Telling: What is better than a good story around a campfire. Learn how to tell a story that will keep your audience spell-bound. (1 hr)
- GS-120 International Scouting...Give It a Try: Find out more about the International Scouting Program, the relationships between International Scouting, the National BSA, and GAC programs. Learn the "Where? When? Who? How?" of bringing the world of Scouting family together. (1 hr) **New!**
- GS-121 A Learning Vacation and the Philmont Training Center: In the wilds of New Mexico there is a classroom – the Philmont Training Center. How to get an invitation, details on schedules, accommodations, family programs, free time activities, etc. (1 hr) (Course number change from BS-140) **New to This College!**

Cub Scouting Courses: Courses that are list in *grayed-italic* type are not being offered in 2010.

- CS-101 * Games: Games are a great way to help Cubs learn many things. It might be sportsmanship, or a new skill. This class will help you to learn new games to teach your Cubs and keep them entertained. (1 hr)
- CS-102 * Basic Crafts: Learn to take basic and common items and create great crafts. Teach the Cubs they do not need to spend a lot of money to have a great time. (1 hr)
- CS-103 * Pack Administration: This class is in-depth to help you have a well-planned pack. Help the Cubs have a quality unit so that they get the most out of their time in the program. (2 hrs)
- CS-104 * Songs, Stunts, and Sparklers: Learn the silly songs, different applause's, audience participation and silly run-ons that all Cubs really enjoy. (1 hr)
- CS-105 * Den Dynamics: Put a little flair into your den meetings. This class will give you ideas of how to do that. (1 hr)
- CS-106 * Den and Pack Ceremonies: Just don't hand out those awards; create a little magic and excitement. Make those award ceremonies lively so that the boys will want to advance and participate. (1 hr)

- CS-107 * Sports and Academic Programs: Not every boy is an athlete, nor is every boy a scholar, but the Cub Scouts have come up with a program that will honor either one. They can take part in the sports and academic programs. Come learn how the program is run and give the boys the program they deserve. (1 hr)
- CS-108 * Webelos Program: Learn how to keep the boys in the Webelos program so that they are ready and willing to enter the Boy Scout program. It is important that the program be well planned so that the boys are excited about going on the trail to Eagle. (2 hrs)
- CS-109 * *Tiger Cub Program: This program starts the boys on their Scouting adventure. It is important that we create a program that will make the boys want to stay for the full program. Come to this class and learn all the ins and outs to the beginning steps. (1 hr)*
- CS-110 * Spicing Up Pack Meetings: Do you have a Pack meeting that lacks pizzazz? Come to this class and get great ideas how to kick up that meeting so that families want to be present. (1 hr)
- CS-111 *Skits and Costumes: Costumes can take your skits to the next level, and can be created inexpensively. Both skits and costumes can be great learning tools for your Cubs. Come see how to use them to bring excitement to your den and pack meetings! (1 hr)*
- CS-112 Woodcrafts: Get out your saws and tools and take those scraps of wood and create something that is useful or just great looking. (2 hrs)
- CS-113 Nature Activities: Get boys away from the TV and video games and take them on a nature hike or some other activity where they can have fun and learn something new. (1hr)
- CS-114 Cooking with Cubs: Learn new ways to amaze the boys with neat cooking ideas. Teach them to cook with cans sticks and maybe even a clay flowerpot. (3 hrs)
- CS-115 *Basic Pinewood Car Craft: All the Cubs enjoy the Pinewood Derbies. Now you can learn the latest and greatest so they may build those hot looking cars that go-fast. (2 hrs)*
- CS-117 Special Activities and Tours: Tired of the same old sites? This class will help you add a little spice on your trips etc. We have a large area within our council that many people don't get around to see. Attend this class and find out where these sites are. (1 hr)
- CS-118 Nature Crafts: What to do with those seashells and feathers and leaves that seem to multiply. This session will give you ideas of what to do with them and help Cubs learn. (1 hr)
- CS-119 Blue and Gold Banquets: Come to this session and learn all the different ways to celebrate the birthday of Scouting. (1 hr)
- CS-120 Den Discipline: Disruption at a den or pack meeting cannot be tolerated so it is important that rules are set down and followed. This session will help you find the best way to set these rules. (1 hr)

- CS-121 Outdoor Activities: All boys want to be outdoors and this session will help you plan a program that will give them the very best. Learn the rules and regulations for these activities so you can plan a safe and exciting activity. (1 hr)
- CS-123 Cub Scout Outdoors Promotion: All the planning in the world will not create a great summer camp if it is not promoted to the best of your ability. This session will help you learn the best way to do that. (1 hr)
- CS-124 First Aid Fun: This is an opportunity for you to learn how to make learning first aid fun. (1 hr)
- CS-125 First Time Family Camping: Cub Scouting is a great way for families to get together and have a little fun. Family camping is a great start in young boys scouting adventure. (1 hr)
- CS-126 Cub Scout Magic: This is a class that will give you ideas of how to amaze the boys and maybe even yourself. (1 hr)
- CS-127 *Neckerchief Slides: Be creative and save those slides for uniform inspections. Create slides that tell the theme of the month, the mascot of the Den or whatever your mind comes up for those everyday meetings. (1 hr)*
- CS-128 Skits: Lights, Camera, Action! Make stars out of your Cub Scouts at Pack meetings and campfires with simple, fun skits using easy props that require little time and preparation. (1 hr)
- CS-129 Pack Software: Learn how a computer program can help you manage your Pack finances and advancement. (1 hr)
- CS-130 Cub Scout Science: Get your Cubs excited about science! Learn how to confidently lead your boys through the science advancements, electives and more. (1 hr)
- CS-131 Tying it Up: Take the “not” out of knots. Learn handy skills to teach the basic knots and other rope and tying skills to your Cub Scouts in this hands-on class. (1 hr)
- CS-132 Beyond the Badge: The Cub Scout program is more than rank advancement! Learn about the Family Program, Summertime Pack Award, National Den Award, Crime Prevention Award, Outdoor Activity Award, Good Turn for America, and many more. (1 hr)
- CS-133 *Character Connections: Learn how to use this aspect of Cub Scout advancement to introduce the values of Scouting to your Cub Scouts. Character development involves three critical methods - Knowing, Committing, and Practicing. Relating them to the 12 core values is referred to as Character Connections. (1 hr)*
- CS-134 *Cub Conservation: Take your boys out of the meeting room. Learn the Outdoor Code, Leave No Trace principles and resources for conservation projects. Teach the boys about conservation and learn how to earn the World Conservation and Cub Scout Leave No Trace Awards. (1 hr)*

- CS-135 Earning the BSA Family Award: Cub Scouting is a FAMILY activity. This course covers requirements of and ideas for promoting this award that the whole scouting family can earn. (1 hr)
- CS-137 Summertime Activities Pack Award: One key to retaining boys in Cub Scouting is keeping them busy, so come to this class and learn how to plan an effective summer program. What is the Summertime Pack Award? Come to learn about the requirements! It CAN be done with a little planning- we'll show you how! (1 hr)
- CS-138 Increasing Parental Involvement: Have your Den Meetings become a babysitting service? This course will help you increase the number of parents involved in your pack (which might lead to more registered leaders). (1 hr)
- CS-139 Pack Planning for the Whole Year: Ease your mind! This course covers how to plan your pack activities for the whole year. (1 hr)
- CS-140 Planning and Conducting a Pinewood Derby: This course teaches Cub Scouters how to organize and run a Pinewood Derby from start to finish. It covers tracks, cars, officiating, disputes, and how to handle irate parents. (2 hrs)
- CS-141 Derby Fun – Boats, Cars & Rockets: How to plan and run derbies for the pack. Make it fun for the boys. (2 hrs) **New!**
- CS-142 LNT for Cubs: Learn the basics of Leave No Trace for cub scouts and LNT award. (1 hr) **New!**
- CS-143 Flag & Uniform Etiquette: Proper handling of flags, how to perform flag ceremonies, various ways to hold a flag retirement ceremony. When, where and how to wear your uniform. Setting examples for your scouts. (1 hr) **New!**
- CS-144 Cub Scout Health & Safety: Learn the BSA standards and common sense approaches to tour permits, youth protection, using the “Guide to Safe Scouting” and health forms. Learn how to instill the concepts of health and safety in you Cub Scouts. (1 hr) **New!**
- CS-145 Back Country Cooking Techniques for Webelos: Learn several recipes that can be easily prepared from ingredients that can be backpacked into a camping environment. Teaching cubs how to cook for themselves. (2 hrs) **New!**
- CS-146 Whittlin’ Chip & Knife Safety: Scouts like to carry knives! Learn how to teach basic knife safety for Cubs and how to teach the requirements for Scouts to earn the Whittlin’ Chip. Also discuss simple projects. Bring a pocket knife. (1 hr) **New!**

Boy Scouting Courses: Courses that are listed in *grayed-italic* type are not being offered in 2010.

