

Basic Drîm (Dramatic Improvement) Strategy

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Target		Version	
Author(s)		Date	

1. Situation Description (Paint the situation, desired outcomes and key challenges for all parties concerned.)

2. Drîm Solution

2.1. Provisional Solution [Rough-draft starting solution, in 90 seconds – to capture the current state and create a tangible starting point.]

2.2. Drîm Lever Patterns [Select the standard drîm lever patterns that might apply within this situation.]

1. Flow	a. <input type="checkbox"/> Bottleneck	b. <input type="checkbox"/> Time-wheel	c. <input type="checkbox"/> Defrag
2. Ingenuity	a. <input type="checkbox"/> Provisionals	b. <input type="checkbox"/> AGI	c. <input type="checkbox"/> GPS
3. Change	a. <input type="checkbox"/> Staging	b. <input type="checkbox"/> CommonStreaming	c. <input type="checkbox"/> Restricted Access
4. Mastery	a. <input type="checkbox"/> Template	b. <input type="checkbox"/> Decision-Tree	c. <input type="checkbox"/> MODIF
5. Synergy	a. <input type="checkbox"/> Xplor	b. <input type="checkbox"/> Deliberate Respect	c. <input type="checkbox"/> Golden Assumption
6. Understanding	a. <input type="checkbox"/> Logical Fallacy	b. <input type="checkbox"/> Cognitive Bias	c. <input type="checkbox"/> Unconscious Incognizance

2.3. Integrated Drîm Solution [Rough then considered versions.]

Provisional Solution 2	Working Solution

3. Drîm Implementation Plan [Rough then considered versions.]

Provisional Plan	Working Plan