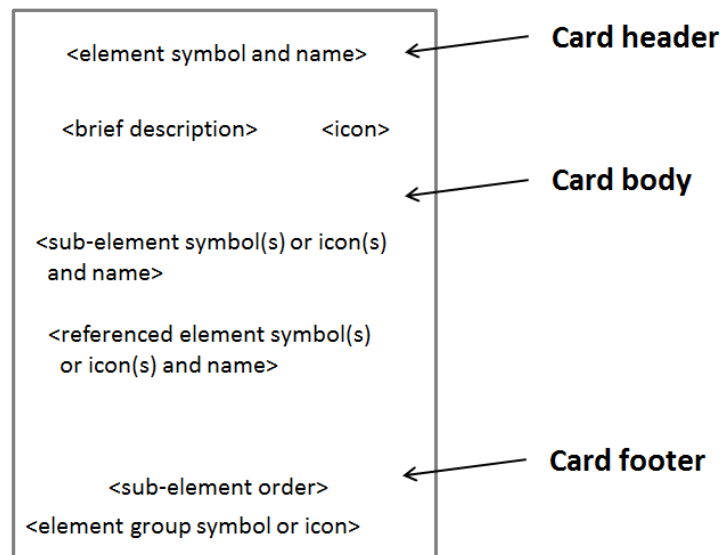


Section numbers below refers to existing or added/new sections in the existing standard specification version 1.1 – formal-15-12-02.

#### 9.7.4.7.4 The Anatomy of a Detail Card **(updated section)**

A detail card is visualized as a solid-outline rectangle in portrait format containing a mix of symbols and textual syntax related to the element. The following is a basic anatomy although variations are allowed:



**Figure 9.39 - A basic detail card anatomy to visualize an element.**

This card anatomy is applicable to the following elements:

- Basic Elements such as Alpha, Work Product, Activity Space, Activity, Competency and Pattern.
- Language Elements such as State, Level of Detail and Competency Level.
- Element Groups such as Practice and Method.

#### **Style Guidelines**

- Place the element name in boldface centered in the card header and use a font with larger size than what is used in the card body.
- If the card is for a Basic Element that has an icon (refer to the “icon” attribute in section 9.3.2.2), place the icon top right in the card body.
- When the element is owned by an element group, place the element group symbol or icon (if it exists) to the left in the card footer.
- For Language Elements such as State, Level of Detail and Competency Level:
  - Let the card header visualize the owning element (Alpha, Work Product or Competency respectively) and let the card body visualize the element as a sub-element.
  - Visualize the order of the sub-element as for example “4/6” in the card footer.

- If several cards are needed to present the details (such as checkpoints) of the sub-element, include a card number in the card footer, for example “Card 1 of 2” for card number 1 out of 2 in total.

#### 9.7.4.7.5 Alpha State Detail Card **(updated)**

The following is a basic anatomy although variations are allowed:

- **Card header:** Alpha symbol and name at the top, followed by a State symbol and name.
- **Card body:** Checklist of the Alpha State. If provided, the short description of a checkpoint is used as the default.

#### Examples

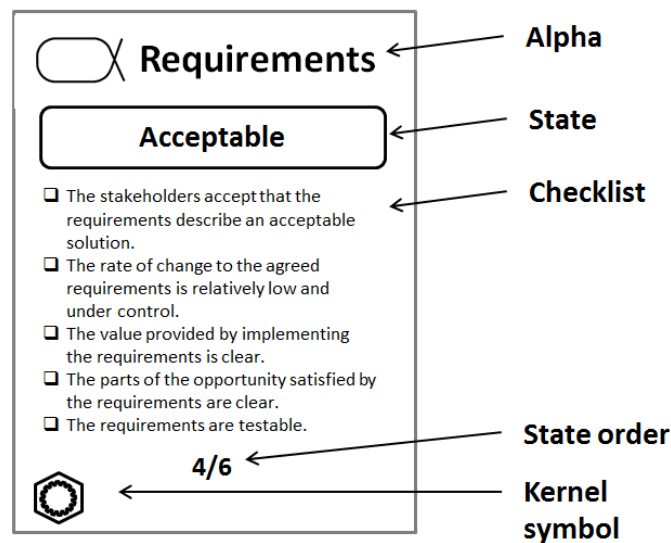


Figure 9.40 - Requirements Acceptable State detail card.

#### 9.7.4.7.6 Alpha Detail Card **(new)**

The following is a basic anatomy although variations are allowed:

- **Card header:** Alpha symbol and name at the top.
- **Card body:** Brief description of the Alpha, followed by its State symbols and their names in sequence.