- BS-01 New Guideline Changes – National and Council: This course covers important changes our leaders need to know about. Current changes include the Youth & Adult Medical Release Forms; the new Scuba, GPS, and Scouting Heritage Merit Badges; and the Eagle Scout Standardized Form/letter; LNT Changes and New Youth position, etc. (No Credit – 1 hr)
New!
- BS-101 * Effective Troop committee Support: Two or three gathered together does not a troop committee make. Make yours vital. (1 hr)
- BS-102 * Troop Meeting Plan = FUN! (Formerly Productive Troop Meetings): How to be a resource for your junior leaders as they plan fun and productive meetings. (1 hr)
- BS-103 * The Answer: Youth Run and Adult Guided Troop (formerly Boy Led Troops): The question is “what are the Patrol Method and Patrol Spirit?”. Here are tips for Leaders to help Scouts create patrol spirit and achieve Baden-Powell’s goal of a youth-run and adult-guided troop. (2 hrs)
- BS-104 * Advancement -Tenderfoot thru Life: Individual goal setting, training and testing, who signs off, merit badge partials, leadership tenure, active service, Scout spirit, Scoutmaster ‘s Conference, and board of review. (1 hr)
- BS-105 * Annual Troop Planning – A Year of Fun!: Set goals with your junior leaders so your troop will thrive. (1 hr)
- BS-106 * New Scout Patrol / Advancement: Now you’ve just inherited New Scouts! Find out why a separate program is so important for your New Scouts. (1 hr)
- BS-107 * Troop Resources and Administration: All of the published resources a Scout leader needs to have a successful troop. (1 hr)
- BS-108 * Campfire Program Ideas: Tired of the same ol’ same ol’? Fresh ideas on types of fires, songs, run-ons, skits, stunts, and ceremonies. (1 hr)*
- BS-109 * Basic Knots and Splicing: Learn to tie basic knots, whip and fuse rope ends, and make splices. (2 hrs, outside)
- BS-110 * Lashings and Camp Gadgets: Learn the three basic lashings and make a host of useful camp gadgets. (2 hrs, outside)
- BS-111 * Cooking from A-to-Z: Learn about menus, stoves, utensil-less cooking, trail cooking, Dutch ovens and clean up. (2 hrs, outside)
- BS-112 * Teaching First Aid: Spice up your first aid training by using realistic scenarios. (1 hr)
- BS-113 * Backpacking: Gear, techniques places, and everything that makes backpacking the troop outdoor program. (2 hrs)

- BS-114 * Basic Compass and Orienteering (formerly Beginning Map and Compass Reading): Learn how to orient a map with a compass, learn how to Teach Orienteering to your Scouts and how to prepare a compass course. Bring your own compass. (2 hrs, 1 inside, 1 outside)
- BS-115 * Introduction to Leave No Trace Camping (Same as GS-115): Learn how to enjoy the outdoor experience while protecting the environment. (3 hrs)
- BS-116 Computerize Your Troop Records: The information age rules. Software tailored for Scouting includes advancement, attendance, camping, and finance. (1 hr)
- BS-117 Troop Medical Emergency Preparedness Plan: We pray it never happens but you have to be prepared for when it does. Here's how. (1 hr)
- BS-118 Scout Spirit: What is it? Why is it important? How do you get it? How do you pass it on to your Scouts? (1 hr)
- BS-119 Service Projects: Ideas for Troop service projects in the church and community. Also for Star and Life ranks. (1 hr)
- BS-120 Eagles Breath - Wisdom Learned in Guiding Youth and Adults: This course passes on the wisdom of experienced Scout Leaders on important lessons learned in leading Scouts and adults. (1 hr) **New!**
- BS-121 Trail to Eagle: Record keeping, requirements, Eagle Leadership Service Projects, completing the application, board of review, Court of Honor. (1 hr)
- BS-122 Courts of Honor and Flag Etiquette: Planning COH's and making them memorable. Knowing the U.S. Flag Code helps when staging COH's – Proper flag etiquette and how to treat Old Glory and honor her traditions. (1 hr)
- BS-123 Challenging and Retaining Older Scouts: Just how do you make Scouting attractive to that older Scout who is stressed for time? (1 hr)
- BS-124 Hike a Trail/ Earn a Patch: Patches are always an incentive for Scouts, and when you have fun hiking and earn a patch to boot, then it's double the pleasure. (1 hr)*
- BS-125 Primitive Trail Maintenance: Find out what is involved, contacts, how to get started, and how to execute. Hear about the "Trail Boss" program in the Sipsey Wilderness. (1 hr)*
- BS-126 Survival BSA Style: Learn mental preparedness, first aid, shelter, fire, water, food, signaling, navigation, and a survival kit. (2 hrs)
- BS-127 Primitive Fire Building: Hands on learning on how to make fire without matches and lighters. (2 hrs, outside)*
- BS-128 American Aboriginal Craft and Lore: Scouting's origins in the U.S. are partly based upon Indian culture and skills. Come and bone up. (1 hr)
- BS-129 Woodcarving Without Blood: Learn how to teach your Scouts the safe and right way and make the results satisfying. Bring your own knife. (2 hrs, outside)*

- BS-130 Games for Boy Scouts: Build in fun at meetings and outings with fresh ideas of games. (1 hr)
- BS-131 Patrol Cook Boxes: Here is the what, how, and how much for building your own. (1 hr, outside)
- BS-132 Wilderness First Aid: An introduction to the mindset of victim rescue and patient treatment in remote locations. Specifics on legal obligations, lightning strikes, near-drowning, CPR, hypothermia, dehydration, and animal attacks. (3 hrs)
- BS-133 Global Positioning Systems: They have been around 15 years and Scouts are using them. Come learn about this technological leap beyond the compass. (2 hrs, 1 inside, 1 outside)*
- BS-134 National High Adventure Bases and Alternatives to Them: Explore the resources of how to plan an expedition to one, or more, of the "Triple Crown of Scouting" - Philmont, Northern Tier, and Florida SeaBase. When Philmont is full, what are your alternatives (Packard, Double H, Montana High Adventure (MOHAB) and more. (1 hr)*
- BS-135 What the O.A. Can Do for Your Troop: From service projects to camping, promotions to additional older scout opportunities and retention, learn what to OA has to offer and do from your troop. (1 hr)*
- BS-136 Introduction to Order of the Arrow and Strengthen Your Troop Through the OA Order of the Arrow: What is it and what is its purpose? Who started it, how did it start and where did it start? How is it organized and how does it fit into the Scouting program? Learn all about the OA. (1 hr)
- BS-137 Crew and Troop: Partnering to Keep Older Youth Active (same course as VS-112): How can you create a scouting program that recognizes the desire of older youth to take on higher adventure activities? A great way is partnering troops with crews. This course will show you how to develop a strong network between two different kinds of units, focusing on youth development and retention. (1 hr)*
- BS-138 Powder Horn: Pathway to High Adventure (same course as VS-113): It is a sampler of High Adventure activities you learn about in the hopes of creating a more exciting scouting program for your youth. Meet some of the staff for GAC Powder Horn, learn about why you need to take this course. (1 hr)
- BS-139 National Youth Leadership Training Orientation: Learn what National Youth Leadership Training (NYLT) is all about, how to prepare your youth for taking the course. (1 hr)
- BS-142 Backpacking – How to Lighten the Load: Learn how to choose lighter gear and to decide what you really need to take with you on the trail. (1 hr)
- BS-143 How to Conduct a Board of Review: "How-To" session for the Troop Committee for Boards of Review – validating the experience of advancing Scouts and helping Scouts who are not advancing. (1 hr)

- BS-144 Successful PLCs, Patrol Method, and Patrol Spirit: Learn how to have a successful Patrol Leaders' Council (PLC) meeting –the beginning of a successful program. Tips for Leaders to help Scouts create Patrol Spirit and achieve Baden-Powell's goal of a Boy-Lead Troop. (1 hr)
- BS-145 *Boy Scout Leaders Get Hungry Too!: Need some fresh ideas for camp meals? Experienced campers will share their ideas, but come prepared with a copy of your favorite camp meal to share with others. (1 hr)*
- BS-146 Camping is More Than Pitching a Tent – Camping Opportunities (Camping is Harder Than It Looks): Recommended for the new Scoutmaster. Tips, information and resource material for camping with Boy Scouts and planning a balance between structured programs & downtime. (1 hr)
- BS-147 Skills for Running a BIG Troop: How to handle a growing troop, from fund-raising to equipment to expanded leadership opportunities, including logistics of summer camp and other outdoor activities. (1 hr)
- BS-148 Skills for Running a SMALL Troop: Delegating with limited resources, how to deal with transportation challenges, keeping advancement alive and other issues of a small (manageable) troop. (1 hr)
- BS-149 *Shared Leadership – the Scoutmaster and Assistant Scoutmaster: Using Assistant Scoutmasters effectively to deliver a better program, The role of an ASM. How to divide up the work. How to back up your Scoutmaster and share some of the responsibility. (1 hr)*
- BS-150 *Innovative Ideas for the Scoutmaster to Implement Troop Leadership Training (TLT): How to conduct Troop Junior Leader Training (TLT) in your troop to make it FUN and effective. (1 hr)*
- BS-151 *Scoutmaster's Minute: How to end a meeting on a serious note. Learn new ideas and revisit old ones. (1 hr)*
- BS-152 *Everyone Has a Talent – Make It Work for the Unit: If you use them, they will come – everyone has something to contribute to the Unit. Seek them out, involve them and keep good people in your unit program. (1 hr)*
- BS-153 Safe Family Computing / Internet: What is out there that can hurt your kids? What can YOU do to protect youth even if you're not a computer genius? The basic-level presentation offers something for Leaders of all ages. We will discuss such things as social networking sites, parental controls, tracking, security and parent/child agreements. (1 hr)
- BS-154 Using GPS and Geocaching to Promote Scouting (same as VS-120): Learn how GPS can make a campout better, and how to expand your use of GPS for program; includes the BSA Supplemental Training Module – “Geocaching to Promote Scouting”. (2 hr)
- BS-155 *Effective Varsity Teams: Learn how to make your varsity team successful. (1 hr)*

Boy Scout Youth Courses: Courses that are listed in *grayed-italic* type are not being offered in 2010.

- BS-201 Preparing for the Eagle Project & Review – learn how to select an Eagle project, get it approved, and how to prepare for your Eagle Board of Review.
- BS-202 NYLT for the 21st Century – Learn what the National Youth Leadership Training is and what to expect when you attend.
- BS-203 Ice Breaker Games – Learn some games that are great for ice breakers.
- BS-204 Communicating to your Troop – Learn how to communicate and lead by example.
- BS-205 Involving Everyone in the Activities – Learn about your limitations and how to involve everyone in the activities, even those with limitations.
- BS-206 Boy Lead Troop Discipline – Know the role of the troop leadership in maintaining discipline and how to create troop rules.
- BS-207 High Adventure Planning – Learn the Do's and Don'ts of High Adventure planning.
- BS-208 Youth Religious Knot – Learn how it can be earned and where it can be worn.
- BS-209 I Have my Eagle, Now What? – Learn about troop opportunities for those who have reached Eagle.
- BS-250 Den Chief Training: Learn what you need to do as a Den Chief and how you can help the den (and your troop). (No credit - 3 hrs)

Venturing Courses: Courses that are listed in *grayed-italic* type are not being offered in 2010.

