

LESSON FOURTEEN: A DEIST-FRIENDLY MORAL SYSTEM (PART FIVE)

Rule 20: Do not pollute more than you must.

Polluting is making things dirty and impure, especially by adding harmful or offensive substances. Besides air, water, and ground pollution, there are noise, sight, and smell pollution. Dumping forty tons of smoke into the atmosphere to save some money is polluting, but dumping just a little smoke into the atmosphere when there is not a better alternative is not.

Rule 21: Do not waste money or resources.

If all people did not waste money or resources, then all people would have more than enough food, shelter, clothing, and land than they need. There would also be much less fighting between creatures over limited resources. Building a house with an extra room is not wasting money or resources, but building a house with five extra rooms is.

Rule 22: Do not use very dangerous intoxicants.

A dangerous intoxicant is a drug that alters one's mood and will probably lead to bodily harm, severe addiction, and/or overdose. Cocaine, heroin, PCP, crack, and crystal meth are all dangerous intoxicants. Simply speaking, alcohol, tobacco, and marijuana are not dangerous intoxicants, unless they are used in large amounts.

Rule 23: Do not get intoxicated.

Intoxication is when one gets sick, faints, and/or loses self-control because one has used too much of an intoxicant. One is probably not intoxicated if one feels a little happy because one has drunk two cans of beer. One is definitely intoxicated if one has vomited because one drank twelve cans of beer.

Rule 24: Do not unjustly kill a plant or animal.

In most cases, plants and animals should be allowed to live. God bothers to create and sustain them, and they are our brothers and sisters because God is ultimately the parent of all creatures.

However, one may kill some animals and plants to feed oneself and/or others, defend oneself and/or others, build worthwhile structures, and obtain natural resources. It is also acceptable to kill animals and plants that are particularly harmful or annoying, such as a bee which is likely to sting someone or poison ivy which is likely to give

someone a very unpleasant itch. Lastly, one may kill non-human creatures that are suffering much or will soon suffer much, because this is an act of mercy.

Whenever one kills a creature which can suffer, one should kill it as quickly and painlessly as possible because it probably does not want to suffer and there is no need to make it suffer more than necessary.

Rule 25: Do not unnecessarily enslave, imprison, or domesticate an animal.

Most sane creatures do not want to be enslaved, imprisoned, or domesticated. Therefore, only enslave, imprison, or domesticate a non-human creature if doing so is best for everyone. Making a helpless kitten a pet is good; making a wild adult lion a pet is probably evil.

Rule 26: Know that every rule has an exception.

Good rules should generally be obeyed. However, there are rare occasions when even good rules should be disobeyed, and those rare occasions are called exceptions. For example, in general, one should not lie. Yet, suppose one was hiding a good and innocent victim from people who were trying to kill him or her, and the killers asked you if you knew where the victim was. You should lie and say something like, "No." Lies are generally evil, but this lie would do more good than evil.

Rule 27: When in doubt, choose kindness.

In this case, being kind means treating people in a way that they find pleasant, and being harsh means treating people in a way that they find unpleasant. If you do not know what to do in a certain situation, choose the decision that will be most pleasant for the person you will impact. Ask yourself how you would like to be treated.