



46 primes - a book overview

"How any group can solve any problem"

www.theprimes.com

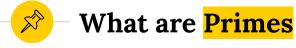




Author Chris McGoff

Business builder and international consultant; focus product and process innovation, growth strategies and vision, high performance groups and organizations and value chain and customer management.

https://www.youtube.com/watch?v=mmaHvuxLBR8



Universal patterns of group behavior

- Show up every time people join up groups to solve problems, drive change and transform systems
- Master the primes and you can master leading groups



Usage of the Primes

- Inspire people to join groups
- Get aligned
- Generate sufficient power and
- Sustain alignment and power until the problem is solved

Universal patterns of leading in uncertain times

"The future ain't what it used to be" Yogi Berra



Successfully leading groups - 3 Characteristics

- Groups >7 members need to be led
- Be clear about what they are up to and how they spend their precious time
- Be intentional and be willing to go first
- Master the art of enrolling others to join

Set Direction



Leading

Leading is ambiguous and offers terrific opportunity to look bad in front of others

Align Resources

Inspire Action

Be Responsible for Results

LEADING



leading vs managing vs operating

Leading

Setting direction, allocating resources, inspiring action and being accountable for results

Managing

Balancing capacity with demand and ensuring predictable value is created using an efficient system

Operating

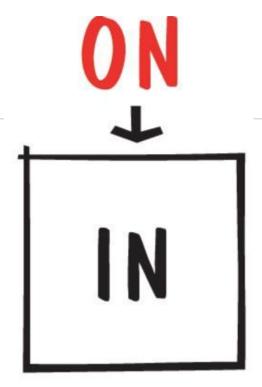
Using the system as designed to produce value

More certain and less risky



Are you seduced by working "in" the business at the expense of "on" it?

- IN operate the systems and solve the problems that already exist (seductive;anyone can do it)
- ON your activities either change or transform the business (ambiguous and scary;leader must start it)



IN-ON



Are you spending enough time working **ON** your business?

Leaders typically shortchange the time they devote to working on the business "Only I can do it"; "This chance will never come again" ... are myths and convenient excuses to avoid the responsibility of leading change.

Too much IN is the number one reason why change and transformation efforts fail

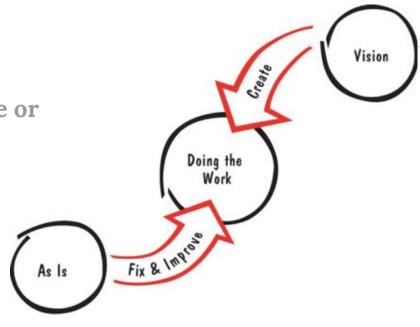




Change vs Transformation

Does solving your problem require Change or Transformation?

Are you fixing or creating?



CHANGE VERSUS TRANSFORMATION

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Change vs transformation

Change

- Making a better, faster, cheaper version of the past
- Use it when a problem is simple and the current system needs only a tune-up
- Success is judged by efficiencies and economics compared with where we started.

Transformation

- Create a future and break with the past. Needs: a clear objective, a specific outcome and a certain date.
- Use it when problems are wicked and a completely new system is required.
- Imagination, declaration, invention, innovation requires a childlike fascination with "mashing" things together to create something new.

Be a person who never says "try"

As long as you're "trying" to do something, you are "not doing" something.

As long as you are "doing this so that you can have or be that," you are "not having or being that".





Integrity

I say what I am going to do, and I do what I say ... every time!



INTEGRITY

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The most important persuasion tool you have in your entire arsenal is integrity

Integrity is an essential value of high performance groups.

There are no small or big promises ... there are only promises and all will be kept.





3 skills to live in integrity

Recognition

Recognize when you have been requested to, or are about to give your word

True "Yes"

Say "yes" only when you mean it.

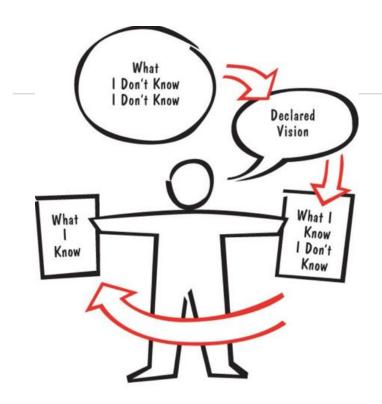
Learn to say "no"

Get very good at saying "no", because that is going to be your most common response.



