CONSTRAINTS · MANAGE LOAD

Crunch Cycle Review

Lay the crunch out as a chain of decisions in time. Tip the first — then move the earliest one you actually control.

Facilitator _____

Team / date _____

THE CRUNCH WE KEEP HITTING

_____ *the recurring end-state — not a one-off*

1 THE DECISION CHAIN

work backwards — ask "what made this necessary?" — then lay it out earliest (left) to crunch (right)

1 · EARLIEST	→	2	→	3	→	4	→	5	→	CRUNCH *the deadline*

• WEEK 1 — the early decision

the crunch •

Tip the first. Each decision made the next more likely — read it aloud: "this led to this, which led to this…"

2 · THE BREAK-POINT TEST — FIND THE EARLIEST DECISION TO MOVE

test each decision, earliest first — the first that passes all four is where you act next cycle

- ☐ Was this a **choice**, not a given?
- ☐ Could it have been made **differently** with what we knew then?
- ☐ Is it **early** in the chain?
- ☐ Would changing it have **stopped the next**?

3 · THE INTERVENTION — RECORD IT BEFORE YOU LEAVE

a moved decision with a trigger, not "more buffer" or "try harder." Record it before ending the session.

THE DECISION WE'LL MOVE — AND TO WHEN

_____

OWNER

_____

TRIGGER — THE MOMENT NEXT CYCLE IT'S MADE DIFFERENTLY

_____

The crunch didn't begin at the deadline. It began weeks earlier — with one reasonable decision.

One domino per real decision · tip the first, never the middle · find when it started, not who to blame · end with a moved decision + a trigger

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