

2.4 A brief summary of details about each of the 7+2 Tribes in the 7Tr Model

In Hebrew scriptures, *nomen est omen*, i.e. the names of people often reflect important aspects of their lives or their wider role in society. As detailed in the methods used above, the definitions below assume that the names are also significant for the 7 Tribes that had occupied the “promised land”. Thus, their names might hold clues to a functional role they may have played in the larger “7 Tribe Society” they might have formed there. Translations for the meanings of their names are not widely known or discussed, but remain accessible through the dictionaries and methods described above to all who are motivated to look for them.

For all its interest in using historic and linguistic details to inspire the definitions of the 7Tribes model: let it be clear that most functional aspects in the definitions below do not claim to reflect equivalently detailed historic evidence. After such a long time it is doubtful that many functional details of the 7Tr model will ever be documented for those ancient tribes. Hence, in terms of hard sociological evidence, L. Loewe has been considering the historic and linguistic evidence that informed the 7Tr model *not* as evidence for the functional 7Tr roles.

For brevity’s sake, the following definitions summarize much longer discussions of various possibilities for how to infer a potential English type definition and its functional meaning for each of the 7Tr names as they might have been perceived by attentive Hebrew ears of historically well-informed readers. See Appendix 4 for a related overview in a table. See Appendix 3 for a definition of how the backslash symbol is used below.

1 Amorite\TopSpeaker\PowerElite type individuals: *the top influencers and thought leaders who most determine the direction of how the system evolves.*

2 Hittite\FearHandler\RiskReducer type individuals: *courageous andOr sometimes fear-inducing policy enforcers who reduce defined risks and thus guard specified interests of the community.*

3 Canaanite\ProfitTrader\Distributor type individuals: *merchants, service-providers, andOr other trading deal-makers who offer goods andOr services within the broader marketplace framework defined by the PowerElite and the RiskReducers.*

4 Pherezite\OpenDecider\PureExpert type individuals: *hold the most knowledge and seek to excel in their discipline, carefully guarding critical information. In danger of acting like a KnowItAll.*

5 Jebusite\Stampeder\RoutineMarket type individuals: *take the most established and risk-averse approach, which makes them predictable and inflexible but also reliable. The resulting stability is the key, not the size of the market of those who buy into the routines, whether few or many.*

6 Hivite\RotatingTentVillager\TempRotator type individuals: *are very flexible and seek to make the most out of arising opportunities, but are not in a position to immediately establish*

something permanent in the present working space as they know that their rotation will end soon.

7 Girschite\CrushedDust\IgnoredOthered type individuals: *they contribute to the success of other Tribes, albeit at a significant disadvantage to their own success due to systemic inequalities, which can result in exploitation and thus a low sense of self-esteem and lack of vision for their own future.*

These 7 tribes above are sufficient for defining a fully functional innovation society in any given point in time. If each of these tribes would continue to ideally process and integrate relevant information such an innovation society could continue to innovate indefinitely. However, as experiences have shown time and again, such an ideal flow of information is extraordinarily hard to maintain over the long term. It's too easy for entrenched interests, historic privileges, and accidental oversimplifications to fossilize into information barriers maintained with a kill-all argument of "we have always done it this way". In order to prevent such an eventual fossilization of some past state of innovation, the same narrative that defines these 7 tribes also defined the following two "tribes", the Hebrews and the Israelites. For the purposes of constructing the abstraction that informs this (2+)⁷Tribes model, let's ignore in the understanding of most people these "two tribes" are merely two names for the same "tribe" (that was delivered from slavery in Egypt). In the 7Tr model these two aspects might be defined as follows:

Hebrew\Beyonder\AnyRoleWalker type individuals: *these curious individuals do not occupy a special role that is separate from the 7 tribes defined above; instead, they will walk in the track of whatever tribe they find themselves in, however, without necessarily confined to that role; thus, they will naturally explore what is beyond the horizon in search for creative solutions that may or may not work, but will break up rigid walls between the other tribes through unconventional approaches*

Israelite\RealityWrestler\AllRolesRefiner type individuals: *these individuals bring to their creative solutions all the strength of the Hebrew approaches of thinking-out-of-the-box; but instead of going for "anything that works", they show the restraint of superrational saints (not unlike Jesus) who will do what it takes in order to build solutions that are stable over the long term – because they work for everybody (not only a privileged majority).*

To achieve true sustainability over the long term, it would be ideal if everybody learned how to walk in this last abstract role of "Israelite" as defined above, because such individuals would be able to balance any biases an innovation economy might eventually self-induce over the long term. Those who have tried to get there have all realized that the training is challenging.

Appendix 4

Overview table of 7Tribes Model names as used for the 7(+2) tribes in this thesis

This thesis uses the following development snapshot of the 7Tr model (version QQR1p1):

Brief 7Tr	Technical Name	Explicit Name MoreLiteral \MoreFunctional	Synonyms	Strengths Weaknesses	Cases of Use Axiom, Danger
1 AMO	Amorite	TopSpeaker \PowerElite		Awesome ideas Manipulative	Descriptive
2 HIT	Hittite	FearHandler \RiskReducer		Courageous Awful or fearful	Testing
3 CAN	Canaanite	ProfitTrader \Distributor		Resourceful Corroding	Negotiating
4 PHE	Pheresite	OpenDecider \PureExpert		Excels WorldClosing	Guiding
5 JEB	Jebusite	Stampeder \RoutineMarket		Reliable Blind	Crystallizing
6 HIV	Hivite	RotatingTentVillager \TempRotator		Flexible Wobbly	Exploring
7 GIR	Girgashite	CrushedDust \IgnoredOthered		Humble Doubting	Transforming
HEB	Hebrew	Beyonder \AnyRoleWalker		Creative Unruly	
ISR	Israelite	RealityWrestler \AllRolesRefiner		All the good OLT¹ without the bad. Takes longer, no shortcuts!	

¹ OLT \ Over the Long Term