

# Commission info:

Commissions are a request sent to SIT from a student/outside individual in which a club **member or group** of members can accept in order to receive **monetary** compensation from the commissioner or SUHSD **community service** hours from the club advisor/council. **10%** of all commission fees will be taken by the club as a form of fund (administration tax). All payments will be held by the SIT administration until the commission is complete. If not completed payment will be returned and compensation given.

## Main Commission Categories

### Private Class

- ❖ Commissions that can be posted by anyone.
- ❖ Can only hire 1-2 Agents.
- ❖ Can compensate in money (or CS hours if posted by an adult).
- ❖ Able to select Agents of their choosing if available.

### Examples

- ❖ Device Repairs
- ❖ Coding
- ❖ Computer Assemblies

### Public Class

- ❖ Commissions that can only be posted by adults.
- ❖ Can take on as many Agents as needed.
  - Agents need to RSVP to be deployed
- ❖ Can only compensate in CS hours.
- ❖ Will be posted on the IG

### Examples

- ❖ Mr. Ramirez wants every computer in the room refurbished or replaced.

## Commission Sub-categories

## Product Commissions (high risk):

- Commissions for a **physical** product
  - Computer building
  - Computer repair
  - Miscellaneous tech. Repair
  - Miscellaneous tech. Building
- Compensation is to be given by the commissioner on an **agreed** upon amount
- Only **money** can be given due to community service regulations

## Program Commissions (medium risk):

- Commissions for a **computer program**
  - Program that performs a specific task
  - Game mod creation, ports, or updating
  - Program bug fixing
  - Miscellaneous software
- Compensation is to be given by the commissioner on an **agreed** upon amount
- Only **money** can be given due to community service regulations

## Service Commissions (low risk):

- Commissions for various **on-site** tasks
  - Club tech help
  - Assembly tech help
  - School sanctioned tech repairs (TBD)
  - Individual/small group tech education
- Compensation may be given in form of **community service** for the equivalent amount of time spent on the commission
- Monetary rewards may also be given however this would **invalidate community service** hours for said commission

## Ranks:

- Ranks will be given to member based on how many **successful** commissions they perform
- Ranks are T-SSS; T Class representing trial Agents who have little experience, C Class representing Agents with minor experience, B Class representing Agents with programming proficiencies, and A Class representing highly skilled Agents with hardware proficiencies in addition to programming. Classes S and above represent Agents with greater and greater experience.
- All ranks can complete **service** commissions
- Ranks B+ can complete **program** commissions
- Rank A+ can complete **product** commissions

- New members will be assigned rank T unless proven to be **proficient** in a certain field of tech
  - Coders can perform program commissions, etc.
  - Members will be **verified** for proficiency

## Liability:

- Risk liability; ranks are given in order to **prevent** mistakes being made by inexperienced members that would cost the club money
- Product repair or building is backed by a **money back guarantee** (50% taken by commissioned and 50% taken by the club fund)
- Commission requests will be thoroughly **inspected for malicious** intent
  - Programs that function as viruses
  - Products that may function as weapons
- Only service commissions **viable** for community service will be accepted
- No member is **entitled** to complete any commission however it is highly recommended for those who want to learn more about tech/customer support
- No commission is **guaranteed** to be completed
- **Multiple** commissions may be submitted for the same task however this may only occur one month between each submission