VITAL BEHAVIOURS Dictionary

Get It Done

- I don't procrastinate unnecessarily when I have to make a decision - Decisive
- I 'walk my talk' by ensuring that how I behave is consistent with what I say - Exemplary
- I hold regular team meetings to engage on team performance
 Execution focus
- I follow through with anything I am involved in to ensure delivery of the task or initiative – Follow-through

Complete Accountability

- I am the solution to deliver on any tasks, initiatives and results in my job function or within the sphere of my influence
 Ownership
- I will support my team members with all the relevant tools & resources to enable delivery on tasks - Support
- I don't dissipate energy on blame for wrong decisions, I help them understand why the decision was inappropriate and guide them in taking corrective action for the future – Forwardlooking
- If I have made a wrong decision, I am quick to acknowledge, learn from the mistake and take corrective action - Humility

Complete Candor

- I champion honest, constructive and respectful dialogue Transparent
- I don't shy away from managing sub-optimal performance in an objective manner - Frontal
- People are not afraid to raise critical issues with me or in my team as they know they will get a fair hearing - Fairness
- I encourage people to be respectful and honest with each other and have the courage to raise important issues - Respect

Collaboration

- I am dedicated to the company's new vision and mission and will support transformational initiatives deployed – Change Agent
- I appreciate that company performance can only be delivered by collective efforts – Team imperative
- I encourage collaboration with other people/teams to ensure we can find the best possible solutions to business challenges – Common objectives
- I pro-actively cultivate and sustain healthy professional relationships across functional areas for myself and my team members – Relationships
- I discourage silo thinking
- I recognize internal and cross-functional team efforts and achievements – Recognition