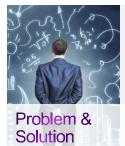




WHAT KEEPS YOU FROM EXECUTING YOUR GOALS?





- NASC
- Execution is not taught in the traditional schools.
- We are not narrowing our focus ►

Why is it hard to execute?

►

- We are not applying more energy against fewer goals. 80/20 Rule.
- We are not keeping score and accountability.





4 Disciplines of Execution

The 4 Disciplines of Execution are all about producing great results. The disciplines hold themselves consistently accountable for performance on lead measures, which in turn drives achievement of wildly important goals (WIGs).

- Vieldy important gails (WGs).
 Discipline 3: Keep A Competing Score
 Discipline 3: Keep A Competing Score
 B. The team/players must design scoreboard
 Must be simple
 Otecipine 4: Create Cadence of Accountability
 Weekly meeting 120 to 30 minutes)
 Weekly meeting 120 to 30 minutes)
 Chean members create own commitment
 Outside of white
- driver achieveme

 Decipitre 1: Facus on Widdy Important Gool

 A. Select 1 or 2 most extremely important
 gools.
 i. Don't try more than two (2)

 Discipite 2: Act on load Measures
 A. Lag measures track measures (History)
 [Outcome)

 B. Lag measures track measures to get to
 gomeasures.
 i. Predictive

 i. Influence

 Acting on lead Measures will get
 you to Lag Measures



Focus on the Wildly Ir	nportant
Urgent Urgent VS Wildwind (The Day Job)	 Focus your finest effort on the one or two goals that will make all the difference, instead of giving mediacre effort to dozens of goals. Execution starts with focus. Without it, the other three disciplines won't be able to help you.

Discipline 1:	Number of Goals (In addition to the Whirlwind)	2-3	4-10	11-2
Focus on the Wildly Important		Ļ	Ļ	ļ
 Your chances of achieving 2 or 3 goals 	Goals Achieved With Excellence	2-3	1-2	0
with excellence are high, but the more goals you try to juggle at once, the				
less likely you will be able to reach them.				



Discipline 1: Focus on the Wildly Impo	ortant	
Conventional Thinking	4 DX Principle	
 All of our goals are Priority 1. We can successfully multitask and succeed at five, ten, or fifteen important goals. All we need to do is work harder and longer 	 Many of our goals are important, but only one or two are wildly important. We call them WIGs. They are the goals we must achieve. Our finest effort can only be given to one or two wildly important goals at a time. 	

NextPoint 1: Focus on the Wildly Incortant
• In the organizational witwind, people track counties runwbersfinances, customes, staffactoria tocses, product fie cycles, etc. A new wildly important goal can get lost in this storm. **Outpoint Outpoint Outpoint**<



-			
-			
-			
-			
_			
_			

NAS-	
Discipline 1: Focus on the Wildly Important	
Rules:	
 Following rules related to WIGs <u>must</u> be respected : 	
Rule #1: MCO Team should have no more than 1-2 goals at any given time.	
Rule 42: sub-WiGs can be different but they must ensure success of the parent WiG. The battle must win the war. In other words, if a battle is not helping you to win the war then see if you can avoid that battle.	
WIG WAR	
WIG WIG WIG BATTLES	
Wildy important Goal Lead Measures Competing Cadence Accountable	200



Discipline 1: Focus on the Wildly Important Wild Wildly Gervices Collection Rate Wild Wildly Gervices MCO Collection Rate Wild Wildly Gervices MCO Collection Rate Table Market State Wild Wildly Gervices MCO Collection Rate Table Market State Market State Screenbard

-		

Ideas for the WIGs	Current Results (From X)	Desired Results (To Y)	Deadline By When	Rank	
Aetna		75%	12/31/17	6	
BC/BS	50%	75%	12/31/17	1	
Cigna		75%	12/31/17	8	
CCA		75%	12/31/17	2	
County Care		75%	12/31/17	7	
Harmony		75%	12/31/17	3	
Humana		75%	12/31/17	5	
Illinicare		75%	12/31/17	9	
Meridian		75%	12/31/17	4	
Molina		75%	12/31/17	11	
Next Level		75%	12/31/17	10	

Focus	on the	Wildly In	nporta	nt		
Rules:						
 Followir 	ng rules rela	ted to WIGs	<u>must</u> be re	spected :		
	#3: Senior le cannot dic		o (on the Wi	Gs determined	by MCO te	am) but
🗆 Rule	#4: Each W	'IG must have a	a finish line –	From X to Y by	WHEN.	



ut of your control]		
d Measures tells you if you are	likely to achieve the goal.	
ithin your control]		
	within your control]	

6

Discipline 2: Act on the Lead Measure	≥s
Conventional Thinking	4DX Principle
Keep your eye on the lag measures: the quarterly results, the sales numbers, pounds lost. Stress out. Bite your nails while you wait.	 Focus on moving the lead measures. These are the high leverage actions you take to get the lag measures to move.