- VS-01 Venturing Specific Training. (No credit - 5 hrs)*
- VS-107 * Issues Concerning Coed Venturing Crews: A discussion of the dynamics and challenges of a coed crew. (1 hr)
- VS-108 * How to Conduct a Crew VLSC (had been Venturing Leadership Skills Course Overview): Learn, in a hands-on approach, how to lead your Crew through the Venturing Leadership Skills Course. (2 hrs)*
- VS-109 * Venturing By Laws, What Should They Include?: A discussion on the elements required and/ or desired to support the crew. (1 hr)
- VS-110 * Who Runs the Venturing Crew?: How does Venturing differ from Boy Scouting? Who is in charge? Why? (1 hr)
- VS-111 * Venturing Recognitions: A review of the Core and Elective requirements for the Bronze, Gold, Silver and Ranger Awards. (VS-111 replaces VS-103 through VS-106) (2 hrs)*

- VS-112 * *Crew and Troop: Partnering to Keep Older Youth Active (same as BS-137): How can you create a scouting program that recognizes the desire of older youth to take on higher adventure activities? A great way is partnering troops with crews. This course will show you how to develop a strong network between two different kinds of units, focusing on youth development and retention. (1 hr)*
- VS-113 * Powder Horn: Pathway to High Adventure (same as BS-138): It is a sampler of High Adventure activities you learn about in the hopes of creating a more exciting scouting program for your youth. Meet some of the staff for GAC Powder Horn, learn about why you need to take this course. 1 hr
- VS-114 *Positioning Venturing as a Resource: Not everyone realizes that advancement in Venturing requires youth leaders to teach what they have learned. Can your unit (pack, den, team, or troop) or Round Table take advantage of possible teaching opportunities provided by Venturing youth? (1 hr)*
- VS-115 * *Don't Ever Do This!: A discussion of safety, liability, policies, and common sense with reference to the Guide to Safe Scouting (specifically for Venturers). (1 hr)*
- VS-116 * *How to Plan High Adventure Treks: 5 W's and H on how to take your program up a notch or beyond. (1hr)*
- VS-117 From the Front Line: Panel discussion with Venturing Advisors and Youth leaders regarding how best to have a great Venturing program for your youth. (1 hr)
- VS-118 *What is Kodiak? What is Kodiak-X?: Learn about a new Venturing youth program that's taking off in other councils. Could our council be next?*
- VS-119 Survival BSA Style: (same as BS-126): Learn mental preparedness, first aid, shelter, fire, water, food, signaling, navigation, and a survival kit. (2 hrs)
- VS-120 Geocaching – Using a GPS and Geocaching to Promote Scouting (same as BS-154): Learn how GPS can make a campout better, and how to expand your use of GPS for program; includes the BSA Supplemental Training Module – “Geocaching to Promote Scouting”. (2 hrs)
- VS-121 Backpacking - How to Lighten the Load (same as BS-142): Learn how to choose lighter gear and to decide what you really need to take with you on the trail. (1 hr)
- VS-122 *How to Find a Consultant: Consultants bring the Venturing program to life. Learn what makes a good consultant and where to look for them. (1 hr)*
- VS-123 How to Run a Successful (and Fun) Youth Led Crew Meeting:). Learn how to keep Crew meetings productive and entertaining so that your High School Youth will *find* time to attend. (1 hr)
- VS-124 *Here's Venturing and Sea Scouting: Provides an introduction to the mission of Venturing (including Sea Scouts), its methods, and unique place in the Boy Scouts of America. (1 hr)*

- VS-125 National Youth Leadership Training Orientation: National Youth Leadership Training is an exciting, action-packed program designed for councils to provide youth members with leadership skills and experience they can use in their home troops/crews and in other situations demanding leadership of self and others; now open to Coed Venturing Scouts. (1 hr)
- VS-201 *Discover Scuba: An introduction to SCUBA equipment, safety and diving. This session requires the ability to swim, a swimming suit, towel and personnel items. (3 hrs)*
- VS-202 *Archery: An introduction to archery under the shooting sports elective. This session includes a review of the requirements, equipment, and practical experience with recurve bows at 9 and 18 meters. (3 hrs)*
- VS-203 *Rock Climbing: An introduction to climbing equipment, safety, techniques and practice on a wall. This session requires a good pair of climbing or hard soled tennis shoes. (3 hrs)*
- VS-204 *Canoes and Kayaks: An introduction to Canoes and Kayaks, safety and techniques and practice. This session requires the ability to swim, a swimming suit, towel and personnel items. (3 hrs)*
- VS-250 So You're a Crew Officer – Now What?: Ideas and expectations about taking leadership of your crew, taught by successful Venturing crew leaders. (1 hr)
- VS-251 Team Building Games and COPE Opportunities: What do you know about building a team? Learn about smart games that bring momentum and leadership to your crew. (1 hr)
- VS-252 *Have a Great Program: Venturing Resources and Opportunities: What does it take to have your Crew thrive and grow? How do you keep the Youth coming back for more? Learn what works and how to implement it. (1 hr)*
- VS-253 *So You Want to Work Summer Camp: How do you get that cool summer job that will benefit both you and the youth you serve. What you need to know. (1 hr)*
- VS-254 Beyond Your Crew- Opportunities with Other Crews and Council: Learn the benefits of partnering with other crews and hosting events for other crews in your area. Also, learn what the Venturing Officer's Association is all about. (1 hr) **New!**

Commissioner Science Courses: Courses that are listed in *grayed-italic* type are not being offered in 2010.

- BCS-101 Introduction to Commissioner Science: An overview of Commissioner service and the single most important resource ... *The Commissioner Fieldbook*. (1 hr)
- BCS-102 Unit Charter Renewal: Learn the role of the Commissioner to facilitate and achieve on-time charter renewal. (1 hr)

- BCS-103 The Commissioner and the District: Interaction of the Commissioner with the District Executive and District Committee and understanding District and Council operations. (1 hr)
- BCS-104 Unit Visitation: Gain insight on effective unit visits, what to look for, and how to be help ...not a hindrance. (1 hr)
- BCS-105 Practical Solutions to Common Unit Needs: Help Commissioners understand how to respond to unit need and becoming familiar with Unit Commissioner Worksheets and *Commissioner Helps for Packs, Troops and Crews*. (1 hr)
- BCS-106 A Commissioners Priorities: Suggests the priorities for a Unit Commissioner's scouting time and energy, review steps in handling unit problems, and the Centennial Quality Unit Award. (1 hr)*
- BCS-107 Youth Protection Guidelines: A Commissioner's overview of what constitutes child abuse and the responsibilities of the local council and commissioner in preventing child abuse and reporting suspected cases. The complete Youth Protection Guidelines training is presented. (1 hr)*
- BCS-108 Effective Roundtables I: For Roundtable Commissioners and Roundtable Staff. Covers basic roundtable ingredients, planning cycle, and resource material. (1 hr)
- BCS-109 Effective Roundtables II: Continuation of BCS-108 - covers promotion and publicity, roundtable location, and a variety of morale builders. (1 hr)
- BCS-110 Commissioner Style: Presents important qualities of Commissioner diplomacy, concept of exceptional service, roots and wings, service recovery, and how to remove a volunteer. (1 hr)*
- BCS-111 Health and Safety Course: This session is the actual Health and Safety Course Syllabus of the BSA. (2 hrs)*
- BCS-112 What Would You Do?: A group participation/discussion session on 10 fascinating situations that Commissioners might encounter. (1 hr)
- BCS-113 Service to New Units: Review/discussion of specific Commissioner actions necessary to provide care for new units. (1 hr)*
- BCS-114 Good Volunteer-Professional Relationships: This session explores the special partnership that is the core of Scouting success at the council/district level and identifies the qualities necessary and provides tips that make this relationship work well. (1 hr)*
- BCS 115 Commissioners and Diversity: BSA's leadership and membership reflects the demographic character of our nation. Commissioners can use diversity to make Scouting stronger and more effective.(1 hr)*
- MCS-301 No-Lapse/No Drop Commitment: The group will explore why units lapse or drop and how to prevent it, how to develop a no lapse/no-drop plan for the district. (1 hr)*

- MCS-302 *Unit Finance: An overview of the unit budget plan, who pays for Scouting at all levels, a variety of successful money-earning projects, how to help units with special financial needs. (1 hr)*
- MCS-303 **Commissioner Lifesaving I: Sets the stage for saving a unit and reviews the basic unit lifesavings steps. (1 hr)**
- MCS-304 **Commissioner Lifesaving II: This is an in-depth continuation of MCS-303, dealing with the seven unit "hurry cases". (1 hr)**
- MCS-306 *Counseling Skills: Presents counseling as an effective method for Commissioners to help units succeed. Explores elements of good counseling. (1 hr)*
- MCS-307 **Webelos-to-Scout Transition (same as GS-101): Covers important ways Commissioners and leaders can help boys make the transition from a Cub Scout pack to a Boy Scout troop. (1 hr)**
- MCS-308 *Venturing and the Commissioner: Stresses the importance of a Commissioner's commitment to Venturing and suggests basic element of a plan to help crews succeed. (1 hr)*
- MCS 309 **Good Commissioners Need Both Head and Heart: Includes great reflections for experienced commissioners. Take home thought-provoking tips and anecdotes. (1 hr) New!**
- MCS-401 *Just for ADCs: Emphasizes the importance of the ADC, his/her responsibilities, the effective ADC's people skills and evaluation of his/her work. (1 hr)*
- MCS-402 *Recruiting New Commissioners: This session covers the steps for recruiting commissioners-group recruiting techniques and source of prospects. (1 hr)*
- MCS-403 **Orienting and Training Commissioners: Covers all aspects of Commissioner training (orientation, basic training, Arrowhead Honor, Commissioner's Key, continuing education. (1 hr)**
- MCS-404 **Advanced Roundtable Leadership An advanced seminar for roundtable commissioners and other administrative commissioners including roundtable staff recruitment, roundtable evaluation, roundtable finance, points for roundtable success and how to support your staff. (1 hr)**
- MCS-405 *Effective Unit Service in Low-Income Urban Communities: This suggests practical methods for recruiting local unit adults, helping with financial needs and effective Commissioner help. (1 hr)*
- MCS-406 *Effective Unit Service in Remote Rural Areas: Helps Commissioners tailor their service to sparsely populated rural area, with practical methods for recruiting adults and working with rural units. (1 hr)*
- MCS-407 *How to Remove a Volunteer: As an open discussion format, this session provides a variety of practical guidelines on this sensitive topic. (1 hr)*
- MCS-408 *The Commissioner Leader's Top 10 List: Today everyone has their top 10 list. In this session, the group will explore a top 10 list to guarantee good commissioner service. (1 hr)*

