

Prospectors' Home Club Incorporated

Code of conduct

I will abide by the rules and decisions of the club and follow the reasonable directions of the trip leader.

I will use common sense, thoughtfulness, consideration and courtesy at all times and to all people.

I will conduct myself as a member of the club in a manner based on the principles of civility, mutual respect, citizenship, character, tolerance, honesty and integrity.

I will obtain permission from the owner/occupier before venturing onto private land.

I will not partake in conduct that contributes to knowingly and intentionally damaging or destroying property belonging to the club, other club members or members of the public.

I will not destroy property, buildings or the remains of buildings.

I will employ the principle of "Pack it in; Pack it out". **I will not** litter.

I will remove and properly dispose of any rubbish that I find or uncover.

I will build fires in designated or safe places only.

I will not use language or gestures that are vulgar, obscene, and libellous or which denigrate others on account of race, colour, religion, creed, ethnic origin, gender, sexual orientation or disability.

I will not engage in disorderly conduct including but not limited to making excessive noise, obstructing vehicular or pedestrian traffic, trespassing, committing, attempting to commit or threatening to commit an act of violence, engaging in harassment or intimidation.

I will respect the County Code and leave gates as found, refrain from disturbing crops and frightening livestock or wildlife.

I will mark and report any lethal finds such as human remains, live ammunition, firearms or unexploded armaments.

I will fill any holes I dig (If appropriate, turf side up) to reduce potential hazards and unsightliness.

I will remember that I am a representative of the club and the pastime of prospecting or metal detecting and that my actions reflect on others.

I will appreciate and protect our heritage of natural resources, wildlife and fisheries.