Governance, Culture, and Leadership Framework

	DIMENSIONS OF CULTURE	BLIND OBEDIENCE		SELF-GOVERNANCE
HOW WE KNOW	Use of Information	Hoarding	Need-to-Know Basis	Transparent
	Organizational Structure	Silos and Fiefdoms	Division of Expertise and Functions	Integration with High Trust
	Source of Behavior	Autocratic Leadership	Rules Based	Values and Principle Based
	Reason for Behavior	Coercive	Motivated by Individual Self-In.erest	Inspired for Greater Good
HOW WE BEHAVE	Responsibility for Own and Others' Behavior	Central Policing Authority	Individual Organizational Units	Universal Vigilance
	Source of Authority (Who Gets to Decide)	Power Figure — Arbitrary	Power Figure — Consistent with Rules	Individual — Values Based
	Magnitude of Authority	Authority without Recourse	Top-Down Decision-Making	Empowerment and Individual Accountability
	Source of Regulation	Externally Imposed	Voluntarily Adhered to Internal and External	Act on Shared Beliefs
	Roles and Types of Skills	Follower and Worker	Manager	Leader

Training

Checks and Balances, Contracts

Compliance with Requirements

Honorable Work — Pay and Reward Price It Fairly and Get Paid in Return

Contractual, Fair, Impartial with Continuity

Roles and Types of Skills
Personnel Development
Level of Trust
Rules versus Values
Nature of Relationships (Employees)
Nature of Relationships (Customers)
Nature of Relationships (Suppliers/Third Parties)

HOW WE RECOGNIZE

HOW WE

PURSUE

HOW WE

RELATE

Rewards and Recognition

Penalties and Discipline

	Time Orientation
	Mission and Purpose for Existence
	Determination and Definition of Significance
	Attention to Regulatory and Legal Requirements
	Attention to Market and Public Dynamics

Follower and Worker
Rote Learning
Heavy Inspection and Limited Delegation
Minimal Adherence — Loopholes
Suspicion and Penalty Based
Suspicion and Close Monitoring
Arm's Length — Transactional

Conformity and/or Obedience Supervisor Determined - Fear

Survival - Coerced to Participate

Emphasis on Enforcement

Significance Not a Concern, Human Doing

Superficial Attention — Game the System

Short Term

Rewards for Personal and Organizational Success Established Structures and Procedures

Short-Term and Long-Term Goals
${\it Success-Oriented-Reward for Achievement}$
Journey of Success
Controlled by Rewards and Penalties
Highly Responsive and Reactionary

Lead	er
Educ	ation
High	Trust and Verify
Guide	ed by What Is Right to Do
Socia	I Contract — Committed to Growth
Add \	/alue Beyond Expectation
Mutu	al Collaboration — Make Each Other Better

Satisfaction in Achieving Mission and Significance Guilt from Self - Peer Pressure and Sanctions

Driven by Legacy and Endurance for the Enterprise
Mission, Promise, and Significance
Journey of Significance
Proactive and Preventive
Lead and Transcend the Markets

