

# Electronic Devices Usage

## 1.1 Purpose

This policy is intended to lay out the proper and safe use of electronic devices during scouting events. When allowed electronic devices should be used responsibly and safely and should not detract from the purpose of Scouting or from Scouting activities.

- A. Consistency in enforcement of proper use of electronics
- B. Ensure all scouts get the most out of the scouting program as possible

## 1.2 Policy Statement

Today's youth are spending more time than ever using electronic digital media for education, research, socializing, and fun. To help families and volunteers keep youth safe while online, at meetings, and during outings, it is important to have written troop policy regarding the usage of electronic devices. Offering Scouts opportunities to get away from the constant electronic informational world may be refreshing to some while frightening to others. Our goal is to find a balance between these emotions.

## 1.3 Scope

This policy applies to scouts in troop 319

## 1.4 Basic requirements

- A. Scouts earn the privilege to have smartphones on camping and adventure outings by completing Cyber Chip and signing the Troop 319 Tech Chip agreement. Our troop requires an annual age-appropriate Cyber Chip certification and the Troop 319 "[Grade 9-12](#) Directions for [recharging cyber chip](#) certification may be found at [this link](#).

## 1.5 Camping Trips and other outings

A. Restrictions:

- Electronics are used with respect, caution, and discretion.
- Electronics must be kept out of sight, be off, and out of use before 9 p.m. and after 7 a.m.
- Exceptions are granted for scouting with PORs that require devices.
- Taking pictures and posting to social media are prohibited without permission from Scouts.

## 1.6 Scout meetings

- A. Electronic devices can be used at scout meeting to complete officials scout business such

as taking notes, doing research, completing scout advancement requirements etc.

## 1.7 Consequences

- A. Scouts not using electronic media with respect, caution, and discretion will be asked by a senior Scout (based upon POR, not age) or adult leaders to refrain from or re-evaluate use.
- B. Repeated inappropriate use may result in Scout surrendering the device to an adult leader to be returned at the end of the day or the end of the trip, at the discretion of the adult leader.
- C. Scouts using gaming devices during activity time will be asked to surrender the device to an adult leader for the remainder of the trip.

## Appendix A: Definitions

Term	Definition
<b>Electronic Devices</b>	computer, tablet, iPad, smartphone, flip phone, iWatch, iPod, MP3 player, GameBoy, Nintendo switch, and others.