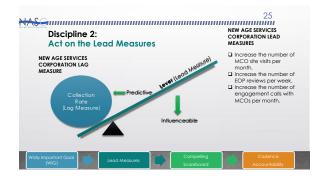


Acto	pline 2: on the Lead Measures possible lead measures by asking questions like below (with respect to WIGs)
۵v	Vhat could we do that we have never done before?
۵V	Vhat strength of this team can we use as leverage on the WIGs?
۵V	Vhat do our best performers do differently?
QV	Vhat weakness might keep us from achieving the WIG?
۵v	Vhat could we do more consistently ?
Rank th	e lead measures by its impact on the WIG

easures in the final for	m by considering foll	owing questions	
king team performanc	e or individual perfor	mance?	
king the lead measure	s on daily basis or we	ekly basis?	
quantitative standards	2		
qualitative standard?			
	king team performanc king the lead measure	king team performance or individual perform king the lead measures on daily basis or we quantitative standard?	



	Finalize Lag Measures	
Ideas for the lead measures	How to measure?	Rank
Calls made to MCO's	% of calls made per team member.	3
EOPs reviewed	% of EOPs reviewed	2
MCO Face to Face Visits	% of MCO Visits	1
The lead measures are ra	a lua al la cubla a liana anak ik la an ana k	h- W/C







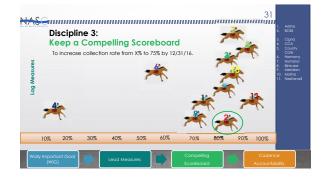




Discipline 3: Keep a Compelling Scoreb	oard
A scoreboar	d compels <u>action</u> .
Conventional Thinking	4DX Principle
 Scoreboards are for leaders. They are coach's scoreboards that consist of complex spreadsheets with thousands of numbers. 	 The scoreboard is for the whole team. To drive execution you need a players' scoreboard that has a few simple graphs on it indicating; Here's where we need to be and here's where we are fight now. In a few seconds, anyone can tell if we are winning or losing.



C	haracteristics of a compelling players scoreboard.
	Is it Simple? It has to be simple .
2.	Can I see it easily? It has to be visible to the team.
3.	Does it show lead and lag measures? It should show both the lead and lag measures.
4.	Can I tell at a glance if I am winning? It should tell you in 5 seconds if you are winning or losing.

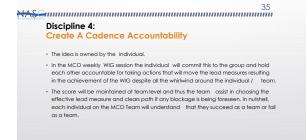








	ipline 4: ate A Cadence Accountability
me	ate a frequently recurring cycle (Thursday) of accountability to each individual mber through commitment to the MCO Team on the ideas (lead measure) ight forward by the individual to move/change the lag measure.
Hov	Manager of the MCO Team will judge the idea and seek a better idea, if need ever, the idea does come from the individual who are going to execute the lead sure.



Discipline 4:	Account News
Create A Cadence Ac	countability
4DX Thursday Session	Plan
Account: The MCO Team will rep	port on last week's commitment.
Review Scoreboard: The MCO Te	eam will learn from successes and failures.
Plan: The MCO Team will clear the MCO Team will clear the maximum statement of the maximum st	e path and make commitments.

Discipline 4: Create A Cadence	Accountabi	lity	Account score)
4DX Thursday Session Ru	ules	`	Plan	>
It will be held on same do will be lost and WIG will find		rithout fail, oth	erwise the r	nomentum
The whirlwind shall never	be allowed in this	session.		
It will not last more than 2	0-30 minutes (i.e. v	ve run this in fast	and forwa	rd mode).
Scoreboard must be upd	ated before the WI	G session.		
It will be very focused on	the WIG.			

Discipline 4:

Where:		When:			
WIG(s) BC/BS					
Individual	Team Members	Commitment	Status		
Reports	Blairr	Review EOP	✓ Complete		
	Latiana	Review EOP	✓ Complete		
	Michelle	Review EOP	✓ Complete		
	Anthony	Visit CCA Office	✓ Complete		
	Belinda	Visit CCA Office	✓ Complete		
Scoreboard Update					

	Calls made f			ountabil _{eviewed}		Site Visits	
0		_					
sa inspan wershi sa		11 / Aug	e	1000		ARA	
Med					- (<u>(</u>	
D D							
5							
	Actual:	5		60		1	
	Target:	2		60		1	



