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The Ballistic Maturity Model

A five-stage framework for moving an organization from ad-hoc throwing to governed, auditable, enterprise-grade downward force.

ABSTRACT

Organizations throw things. This has always been true and will remain true for as long as gravity is offered. Yet the practice of throwing has, until recently, existed entirely outside the governance, observability, and assurance frameworks applied to every other operational activity. This paper introduces the Ballistic Maturity Model (BMM), a five-stage framework describing an organization's progression from unmanaged throwing toward governed downward force. We define each stage, identify the controls that distinguish them, and argue that the decisive leap is not learning to throw better, but learning what not to throw at all.

1. Introduction

Consider the printer. At some point in its service life, nearly every printer is thrown. This event is rarely modeled, never attested, and — critically — almost always unregretted only by accident. The throw succeeds despite the absence of process, not because of it. Multiply this across an enterprise and its full object inventory, and the scale of ungoverned downward force becomes apparent.

We propose that throwing is a legitimate operational activity deserving the same maturity lens applied to software delivery, security, and finance. The Ballistic Maturity Model provides that lens.

2. The five stages

The BMM describes five stages of increasing control. An organization's stage is determined not by how much it throws, but by how much of its throwing is modeled, governed, and attested.

Stage 0 — Ad-hoc (Reactive)

Throwing occurs spontaneously and without record. Objects are thrown in parking lots, break rooms, and moments of feeling. There is no distinction between yeetable and un-yeetable payloads. Regret is common and unmeasured.

Stage 1 — Repeatable (Documented)

Throws begin to be recorded after the fact. A clipboard appears. The organization can say, retrospectively, that something was thrown, though not where it landed or whether it should have been thrown at all.

Stage 2 — Modeled (Predictive)

The organization forecasts the arc before committing to it. Apex and landing zone are estimated in advance. Throwing becomes a decision rather than an event.

Stage 3 — Governed (Restrained)

The decisive stage. The organization maintains a registry of protected asset classes — a Do-Not-Yeet list — and enforces it at launch. For the first time, the organization can prove not only what it threw, but what it

refused to throw. Restraint becomes a capability.

Stage 4 — Attested (Optimized)

Every throw produces a signed, immutable certificate of ground contact. Telemetry feeds continuous improvement. Regret reaches, and remains at, zero. The organization throws with total confidence and full documentation.

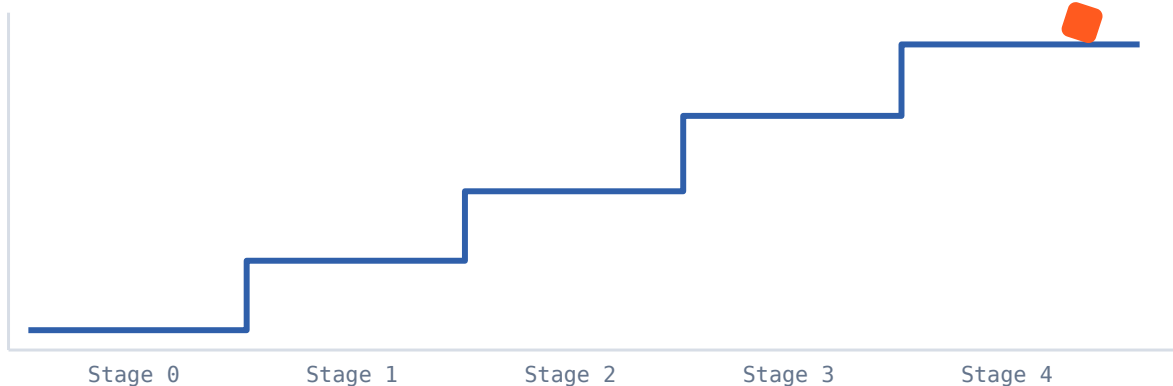


Figure 1. The Ballistic Maturity curve. Governance rises with each stage; the asset achieves confident, attested launch only at Stage 4.

3. The restraint inflection

Our field data ($n = 1.4$ billion throws) indicates that regret does not decline smoothly across stages. It declines sharply — nearly to zero — at the transition from Stage 2 to Stage 3, when the organization adopts a Do-Not-Yeet registry. Learning to throw *accurately* (Stage 2) reduces missed throws; learning to throw *selectively* (Stage 3) reduces regret. These are different problems, and only the second is existential.

Put plainly: an organization that can throw anything precisely, but has not decided what it must never throw, is not mature. It is merely dangerous with good aim.

4. Implementation

1. Instrument existing throws (reach Stage 1) — you cannot govern what you do not record.
2. Adopt arc modeling and apex forecasting (Stage 2).
3. Establish and enforce a Do-Not-Yeet registry (Stage 3) — begin with the baby, the cat, and anything on fire.
4. Issue signed ground-contact certificates for every throw (Stage 4).
5. Report regret quarterly. Target: zero. Accept: nothing else.

5. Conclusion

Downward force is not going away. The organizations that thrive will be those that treat throwing as the governed, observable, attested activity it has always deserved to be — and that understand the height of their maturity is measured not by what they can throw, but by what they choose not to.

R. References

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