

Device use policy input from Scouts at 2017 Planning Campout (smart-phone, tablet, laptop, other)

Positive use cases:

- 1) Can use during car rides (games, music)
- 2) Lookup Scout related stuff
- 3) Compass (orienteering)
- 4) Camera
- 5) Emergencies
- 6) Communication
- 7) Time/alarm
- 8) Check weather
- 9) Flashlight
- 10) Utilities
- 11) Headphones (only in car, or between evening quarters and lights out)
- 12) Involve everyone in multiplayer games (no exclusion)

Negative use cases:

- 1) No games (other than during car rides)
- 2) No inappropriate uses/content
- 3) No Pokémon GO (unless specific troop activity)
- 4) No after lights-out/quiet time
- 5) Limit text/social/email/calls only within group
- 6) No text/e-mail/social media/calls during meeting or program activity

(SM request: safety issue - all outside communication (friends, parents, other) should go through/must copy adult (SM/ASM) in-charge for awareness.)

Resident Camps - Cell phones at summer camp have significant issues: no charging stations, easily lost or damaged, limited cell coverage, etc. Scouts are encouraged to leave the cell phone at home for summer camp. Scout and parent should consider above issues before a Scout takes his cell phone to summer camp.

BSA policy - Inappropriate use of smart phones, cameras, imaging, or digital devices is prohibited:

Although most Scouts and leaders use cameras and other imaging devices responsibly, it is easy to unintentionally or inadvertently invade the privacy of other individuals with such devices. The use of any device capable of recording or transmitting visual images in or near shower houses, restrooms, or other areas where privacy is expected is inappropriate.