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:

![Diagram of a basic detail card anatomy](image)

**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.
o 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**

![Requirements Acceptable State detail card](image)

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**
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

9.7.5.8.3 Work Product Detail Card (new)
The following is a basic checklist 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

![Architectural Model Work Product detail card.](image)

**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

![Daily Stand-Up Essentials](image)
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**

![Method Detail Card Example](image)

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.

![Competency Level Symbol](image)

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.

![Competency Level Symbol, Level n.](image)

**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>
<thead>
<tr>
<th>Node Type</th>
<th>Symbol</th>
<th>Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>Competency Level</td>
<td><img src="image" alt="Symbol" /> name</td>
<td>Error! Reference source not found. Competency Level.</td>
</tr>
</tbody>
</table>

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

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

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

![Plan a Timebox Activity detail card](image1)

**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

![Use the System Activity Space detail card](image2)

**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

![Card Example](image)

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