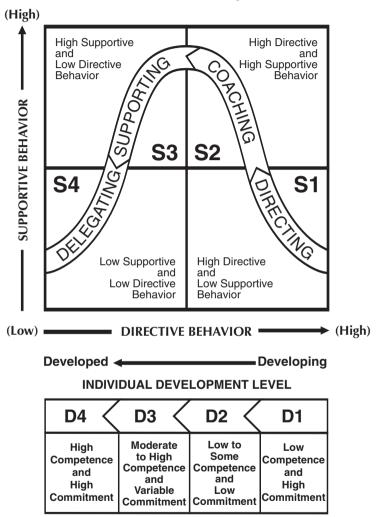
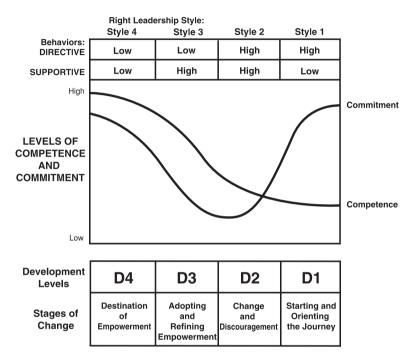
### The Situational Leadership® II Model



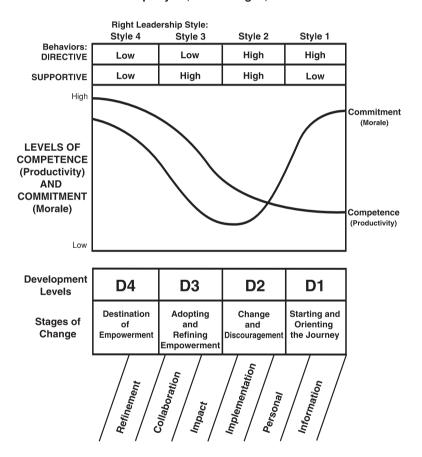
Adapted from *Leadership and the One Minute Manager* by Ken Blanchard, Patricia Zigarmi, and Drea Zigarmi (New York: William Morrow and Company, Inc., 1995) 56, 68.





of the three stages must by addressed basically in the order shown in the diagram. The concerns that people have and the way they develop tend to occur in this order, and using the leadership styles out of order can create problems. Consider what a leader must do to help move someone from an enthusiastic beginner on empowerment to a self-reliant, empowered achiever. Leadership Style 1 is the most helpful for an enthusiastic beginner, and Leadership Style 4 fits an individual who has the necessary skills and confidence to perform well without supervision. What two leadership styles does the

### The Development Cycle with Leadership Styles, Team Stages, and Concerns



### THE THREE SECRETS OF GUNG HO!

SPIRIT OF THE SQUIRREL	WAY OF THE BEAVER	GIFT OF THE GOOSE
Knowing we make the world a better place	A playing field with clearly marked territory	Congratulations must be TRUE: Timely, Respon- sive, Uncondi- tional, Enthusias- tic
Everyone working toward a shared goal	Thoughts, feelings, needs and dreams respected, listened to and acted upon	Cheer people's progress as well as the end results
Values guide all plans, decisions, and actions	Feeling able to perform but also challenged	$E = mc^2$ ; Enthusiasm equals mission times cash and congratulations

Adapted from *Gung Ho!* by Ken Blanchard and Sheldon Bowles, (New York: William Morrow and Company, Inc., 1998), 170–176.

### What Should Happen in an Empowered Organization When People Make Mistakes with This New Information but Are Trying Their Best?

1. You must let people know that taking action and making a mistake will be viewed positively in your empowered organization. You must convey to people that mistakes will be viewed as opportunities for learning based on trying new ideas and not as opportunities for pun-

### A COMPELLING CORE IDEOLOGY

Is Proactive Is Future Oriented Inspires
Is about Being "Great" Is Challenging
Appeals to Lofty Values Touches the Heart and Spirit

Developed by a Two-Way Process

*Top-Down, Values-Driven* Senior Leadership:

Clarifies purpose, values, image



2. Shares throughout organization



3. Asks groups for feedback, changes 

▶

Bottom-Up, Values-Driven

Group, individual visions developed



2. Visions aligned in all directions



3. Visions anchored to current reality



4. Refines into final statement



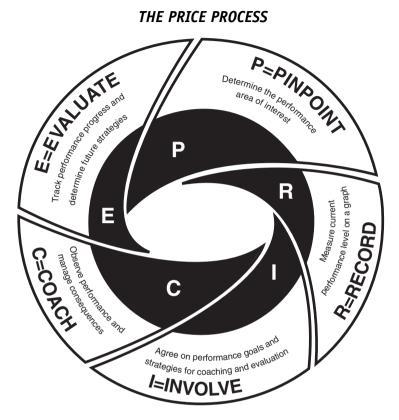
4. Strategies developed to bridge reality



5. Shares and explains how supported

Adapted from Jesse Stoner and Drea Zigarmi, From Vision to Reality, (Escondido, Calif.: Blanchard Training and Development, 1993), 9, and Jesse Stoner and Drea Zigarmi, Creating Your Organization's Future: Building a Shared Vision (Escondido, Calif.: Blanchard Training and Development, 1993), 15.

