

SPACE VOYAGE LEADERSHIP AXIOMS

Space Voyage axioms form the foundation for success and sound leadership. The axioms below are used as tools of success by SVA staff and participants. Explaining each axiom and giving examples could fill a chapter of a book.

Dictionary Definition of Axiom: a formal statement or principle in mathematics, science, etc., from which other statements can be obtained.

1. Do your best, do good things, and achieve.
2. Anticipate what needs to be done, and do it.
3. Report status.
4. Communicate with the program directors; Stay in Touch.
5. Communicate what you need.
6. When in doubt, ask.
7. Push, don't wiggle.
8. Help all cadets have as much fun as possible, and also fulfill.
9. Nobody said it was easy but they did say it was fun.
10. Put your "Butt" on the chair and your feet on the floor.
11. "We have a criticality on flight deck two!"
12. A clean ship is a happy ship.
13. I reserve the right to change my mind.
14. Expand to handle it.
15. His/Her hair is on fire.
16. You can learn a lot by just observing, and then trying.
17. Thank you for bringing that to my attention. It won't happen again.
18. Work Hard, play hard. When you work, work hard. When you play, play hard. But when you work, you do not play at all.
19. Failure is valued as part of the learning process, a chance to start over.
20. Use strengths to overcome weaknesses.
21. You cannot force growth anymore than you can force a plant to grow or a flower to bloom.
22. I can respect that.
23. Communication is king.
24. Please help me or step out of the way. Thank you.