

Yellow Team Code of Ethics
Based on the ASME Code of Ethics
October 21, 2008

Yellow Team strives to uphold and advance the integrity, honor, and nerd pride of Course 2 by:

- I. using their knowledge and skill for the enhancement of human welfare and their 2.009 grade;**
- II. being honest and impartial, and serving with fidelity the homeful trapped in constrained spaces (apartments, small bedrooms, basements dungeons, and cardboard boxes), David Wallace, and the TA with the camera**
- III. striving to increase the competence and prestige of the MIT Mechanical Engineering Department.**

The Fundamental Canons

- 1. Team Members shall respect the schedules of their assignments and their peers by such things as being on time to meetings, checking e-mail often, and being honest about their availability and the timeframe of their given task.**
- 2. Team Members shall refrain from using team budget, materials, and tools for their own personal satisfaction by such things as taking responsibility for lost items, never stealing things from lab, and discussing all purchases with the team.**
- 3. Team Members shall be respectful of all others, team member or not, by such things as refraining from negative personal comments, helpfulness to peers both on the team and on other teams, and generosity in advice, tools, and labwork.**
- 4. Team Members shall always design their products with the safety and improved living conditions of their customers in mind.**
- 5. Team Members shall always design their products to the best of their ability, never taking shortcuts out of laziness or greed.**
- 6. Team Members shall always ask for help as soon as possible if their ability or knowledge happens to fail them.**
- 7. Team Members shall work in a manner free from individual attitudes, egos, and negative interpersonal opinions or relationships.**
- 8. Team Members shall put aside past differences, discussions, ideas, and products that have been deemed unsatisfactory and have no relevance to the work at present (i.e. GET OVER IT!).**