Trust the universe

...promises no guarantees, it gives us the ability to imagine without limit and watch what shows up.



TRUST THE UNIVERSE

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Declaration

A declaration is a statement of "what" will be achieved by "when"



DECLARATION

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With conditions

language shift from passive to powerful

Passive voice	Powerful voice
plan	declare
try	do
I should	I shall
I'm going to	l am
We ought to	We are
But/If	Regardless
I support the effort	I commit to the outcome

Soon Now

Unconditionally

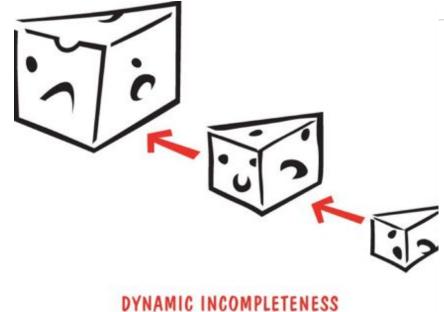
If your actions inspire others to dream more, learn more, do more, and become more, you are a leader

(Johny Quincy Adams)



Dynamic incompleteness

Can you create a vision that is compelling because of what is says and at the same time inviting - for what it leaves yet to be said?



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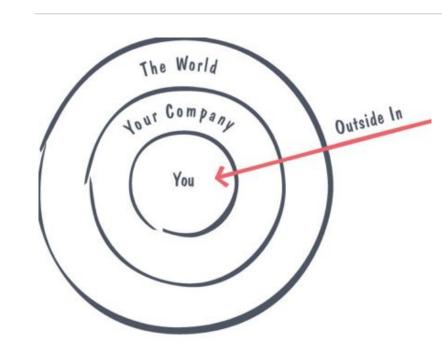
Visions with Dynamic incompleteness

- Leaders are responsible for creating vision that informs the strategic direction and inspires the people to act
- The worst leaders take no responsibility for creating a vision
- Too much form causes resistance and too much void causes chaos ... the leader's job is to bring just enough form to inspire the people and frame what needs to be articulated.



Ennoblement

What do I stand for outside in the world we serve, as opposed to inside our own organization?



ENNOBLEMENT



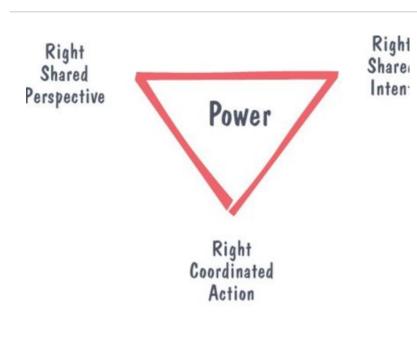
Powerful visions are developed from outside in

- Do not begin with yourself or your organization but instead with the world - the largest possible frame of reference. Imagine this world in a manner that inspires and motivates your team-
- Describe your group's role in this imagined world and how your team will serve its needs
- Then imagine what you and your group need to do to make the vision real

To tap into the human desire to participate in something meaningful sets free an almost miraculous power source that compels us to go beyond the limits we perceive today.



Any group's power is a function of (1) the degree to which its members are willing to operate from a shared perspective, (2) the degree to which they will commit to a shared intent, and (3) the level of coordination of their actions.





Force vs authority vs power

Force

Get members of a group to do something because they are intimidated by your sheer strength. Energy comes from the simple fact that you can beat others up if they do not comply

Authority

Requires that you compel someone to do something because you have been empowered by a larger community to enforce its will.

Power

Is the energy that is generated from within the group by the group itself when members freely choose to work collectively toward a common outcome.

The highest skill to master is the ability to generate power in groups composed of strangers, competitors, cautious allies, and suspicious stakeholders.

Universal patterns of powerful alliances

Go slow to go fast

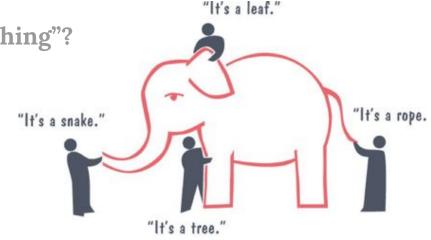
The trick is to gather the individuals into a group so that they can look at and discuss the problem from various angles and levels together.