• Widen the Boundaries to Create More Autonomy and Responsibility •

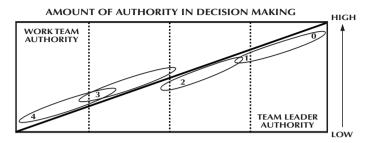


Kenneth Blanchard and Robert Lorber, *Putting the One Manager to Work* (New York: William Morrow and Company, 1984), 84.

assess progress, and measure success will build their skill and confidence to act responsibly as empowered teams.

In a small manufacturing company, initial efforts to involve teams in setting performance improvement goals resulted in very few suggestions. But the team leaders maintained the effort and acknowledged each and every suggestion for improvement. Gradually, with training and clear expectations that people would become involved, the number of suggestions began to increase. In just two years, the

### The Self-Direction Assessment Model for Teams



### STAGES OF AUTHORITY IN DECISION MAKING

4 3.5	3 2.5	2 1.5 1	0.5 0
LEVEL FOUR	LEVEL THREE	LEVEL TWO	LEVEL ONE
Complete Authority  The feam makes decisions	Limited Authority  Authority is limited to the	Very Limited Authority  The team is consulted	No Authority  The team can't make
and takes action within clear boundaries without consulting leaders and management beforehand.	authority is limited to the extent that the team must involve leaders and management in any decisions made and discuss actions to be taken (before they are	the team is consulted before leaders and management make decisions or take any action.	decisions or take action on the task.  O If the people are
3.5 When the team has begun making decisions on its own. The scope of the decision may at first be different (e.g. shorter timeframes, smaller budget.)	taken).  2.5 If people have started to make decisions about a task or responsibility, with management involved in	1.5 If the people are sometimes asked for their opinions, ideas, and feelings before decisions are made by management.	uninformed about the task (i.e., they have no information about it).  0.5 If the people are at least partly informed about the task.
4 When the team is reporting actions taken and decisions made within normal managerial budget, timeframes, etc. for such responsibilities.	management involved in discussions.  3 If decisions are capable of being made with little input of management time or information.	2 If the people are always consulted fully about any decisions or actions being taken, and the decision is made by management.	1 If they are well informed about all decisions and actions being taken about the task.

LEVEL ONE (on the right) represents teams in a hierarchy. LEVEL TWO represents the beginning of empowerment.

LEVEL THREE represents team decision making during the second stage of changing to empowerment.

LEVEL FOUR represents a fully empowered, self-directed team.

Developed by Trevor Keighley ©PTD Development Trust, 1996

From Trevor Keighley, *Empowering for Performance* (Sydney, Australia: PTD Development Trust, 1996), 18.

under the downward sloping diagonal line provides a relative understanding of the amount of decision making authority the team leader exercises—it decreases as you move from Level One to Level Four. (Please note that the chart flows from right to left.) The area above the line

### STAGE OF CHANGE #1: STARTING AND ORIENTING THE JOURNEY

### THE 3 KEYS:

Share Information	Create Aut
with Everyone	through Bo

- 1. Help people understand need for change
- 2. Avoid misinformation
- 3. Explain how company makes money
- 4. Teach company financials
- 5. Share some sensitive information
- Ask what information you would want as employee
- 7. List information people have and need
- 8. Locate where information is now
- 9. Start small
- 10. Stretch but don't break your comfort
- 11. Share good and bad information
- 12. Use a variety of means to share information
- 13. Share location- or sitespecific information
- 14. Share same information managers use
- 15. Use information to make people accountable
- 16. View mistakes positively

### tonomy oundaries

- 1. Recognize the hierarchy mind-setboundaries limit action and responsibility
- Define boundaries. to clarify what people can and must do
- 3. Define desired responsibilities
- 4. Clarify decisions employees will make and will not make
- 5. Explain company's business goals
- 6. Explain company vision and values
- 7. Set clear performance goals for people
- 8. Clarify priorities
- 9. Teach employees business basics
- 10. Teach managers to be coaches
- 11. Teach decisionmaking skills
- 12. Clarify small decisions people can make
- 13. Teach problem solving skills

### Let Teams Recome the Hierarchy

- 1. Understand that teams can do more than individuals
- 2. Begin to use team diversity
- 3. Do not expect too much success early
- 4. Teach team skills to managers and employees
- 5. Teach consensus decision making
- 6. Teach team communication skills
- 7. Teach how to conduct team meetings
- 8. Help teams see small successes
- 9. Teach team members to hold each other accountable
- 10. Start early with teams using information
- 11. Hold team information-sharing meetings
- 12. Give teams small decisions to make
- 13. Begin to hold teams accountable
- 14. Share issues and involve teams in solutions

