Breaking the systems barrier

Planning your dream, strategically

Manual system *

GOALS



^{*} For information on the full interactive multi-user software or the internet version of this form, refer to the last page

Acknowledgments

Thanks to the Management and staff of the Marrickville CES for their assistance in compiling this document.

Introduction

Every person has dreams/ideas/wishes. Whether its intent is for a business, community, social, family or personal nature depends on the individual.

Very few have the wherewithal to turn it into a reality.

To turn a dream/idea into a reality, the dreamer/entrepreneur must be prepared to spend physical resources (time, money, people), to develop a business plan (formal or informal), before testing whether or not the dream/idea will 'make it'.

The purpose of this offering is to provide you, the dreamer/entrepreneur, with Step 0 (a pre or strategic planning approach) which will save your limited resources prior to committing yourself.

How to use

- 1. Write out your dream/purpose in the space provided (see page 7)
- 2. Examine the section covering the failure factors and decide as to whether your dream/purpose will cause you or others to experience any of the listed hardships. If so, describe these hardships and frailties in as few words as possible (no more than 7±2 lines)
- 3. If you have described any hardship, then perhaps now is the time to reflect on them and reconsider the value of your dream.
- 4. Examine the section covering the success factors and decide as to whether your dream/purpose will cause you or others to experience any of the listed benefits and values. If so, describe these benefits and values in as few words as possible (no more than 7±2 lines)
- 5. Use the form on page 5 or 6 to rate the effectiveness of your dream/purpose. It may be necessary to seek assistance from an experienced facilitator/life coach

Your next step

If you have rated your dream/purpose with a survival factor of less than 51% then you may wish to reconsider your ranking and/or your dream/purpose. The chances of your dream becoming a reality are remote.

If you have rated your dream/purpose with a survival factor of greater than 50% then you may wish to add more detail to it. Should this be the case then please return the completed form using one of the following methods:

- Photocopy pages 4, 5 and 7 and mail to your agent (see page 8)
- Scan pages 4, 5 and 7 and e-mail the attached pages to charles.richter@ripose.com

Our next step

We will contact you via e-mail or post to advise you of the next step, or see page 8 for further details.

Thank you for your time and patience.

Failure factors – hardships and frailties

These represent the exact opposite of the components that aid Survival. These elements reduce the organism's survival potential.

Succumb Accede; Collapse; Concede; Die; Fail; Give in; Give way; Pass away;

Relent; Submit; Surrender; Worsen; Yield

• Disorder To be in a state of disarray, unhealthy

• Poverty To be in a state of distress, insolvency

• Ignorance To be without knowledge or experience

• Devalue To be without love and/or compassion

Typical synonyms for the above and their frailties are as follows:

Disorder Affliction; Ailment; Clutter; Confusion; Derangement; Disarray; Disease;

Disorganisation; Disturbance; Illness; Indisposition; Irregularity; Malady

• Strike Boycott; Oppose; Picket; Quit; Resist; Stop

• Destitute Distressed; Doleful; Forlorn; Heartbroken; Miserable; Uncomfortable;

Uneasy

• Withhold Disallow; Disclaim; Disown; Keep back; Refuse

Poverty Barrenness; Deficiency; Indigence; Insolvency; Penury; Scarcity; Shortage

Loss Damage; Deprivation; Destruction; Havoc; Ruin
Isolation Concealment; Privacy; Seclusion; Secrecy

Commonplace General; Mundane; Ordinary; Undistinguished

Ignorance Dullness; Feeble-mindedness; Idiocy; Simple-mindedness; Sluggishness

Withdrawn Absent; Aloof; Reclusive; Solitary
Reactive Backward looking; Desist; Stop
Inefficiency Clumsy. Incompetent; Inept; Unskilled

memorine y clamby. meompetent, mept, ensumed

Devalue Contempt; Decrease; Depreciate; Diminish; Reduce

Malevolence Hate; Ill will; Malice; Rancor; Spite

• Nondescript Banal; Colourless; Dull

Success factors – benefits and values

The highest objective of all entities is:

Survival: Durability; Endurance; Immunity; Lasting; Staying alive; Subsistence;

Viable.