#### Examples

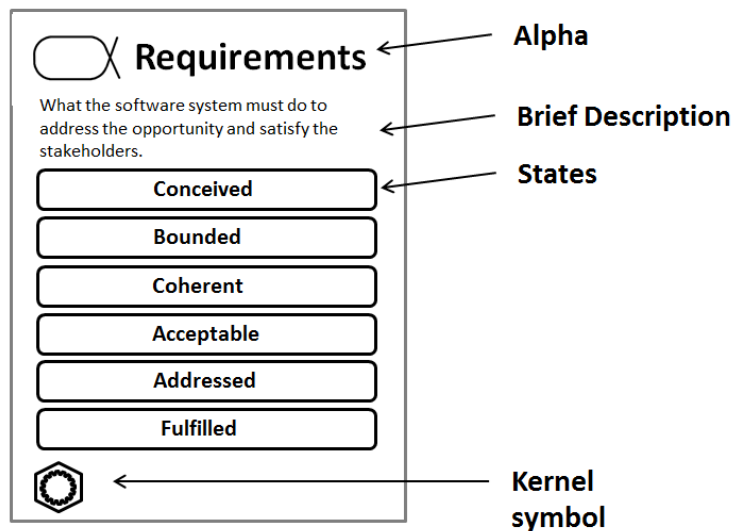


Figure 9.41 - Requirements Alpha detail card.

### 9.7.5.8.2 Level of Detail Card **(updated)**

The following is a basic anatomy although variations are allowed:

- **Card header:** Work Product symbol and name at the top, followed by a Level of Detail symbol and name. Note that the Level of Detail symbol shall have a dashed border line if the Level of Detail is a successor (or transitive successor) of a sufficient level.
- **Card body:** Checklist of the Work Product Level of Detail. If provided, the short description of a checkpoint is used as the default.

#### Examples

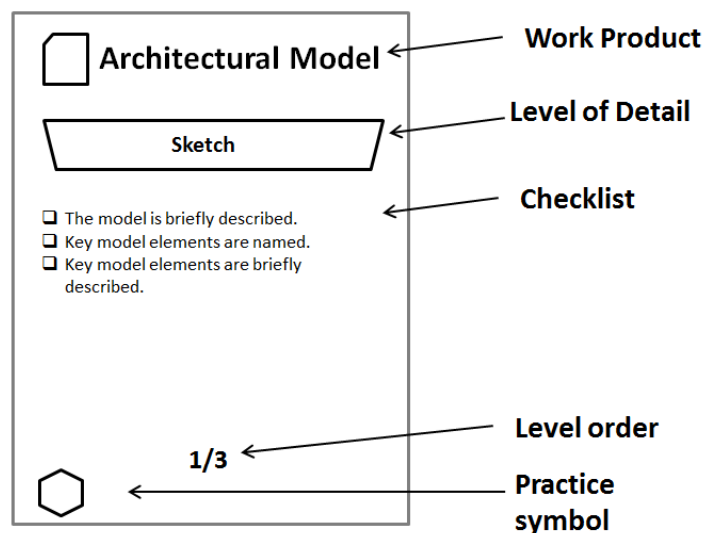


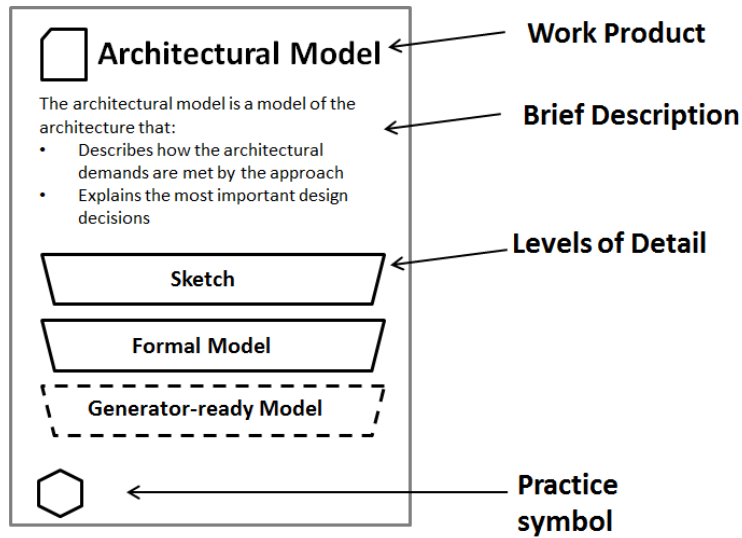
Figure 9.40 - Architectural Model Level of Detail card.