Blind men and the elephant

How do you help people to see the "whole thing"?

A useful model is one that positions people at a common vantage point that allows them to discuss what they see - and how to affect it.



BLIND MEN AND THE ELEPHANT

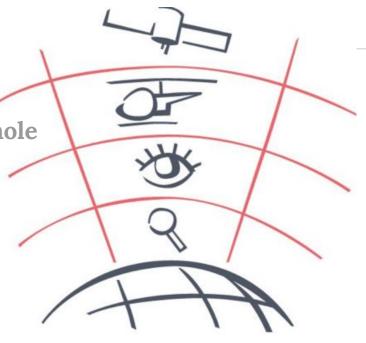
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Levels of perspective

How do you help people to see the **Same** "whole thing"?

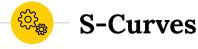
Each individual in a group enters the problem-solving process already seeing the situation from some level of perspective and abstraction. The trick is to get everybody to share the optimal level of perspective.



LEVELS OF PERSPECTIVE

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It is usually best to begin with the big picture - an overall perspective. When points of leverage become apparent, you want to do your best to zoom in and address them.



- Do we need to change? If we do need to change, how fast?
- Phases: Figure it out growth – collapse.
- Build a 2nd one before the 1st one goes down.



S-CURVES

If it's not broken, now might be the ideal time to jump to the next S-curve

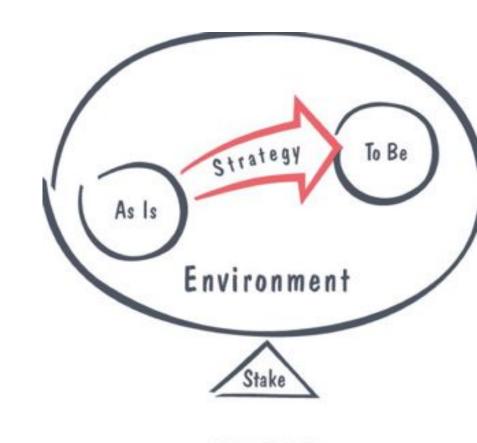
Most people and organizations wait until it is too late, until they are on the down side of the curve.





Core prime

Take people beyond mere compliance.



CORE PRIME



Five essential agreements that generate creative tension

As is

Stakeholders must see their current situation – as it really is as opposed to how they want it to be.

What you resist persists. What you embrace loses all its power over you.

To Be

They must agree on a vision of the future with which they have fallen in love.

Environment

They must agree on what's happening around them-which they're unable to affect but which will affect them

Recognize and leverage the uncontrollable.

Strategy

Finally they must agree on how to break out of the "As is" and chart a course toward the "To Be"

Focus everything on what you want.

Stake

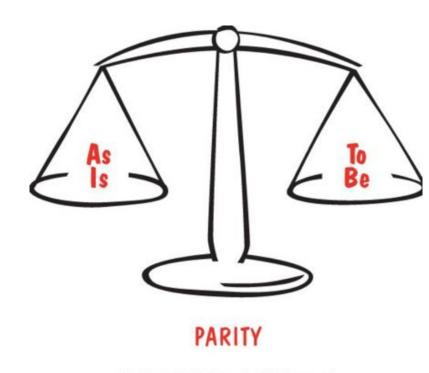
They must agree on what's at stake if they stay where they are and don't change.

What happens if we fail to drive toward the To Be and remain where we are, doing what we're doing?



Parity

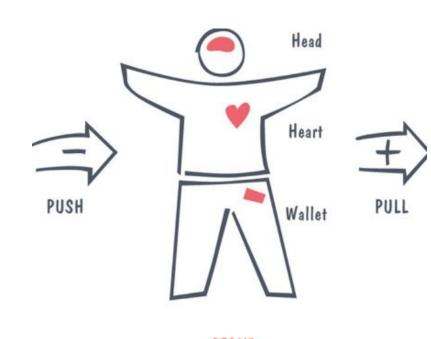
Ensure that you pay the right amount of attention to each of the five components of the core prime.





How do you get the group "all in"?

- Analytical people who listen with their brains.
- Emotional people who listen with their hearts.
- Financially motivated people who listen with their wallets.