- MCS-409 District Commissioner Basics: A great overview of this important position, including all major responsibilities. (1hr) **New!**
- DCS-601 Selecting a Thesis/Research Project Topic: Introduction of the thesis project, discuss what constitutes a good research topic, and helps Scouter select their topic. (1 hr)
- DCS-602 Limiting the Scope of the Topic: Participants receive help in reducing the thesis topic to a workable size and ideas for thesis/project research. (1 hr)*
- DCS-603 Developing the Thesis Outline and Writing the Report: Covers the thesis outline and a variety of suggestions for writing and revising the report. (1 hr)*
- DCS 604 Thesis Workshop: For those who feel the need for more help in getting started on or completing their thesis. (1 hr)*
- DCS-608 Advanced Commissioner Lifesaving: Commissioners are taught how to give leadership to a commissioner lifesaving concept and setting up the district lifesaving team approach. (1 hr)*
- DCS-610 Preventing Commissioner Burnout: Covers types of burnout and how to prevent/correct it to maximize effective Commissioner tenure and time management ideas. (1 hr)
- DCS-611 Consider Your Spouse and Family: Suggests ways to enhance family relations and resolve family conflicts regarding Scouting including spouse recognition. (1 hr)
- DCS 620 Assessing Council and District Health: Learn about the resources necessary to assess a council's or district's health related to providing quality unit service. Learn how to use the tools available to commissioners in evaluating success. (1 hr)*
- DCS 701 Beyond BCS 114: The Commissioner and Professional - A Working Relationship: Learn more about the relationship between the commissioner and the professional. How can the two work closely together to reach a common goal of providing quality service to units. (1 hr)*
- DCS 715 Quality District: Learn about "Elements of Being a Quality District - to ensure success in every area, what does it take?" (1 hr) Not offered in 2010.*
- DCS-800 Writing the Thesis: Writing and presenting your thesis to the DCS committee and hear those of your fellow doctoral candidates. (4 hrs)*

II. DEGREE PROGRAMS AND REQUIREMENTS

The University of Scouting degree programs were instituted in the Greater Alabama Council during 2003. They are designed to provide an incentive for continued training and as a method to recognize Scouters who participate in that training. The University offers a bachelor and master degrees in four program areas: Cub Scouting, Boy Scouting, Venturing, and Commissioner Science. There are also two doctorate degree programs: Doctorate of Scouting and Doctorate of Commissioner Science.

With the 2007 University of Scouting, the degree requirements have changed. Anyone who has begun working on a degree under the previous degree requirements may complete their degree under those previous requirements. Anyone starting on a degree as of 2007 must meet the new requirements.

Degree requirements for credit hours are satisfied by taking courses in the Greater Alabama Council's University of Scouting. Instructors receive a one-time only credit for teaching a specific course at the University of Scouting. Scouters with course credits from another council's University of Scouting may petition to have these credits transferred towards qualification for a degree from the Greater Alabama Council University of Scouting. The Scouter must present the Vice Chancellor of Administration with a completed Transfer of Course Credit form.

Degree candidates are encouraged to submit their degree applications at any time during the year rather than wait until the day of the University of Scouting. Applications should be sent to the Vice Chancellor of Administration (see University of Scouting staff listing). On the day of the University of Scouting, candidates must submit their degree applications (make a copy for your personal record) during the check-in period. This allows the deans of the colleges to review and approve the applications in time for the recognition ceremony at the conclusion of the day. Candidates must also submit copies of previous degrees earned in addition to the current application of the degree they are pursuing. Candidates should check back at the administration area during at lunch to see if there are any problems with their degree applications.

New! Starting this year, you may continue to submit degree applications at the University of Scouting, but we will no longer be able to process and present degrees that day. We apologize for this change, but the volume of applications has made it impossible to accomplish.

At the closing ceremony, all persons who submit an application will be recognized and presented a Certificate of Candidacy for the degree. Within 60 days of the UoS, candidates will receive their degree or a letter of deficiency explaining the missing requirements. **New!**

Degree Applications not turned at UOS can be mailed to: Len Motz
Assc. Chancellor of Administration
1260 Ravenwood Dr
Anniston, AL 36207

ASSOCIATE DEGREE OF SCOUTING **New!**

The Associate of Scouting degree program is a brand new for our youth members that have been attending the University for the past few years. Since they are not eligible to receive the adult leader degrees, this program will give the youth attendees something to aim for and achieve. The Associates Degree will be offered to all Venturing youth, and Boy Scout youth who are 14 years of age and have attained the rank of First Class Scout.

General Session Courses for Associates Degree

The following courses from the General Session list are open for Boy Scout and Venturing youth seeking an Associate Degree. A minimum three credit hours from this lists of GS courses are required for either Associate Degree

Course Listings: Courses that are listed in *grayed-italic* type are not being offered in 2010.

GS-101	Webelos-to-Scout Transition	1 Credit Hour
GS-102	Wearing Our Uniform	1 Credit Hour
GS-103	A Scout is Reverent	1 Credit Hour
GS-104	Fundraising in the Unit	1 Credit Hour
GS-105	Using a Den Chief	1 Credit Hour
GS-107	Serving Scouts with Special Needs	1 Credit Hour
GS-108	Recruiting Youth and Adults	1 Credit Hour
GS-109	Build a Unit Web Site	2 Credit Hours
GS-120	International Scouting...Give It a Try	1 Credit Hour
GS-121	A Learning Vacation at the Philmont Training Center	1 Credit Hour

Associate of Boy Scout Degree Requirements

In addition to the three credit hours from the General Session classes listed above, four credit hours from the following Boy Scout Youth classes must be earned.

Course Listings: Courses that are list in *grayed-italic* type are not being offered in 2010.

BS-201	Preparing for the Eagle Project & Review	1 Credit Hour
BS-202	NYLT for the 21 st Century	1 Credit Hour
BS-203	Ice Breaker Games	1 Credit Hour
BS-204	Communicating to your Troop	1 Credit Hour
BS-205	Involving Everyone in the Activities	1 Credit Hour
BS-206	Boy Lead Troop Discipline	1 Credit Hour
BS-207	High Adventure Planning	1 Credit Hour
BS-208	Youth Religious Knot	1 Credit Hour
BS-209	I Have my Eagle, Now What?	1 Credit Hour

Additional requirements:

1. Attended troop level JLT or NYLT.
2. Successfully served 6 months as either:
 - Patrol Leader
 - Assistant Senior Patrol Leader
 - Senior Patrol Leader

Associate of Venturing Degree Requirements

In addition to the three credit hours from the General Session classes listed above, four credit hours from the following Venturing classes must be earned.

Course Listings: Courses that are listed in *grayed-italic* type are not being offered in 2010.

VS-107 *	Issues Concerning Coed Venturing Crews	1 Credit Hour
<i>VS-108 *</i>	<i>How to Conduct a Crew VLSC</i>	<i>2 Credit Hours</i>
VS-109 *	Venturing By-Laws - What Should They Include?	1 Credit Hour
<i>VS-110 *</i>	<i>Who Runs the Venturing Crew?</i>	<i>1 Credit Hour</i>
<i>VS-111 *</i>	<i>Venturing Recognitions (previously Advancements)</i>	<i>2 Credit Hours</i>
<i>VS-112 *</i>	<i>Crew and Troop: Partnering to Keep Older Youth</i>	<i>1 Credit Hour</i>
<i>VS-114</i>	<i>Positioning Venturing as a Resource</i>	<i>1 Credit Hour</i>
<i>VS-115 *</i>	<i>Don't Ever Do This!</i>	<i>1 Credit Hour</i>
<i>VS-116 *</i>	<i>How to Plan High Adventure Treks</i>	<i>1 Credit Hour</i>
VS-117	From the Front Line	1 Credit Hour
<i>VS-118</i>	<i>What is Kodiak?</i>	<i>1 Credit Hour</i>
VS-119	Survival: BSA Style (same as BS-126)	2 Credit Hours
VS-120	Geocaching – Using a GPS and Geocaching to Promote Scouting (same as BS-154)	2 Credit Hours
VS-121	Backpacking - How to Lighten the Load (same as BS-142)	1 Credit Hour
<i>VS-122</i>	<i>How to Find a Consultant</i>	<i>1 Credit Hour</i>
VS-123	How to Run a Successful (and Fun) Youth Led Crew Meeting	1 Credit Hour
<i>VS-124</i>	<i>Here's Venturing and Sea Scouting</i>	<i>1 Credit Hour</i>
<i>VS-250</i>	<i>So You're a Crew Officer – Now What?</i>	<i>1 Credit Hour</i>
VS-251	Team Building Games and COPE Opportunities	1 Credit Hour
VS-252	Have a Great Program – Resources and Opportunities	1 Credit Hour
<i>VS-253</i>	<i>So You Want to Work at Summer Camp</i>	<i>1 Credit Hour</i>
VS-254	Beyond Your Crew: Opportunities with other Crews & Council	1 Credit Hour

Additional requirements:

1. Complete the Venturing Leadership Skills Course.
2. Have served at least 6 months as a Crew Officer.

GENERAL SESSION COURSES

The following courses are for everyone, Boy Scout leaders, Cub Scout leaders, Venturing leaders, and Commissioners. The courses marked with* may count, if applicable, as core course credit hours for Cub Scout, Boy Scout, and/or Venturing leaders. The “No Credit” listings are certification/training update courses.