### 9.7.5.8.3 Work Product Detail Card **(new)**

The following is a basic anatomy although variations are allowed:

- **Card header:** Work Product symbol and name at the top.
- **Card body:** Brief description of the Work Product, followed by its Level of Detail symbols and their names in sequence.

**Examples**



**Figure 9.41 - Architectural Model Work Product detail card.**

**9.7.5.8.4 Practice Detail Card (new)**

The following is a basic anatomy although variations are allowed:

- **Card header:** Practice name at the top.
- **Card body:** Brief description of the Practice, followed by its owned elements symbols (or corresponding icons if they exist) and their names.

**Examples**

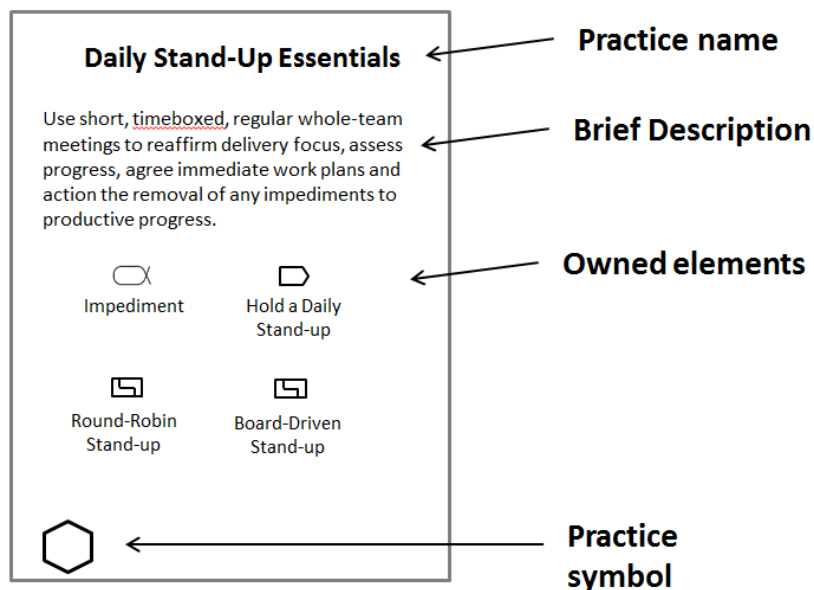


Figure 9.42 - Architectural Model Work Product detail card.

### 9.7.5.8.5 Method Detail Card **(new)**

The following is a basic anatomy although variations are allowed:

- **Card header:** Method name at the top.
- **Card body:** Brief description of the Method, followed by its composed practice symbols (or corresponding icons if they exist) and their names.

#### Examples

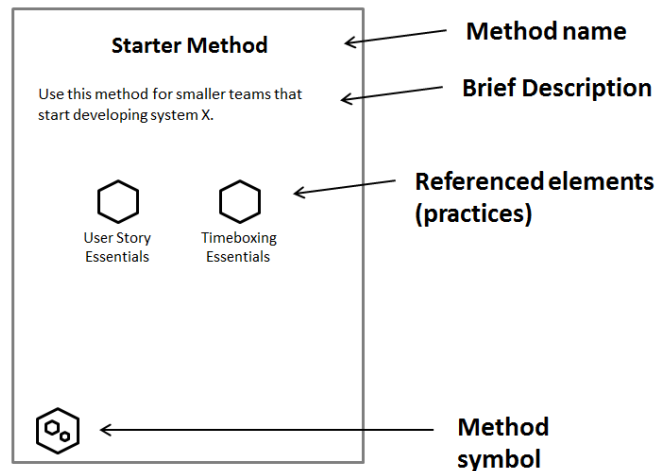


Figure 9.43 - Started Method detail card.

### 9.7.6.6 Competency Level **(updated)**

A Competency Level is visualized by a rectangle containing the name and number of the Competency Level. The level is visualized by surrounding it with a 5-point star.

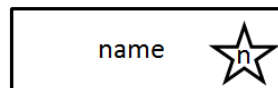


Figure 9.70 - Competency Level symbol, level n.

As a short-hand alternative, a Competency Level can be visualized using the star only, with the level within the star and the name of the Competency under the star.



Figure 9.71 - Competency Level symbol, level n.

#### Style Guidelines

- Center the name of the Competency Level or Competency in boldface.
- Place the level star to the right within the Competency Level symbol.

## Examples

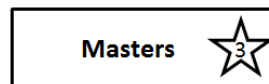


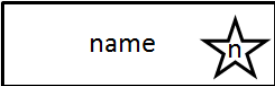
Figure 9.72 – Masters Competency Level, level 3.