STAKE



Push and Pull

Push

People avoid or push away from pain: "If we don't change, something bad is going to happen to us!"

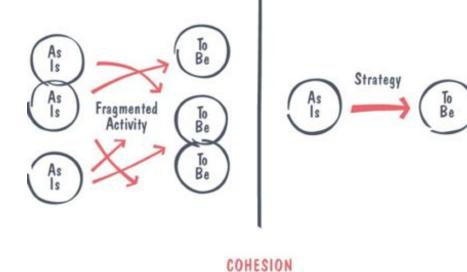
Pull

Positive aspects - What people desire and want to pull toward them.



Cohesion - the act of sticking together

- Cohesion is unnatural and needs constant energy to maintain.
- Otherwise differences fragmented group's focus, dissipate its energy and create an environment ripe for conflict.

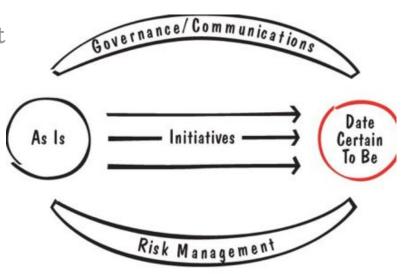


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Of all the important things we could do, what are the fewest, most important?

Powerful leaders and teams do everything about the fewest most important things.



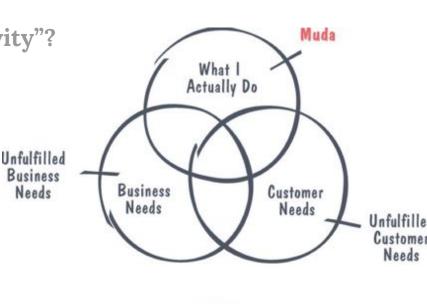






Can you distinguish "non value added activity"?

- Stop spending time and money on non-value-added activities.
- Start investing freed-up time and money on unfulfilled business and customer needs.





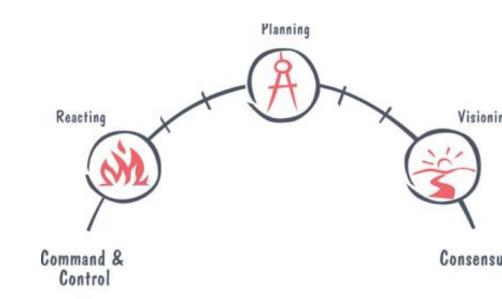
Universal patterns of outstanding

group performance



Leadership spectrum

The most effective leaders use this prime and match the decision process to each situation.



LEADERSHIP SPECTRUM

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Four leadership styles for making decisions

Command and Control

When the situation is urgent and stakes are high.

Someone has to take command and control in the heat of the battle.

For emergency or small decisions (where cost of collaborating is too high)

Consensus

Use for high stakes strategic planning and visioning (five year plan to take a new company into the marketplace).

Informed Command and Control

In situations that are still urgent but with lower stakes.

Limited consensus

For low stakes strategic planning. (e.g. choosing between similar health insurance plans)

- Give a deadline
- Define a backup decision process right from the start



Consensus

- 1. The process was explicit, rational, and fair;
- 2. I was treated well and my inputs were heard;
- 3. I can live with and commit to the outcomes.



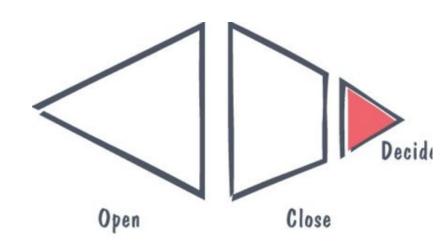
CONSENSUS



Open-Close-Decide

How do groups actually make decisions?

- Open generate ideas
- Close less tolerant of new ideas and begins to prioritize and converge
- Decide a selection is made



OPEN-CLOSE-DECIDE

Voting represents the lowest form of decision making. When collaboration fails and leadership can't be trusted, people surrender their opinions and allow math to decide. A vote represents the failure of consensus; it's the process of last resort and it's the least effective.



Culture represents the difference between the behaviors that groups tolerate and encourage and those that they do not tolerate.

