

## **KAA CODE OF ETHICS**

1. The archeological record is irreplaceable. It is the responsibility of all archeologists, amateur and professional, to work for long-term conservation and protection of the archeological record and to promote responsible stewardship of archeological resources. Methods of investigation should be chosen that result in minimum damage to the archeological record.
2. The buying and selling of objects out of archeological context contributes to the destruction of the archeological record. The buying, selling, and trading of archeological materials for personal enjoyment or profit undermines the objective of preservation of information essential to understanding the archeological record; therefore, the KAA does not condone such activities.
3. It is the purpose of the KAA to enlist public support for the stewardship of the archeological record through outreach and education. This includes the explanation and use of proper archeological methods and techniques.
4. Because many archeological investigations are by nature destructive, the KAA strives to ensure that all who participate have adequate supervision, training, experience, facilities, and support to conduct any program of research.
5. A member shall not undertake archeological work for which he or she is not adequately qualified. Specifically, archeological excavation should not be conducted without the direct supervision of an archeologist with at least a Master's degree in Archeology, Anthropology, or a related field, who has previous experience supervising excavations.
6. Archeological investigations should be adequately documented. A report should be written for archeological investigations that produce archeological data. Members should work actively for the preservation of archeological collections, records, and reports.

An individual whose membership has been cancelled may request reinstatement after a period of one year. An affirmative vote of two-thirds of the Executive Committee shall be necessary for reinstatement.