Figure 9.73 – Leadership Competency, level 3.

### 9.7.6.7.3 Competency Level Diagram (updated)

Table Error! No text of specified style in document..1 – Graphical nodes in Competency Level diagrams.

Node Type	Symbol	Reference
Competency Level		Error! Reference source not found. Competency Level.

#### Style Guidelines

- Place competency level symbols for the same competency on top of each other, where the lowest level is at the bottom and the highest level is at the top.
- Use a slightly smaller symbol for each competency level symbol placed on top of another (larger) symbol, forming a “staircase”.

#### Examples

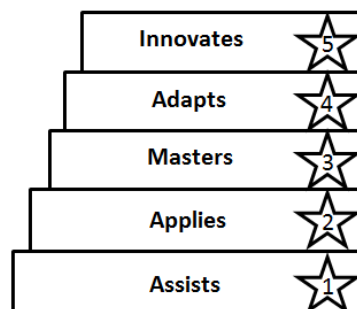


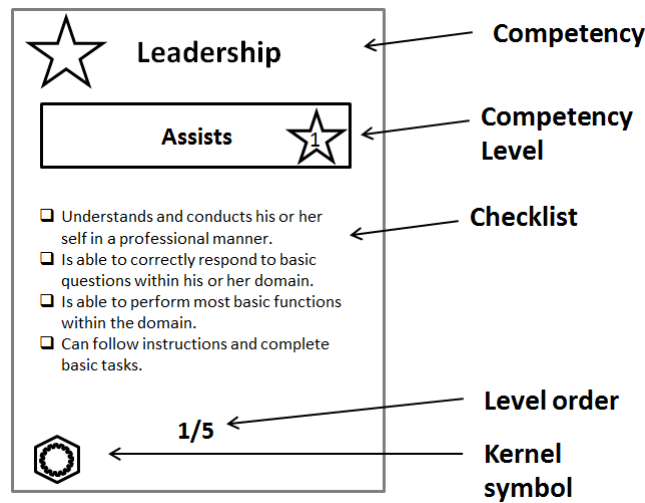
Figure Error! No text of specified style in document..4 – Competency Level diagram example, for one specific Competency with 5 levels.

### 9.7.6.8.4 Competency Level Detail Card (updated)

The following is a basic anatomy although variations are allowed:

- **Card header:** Competency symbol and name at the top, followed by a Competency Level symbol and name.
- **Card body:** Checklist of the Competency Level. If provided, the short description of a checkpoint is used as the default.

**Examples**



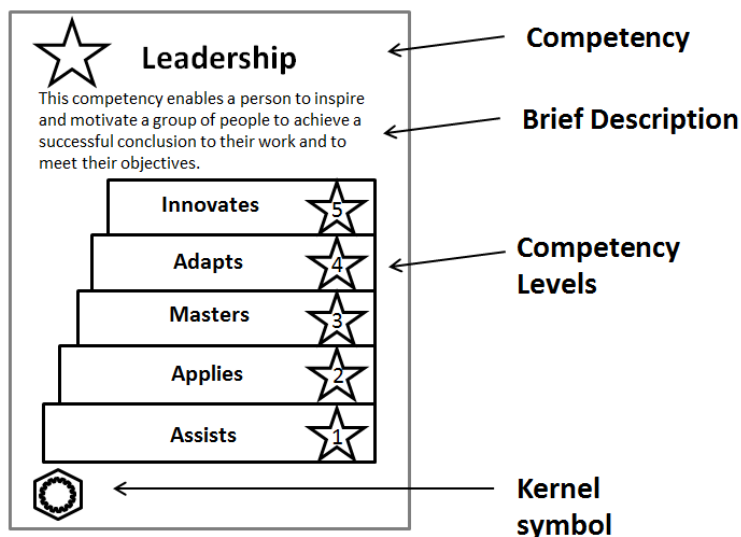
**Figure 9.40 - Leadership Assists Competency Level detail card.**

**9.7.6.8.5 Competency Detail Card (new)**

The following is a basic anatomy although variations are allowed:

- **Card header:** Competency symbol and name at the top.
- **Card body:** Brief description of the Competency, followed by its Competency Level symbols and their names in sequence (listed bottom-up).