### STAGE OF CHANGE #2: CHANGE AND DISCOURAGEMENT

THE 3 KEYS:			
Share Information with Everyone	Create Autonomy through Boundaries	Let Teams Become the Hierarchy	
Use information to align expectations with reality	<ol> <li>Use collaborative goal setting</li> <li>Discuss role of</li> </ol>	Have team leader     provide support a     direction	
2. Share information to build pride in	managers in relation to goal	2. Encourage team leaders to expect	

- people's work 3. Encourage information sharing from employees up to management
- 4. Train managers to listen better
- 5. Expect tough questions from employees
- 6. Do not shy away from sensitive information
- 7. Show people how their work has impact
- 8. Encourage team members to share information with each other
- 9. Praise improvements in performance
- 10. Praise teams that identify problems
- 11. View mistakes as learning opportunities
- 12. Share information re change process and progress
- Share even more sensitive information than in first stage

3. Use team member ideas to set goals

accomplishment

- 4. Use a mix of team and individual goals
- 5. Get teams involved in determining problems for focus
- 6. Focus on continuous improvement
- 7. Set skill goals as well as performance goals
- 8. Begin to revamp the performance management system
- 9. Build a performance partnership among team members
- 10. Listen to concerns of people re performance management system
- 11. Begin to devise pay system to treat employees like owners
- 12. Create a team-based performance management system

## rchy eam leaders

- e support and
- rage team leaders to expect more from teams
- 3. Encourage teams to use their new skills
- 4. Be sure teams tackle challenging but solvable problems
- 5. Encourage team members to take leadership roles
- 6. Draw out team member ideas for improvement
- 7. Allow teams to tackle more complex decisions
- 8. Anticipate and work through stalls in team involvement
- 9. Continue to hold teams accountable for results
- 10. Allow team goals to drive performance
- 11. Reduce department meetings; increase team meetings
- 12. Anticipate team fear of failure; help teams stay focused

### STAGE OF CHANGE #2: CHANGE AND DISCOURAGEMENT, CONTINUED

### THE 3 KEYS:

Share Information with Everyone	Create Autonomy through Boundaries	Let Teams Become the Hierarchy
14. Use technology to efficiently share information	13. Broaden scope of decisions made by teams	13. Expect a lot from teams but not full synergy of effort yet
15. Hold meetings with IT so it learns what information is needed where	<ul><li>14. Move to creation of profit centers</li><li>15. Facilitate teams solving problems</li></ul>	14. Help teams see what they are accomplishing
16. Show impact of small changes	16. Draw out ideas to change old policies and procedures	
17. Help teams see results of using new skills		
18. Create better links of rewards to performance		

# STAGE OF CHANGE #3: ADOPTING AND REFINING EMPOWERMENT

### THE 3 KEYS:

THE 3 KEYS:			
Share Information with Everyone	Create Autonomy through Boundaries	Let Teams Become the Hierarchy	
1. Let teams determine what information is needed	Let teams take on expanded scope of decisions	<ol> <li>Let teams use infor- mation and skills to play vital business</li> </ol>	
2. Trust teams with information they request	Replace old hierar- chical boundaries     with vision and val-	role 2. Have teams begin to focus on strategic	
3. Ask teams to inform senior management	ues in people 3. Include team members in setting new boundaries	goals as their own accountability	
how they use infor- mation		3. Encourage teams to integrate new team	
4. Let teams work directly with IT to	<ol> <li>Let team goals replace individual goals</li> </ol>	members 4. Encourage teams to	
improve systems	5. Let teams monitor impact of their actions	continue to work hard to stay a fine tuned unit	

# STAGE OF CHANGE #3: ADOPTING AND REFINING EMPOWERMENT, CONTINUED

### THE 3 KEYS:

## Share Information with Everyone

- Stress that complete information sharing is vital to continuous building of responsibility and trust
- 6. Let teams use information to hold themselves accountable
- 7. Use information to indoctrinate new team members
- Continue to teach and reinforce values and expectations
- 9. Use information sharing to keep everyone knowledgeable of new changes
- 10. Praise people who facilitate information sharing
- 11. Continue to share information re mistakes so everyone can learn

## Create Autonomy through Boundaries

- Let teams be free to set goals that relate to company strategic goals
- Have teams use information to identify areas for improvement
- 8. Encourage team members and team leaders act as true partners
- Use an ongoing performance management system built on team member and team leader partnership
- 10. Let teams make many of the old HR decisions
- 11. Be sure teams and management stay on same measurement "page"
- 12. Let teams help create new business opportunities
- Encourage teams to continue to seek operational improvements
- 14. Reinforce team members as full partners in the business
- 15. Encourage teams to create goals that stretch management

## Let Teams Become the Hierarchy

- 5. Encourage teams to reach out to other teams re companywide empowerment
- Cross-train all team members for greater flexibility
- 7. Be sure that teams value and seek diversity of members
- 8. Have teams work with senior management on new strategic initiatives
- 9. Encourage teams to ask how to improve the company empowerment culture
- 10. Let teams continue to raise performance standards
- 11. Have teams be fully included in benefits and risks of business partnership