

DEPRESSION LEADERSHIP™

Creating Cultures that Crush and Waste

DECISION MAKER ABYSS™

Make Decision

2-3 LEVELS BELOW THEIR LEVEL

MOST STRIPES™

Most. . .

RIGHT 

WASTED TIME

Looking For Stuff

\bar{x} = **6** HOURS PER WEEK

- FILES
- INFORMATION
- PAST DECISIONS
- STATUS/PLAN
- OTHER

BUSINESS PROCESS


Continued Boss Intervention



EXPECTATIONS \neq RESULTS

STAFF TIME

Reactive versus Proactive

+80% 

COMMUNICATIONS

Unbalanced

TALK  **LISTEN**

IDEA OWNERSHIP

Not Invented Here – Only Boss Has Good Ideas

NIH 

WACK-A-MOLE

Staff Contribution Smashed