Behaviors We Tolerate

Culture

Behaviors We Do Not Tolerate

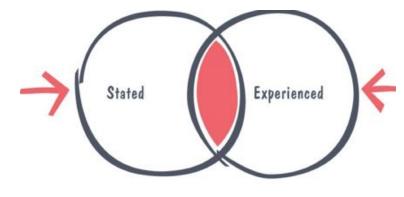
CULTURE



Congruence

What is the dark side of a stated culture?

- This primes reveals the constant tension between what is "stated" and what is "experienced"
- Arrows represent the continuous investment of energy to ensure that "state" equals "experienced" culture.



CONGRUENCE

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Feedback as caring

- High-performance groups see the giving of feedback as an outward expression of caring for someone.
- The capacity to give and receive generative, effective and timely feedback is essential to achieving powerful group performance.









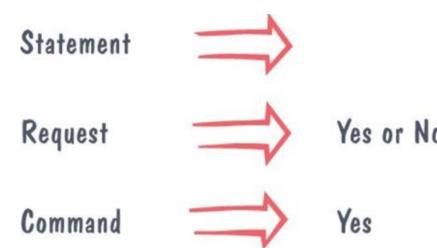


FEEDBACK AS CARING



Request-Command

All members of a group must be a able to distinguish between "statements", "requests" and "commands".



REQUEST-COMMAND

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Statement vs request vs command

Statement

Is a description of something of the condition of someone.

"Our profits are declining"; "I'm so frustrated by what you did"

No response is required

Request

An invitation to give your word.

"Will you let me explain why you frustrated me?"

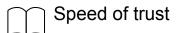
Requires a response - YES or NO (no other response)

Command

Is a requirement for someone to make a good in his or her word.

"Sit down. I am going to tell you why I'm frustrated"

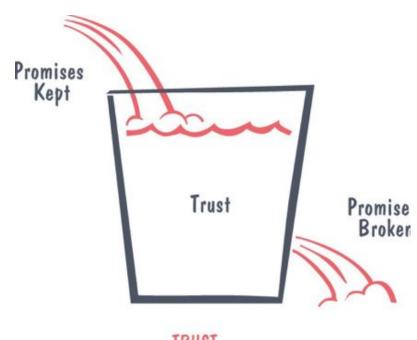
YES is the only response (including showing the consequences).





Trust

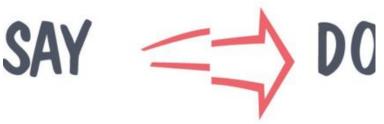
The key is to give your word and keep it - over and over again.





What do you do when your "yes" turns out to be a "no"?

Acknowledge (the breach) and Recommit (to integrity)



BREACH

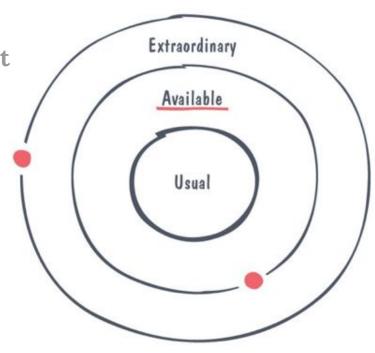
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Perimeter

How small a fence have you built around what can and cannot be said?

- Usual what we usually talk about
- Available discuss matters relevant to what we are doing but that we have not yet said
- Extraordinary have an extraordinary conversation



PERIMETER

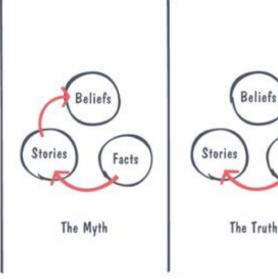


Facts, stories and beliefs

"Our revenue was \$50 million last year and that is simply not enough.

Marketing is inept."





Facts

FACTS, STORIES, AND BELIEFS



(no) Gossip

Gossip is pure, negative energy that destroys possibility and is the most harmful behavior any group can choose to tolerate.



GOSSIP

Fire and swords are slow engines of destruction, compared to the tongue of a Gossip (Sir Richard Steele)

Eliminate the "listening" to GOSSIP - because Gossip stops when no one is listening.

