

# **The Very First** *Results-Based Systems*

*(and some possible measures)*

## **Sex**

(rate of mating)

## **Food**

(amount eaten; % of time hungry)

## **Hunting**

(% killed; % of tribe hungry)

## **War**

(% enemy territory controlled; rate of friendly casualties)

## **Business**

(profit , market share)

## **Sports**

(% wins)

## **Politics**

(% wins)

## **Prayer**

(% answered)