



ELECTRONIC POLICY

Technology continues to evolve and become more embedded in every part of our lives. Rather than ban its use in scouting, we've chosen to find a way to make it available for Scouts. This can only work if everyone commits to following the guidelines. This is a good example of a Scout being "obedient" and "courteous" for the good of the group.

Scouts are not permitted to use cell phones or electronic devices during Scout meetings or while on activities in such a way that it interferes with the activity program. Use of cell phones or electronic devices is allowed as a privilege when devices do not interfere with scouting activities or with the safety or the rights of others.

The Scoutmasters and Senior Patrol Leader, will make all judgments on acceptable use of cell phones or electronic device use jointly. This policy is intended to reduce distractions during meetings and activities, to encourage the development of interpersonal skills, and to promote team-building consistent with the Scout Spirit. A Tech Chip violation will be addressed by the Scoutmaster and the Senior Patrol Leader to determine an appropriate action.


If parents or guardians need to contact their Scouts during a trip or event, they can call the cell phone of the adult leader in charge of the event. This number is listed on the event permission slip. If a Scout needs to call home while on a trip or event, they should first contact the Scoutmaster. Many times, the Scoutmaster can resolve the need to call home.

Troop 46 will conduct a special training class to discuss the Electronics Policy. By completing this course, Scouts will receive a "Tech Chip" card, similar to the Totin' Chip card used to carry a pocket knife. This Tech Chip allows a Scout to have and use electronic devices at scout events, such as meetings, campouts, hikes, or other Troop activities under the Tech Chip guidelines. Parents and Scouts must sign a copy of this Policy and the Tech Chip itself.

The guidelines are condensed to 4 points on the Tech Chip:


1. Electronic devices are not used after "Lights Out".
2. Electronic devices are used only when there are no other activities or responsibilities.
3. Electronic devices are used when it does not affect anyone else.
4. You are completely responsible for the device you bring and you respect the property of others.

The Troop 46 Tech Chip Card:



TROOP 46
GREENBRAE LIONS CLUB
SPANISH SPRINGS, NV

TECH CHIP



This certifies that _____

Can carry electronic devices and has been trained on the appropriate use of technology. The above Named Scout knows that the ownership and use of Electronics devices during Scouting events means Responsibility as noted on reverse side of this card and that this card is revocable if the Scout does not live up to the Responsibility.

Scout Leader _____

Front of Card

My Responsibility;

1. Recite and agree to the proper use of electronics devices;

A. Do not use during "lights out" time

B. Use only when it does not interfere with other activities or responsibilities

C. Use only when it does not affect others or my safety

2. I assume all liability for the devices I bring and will respect the property and privacy of others

3. I understand that if I do not live up to my responsibilities this privilege may be taken away

Scout signature _____

Parent signature _____

Back of Card

Troop 46 - Electronics Policy Notes and Discussion:

The Scout must have their Cyber Chip to obtain their Tech Chip. The Tech chip will be with the Scout when electronic devices are in use. There will be no loaning of electronic devices without express permission of the Scoutmaster.

What are some electronic devices you might consider having at a meeting or on an outing? - Laptop - Cell phone - iPod, tablet, MP3 music player - GPS, camera, video recorder, watch, flashlight

What are some good reasons to have electronic devices at Troop meetings? - To take notes or update Troop records (such as attendance) - Retrieve information or conduct research for an upcoming event. - To update the Troop website - communicate with home in the event of a family emergency

What are some good reasons to have electronic devices on campouts? - emergency help - communication with troop members and leaders at large events - communicate with home in the event of a family emergency - retrieve information (weather forecast, requirements, scout handbook online)

What are some examples of "bad" use of technology? – some behaviors we don't want: - texting a friend during any scout activity - listening to music out loud - staying up late using a device - using a device to access inappropriate music, lyrics or images - taking embarrassing or inappropriate photos of others - shining a flashlight in people's eyes - relying on technology for safety (just calling 911 instead of learning and preparing for an emergency). Electronic Devices will not be taken into any restroom, shower, or other place where others have an expectation of privacy.

What it means to be a "Good Courteous Technology Citizen"?

1. Use technology so it does not bother others.
2. Use headphones, silent/vibrate mode, low light setting –
3. Use technology only when it does not interfere with activities. Such as: Meetings, games, cooking, hikes, swimming, sleeping, campfire –
4. Use technology when it enhances the experience. Some examples: Taking videos or pictures of an event, Taking notes at a meeting to improve communication, Taking night hikes with flashlights, Being on-time for an event by using a watch or cell phone clock –
5. Use technology only when it is safe. When might it be unsafe? Headphones block out warnings of danger or when concentration is required

Who is Responsible? - If you bring a device to a meeting or event, you are responsible for it – period. - All scouts need to be respectful of the property of others - The troop is not liable in any way for personal electronic devices, ever.

Approved by the Parents Committee on _____