Course Listings: Courses that are listed in *grayed-italic* type are not being offered in 2010.

GS-01	Youth Protection Guidelines	No Credit (2 hrs)
<i>GS-02</i>	<i>Safe Swim Defense</i>	<i>No Credit (1 hr)</i>
<i>GS-03</i>	<i>Safety Afloat</i>	<i>No Credit (1 hr)</i>
<i>GS-04</i>	<i>Safe Swim Defense – Instructor Certification</i>	<i>No Credit (1 hr)</i>
<i>GS-05</i>	<i>Safety Afloat – Instructor Certification</i>	<i>No Credit (1 hr)</i>
GS-06	Trek Safely	No Credit (1 hr)
GS-07	Climb on Safely	No Credit (1 hr)
GS-08	Health and Safety Course	No Credit (2 hrs)
GS-09	Merit Badge Counselor Orientation	No Credit (1 hr)
GS-11	Charter Organization Representative Training	No Credit (2 hr)
GS-101 *	Webelos-to-Scout Transition	1 Credit Hour
GS-102 *	Wearing Our Uniform	1 Credit Hour
GS-103 *	A Scout is Reverent	1 Credit Hour
GS-104 *	Fundraising in the Unit	1 Credit Hour
GS-105 *	Using a Den Chief	1 Credit Hour
GS-106 *	Wood Badge for the 21 st Century	1 Credit Hour
GS-107	Serving Scouts with Special Needs	1 Credit Hour
GS-108	Recruiting Youth and Adults	1 Credit Hour
GS-109	Build a Unit Web Site	2 Credit Hours
<i>GS-110 *</i>	<i>Unit Charter Renewal</i>	<i>2 Credit Hours</i>
GS-111	Doctorate Degree Option Development	2 Credit Hours
GS-112	Doctorate Degree Option Approval	1 Credit Hour
<i>GS-113</i>	<i>Doctorate Seminar: Present your thesis and hear Those of your fellow doctoral candidates.</i>	<i>5 Credit Hours</i>
GS-114	Rope Pizzazz	1 Credit Hour
GS-115 *	Introduction to Leave No Trace	3 Credit Hours
GS-116	Dealing with a Difficult Parent	1 Credit Hour
GS-117	Wonders of the Night Sky	1 Credit Hour
GS-118	The Art of Story Telling	1 Credit Hour
GS-120	International Scouting...Give It a Try	1 Credit Hour
GS-121	A Learning Vacation at the Philmont Training Center	1 Credit Hour

American Red Cross Health and Safety Courses:

After more than two years of laying the groundwork, the Boy Scouts of America signed a national training agreement with the American Red Cross on 11 February 2003, to become an authorized provider of Red Cross health and safety programs. Virtually no

course in the Red Cross inventory is shorter than 4.5 hours. Therefore, for the time being, the Greater Alabama Council's University of Scouting will not offer these courses in its catalog. However, completion of any of the Red Cross courses can count toward the supplementary training requirements for advanced degrees in the Colleges of Cub Scouting, Boy Scouting, and Venturing (including the Doctorate of Scouting degree).

Listed below are the American Red Cross chapters within the Greater Alabama Council.

- American Red Cross of Northwest Alabama - Florence
- Birmingham Area Chapter - Birmingham
- Madison-Marshall County Chapter - Huntsville

Listed below are the general categories of health and safety courses offered by the American Red Cross.

- Life guarding
- First aid, CPR and AED training
- Emergency Response
- CPR/ AED for the Professional Rescuer
- Wilderness First Aid
- Blood borne Pathogens Training
- Babysitter's Training

COLLEGE OF CUB SCOUTING

Bachelor of Cub Scouting Degree Requirements:

- I. Be trained in your registered position.
- II. Complete Youth Protection Guidelines training within two years of submitting your application.
- III. Earn ten credit hours of which five are core courses from the College of Cub Scouting or General Session area (core courses are identified with * in the catalog) and the remaining five credit hours from the College of Cub Scouting or the General Sessions area.

Master of Cub Scouting Degree Requirements

- I. Complete the requirements for any bachelor degree.
- II. Complete a Cub Scout Leader Specific Training module (may have been completed as part of the Bachelor of Cub Scouting degree.
- III. Earn an additional five credit hours from the College of Cub Scouting and/or General Sessions area. A minimum of three of these hours must be earned from the College of Cub Scouting. If the bachelor degree was earned in a different program area,

then these five hours must be core courses from the College of Cub Scouting and/or the General Sessions area, with a minimum of three hours from the College of Cub Scouting.

IV. Complete three Cub Scout related supplemental training courses. Examples include BALOO, Shooting Sports, Outdoor Leader Skills for Webelos Leaders, District Committee Training Workshop, and any American Red Cross health and safety course.

Course Listings: Courses that are listed in *grayed-italic* type are not being offered in 2010.

CS-101 *	Games	1 Credit Hour
CS-102 *	Basic Crafts	1 Credit Hour
CS-103 *	Pack Administration	2 Credit Hours
CS-104 *	Songs, Stunts, Sparklers	1 Credit Hour
CS-105 *	Den Dynamics	1 Credit Hour
CS-106 *	Den and Pack Ceremonies	1 Credit Hour
CS-107 *	Sports and Academic Programs	1 Credit Hour
CS-108 *	Webelos Program	2 Credit Hours
<i>CS-109 *</i>	<i>Tiger Cub Program</i>	<i>1 Credit Hour</i>
CS-110 *	Spicing Up Pack Meetings	1 Credit Hour
CS-111	Skits and Costumes	1 Credit Hour
CS-112	Woodcrafts	2 Credit Hour
CS-113	Nature Activities	1 Credit Hour
CS-114	Cooking with Cubs	3 Credit Hours
<i>CS-115</i>	<i>Basic Pinewood Car Craft</i>	<i>2 Credit hours</i>
CS-117	Special Activities and Tours	1 Credit Hour
CS-118	Nature Crafts	1 Credit Hour
CS-119	Blue and Gold Banquets	1 Credit Hour
CS-120	Den Discipline	1 Credit hour
CS-121	Outdoor Activities	1 Credit Hour
CS-123	Cub Scout Outdoors Promotion	1 Credit Hour
CS-124	First Aid Fun	1 Credit Hour
CS-125	First Time Family Camping	1 Credit Hour
CS-126	Cub Scout Magic (formerly 'Science and Magic')	1 Credit Hour
<i>CS-127</i>	<i>Neckerchief Slides</i>	<i>1 Credit Hour</i>
CS-128	Skits (formerly 'Puppets and Skits')	1 Credit Hour
CS-129	Pack Software	1 Credit Hour
CS-130	Cub Scout Science	1 Credit Hour
CS-131	Tying it Up	1 Credit Hour
CS-132	Beyond the Badge	1 Credit Hour
<i>CS-133</i>	<i>Character Connections</i>	<i>1 Credit Hour</i>
<i>CS-134</i>	<i>Cub Conservation</i>	<i>1 Credit Hour</i>
CS-135	Earning the BSA Family Award	1 Credit Hour
CS-137	Great Summertime Activities	1 Credit Hour
CS-138	Increasing Parental Involvement	1 Credit Hour

CS-139	<i>Pack Planning for the Whole Year</i>	1 Credit Hour
CS-140	<i>Planning and Conducting a Pinewood Derby</i>	2 Credit Hours
CS-141	Derby Fun – Boats, Cars, and Rocker	2 Credit Hours
CS-142	LNT for Cubs	1 Credit Hour
CS-143	Flag & Uniform Etiquette	1 Credit Hour
CS-144	Cub Scout Health and Safety	1 Credit Hour
CS-145	Back Country Cooking Techniques for Webelos	2 Credit Hours
CS-146	Whittlin' Chip & Knife Safety	1 Credit hour

COLLEGE OF BOY SCOUTING

Varsity Coaches are encouraged to pursue the degrees of Boy Scouting.

Bachelor of Boy Scouting Degree Requirements:

- I. Be trained in your registered position.
- II. Complete Youth Protection Guidelines training within two years of submitting your application.
- III. Earn ten credit hours of which five are core courses from the College of Boy Scouting or General Session area (core courses are identified with * in the catalog) and the remaining five credit hours from the College of Boy Scouting or the General Sessions area.

Master of Boy Scouting Degree Requirements

- I. Complete the requirements for any bachelor degree.
- II. Complete the Scoutmaster Leader Specific Training and the Introduction to Outdoor Leader Skills training or the Troop Committee Challenge (may have been completed as part of the Bachelor of Boy Scouting degree).
- III. Earn an additional five credit hours from the College of Boy Scouting and/or General Sessions area. A minimum of three of these hours must be earned from the College of Boy Scouting. If the bachelor degree was earned in a different program area, then these five hours must be core courses from the College of Boy Scouting and/or the General Sessions area, with a minimum of three hours from the College of Boy Scouting.
- IV. Complete three Boy Scout related supplemental training. Examples include: Safe Swim Defense, Safety Afloat, Trek Safely, Climb on Safely, Merit Badge Counselor Orientation, Health and Safety Course, Leave No Trace Workshop, T.R.A.I.L. BOSS, Powder Horn, Climbing Instructor, BSA Lifeguard, District Committee Training Workshop, and any American Red Cross health and safety course.

Course Listings: Courses that are listed in *grayed-italic* type are not being offered in 2010.

