

- 10:00 – 10:05 a.m. Introduction by the GURS President Michael Coburn, Baylor College of Medicine, Houston, TX
- 10:05am-10:30am **Brantley Scott Lecture: The Development of the Artificial Urinary Sphincter – Past, Present and Future**
Gerald Timm, PhD
- 10:30am-11:00am **Charles Devine Lecture: Optimizing the Outcomes of Reconstructive Surgery – A Plastic Surgeon’s Perspective**
Dr. Shayan Izadoost. Division of Plastic Surgery, Baylor College of Medicine, Houston, TX
- 11:00am-12:15pm **Specialty Management in GU Trauma**
Moderator: Ben Breyer, MD
- 11:00am-11:20am **Historical and Contemporary Management of Pelvic-Fracture GU Trauma**
Anthony Mundy, MD
- 11:20am-11:40am **State of the Art Pelvic Fracture Management – The Orthopedic Surgeon’s Perspective**
Amir Matityahu, MD
- 11:40am-11:55am **Interventional Radiology in GU Trauma**
Miles Conrad, MD
- 11:55am-12:15pm **What’s New in Trauma Management? How the urologist can best partner with the Trauma Surgeon**
Gregory Victorino, MD

12:15-1:30pm

Industry Sponsored Lunch

Urethral Catheterization: Reduced trauma, enhanced safety, new technologies

1:30pm-2:30pm	How I Do It: Practical Tips for the GU Trauma Surgeon Moderator: Hadley Wood, MD
1:30pm-1:40pm	Scrotal imaging, exploration and repair Courtney Holowell, MD, Cook County Medical Center, Chicago
1:40pm-1:50pm	Damage Control Techniques for urologic injury Michael Coburn, MD
1:50pm-2:00pm	Surgical approach to bladder injury Jay Simhan, MD
2:00pm-2:10pm	Surgical approach to kidney injury Reynaldo Gomez, MD
2:10pm-2:20pm	Catheter realignment for Pelvic Fracture Urethral Distraction Defect Justin Chee, MD
2:20pm-2:30pm	Discussion
2:30pm-2:50pm	Post Radiation Urethral Stricture Repair Allen Morey, MD
2:50-3:10pm	Reflections on a Career in Urologic Trauma Jack McAninch – SFGH (Introduced by Dr. Elliott)
3:10pm-3:30pm	GU Trauma Research – Status and Opportunities Jeremy Myers, MD
3:30pm-3:50pm	Military GU Injuries Steven Hudak, MD
3:50pm	Closing Remarks – Dr. Coburn
4:00-4:30pm	Member Business Meeting