

## Troop 112

Policy: Electronic games, audio and/or visual devices, and cellular phones brought to events and meetings by scouts.

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No scout may bring to any event or meeting the following items: electronic games, audio and/or visual devices, and cellular phones.

Exception #1: Scouts may bring cell phones for the purpose of communicating with their parents, but the phone must be surrendered to the Scoutmaster, or ASM of the event or meeting. The scout must then ask permission to use the cell.

Exception #2: If any event travel time is greater than one-hour, the scout may then bring and use electronic games and audio and/or visual device during the transportation time only. Upon arrival at the event the scout must then surrender the device to the driver, who will hold the device for the scout to use on the return trip.

Scouts violating this rule will have their device removed, the device will be returned to their parent upon completion of the meeting or event. It will not be returned directly to the scout.