



DROPSOFT - TEAM RULES

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1. ABOUT THE TEAM

1.1. VALUES

The DropSoft Team is a group of hackers and programmers. Members aim to increase their own individual freedom, technical excellence and overall knowledge. Freedom here does refer to multiple things including, but not limited to:

- financial freedom
- freedom of choice
- discipline

Members know that one will never be perfect and that the consistent pursuit of these goals is the actual goal. Relentlessly striving to become better is the only way to achieve excellence. Knowing that you will never reach perfection or your end goal is an important realization. To rephrase: "The path is the goal". We seek to find fulfillment and pleasure in working hard to improve.

1.1.1. FINANCIAL FREEDOM

Members are encouraged to make money with their work. Having enough money can bring more freedom in a sense that it becomes easier to leave a job. Grants the freedom to travel and not being bound to a physical location. It also makes it easier to help others. Being financially free also makes new options available to choose from.

It is also worth noting that financial freedom can never be obtained by increasing your lifestyle costs as your income grows. On the contrary: It is important to lessen your needs to achieve more independence and freedom.

1.1.2. FREEDOM OF CHOICE

We believe that freedom does not mean having no rules to follow. Instead we believe that freedom comes from actively and intrinsically motivated making the decision to follow a set of rules or making any other kind of decision in the same manner. This also applies for the rules in this document. We don't force anyone to follow them and always let members the choice to leave the team. However, we expect that joining the team comes at least with the intention to stay a member.

1.1.3. DISCIPLINE

Discipline is the freedom to do what you set out to do. This is the missing piece in the freedom of choice. When you have decided to do something you know is good for you, then discipline is the thing that actually makes you do it and stick to it. Ideally we would all be perfectly self disciplined. Knowing that is not the case, the team tries to be a way to hold members accountable by giving them a set of fixed rules to follow.

The Team tries to maximize these values for other people also, but does understand that to make a difference one should work on oneself first. We believe that one should lead by example and that you can not help people with things they have to do on their own. All one can do is to show them a way and be an example to follow and be inspired by.

The teams purpose is to aid in this personal pursuit to achieve freedom and technical excellence collectively by holding members accountable for the rules on the following page.

2. RULES

2.1. RULE 1: Always be Accountable

Always be accountable for your actions and decisions. No one else but you is responsible for what you do and your achievements or failures. Blaming others or unforeseen happenings is not tolerated in the team.

2.2. RULE 2: Contribute or Create

As Developers and creative people we are constantly working on projects. You should also work on a project or help other members with their project.

2.3. RULE 3: Take part in CTF-Events

No member should miss more than two team events in a row. The goal here is not that you have to excel at every event, but rather to keep in touch with other members and to learn something new.

2.4. RULE 4: Welcome changes, adapt and learn

Change is the only constant in life. This means old teachings might become incorrect. Realizing that it is clear that one has to always adapt to changes and new technologies. As hackers we always have to keep on learning, finding new opportunities and solving new problems and challenges.

2.5. RULE 5: Respect other members!

Members are to be treated like family. You should be welcoming to requests from other members. Likewise you should also respect the time of other members and not request things you could do on your own or always request help without giving something back to the team. Help other members when they need it and also be willing to accept help from other members when they offer it. Knowingly harming other members in any way will result in an exclusion from the team.

2.6. RULE 6: Promote Freedom and Privacy

Members should prefer solutions and services that respect their privacy and gives them the freedom to modify them to their needs and liking. Furthermore members should not demand the usage of services that don't respect these values from others. This rule is other than most other rules here just a guideline as it not the most practical. But still should be considered when making decisions.

2.7. RULE 7: No Leader or Authority

The team is democratic and members have their own morals, believes and goals. The group therefore has no leader that tells them what to do. We rather share this set of common goals here so the team can aid in pursuing these goals.

2.8. RULE 8: Recruiting

We seek to recruit experts in any field, so they can teach and mentor other members on this topic. New recruits have to be accepted by ALL current members before becoming members themself. This is to ensure that all members are willing to work with that person. Not doing so would challenge the unity of the team.

2.9. RULE 9: No Illegal Activity

Members of the team are law abiding. Taking part in any major crime inside or outside of the team will not be tolerated and will result in an exclusion from the team.

2.10. RULE 10: Have fun!

We strive to become better and firmly believe that it is only possible long term when having fun while doing so. That means that raw numbers are not as important to us. When for example competing in a CTF event it is okay for members to take their time to learn, even if that means not solving other challenges they could easily solve. Also supporting other members in events even morally does count as active participation.