

Decide

The first family, and the only one no organisation can skip. It establishes what is delegated, within which limits, under whose authority, and by which mechanism control is taken back. Without it there is nothing to organise and nothing to operate.

THE QUESTION THIS FAMILY ASKS

Who authorised this decision, and how far does it go?

THE 20 CARDS

ACF-01	Sovereignty Score	ACF-08	First Agent Briefing	ACF-15	Objective and Counter-Metric
ACF-02	Decision Map	ACF-09	Agentic Decisions Register	ACF-16	Supervision Test
ACF-03	Criticality Matrix	ACF-10	Action & Improvement Plan	ACF-17	Validity Review
ACF-04	Agentic Constitution	ACF-11	30-Day Governance Audit	ACF-18	Guided Case Study
ACF-05	Agent Card	ACF-12	Agentic Risk Assessment	ACF-19	Instructor's Guide
ACF-06	Supervision & Governance	ACF-13	Agent Mandate	ACF-20	Governance Simulation
ACF-07	Kill Switch	ACF-14	Responsibility by Design		

WHAT HAPPENS WHEN THIS FAMILY IS MISSING

- Nobody knows who authorised the agent to decide, and the question only comes up on the day of the incident (**ACF-13**).
- The limits live in people's heads rather than in a document anyone can produce (**ACF-04**).
- The stop mechanism has never been tried, and you find out it does not work at the moment you need it (**ACF-07**).

WHERE TO OPEN IT

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| ACF-01 | What you already delegate, without having decided to. |
| ACF-02 | Which decisions run through the agent, and at what level of autonomy. |
| ACF-13 | The mandate, written, signed, enforceable. |

The last three cards are not working tools but the documents of a session: a guided case for the student, a guide for the instructor, a simulation for the group.