My opinion is that coding standards according to the dynamics of a group and people involved in it.

But I generally thing that some guidelines should be followed never the less.   
Those are :

1. **Consistent Naming Scheme**

if the decision is made to use underscore as word separator or camel case this should be applied throughout the project.(although sometimes another convention is required see Android layout.xml files)

## DRY Principle

## If repetition is noticed in the project the repeating code should be extracted to a method so that in case that changes are needed there will be only one place in the code to go and alter.

## Code consistency

Meaning that classes that are relates or act upon the same object should be housed under the same package. But also keep low coupling in mind.

## Comments

It is important to leave comments in the code if there is something that could be unclear even from the programmer that produced the code if revisited in the future.

## Avoid nested methods

As known as callback hell it is one of the most problematic pieces of code as they get really complex and hard to understand by others. It should be replaced with promises if there is the possibility

## Do not create long classes

It can be hard navigating up and down in a really long class.

## Keep a MVC design

A MVC(model view controller) design is very useful as it keeps the layers of a program separated and the project well structured.

Those are in my opinion the most important coding standards.