

# TEAM, MANAGEMENT, AND LEADERSHIP PROGRAM

## TEAM RATING SCALE

<b>% GAME FULFILLED</b>	<b># POINTS FOR ALL GAMES (except Communication: Access to Power Game)</b>	<b># POINTS FOR Communication: Access to Power Game</b>
<b>100%</b>	<b>4</b>	<b>8</b>
<b>90%</b>	<b>3</b>	<b>6</b>
<b>80%</b>	<b>2</b>	<b>4</b>
<b>75%</b>	<b>1</b>	<b>2</b>

<b>CATEGORY OF TEAM PERFORMANCE RATING</b>	
<b>POWERFUL</b>	<b>28</b>
<b>HIGH PERFORMING</b>	<b>22-27</b>
<b>EFFECTIVE</b>	<b>16 –21</b>
<b>MARGINALLY EFFECTIVE</b>	<b>9-15</b>
<b>INEFFECTIVE</b>	<b>UNDER 9</b>

# Creating the Game for Building The Communication Program

- **CREATING THE CONVERSATIONS FOR THE BACKGROUND OF RELATEDNESS SUFFICIENT TO WHAT YOU ARE OUT TO ACCOMPLISH (INCLUDING WHO'S WHO IN THE GAME)**
- **CREATING THE CONVERSATIONS FOR POSSIBILITY AND OUTCOME FOR THE GAME (AN EMPOWERING CONTEXT FOR BUILDING THE COMMUNICATION PROGRAM, AN OUTCOME WHICH RIGHT NOW GIVES YOU AN OPENING FOR ACTION AND RIGHT NOW IS INSPIRING...RIGHT NOW...RIGHT NOW)**

[This is your own expression of possibility and outcome for the game inside the intention for the quarter. Access to creating this possibility and outcome is what are you building as a team out of people being in the Communication Program? What is it you are committed to having in the world out of people participating in the Communication Program?]

- **CREATING THE CONVERSATIONS FOR OPPORTUNITIES THAT FULFILL THE OUTCOME FOR THE GAME (STAND AT THE NEXT WEEKEND HAVING FULFILLED THE OUTCOME AND THE SCOREBOARD TO CREATE THIS)**
  - **CREATING RESOURCES (SCHEDULED EVENTS, ACCOUNTABILITIES, STRATEGIES, WHAT CONVERSATIONS, WITH WHOM)**
  - **CONVERTING ALL THOSE INTO MILESTONES IN TIME**
  - **CREATING A SCOREBOARD THAT MEASURES THE OUTCOME BEING ACHIEVED IN:**
    - **COMMUNICATION: ACCESS TO POWER,**
    - **COMMUNICATION: THE POWER TO CREATE,**
    - **TEAM 1 EXPANSION,**
    - **TEAM 2 EXPANSION,**
    - **GAMES IN THE WORLD, AND**
    - **LANDMARK FORUM.**
- **CREATING THE CONVERSATION FOR ACTION: REQUESTS AND PROMISES TO THE FIRST CLASSROOM (INCLUDE REPORTING COMPLETION AND LISTING OUT THE REQUESTS AND PROMISES MADE BY WHOM OR TO WHOM THAT WOULD ENSURE THE RESULTS BEING PRODUCED AND THE POSSIBILITY BEING PRESENT)**
- **CREATING THE CONVERSATION FOR COMPLETION: STAND IN THE FULFILLMENT OF THE CREATED GAME AND ASK "WHAT'S INCOMPLETE?"**

# TEAM, MANAGEMENT, AND LEADERSHIP PROGRAM 2

## TEAM LEADER INFORMATION FORM

Team \_\_\_\_\_ Center \_\_\_\_\_ Program Manager \_\_\_\_\_

Team Possibility \_\_\_\_\_

**Team 1 Team Leader**

Name \_\_\_\_\_ # of Team Members (after weekend) \_\_\_\_\_

Home \_\_\_\_\_ Work \_\_\_\_\_ Mobile/Pager \_\_\_\_\_

Fax \_\_\_\_\_ E-mail \_\_\_\_\_

**Team 2 Team Leader**

Name \_\_\_\_\_ # of Team Members (after weekend) \_\_\_\_\_

Home \_\_\_\_\_ Work \_\_\_\_\_ Mobile/Pager \_\_\_\_\_

Fax \_\_\_\_\_ E-mail \_\_\_\_\_

**Team Game**

	1 <sup>st</sup> Classroom	2 <sup>nd</sup> Classroom	3 <sup>rd</sup> Classroom	Regional Weekend
<b>Communication: Access to Power</b>				
<b>Communication: The Power to Create</b>				
<b>Team 1 Expansion</b>				
<b>Team 2 Expansion</b>				
<b>Team Games in the World – Team 1 + Team 2</b>				
<b>Landmark Forum</b>				

**Scheduled Courses for next 5 months**

What	Where	When

What	Where	When

**The Team 2 Calls and Team 2 Team Leader Calls Are Mandatory.**

**Please see the Program Schedule for conference call dates, time, phone number, and code.**

**You are accountable that 100% of your team will be on each call, on time: Yes \_\_\_\_\_ No \_\_\_\_\_**