**Examples**



**Figure 9.41 - Leadership Competency detail card.**

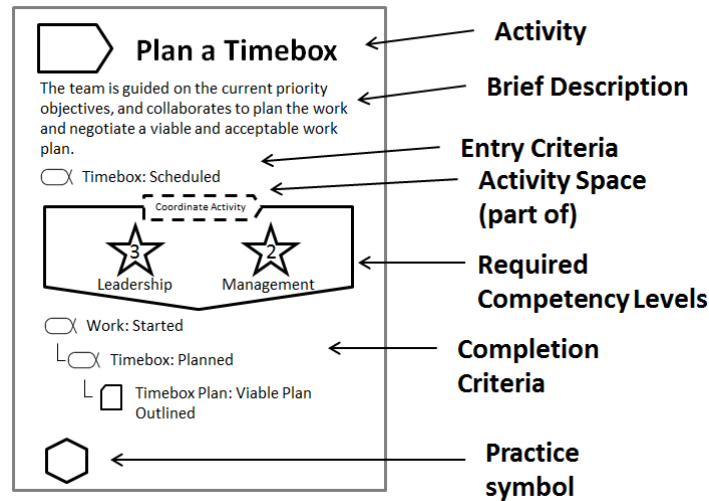
**9.7.6.8.6 Activity Detail Card (new)**

The following is a basic anatomy although variations are allowed:

- **Card header:** Activity symbol and name at the top.

- **Card body:** Brief description of the Activity, followed by its Entry Criteria, Activity Space(s) that the Activity is part of, required Competency Levels and Completion Criteria.

**Examples**



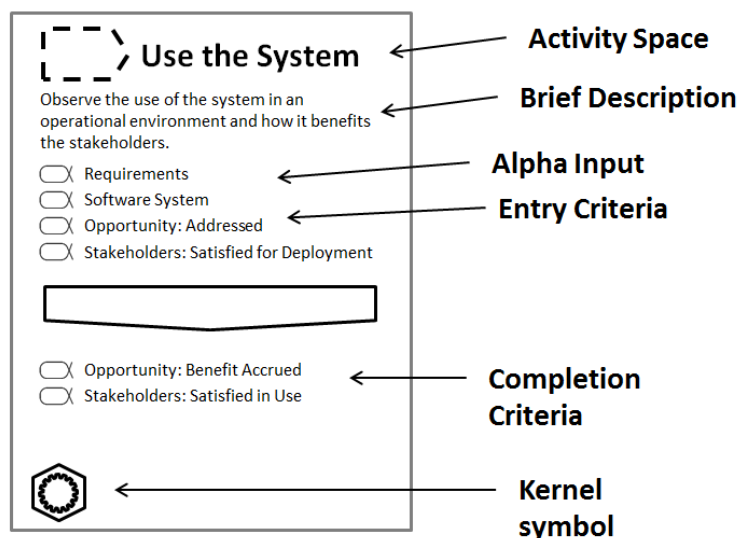
**Figure 9.42 - Plan a Timebox Activity detail card.**

**9.7.6.8.7 Activity Space Detail Card (new)**

The following is a basic anatomy although variations are allowed:

- **Card header:** Activity Space symbol and name at the top.
- **Card body:** Brief description of the Activity Space, followed by its Alpha Input, Entry Criteria and Completion Criteria.

**Examples**



**Figure 9.43 - Use the System Activity Space detail card.**

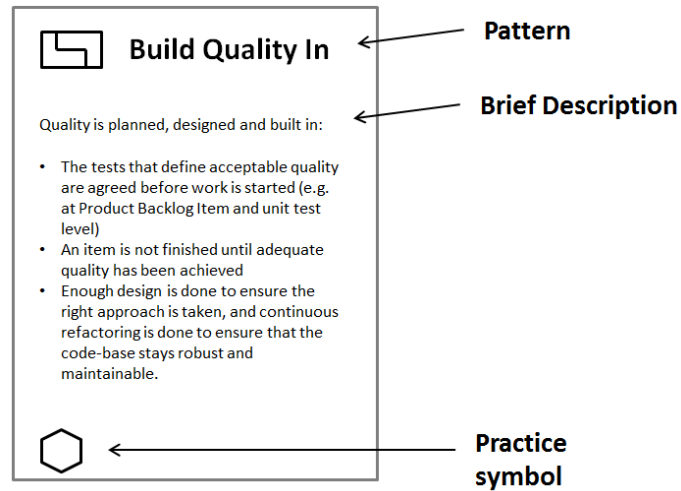
**9.7.7.4.2 Pattern Detail Card (new)**

The following is a basic anatomy although variations are allowed:



- **Card header:** Pattern symbol and name at the top.
- **Card body:** Brief description of the Pattern, or any free-form text or picture visualizing the essence of the Pattern (from the “description” attribute of the Pattern).

### Examples



**Figure 9.41 - Build Quality In Pattern detail card.**