



BRUCE A. TRAMMELL, SR

CFLC

Bruce A. Trammell, Sr., has over 10 years of expertise in engaging men from a variety of communities throughout Connecticut. He has facilitated workshops for Youth Development programs, along with performing community outreach, in order to enroll motivated candidates for his supportive services.

He is a Certified Life Coach with a focus on Fatherhood. He supports Fathers and inspires them to set achievable goals for themselves and their families. This allows them to begin to build confidence in their ability to achieve their dreams. The key to his approach is to have them become more aware, which empowers them to explore and put into action their measurable goals and outcomes.

Mr. Trammell has advocated for Fathers on the State and National platforms, helping fathers to understand how important they are to their children's well-being. He is a certified facilitator of the nationally recognized 24/7 Fatherhood curriculum from the National Fatherhood Institute, as well as the Nurturing Fatherhood Program Curriculum. He is a National Fatherhood Practitioner and Educator through Fathers and Families Coalition of America which supports his family group facilitation. His work with DCF involved fathers and families, afforded him the opportunity to advocate on their behalf throughout the case. He has worked with Fathers in the Department of Correction prison system, as they plan to reintegrate back into society. Mr. Trammell has a VIP status with the Department of Corrections, which gives him access to Connecticut prisons. He has participated in Reentry planning with the New Haven Reentry Round Table. He's worked with the teen pregnancy prevention program. He supported the staff at New Haven Probation as well. As a Paralegal, he has enjoyed the privilege to Clerk in Criminal Court.

Mr. Trammell is a Chess Coach, he introduces youth to a game with Science Technology Engineering and Mathematics (STEM) insights, such as notations and triangular connections within the Chess Board. He provides Conflict Resolution methods as well by creating a series of puzzles that show themselves throughout the game.