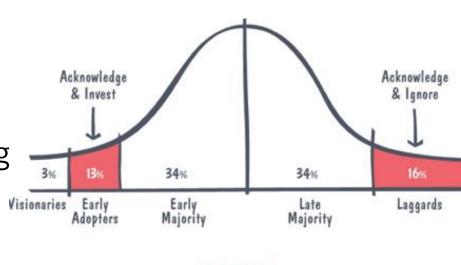
Ask: "Before you go on, will either of us approach him directly about this?"



Universal patterns of group failure



- Laggards never come along; they destroy possibility by constantly asking questions, ignoring answers and declaring why things won't work.
- Leaders have to ignore the Laggards and invest their time and energy in the Early adopters.



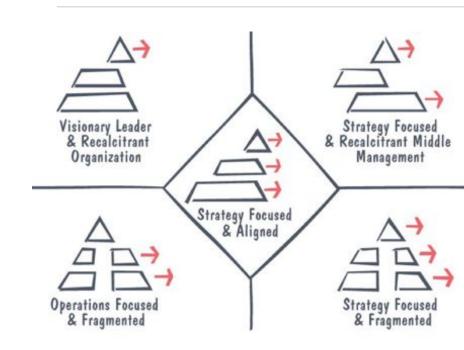
AGGARDS

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Fragmentation

Fragmentation is the splitting of focus and commitment among stakeholders.



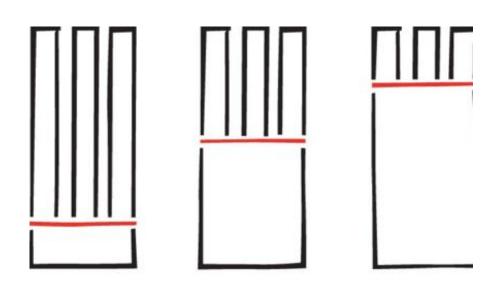
FRAGMENTATION



Same-Different

Everybody is special. Really?

Helps you realize how agreements among different stakeholders are facilitated.



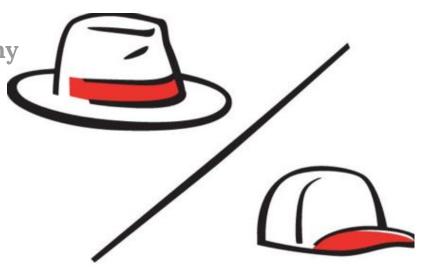
SAME-DIFFERENT



Big hat - little hat

What do you do when the needs of the many conflict with the needs of the few?

It is essential that people agree not to threaten the Big Hat's existence. A unit has no right to hurt the whole system.

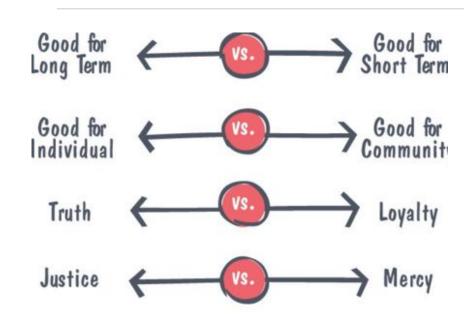


BIG HAT-LITTLE HAT



Right versus right

The great misperception is that one position must be rights and others must be wrong.



RIGHT VERSUS RIGHT

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It is imperative to recognize immediately the collision of two "rights" - it enables a leader to intervene, honor all the "rights" and reorient toward the defined "to be"



Resolution principles

"Out beyond right and wrong, there is a green field. I'll meet you there."



Do the greatest good for the most people.



Rule-Based: Act as if creating a universal standard.



Care-Based: Do unto other as you want them to do unto you.

RESOLUTION PRINCIPLES

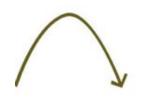


Chase-lose

Teamwork, innovation, leadership and all the other characteristics of high-performance culture are not ends in themselves.

- Chase a meaningful outcome
- Achieve the outcomes and improve your culture at the same time.
- Deal quickly with whatever put the outcome at risk







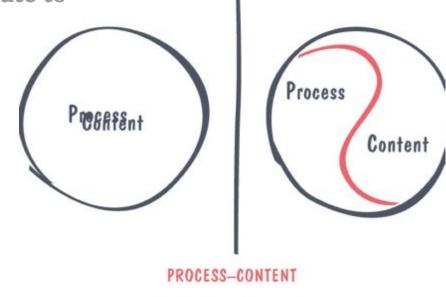




Process-Content

You can run the process. You can contribute to content. Pick one.

