## **NO RULES RULES**

- **1 1** 1997
- 2 Reed Hastings
- **3** the United States
- 4 DVDs
- **5** website
- 6 mail
- **2** 1 streaming
- **2** licensing
- 3 making
- 4 global
- **3** 1 employees
- 2 subscribers
- 3 management
- 4 controls
- **5** failed
- **6** fire
- **4 a** People who were great, but their work was just OK.
  - **b** People who worked very hard, but could make bad decisions and needed a lot of help.
  - **c** Very talented people, who achieved a lot, but complained too much.
- **5 1** Giving
- **2** to help
- **3** not to upset
- **4** differently
- **5** Getting
- 6 don't get
- 7 must
- 8 don't have to
- **6 1** they were responsible
  - 2 at the same time
  - 3 biggest innovations happened
  - **4** to think creatively
  - **5** worked so well that
  - **6** trusts employees to behave
- **7** 1 a
- **2** b
- **3** d
- **4** d

- **5** c
- **6** a
- **7** d
- **8** b

- **8 1** few
- 2 enough
- **3** worst
- 4 than
- 5 will
- **6** because

**d** 3

- 9 0
- **b** 1
- **c** 4
- g l
- **10** a 4
- **b** 1
- **c** 3
- **d** 2

- **11 1** c **2** a **3** b
- **12** 1 c
- **2** a
  - 2
- **3** b
- 4
- **5** a
- **6** c
- 13 1 managing with control
  - 2 managing with context
  - 3 tightly-coupled
  - 4 loosely-coupled
  - 5 highly-aligned
- **14** 2, 4, 5, 6, and 10
- 15 Choose rules and processes:

to keep employees safe at work to keep subscribers' information private to make things that need to be the same all the time

## Don't choose rules and processes:

to be fast and flexible

to be innovative

to run a creative business

- **16 1** For a long time, almost all businesses were run by families.
  - **2** The employee is fired immediately.
  - **3** Most critical feedback is shared.
  - **4** At Netflix, pay is decided by the market.
  - **5** The company was sold to our largest competitor.
  - **6** Colombians are trained to make negative messages softer with positive words.
- **17 1** myself
- **2** yourself
- **3** herself
- **4** itself
- **5** themselves
- **6** ourselves
- **18** 1 achieve
  - **2** competitive
  - 3 management
  - 4 motivation; loyal
  - **5** performers
  - **6** responsible; flexible

## **NO RULES RULES**



- **19** 1 wonderful
  - 2 useful
  - 3 unclear
  - 4 careful
  - **5** successful
  - 6 uncomfortable; unusual
  - 7 unnecessary



- **20** 1 company
  - 2 control
  - 3 license
  - 4 feedback
  - **5** interview
  - **6** award
  - **7** fire
  - 8 receipt
  - **9** process