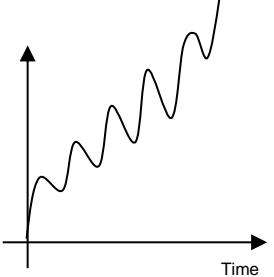
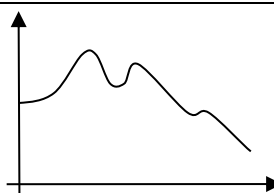
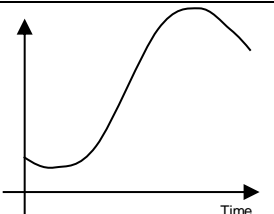
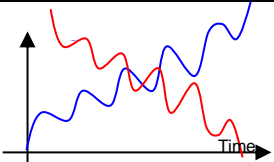
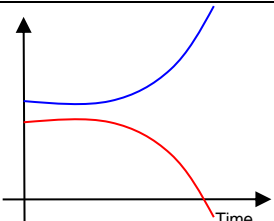
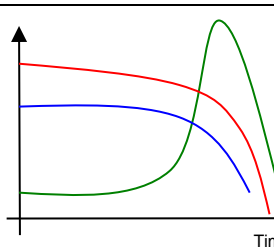


S/N	NAME OF ARCHEYTYPE	BEHAVIOUR OF PATTERN OVER TIME	DESCRIPTION
BASIC BUILDING BLOCKS OF SYSTEMS THINKING			
1	Reinforcing Loop Virtuous Cycle Viscious Cycle		Amplification and reinforcement
2	Balancing Loop		Correction: We try to reduce the gap
3	Balancing Loop with delay		Overcorrections
SYSTEM ARCHETYPES			
1	Accidental Adversaries		Partners who become enemies: Two parties want to cooperate, but each sees the other undermining their success
2	Drifting Goals		Inadvertent poor performance, actual and desired performance levels gradually falling
3	Escalation		One-upmanship, Unintended Proliferation: the harder you push, the harder the competitor pushes back

4	Fixes That Backfire Fixes That Fail		Unintended Consequence
5	Growth and Underinvestment		Self-imposed Limits
6	Limits to Growth Limits to Success		Unanticipated Constraints
7	Shifting the Burden		Unintended Dependency
8	Success to the Successful		Winner takes all: Your success produces my failure
9	Tragedy of the Commons		Optimizing each part destroys the whole: Everyone takes advantage of a resource that doesn't belong to anybody