Whoever takes responsibility for facilitating the process must surrender his or her right to offer content.





Shape shifting

Leaders can assume a collaborative or an authoritarian relationship with a group, but not both at once. How explicit are you about your role?

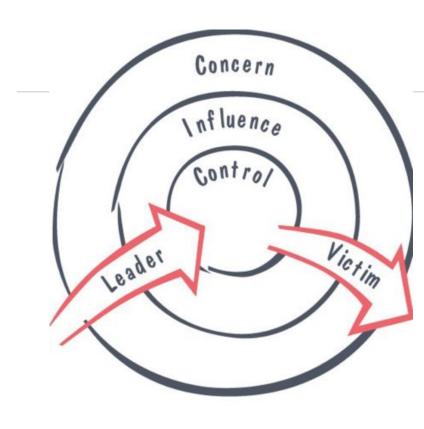


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Victim-Leader

Great leaders help victim-oriented groups regain their power and help empowered groups sustain theirs.

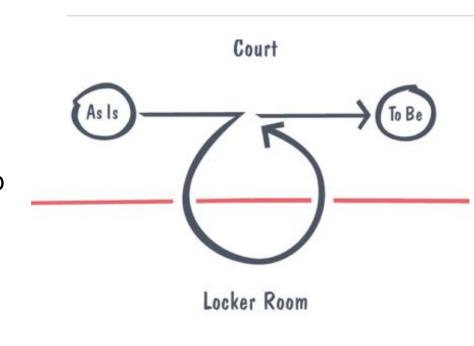


VICTIM-LEADER



Court-Locker room

- Planning is a near-death experience. We step out of living (Court) and we step into talking about living (Locker room).
- Is there anything obvious that we could take on now to get this transformation started?



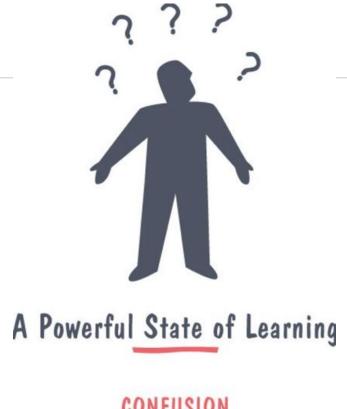
COURT-LOCKER ROOM

The key is to never change the date.
The group gave its word. Time is running out. Pressure is building. It is this pressure that drives innovation.



Confusion

Confusion is the highest state of learning. In this context, being confused is a state to be appreciated and enjoyed.



CONFUSION

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Universal patterns of thriving in

ambiguity

"The shorter way to do many things is to do only one thing at a time."

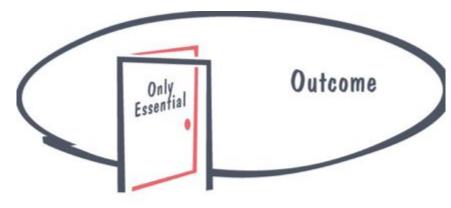
"The successful warrior is the average man, with laser-like focus" (Bruce Lee)





How skilled are you at creating nothing?

- Keep your group as small as possible
- Minimize the amount of data you (must) consider
- Get off the grid when you need to do critical thinking
- Disconnect from text messages and e-mail as much as possible



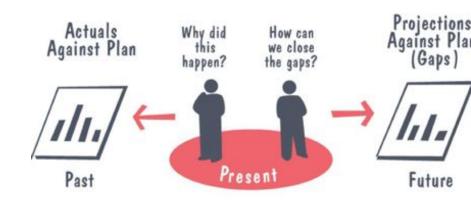
A CLEARING

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Issues forward

What do we have to do now to eliminate the gap between our projection and our plan?



Leads to immediate, decisive action.

ISSUES FORWARD

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Commitment vs attachement

Our number one responsibility is to sustain our capacity to do this work over time.



COMMITMENT VERSUS ATTACHMENT



- Be Acknowledge that at any point in time you're being in some way
- Notice: Regularly pause what you're doing and notice how you are being
- Choose: In that moment of noticing, choose any way of being
- Be:Instantly become that chosen way of being

Be

Notice

Choose

Be

BE