

Scrum	<ul style="list-style-type: none"> - be an example - establish Scrum - enable a potentially shippable product after each Sprint - enable time-box
Agile	<ul style="list-style-type: none"> - facilitate meetings - continue learning Agile & Scrum for team and himself - continuously increase productivity and quality - continuously improve developing, engineering practices - be sure that impediments will be eliminated
Coach	<p>I have to</p> <ul style="list-style-type: none"> - lead by serve - coach agile - ask indirect questions - training and coaching for each new and old team member is a continuous process(technique,framework,...) - influence but no authority - mediate through conflicts - to enable that everybody will gather impediments
PO	<ul style="list-style-type: none"> - support and guide my PO with his responsibility of his backlog. - get developing only driven by PO - remind PO about maximizing ROI
Team	<ul style="list-style-type: none"> - get the team self organized, - get the team decide - get the team responsible - get the team work cross-functionally
Scrum Team	<ul style="list-style-type: none"> - make sure everybody work full productive - make sure Team & PO will work together - make sure teamwork is good

I'm not a Leader
I'm not a Manager
I have to be Master of Scrum

LEGS
- Transparency
- Inspection
- Adaption

v1 12.12-1

Tools I can use			
Ask the team		<ul style="list-style-type: none"> - Is this useful? - What should I do? - What do you think we should do? - What is your decision now? - I noticed <situation> what shall we do? - I feel <feeling> do you share that? 	
Impediments		<ul style="list-style-type: none"> - remove redundancy steps - get everything away that reduce productivity - accept status quo, 	
Retrospective	Quick	<ul style="list-style-type: none"> - What could I see? (x answer) - What could I feel? (x answer) - What could I learn? (3 answer) - What should be changed! (1 sentence + plan) 	
	Gather	Quality, Feedback, Communication, Simply city, satisfaction, team work (e.g. point 1-10)	
Planning 1 What	Planning 2 How	Ordered by: <ul style="list-style-type: none"> - Customer Value - Risk - MoSCoW 	Physical Tools <ul style="list-style-type: none"> - Pen - Sticky note - White board - Camera - Index cards
Artifacts		<ul style="list-style-type: none"> - Burndown - User stories - Backlog → Product-Sprint-Impediment- - Kanban board 	Dev. Tools <ul style="list-style-type: none"> - TDD - BDD - XP - DOJO
Team Decision		<ul style="list-style-type: none"> - vote by hand - use sticks - planning poker cards 	Project mgmt. <ul style="list-style-type: none"> - Kanomodel - Project success - Management 3.0 - PDCA-Cycle