BS-01	New Guideline Changes - National & Council	No Credit (1 hr)
BS-101 *	Effective Troop Committee Support	1 Credit Hour
BS-102 *	Troop Meeting Plan = FUN! (formerly Productive Troop Meetings)	1 Credit Hour
BS-103 *	The Answer: Youth-Run and Adult Guided Troop (formerly Boy Led Troops)	1 Credit Hour
BS-104 *	Advancement - Tenderfoot through Life	1 Credit Hour
BS-105 *	Annual Troop Program Planning	1 Credit Hour
BS-106 *	New Scout Patrol / Advancement	1 Credit Hour
BS-107 *	*Troop Resources and Administration	1 Credit Hour
BS-108 *	Campfire Program Ideas	1 Credit Hour
BS-109 *	*Basic Knots and Splicing	2 Credit Hours
BS-110 *	Lashings and Camp Gadgets	2 Credit Hours
BS-111 *	Cooking from A-to-Z	2 Credit Hours
BS-112 *	Teaching First Aid	1 Credit Hour
BS-113 *	Backpacking	2 Credit Hour
BS-114 *	Basic Compass and Orienteering (Formerly Beginning Map and Compass Reading)	2 Credit Hours
BS-115 *	Introduction to Leave No Trace Camping	3 Credit Hours
BS-116	Computerize Your Troop Records	1 Credit Hour
BS-117	Troop Medical Emergency Preparedness Plan	1 Credit Hour
BS-118	Scout Spirit	1 Credit Hour
BS-119	Service Projects	1 Credit Hour
BS-121	Trail to Eagle	1 Credit Hour
BS-122	Courts of Honor and Flag Etiquette	1 Credit Hour
BS-123	Challenging and Retaining Older Scouts	1 Credit Hour
<i>BS-124</i>	<i>Hike a Trail / Earn a Patch</i>	<i>1 Credit Hour</i>
<i>BS-125</i>	<i>Primitive Trail Maintenance</i>	<i>1 Credit Hour</i>
BS-126	Survival: BSA Style	2 Credit Hours
<i>BS-127</i>	<i>Primitive Fire Building</i>	<i>2 Credit Hours</i>
BS-128	American Aboriginal Craft and Lore	1 Credit Hour
<i>BS-129</i>	<i>Woodcarving Without Blood</i>	<i>2 Credit Hours</i>
BS-130	Games for Boy Scouts	1 Credit Hour
BS-131	Patrol Cook Boxes	1 Credit Hour
BS-132	Wilderness First Aid	3 Credit Hours
<i>BS-133</i>	<i>Global Positioning Systems</i>	<i>2 Credit Hours</i>
<i>BS-134</i>	<i>National High Adventure Bases & Alternatives to them</i>	<i>1 Credit Hour</i>
<i>BS-135</i>	<i>What the O.A. Can Do for Your Troop</i>	<i>1 Credit Hour</i>
BS-136	Introduction to & Strengthen Your Troop Through the OA	1 Credit Hour
<i>BS-137</i>	<i>Crew and Troop: Partnering to Keep Older Youth Active (same as V-112)</i>	<i>1 Credit Hour</i>
BS-138	Powder Horn: Pathway to High Adventure (same as V-113)	1 Credit Hour
BS-139	National Youth Leadership Training Orientation	1 Credit Hour
BS-142	Backpacking – How to Lighten the Load	1 Credit Hour

BS-143	How to Conduct a Board of Review	1 Credit Hour
BS-144	Successful PLC's, Patrol Method, and Patrol Spirit	1 Credit Hour
<i>BS-145</i>	<i>Boy Scout Leaders Get Hungry Too!</i>	<i>1 Credit Hour</i>
BS-146	Camping is More Than Pitching a Tent	1 Credit Hour
BS-147	Skills for Running a BIG Troop	1 Credit Hour
BS-148	Skills for Running a SMALL Troop	1 Credit Hour
<i>BS-149</i>	<i>Shared Leadership – the Scoutmaster and Assistant Scoutmaster</i>	<i>1 Credit Hour</i>
<i>BS-150</i>	<i>Innovative Ideas for the Scoutmaster to Implement Troop Leadership Training</i>	<i>1 Credit Hour</i>
<i>BS-151</i>	<i>Scoutmaster's Minute</i>	<i>1 Credit Hour</i>
<i>BS-152</i>	<i>Everyone Has a Talent – Make it Work for the Unit</i>	<i>1 Credit Hour</i>
BS-153	Safe Family Computing / Internet	1 Credit Hour
BS-154	Using GPS and Geocaching to Promote Scouting	2 Credit Hours
<i>BS-155</i>	<i>Effective Varsity Teams</i>	<i>1 Credit Hour</i>

Boy Scout Youth Courses

BS-201	Preparing for the Eagle Project & Review	1 Credit Hour
BS-202	NYLT for the 21 st Century	1 Credit Hour
BS-203	Ice Breaker Games	1 Credit Hour
BS-204	Communicating to your Troop	1 Credit Hour
BS-205	Involving Everyone in the Activities	1 Credit Hour
BS-206	Boy Lead Troop Discipline	1 Credit Hour
BS-207	High Adventure Planning	1 Credit Hour
BS-208	Youth Religious Knot	1 Credit Hour
BS-209	I Have my Eagle, Now What?	1 Credit Hour
BS-250	Den Chief Training	0 Credit Hours

COLLEGE OF VENTURING

Bachelor of Venturing Degree Requirements:

- I. Be trained in your registered position.
- II. Complete Youth Protection Guidelines training within two years of submitting your application.
- III. Earn ten credit hours of which five are core courses from the College of Venturing or General Session area (core courses are identified with * in the catalog) and the remaining five credit hours from the College of Venturing or the General Sessions area.

Master of Venturing Degree Requirements:

- I. Complete the requirements for any bachelor degree.

- II. Complete Venturing Leader Specific Training (may have been completed as a part of the Bachelor of Venturing degree).
- III. Earn an additional five credit hours from the College of Venturing and/or the General Sessions area. A minimum of three of these hours must be earned from the College of Venturing. If the bachelor degree was earned in a different program area, then these five hours must be core courses from the College of Venturing and/or the General Sessions area, with a minimum of three hours from the College of Venturing.
- IV. Complete three Venturing related supplemental training courses. Examples include Safe Swim Defense, Safety Afloat, Trek Safely, Climb on Safely, Health and Safety Course, Leave No Trace Workshop, T.R.A.I.L. BOSS, Powder Horn, Climbing Instructor, District Committee Training Workshop, and any American Red Cross health and safety course.

Course Listings: Courses that are listed in *grayed-italic* type are not being offered in 2010.

<i>VS-01</i>	<i>Venturing Specific Training</i>	<i>0 Credit Hours</i>
VS-107 *	Issues Concerning Coed Venturing Crews	1 Credit Hour
<i>VS-108 *</i>	<i>How to Conduct a Crew VLSC</i>	<i>2 Credit Hours</i>
VS-109 *	Venturing By-Laws - What Should They Include?	1 Credit Hour
<i>VS-110 *</i>	<i>Who Runs the Venturing Crew?</i>	<i>1 Credit Hour</i>
<i>VS-111 *</i>	<i>Venturing Recognitions (previously Advancements)</i>	<i>2 Credit Hours</i>
<i>VS-112 *</i>	<i>Crew and Troop: Partnering to Keep Older Youth Active. (same as BS-137)</i>	<i>1 Credit Hour</i>
VS-113 *	Powder Horn: Pathway to High Adventure. (same as BS-138)	1 Credit Hour
<i>VS-114</i>	<i>Positioning Venturing as a Resource</i>	<i>1 Credit Hour</i>
<i>VS-115 *</i>	<i>Don't Ever Do This!</i>	<i>1 Credit Hour</i>
<i>VS-116 *</i>	<i>How to Plan High Adventure Treks</i>	<i>1 Credit Hour</i>
VS-117	From the Front Line	1 Credit Hour
<i>VS-118</i>	<i>What is Kodiak?</i>	<i>1 Credit Hour</i>
VS-119	Survival: BSA Style (same as BS-126)	2 Credit Hours
VS-120	Geocaching – Using a GPS and Geocaching to Promote Scouting (same as BS-154)	2 Credit Hours
VS-121	Backpacking - How to Lighten the Load (same as BS-142)	1 Credit Hour
<i>VS-122</i>	<i>How to Find a Consultant</i>	<i>1 Credit Hour</i>
VS-123	How to Run a Successful (and Fun) Youth Led Crew Meeting	1 Credit Hour
<i>VS-124</i>	<i>Here's Venturing and Sea Scouting</i>	<i>1 Credit Hour</i>
VS-125	National Youth Leadership Training Orientation	1 Credit Hour
<i>VS-201</i>	<i>Discover Scuba</i>	<i>3 Credit Hours</i>
<i>VS-202</i>	<i>Archery</i>	<i>3 Credit Hours</i>
<i>VS-203</i>	<i>Rock Climbing</i>	<i>3 Credit Hours</i>
<i>VS-204</i>	<i>Canoes and Kayaks</i>	<i>3 Credit Hours</i>

VS-250	So You're a Crew Officer – Now What?	1 Credit Hour
VS-251	Team Building Games and COPE Opportunities	1 Credit Hour
VS-252	<i>Have a Great Program – Resources and Opportunities</i>	1 Credit Hour
VS-253	<i>So You Want to Work at Summer Camp</i>	1 Credit Hour
VS-254	Beyond Your Crew: Opportunities with other Crews & Council	1 Credit Hour

Doctorate of Scouting Degree Requirements:

A Scouter completing a master's degree in any scout area is eligible to pursue a Doctorate degree.

