# Assessing Team Ownership

## Prioritization

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| Target | Indicators | Score |
| The planned work that doesn’t get done should be evenly distributed among features, tech debt experiments, and tech debt improvements. | % non-complete. Total, and segmented by card category. | / 5 |
| The team has an intentional budget for tech debt. | Everyone on team, including PO, agrees on how much effort is spent where and how that is computed. | / 3 |
| Team follows its budget. | When exiting the sprint planning, the cards reflect that budget, for each category. | / 5 |

## Handling the Unknown

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| Target | Indicators | Score |
| Team knows how much unknown work will appear during the sprint. | Measure exists. | / 5 |
| Sprint plan leaves space for unknown work. | At exit of sprint planning, the planned work leaves space for the unknown. | / 5 |
| Unexpected work is triaged well | The right work is pushed off to next sprint, regardless of whether it was planned or unplanned. | / 3 |

## Learning & Execution

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| Target | Indicators | Score |
| Have hypotheses | Each card has an impact measure, in addition to acceptance criteria. | / 7 |
| Optimize for learning | About 50% of experiments deliver their impact. | / 5 |
| Still deliver well | >90% of improvements deliver their impact. | / 5 |
| Incorporate learning | At least 70% of experiments result in a specific, substantial change in future plans or execution. | / 7 |
| Improvement is happening | Team agrees what better means from a business perspective and is improving on that each quarter. ROI is known | / 5 |
| Improvement is visible within team | Each day, everyone in the team knows what specific improvement the team is working on and can see their immediate results. | / 7 |
| Improvement is visible to project community | At least weekly, all stakeholders can see the specific improvements the team is making, in business terms. | / 5 |

## Deciding

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| Target | Indicators | Score |
| Right people decide | Made by those impacted by the outcome, not by those nominally responsible | / 7 |
| No outside vetos | Once a decision is reached, it is not overturned by someone who wasn’t in the room | / 5 |
| Decision-making is fast, clear, and incorporates information equally | Decisions take <10 min to make; pre-decision discussion is done such that all information and perspectives are incorporated, yet still completes in <30 min. | / 5 |
| Decisions incorporate info from others | Each decision asks what important info might be held outside the room, and pauses to gather that info before deciding | / 3 |