

Team 2537 Code of Ethics - FOR DUMMIES

Do these things or else!

Preamble

Engineers must show ethical, professional behavior.

I. Fundamental Canons

Engineers should:

1. Prioritize safety.
2. Only take on projects that you are capable of.
3. Be honest and objective in documentation.
4. Be loyal to 2537.
5. Not manipulate people.
6. Be anti-discrimination.
7. Behave honorably, responsibly, and ethically.

II. Rules of Practice

1. Prioritize safety.

- a. If you think something is dangerous, notify your leader or mentor.
- b. Only participate in projects that are safe and reasonable.
- c. Report anyone who doesn't follow this Code to leaders and mentors.

2. Only take on projects that you are capable of.

- a. Only do tasks that you know how to do from education or experience.
- b. Don't commit to leading projects that you don't know how to do.
- c. Only sign and seal documents if you have been deemed qualified by the team.

3. Be honest and objective in documentation.

- a. Be objective and truthful in reports, statements, or documentation.
- b. You can express technical opinions as long as you have knowledge and competence on the subject.
- c. Don't criticize projects or people on behalf of someone unless you clearly state who asked you to say that.

4. Be loyal to 2537.

- a. Say if you have conflicting interests that could influence your judgment or the quality of your projects.
- b. Don't accept awards from different parties for the same project without talking about it with all parties involved.

5. Don't manipulate people.

- a. Don't lie about your or someone else's abilities or responsibilities.
- b. Don't participate in bribery for awards or positions.

6. Be anti-discrimination.

- a. Don't discrimination based on age, sex, ethnicity, nationality, religion, disability, economic status, sexual orientation, or gender identity.
- b. Don't harass or bully people.
- c. Report any of these to mentors.
- d. If you do these things, you will be punished.

III. Professional Obligations

1. Behave honorably, responsibly, and ethically.

- a. Admit mistakes.
- b. Let the team know if you think something won't work (AND SAY WHY).
- c. Don't try to get people from other clubs or subteams by lying or exaggerating.
- d. Don't promote your own interest at the expense of the team.
- e. Treat everyone with dignity, respect, fairness, and without discrimination.

2. Always try to better the FRC community and team 2537.

- a. Participate in outreach events.
- b. Don't participate in projects that ignore this code (if a leader or mentor insists on unprofessional conduct, tell the team captains and lead mentors).
- c. Extend public knowledge and appreciation of engineering.
- d. Engage in projects, education courses, and leadership training.

3. Don't deceive the team.

- a. Don't lie by omission or misrepresentation.
- b. As long as you do (a), you may recruit team members.
- c. As long as you do (a), you may help make articles for newsletters and social media, but they should not imply credit to you for work performed by others.

4. Don't be influenced in your work by conflicting interests.

- a. Don't accept money or other commissions for supporting someone else's work.
- b. Don't accept money or other commissions from other teams in connection to projects you worked on.

5. Don't try to get awards or positions by questionable methods.

- a. Don't participate in a project in which your judgment may not be good.
- b. Leaders should only accept additional work if it is appropriate and ethical.
- c. Don't use team equipment for personal projects without permission.

6. Don't try to ruin the reputation, practice, or recruitment of others.

- a. Leaders and mentors are allowed to review the work of others.
- b. Ops is allowed to compare the quality of products from different subteams.

7. Accept personal responsibility for your activities.

- a. Conform to FRC laws.
- b. Don't use association as an excuse for bad behavior.

8. Give credit where credit is due.

- a. Name the people responsible for contributions or other accomplishments.
- b. If another member gives you a design, ask them for permission before you give said design to others.