- I. Candidates must have earned their Wood Badge beads.
- II. Candidates must complete 10 credit hours since earning their master's degree in any college.
- III. Earn an adult leader award for your registered position.
 - a. Cub Scout – Cubmaster Award, Tiger Cub Den Leader Award, Cub Scout Den Leader Award, Webelos Den Leader Award, or the Cub Scouter Award.
 - b. Boy Scout – Boy Scout Leader's Training Award, Scoutmaster's Key, or the Scoutmaster Award of Merit
 - c. Venturing - Venturing Leader's Training Award, Venturing Leadership Award, or Venturing Advisor Award of Merit
- IV. Complete courses GS-111 and GS-112. These hours do not count for requirement II above.

GS-111 must be taken a year before GS-112. You must pre-register for these courses by the pre-registration deadline. No walk-in registrations will be accepted. This is necessary because advisers for the doctorate candidates must be recruited.

COLLEGE OF COMMISSIONER SCIENCE

Bachelor of Commissioner Science Degree Requirements:

- I. Maintain registration in any capacity as a Commissioner during the entire training program listed below.
- II. Complete Commissioner orientation (Commissioner Fieldbook).
- III. Complete Commissioner Basic Training.
- IV. Complete a minimum of seven courses of instruction, of which at least five must be from the BCS list. Courses that are listed in *grayed-italic* type are not being offered in 2010.

BCS-101	Introduction to Commissioner Science	1 Credit Hour
BCS-102	Unit Charter Renewal	1 Credit Hour
BCS-103	The Commissioner and the District	1 Credit Hour
BCS-104	Unit Visitation	1 Credit Hour
BCS-105	Practical Solutions to Common Unit Needs	1 Credit Hour
<i>BCS-106</i>	<i>A Commissioner's Priorities</i>	<i>1 Credit Hour</i>
<i>BCS-107</i>	<i>Youth Protection Guidelines</i>	<i>1 Credit Hours</i>
BCS-108	Effective Roundtables I	1 Credit Hour
BCS-109	Effective Roundtables II	1 Credit Hour
<i>BCS-110</i>	<i>Commissioner Style</i>	<i>1 Credit Hour</i>
<i>BCS-111</i>	<i>Health and Safety Course</i>	<i>2 Credit Hours</i>
BCS-112	What Would You Do?	1 Credit Hour
<i>BCS-113</i>	<i>Service to New Units</i>	<i>1 Credit Hour</i>
<i>BCS-114</i>	<i>Good Volunteer-Professional Relationships</i>	<i>1 Credit Hour</i>
<i>BCS-115</i>	<i>Commissioners and Diversity</i>	<i>1 Credit Hour</i>

V. Performance

1. Approval of Council Commissioner or assigned Assistant Council Commissioner.
2. Approval of Scout Executive or Advisor to Commissioner Service.

Master of Commissioner Science Degree Requirements:

- I. Complete Bachelor of Commissioner Science degree, or have been awarded the Commissioner's key.
- II. Earn the Arrowhead Honor.
- III. Be currently registered as a commissioner.
- IV. Complete a minimum of seven additional courses of instruction (total of 14), at least seven of the courses must be from MCS listing. Courses that are listed in *grayed-italic* type are not being offered in 2010.

<i>MCS-301</i>	<i>No-Lapse/No-Drop Commitment</i>	<i>1 Credit Hour</i>
<i>MCS-302</i>	<i>Unit Finance</i>	<i>1 Credit Hour</i>
MCS-303	Commissioner Lifesaving I	1 Credit Hour
MCS-304	Commissioner Lifesaving II	1 Credit Hour
<i>MCS-306</i>	<i>Counseling Skills</i>	<i>1 Credit Hour</i>
MCS-307	Webelos-to-Scout Transition	1 Credit Hour
<i>MCS-308</i>	<i>Venturing and the Commissioner</i>	<i>1 Credit Hour</i>
MCS-309	Commissioners Need Both Head & Heart	1 Credit Hour
<i>MCS-401</i>	<i>Just for ADCs</i>	<i>1 Credit Hour</i>
<i>MCS-402</i>	<i>Recruiting New Commissioners</i>	<i>1 Credit Hour</i>
MCS-403	Orienting and Training Commissioners	1 Credit Hour
MCS-404	Advanced Roundtable Leadership	1 Credit Hour
<i>MCS-405</i>	<i>Effective Unit Service in Low-Income Urban Communities</i>	<i>1 Credit Hour</i>

MCS-406	<i>Effective Unit Service in Remote Rural Areas</i>	1 Credit Hour
MCS-407	<i>How to Remove a Volunteer</i>	1 Credit Hour
MCS-408	<i>The Commissioner Leader's Top 10 List</i>	1 Credit Hour
MCS-409	District Commissioner Basics	1 Credit Hour

V. Performance

1. Approval of Council Commissioner or assigned Assistant Council Commissioner.
2. Approval of Scout Executive or Advisor to Commissioner Service.

Doctor of Commissioner Science Degree Requirements:

- I. Serve as commissioner for a minimum of five years. Your service can be in one or more commissioner roles or positions of service.
- II. Complete Master of Commissioner Science Degree.
- III. Have been awarded the Commissioner's Key.
- IV. Be currently registered as a commissioner.
- V. Complete a minimum of ten additional courses of instruction not used to qualify for other college awards (total of 24), at least of five of the courses must be from the DCS listing. Courses that are listed in *grayed-italic* type are not being offered in 2010.

DCS-601	Selecting a Thesis / Research Project Topic	1 Credit Hour
<i>DCS-602</i>	<i>Limiting the Scope of the Topic</i>	<i>1 Credit Hour</i>
<i>DCS-603</i>	<i>Developing the Thesis Outline and Writing The Report</i>	<i>1 Credit Hour</i>
<i>DCS-604</i>	<i>Thesis Workshop</i>	<i>1 Credit Hour</i>
<i>DCS-608</i>	<i>Advanced Commissioner Lifesaving</i>	<i>1 Credit Hour</i>
DCS-610	Preventing Commissioner Burnout	1 Credit Hour
DCS-611	Consider Your Spouse and Family	1 Credit Hour
<i>DCS 620</i>	<i>Assessing Council and District Health</i>	<i>1 Credit Hour</i>
<i>DCS-701</i>	<i>Beyond BCS 114: The Commissioner and Professional - A Working Relationship</i>	<i>1 Credit Hour</i>
<i>DCS 715</i>	<i>Quality District</i>	<i>1 Credit Hour</i>
<i>DCS-800</i>	<i>Writing the Thesis</i>	<i>4 Credit Hours</i>

VI. Thesis or Project

- a. Complete a thesis or project on any topic of value to Scouting in your local Council.
- b. The topic and final paper or project must be approved by the Council Commissioner, or assigned Assistant Council Commissioner, or the Dean of Commissioner Science and the staff advisor for Commissioner Service.

VII. Performance

- a. Serve on the College of Commissioner Science faculty (instructor of support staff) or work with training support for commissioners for at least one year.
- b. Recruit at least three new commissioners at any level.
- c. Approval of Council Commissioner or assigned Assistant Council Commissioner.
- d. Approval of Scout Executive or Advisor to Commissioner Service.

III. DEGREE APPLICATIONS AND FORMS

The following forms are contained in this section:

- Application for Associate of Boy Scouting Degree
- Application for Associate of Venturing Degree
- Application for Bachelor of Cub Scouting Degree
- Application for Master of Cub Scouting Degree
- Application for Bachelor of Boy Scouting Degree
- Application for Master of Boy Scouting Degree
- Application for Bachelor of Venturing Degree
- Application for Master of Venturing Degree
- Application for Doctor of Scouting Degree
- Application for College of Commission Science Degree
- Transfer of Course Credits

Degree Applications not turned at UOS can be mailed to:

Len Motz
Associate Chancellor of Administration
1260 Ravenwood Dr
Anniston, AL 36207

Application for Associate of Boy Scouting Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: ____ Zip: _____ District: _____

Troop: _____ Current Leadership Position (if any): _____

Age: _____ Rank: _____

Leadership position for 6 month requirement: _____
(From – to Dates)

Date Completed Troop level JLT or NYLT: _____

Year and course number/name of General Scouting credit hours (3 hours required) taken:

- 1. _____
- 2. _____
- 3. _____

Year and course number/name of Boy Scout Youth credit hours (4 hours required) taken:

- 1. _____
- 2. _____
- 3. _____
- 4. _____

Candidate's Signature: _____

Scout Master's Signature: _____

Scout Master's Comment (optional): _____

Note: Complete this application and submit it during the check-in period on the morning of the University of Scouting. Make a copy for your personal record.

The award of the Associate's Degree is approved:

Associate Chancellor of Administration, University of Scouting

Date: _____

Application for Associate of Venturing Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: _____ Zip: _____ District: _____

Crew: _____ Current Leadership Position (if any): _____

Leadership position for 6 month requirement: _____
(From – to Dates)

Date Completed VLSC: _____

Year and course number/name of General Scouting credit hours (3 hours required) taken:

- 4. _____
- 5. _____
- 6. _____

Year and course number/name of Venturing credit hours (4 hours required) taken:

- 5. _____
- 6. _____
- 7. _____
- 8. _____

Candidate's Signature: _____

Crew Advisor's Signature: _____

Crew Advisor's Comment (optional): _____

Note: Complete this application and submit it during the check-in period on the morning of the University of Scouting. Make a copy for your personal record.

The award of the Associate's Degree is approved:

Associate Chancellor of Administration, University of Scouting

Date: _____

Application for Bachelor of Cub Scouting Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: ____ Zip: _____ District: _____

Current Unit: _____ Registered Position: _____

Telephone: _____ Email: _____

Date and courses to be trained in registered position: _____

Date completed Youth Protection Guidelines: _____

Year and course number/name of core credit hours (5 hours required) from the College of Cub Scouting or General Session area:

1. * _____

2. * _____

3. * _____

4. * _____

5. * _____

Year and course number/name of additional elective or core credit hours (5 hours are required) from the College of Cub Scouting or the General Sessions area.

1. _____

2. _____

3. _____

4. _____

5. _____

Candidate's Signature: _____

Note: Complete this application and submit it during the check-in period on the morning of the University of Scouting. Make a copy for your personal record.