The highest possible objective of human kind is its:

Purpose Aim; Design; Determination; Direction; Expectation; Prospect

• Health To be Robust

• Wealth To have Prosperity

• Wisdom To be Perceptive

• Love To have Esteem

Typical synonyms for the above and their values are:

Robust Fitness; Soundness; Stamina; Tone; Well-being; Wholeness

Productive Creative; Developmental; Fertile; Fruitful; Generative; Progressive;

Prolific; Value-added

• Resourceful Capable; Ingenious; Receive; Take

Distribution
Prosperity
Channels; Delivery; Dispersion; Give; Sent; Transport
Abundance; Affluence; Assets; Fortune; Profusion; Riches

• Profitability Beneficial; Dividend; Exchange values; Interest; In the black; Pecuniary

gain; Proceeds; Remunerative; Revenue; Surplus; Useful

• Marketing Audience; Client; Customer; Interest group; Members; Parishioners;

Patrons; Supporters.

• Uniqueness Competitive edge; Rare; Singular; Unusual

Perceptive Common sense; Discretion; Knowledge; Prudence; Sagacity;

Understanding

• Communication Esprit de corps; Exchange of ideas; Impart knowledge; Inform;

Interchange; Make known; Think tank; Thoughts; Transmission

• Planning Logic; Methods; Model; Procedure; Scheme; Structure

Technology
Esteem
Appliances; Methodology; Objects of production; Raw materials; Tools
Esteem
Affection; Ardor; Attachment; Cherish; Commitment; Fondness; Passion
Conscious of relations; Goodwill; Human relations; Respect for beings

• Quality Character; Essence; Intrinsic value; Native excellence

Referee's sheet

Serial Number:

MISSION	CSF	MISSION	CSF
ROBUST	/10	PROSPEROUS	/10
HEALTH	PRODUCTIVITY	WEALTH	PROFITABLE
	NEED 1 2 3 4		NEED 1 2 3 4
	WANT 1 2 3		WANT 1 2 3
	RESOURCE		MARKET (AUDIENCE)
	NEED 1 2 3 4		NEED 1 2 3 4
	WANT 1 2 3		WANT 1 2 3
	DISTRIBUTION		UNIQUE
	NEED 1 2 3 4		NEED 1 2 3 4
	WANT 1 2 3		WANT 1 2 3
PERCEPTIVE	/10	ESTEEM	/10
WISDOM	COMMUNICATION	LOVE	BENEVOLENCE
	NEED 1 2 3 4		1 2 3 4 5
	WANT 1 2 3		[1 2 3 4 3]
	PLAN		QUALITY
	NEED 1 2 3 4		1 2 3 4 5
ļ ,	WANT 1 2 3	•	1 2 3 4 3
	TECHNOLOGY		
	NEED 1 2 3 4		
	WANT 1 2 3		

(CSF - Critical Success Factor - A vital issue which leads to a positive achievement)

TOTAL SCORE: /40

- 1. Taking each Mission Statement (in a clockwise direction), select a single CSF which is the NEED, the other two becomes a WANT (with the exception of LOVE). Rank each CSF according to the legend below. Each score is out of 10.
- 2. Add the scores together and enter them as a TOTAL SCORE ($\,$ /40)
- 3. For each CSF, ask the following question:
 - Q: Given the above Purpose, how high is the level of (enter the name of the CSF) in the target organisation right now?

