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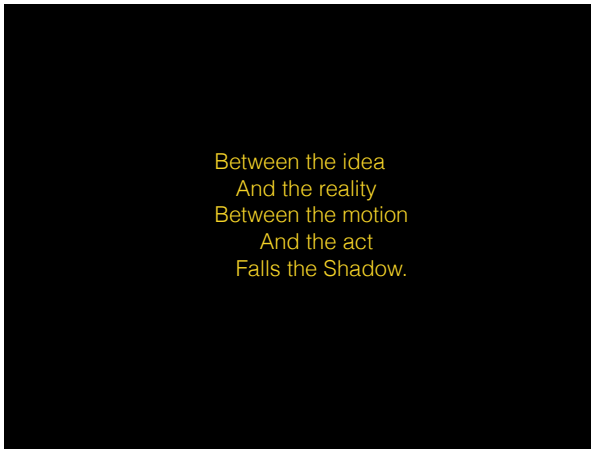
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Life is short,  
art long,  
opportunity fleeting,  
experience perilous,  
decision difficult.

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## Some Balancing Acts

team focus	vs	company focus
group cohesion	vs	cultishness
keeping teams informed	vs	isolating teams from distractions
too many policies	vs	too few policies
innovation	vs	happiness
team needs	vs	individual needs
management needs	vs	your needs

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