The award of the Bachelor's Degree is approved:

_____ Date: _____

Associate Chancellor of Administration, University of Scouting

Application for Master of Cub Scouting Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: _____ Zip: _____ District: _____

Current Unit: _____ Registered Position: _____

Telephone: _____ Email: _____

I. Date completed Bachelor Degree of Cub Scouting/Boy Scouting/Venturing/Commissioner Science (circle the correct discipline): _____

II. Date and name of Cub Scout Leader Specific Training completed: _____

III. Year and course number/name elective and/ or core courses and credit hours (5 total hours required) from the College of Cub Scouting (minimum of 3 hours) or the General Sessions area.

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____

IV. Titles and dates completed of three supplemental training courses:

Course Name	Date
BALOO	_____
Webelos Outdoor Leadership Skills	_____
Shooting Sports	_____
Red Cross Health & Safety Course	_____
Philmont Training Conference	_____
National Camping School	_____
District Committee Training Workshop	_____
_____	_____
_____	_____
_____	_____

Candidate's Signature: _____

Note: Complete this application and submit it during the check-in period on the morning of the University of Scouting. Make a copy for your personal record.

The award of the Master's Degree is approved:

Associate Chancellor of Administration, University of Scouting

Date: _____

Application for Bachelor of Boy Scouting Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: ____ Zip: _____ District: _____

Current Unit: _____ Registered Position: _____

Telephone: _____ Email: _____

Date and courses to be trained in registered position: _____

Date completed Youth Protection Guidelines: _____

Year and course number/name of core credit hours (5 hours required) from College of Boy Scouting or General Session area:

- 1. * _____
- 2. * _____
- 3. * _____
- 4. * _____
- 5. * _____

Year and course number/name of additional elective or core credit hours (5 hours are required) from the College of Boy Scouting or the General Sessions area.

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____

Candidate's Signature: _____

Note: Complete this application and submit it during the check-in period on the morning of the University of Scouting. Make a copy for your personal record.

The award of the Bachelor's Degree is approved:

Associate Chancellor of Administration, University of Scouting

Date: _____

Application for Master of Boy Scouting Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: ____ Zip: _____ District: _____

Current Unit: _____ Registered Position: _____

Telephone: _____ Email: _____

I. Date completed Bachelor Degree of Cub Scouting/Boy Scouting/Venturing/Commissioner Science (circle the correct discipline): _____

II. Dates completed Scoutmaster Leader Specific Training and Introduction to Outdoor Leader Skills or Troop Committee Challenge (circle the courses taken): _____

III. Year and course number/name of elective and/ or core courses and credit hours (5 total hours required) from the College of Boy Scouting (minimum of 3 hours) or the General Sessions area:

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____

IV. Titles and dates completed of three supplemental training courses:

Course Name	Date	Course Name	Date
Trek Safely	_____	Safety Afloat	_____
Climb On Safely	_____	Safe Swim Defense	_____
Climbing Instructor	_____	Scout Lifeguard	_____
Merit Badge Counselor Orient	_____		
Leave No Trace Workshop	_____		
District Committee Training Workshop	_____		
_____	_____		
_____	_____		
_____	_____		

Candidate's Signature: _____

Note: Complete this application and submit it during the check-in period on the morning of the University of Scouting. Make a copy for your personal record.

The award of the Master's Degree is approved:

Associate Chancellor of Administration, University of Scouting

Date: _____

Application for Bachelor of Venturing Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: ____ Zip: _____ District: _____

Current Unit: _____ Registered Position: _____

Telephone: _____ Email: _____

Date and courses to be trained in registered position: _____

Date completed Youth Protection Guidelines: _____

Year and course number/name of core credit hours (5 hours required) from the College of Venturing or General Sessions area:

- 1. * _____
- 2. * _____
- 3. * _____
- 4. * _____
- 5. * _____

Year and course number/name of additional elective or core credit hours (5 hours are required) from the College of Venturing or the General Sessions area:

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____

Candidate's Signature: _____

Note: Complete this application and submit it during the check-in period on the morning of the University of Scouting. Make a copy for your personal record.

The award of the Bachelor's Degree is approved:

Associate Chancellor of Administration, University of Scouting

Date: _____

Application for Master of Venturing Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: ____ Zip: _____ District: _____

Current Unit: _____ Registered Position: _____

Telephone: _____ Email: _____

I. Date completed Bachelor Degree of Cub Scouting/Boy Scouting/Venturing/Commissioner Science (circle the correct discipline): _____

II. Dates completed Venturing Leader Specific Training: _____

III. Year and course number/name of elective and/ or core courses and credit hours (5 total hours required) from the College of Venturing (minimum of 3 hours) or the General Sessions area:

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____

V. Titles and dates completed of three supplemental training courses:

Course Name	Date	Course Name	Date
Trek Safely	_____	Safety Afloat	_____
Climb On Safely	_____	Safe Swim Defense	_____
Climbing Instructor	_____	Scout Lifeguard	_____
Merit Badge Counselor Orientation	_____		
Leave No Trace Workshop	_____		
District Committee Training Workshop	_____		
_____	_____		
_____	_____		
_____	_____		

Candidate's Signature: _____

Note: Complete this application and submit it during the check-in period on the morning of the University of Scouting. Make a copy for your personal record.

The award of the Master's Degree is approved:

Associate Chancellor of Administration, University of Scouting

Date: _____

Application for Doctorate of Scouting Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: ____ Zip: _____ District: _____

Current Unit: _____ Registered Position: _____

Telephone: _____ Email: _____

I. Date completed Master's Degree of Cub Scouting/ Boy Scouting/ Venturing/ Commissioner Science (circle the correct discipline): _____

II. Date Wood Badge beads bestowed and course number: _____

III. Titles of courses, credit hours and dates completed (10 hours required, plus GS-111 and GS-112):
NOTE - Your thesis option cannot be a part of your Wood Badge ticket.

1. REQUIRED - GS-111 Doctorate Degree Option Development _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. REQUIRED – GS-112 Doctorate Degree Option Approval _____

IV. If you chose supplemental training as your degree option requirement, then list 5 supplemental training courses beyond those completed for your Master's Degree. Include dates completed.

1. _____

2. _____

3. _____

4. _____

5. _____

Application for Doctorate of Scouting Degree (cont'd.)

If you chose prescribed service as your degree option requirement, then attach a report of your service to this form or write it here:

If you chose the thesis as your degree option requirement, then attach a copy of your thesis report or write it here:

Candidate's Signature: _____ (patrol totem) _

Adviser's signature: _____

Adviser's printed name: _____

Note: Complete this application and forward it to the chairman of the Council Leadership Development Committee. Make a copy for your personal record.

The award of the Doctorate Degree is approved:

Chancellor, University of Scouting

Date: _____

Application for College of Commissioner Science Degree

Name: _____ Date: _____

Mailing Address: _____

City _____ State: ____ Zip: _____ District: _____

Telephone: _____ Email: _____

Registered as a _____ Commissioner

Years of service as a registered commissioner: _____

District/Service Area: _____

Degree Applying for (BCS, MCS, DCS): _____

Date (month/year) the following were earned/awarded:

Trained Emblem: _____ Arrowhead Honor: _____ Commissioner's Key: _____

Distinguished Commissioner's Award: _____ BCS: _____ MCS: _____

Supporting Data: Please complete page 2 of this application indicating courses taken towards Commissioner's Degrees.

If applying for the MCS Degree, please attach a copy of your BCS Degree.

If applying for the DCS Degree, please attach a copy of your MCS Degree.

Date(s) Attended:

Commissioner's Conference: _____

Commissioner's Conference Leader or Session Leader: _____

Service Area/Council Conference/Training: _____

College of Commissioner Science Instructor: _____

Philmont Commissioner's Training: _____

Date last completed Youth Protection Guidelines _____

Application for College of Commissioner Science Degree (cont'd.)

Training Record - Date Attended:

BCS-101 _____ BCS-102 _____ BCS-103 _____ BCS-104 _____ BCS-105 _____
 BCS-106 _____ BCS-107 _____ BCS-108 _____ BCS-109 _____ BCS-110 _____
 BCS-111 _____ BCS-112 _____ BCS-113 _____ BCS-114 _____ BCS-115 _____
 MCS-301 _____ MCS-302 _____ MCS-303 _____ MCS-304 _____ MCS-306 _____
 MCS-307 _____ MCS-308 _____ MCS-309 _____ MCS-401 _____ MCS-402 _____
 MCS-403 _____ MCS-404 _____ MCS-405 _____ MCS-406 _____ MCS-407 _____
 MCS-408 _____ MCS-409 _____
 DCS-601 _____ DCS-602 _____ DCS-603 _____ DCS-604 _____ DCS-608 _____
 DCS-610 _____ DCS-611 _____ DCS-620 _____ DCS-701 _____ DCS-715 _____
 DCS-800 _____

List elective courses (by number or title) from other University of Scouting Colleges (Cub Scouts, Boy Scouts, Venturing, General Studies) and date (month/year) attended:

Course	Date	Course	Date	Course	Date	Course	Date

Candidate's Signature: _____ Date: _____

APPROVAL SIGNATURES REQUIRED:

Service Area Commissioner: _____

Dean - College of Commissioner Science: _____

Council Commissioner: _____

Received and Recorded: _____

Office of the Registrar

Transfer of Course Credits

Name: _____ Date: _____

Mailing Address: _____

City and Zip: _____ District: _____

Phone: _____ Email: _____

Fill out an entry for each course you would like to have credit hours transferred for. List the date you took the course, the council where the University of Scouting was held, the number of hours that course was, the name of the course, and a short course description. The number of approved credits will be listed in the last column by the Registrar.

Date Taken	Council	Course Hours	Course Name	Course Description	Approved Credits

Applicant's Signature: _____

Note: Complete this request and submit it during the check-in period on the morning of the University of Scouting. Make a copy for your personal record.

The transfer of the course credits indicated above is approved:

 Associate Chancellor of Administration, University of Scouting

Date: _____