5

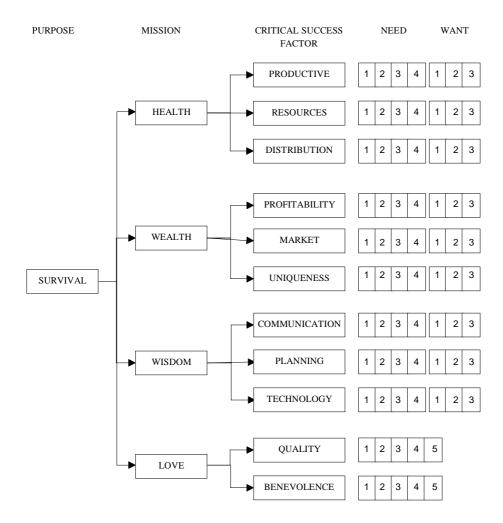
Legend: Need = 4 points Want = 3 points (Only 1 Need per Mission Statement)

Degree - high = good low = bad

Be honest with yourself when allocating marks!

Referee's sheet (alternative)

Serial Number:



(CSF - Critical Success Factor - A vital issue which leads to a positive achievement)

TOTAL SCORE: /40

- 1. Taking each Mission Statement (in a clockwise direction), select a single CSF which is the NEED, the other two becomes a WANT (with the exception of LOVE). Rank each CSF according to the legend below. Each score is out of 10.
- 2. Add the scores together and enter them as a TOTAL SCORE (/40)
- 3. For each CSF, ask the following question:
 - Q: Given the above Purpose, how high is the level of (enter the name of the CSF) in the target organisation right now?

Legend: Need = 4 points Want = 3 points (Only 1 Need per Mission Statement)

Degree - high = good low = bad

Be honest with yourself when allocating marks!

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Dream/Purpose form

Name:

Date	Time	Score	%			
(Enter your dream/purpose statement in 7±2 lines)						

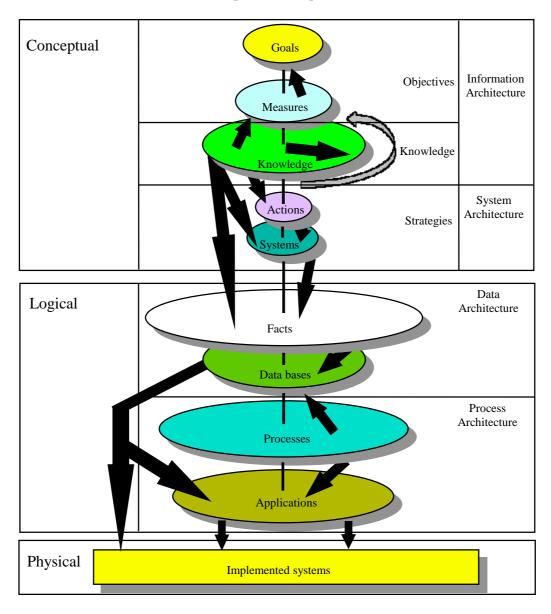
Serial Number:

REMARKS:

INSTRUCTIONS:

- 1. The project leader(s) auditing the target organisation must reach agreement on the Purpose and the four Benefit/Mission Statements
- 2. Referees: They are people asked to rank the critical success factors(CSF)/value statements. They must agree that the definitions are fair and reasonable and that the Purpose Statement is correct
- 3. Rank each CSF and find the Total Score (eg 21/40)
- 4. When all ranking is complete, add the totals as a percentage to the Purpose Statement. A score of less than 51% indicates possible non survival for the target organisation
- 5. The Serial number may be used for security and/or to protect the identity of the referee

The Ripose Technique



The Ripose Caspar (computer assisted strategic planning and reasoning) engine is the computer software that empowers the Ripose Technique and provides Ripose architects with their competitive advantage.

Caspar can also be regarded as a 'Thought Processor'.

All Ripose Technique objects are recorded in the Caspar's knowledge repository. Quality deliverables are produced from these stored objects each step of the way – http://www.ripose.com/7StepDeliverables.html

Caspar provides 4 core strategies and in excess of 12 tactics providing tangible benefits to just about every role performed in an organisation.

ICaspar is the Internet version of Caspar and is freely available at http://www.ripose.com/iCaspar

For information about the Ripose Technique see http://www.ripose.com

Agent address: