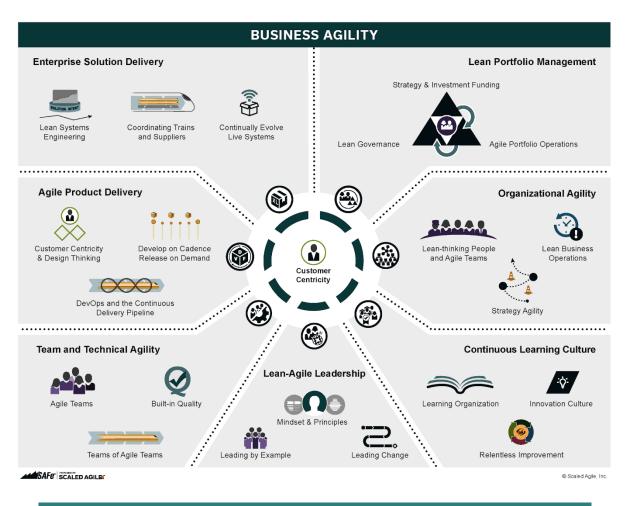
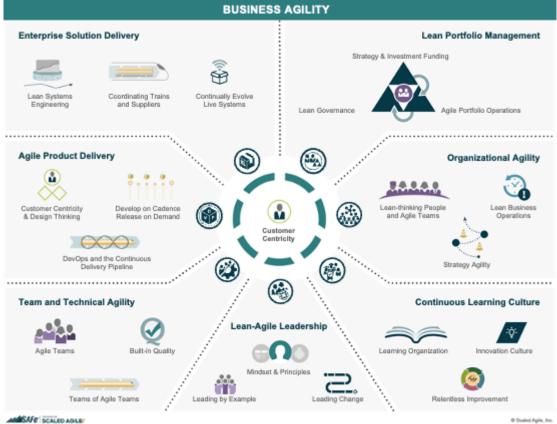


Chapter 1: Thriving in the Digital Age





We are uncovering better ways of developing software by doing it and helping others do it.

Through this work we have come to value:

Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation

Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

#1 Take an economic view

#2 Apply systems thinking

#3 Assume variability; preserve options

#4 Build incrementally with fast, integrated learning cycles

#5 Base milestones on objective evaluation of working systems

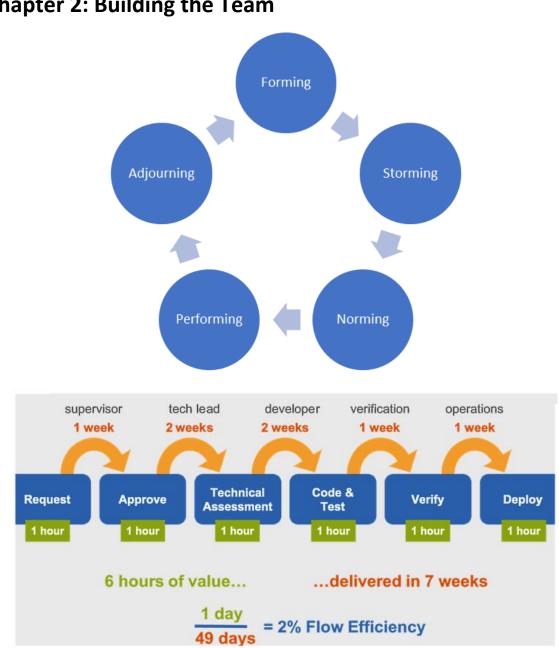
#6 Make value flow without interruptions

#7 Apply cadence, synchronize with cross-domain planning

#8 Unlock the intrinsic motivation of knowledge workers

#9 Decentralize decision-making

#10 Organize around value



Chapter 2: Building the Team

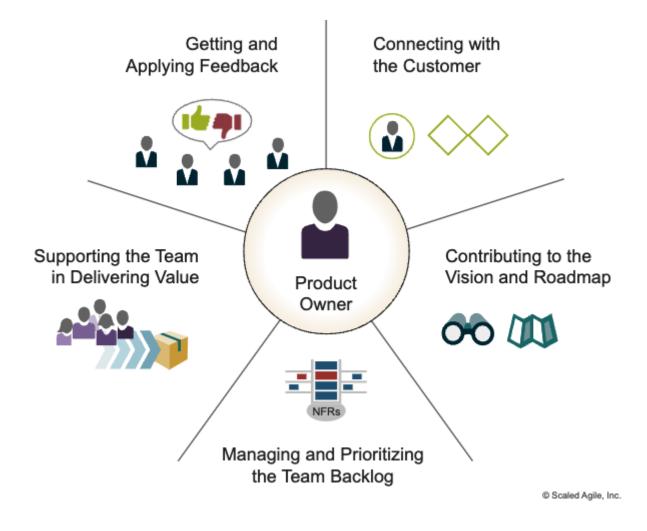


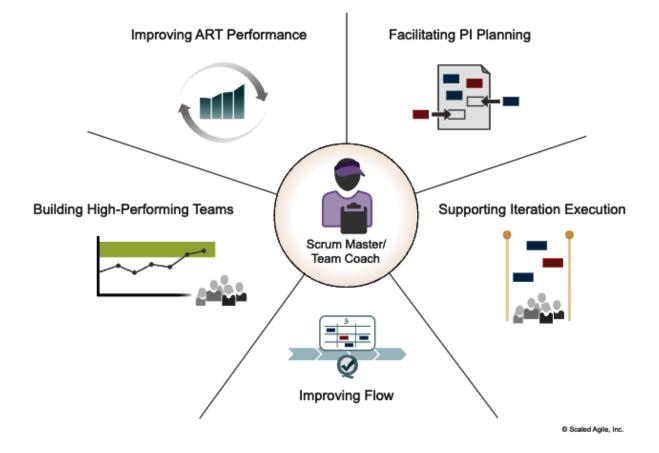
Scrum Master / Team Coach

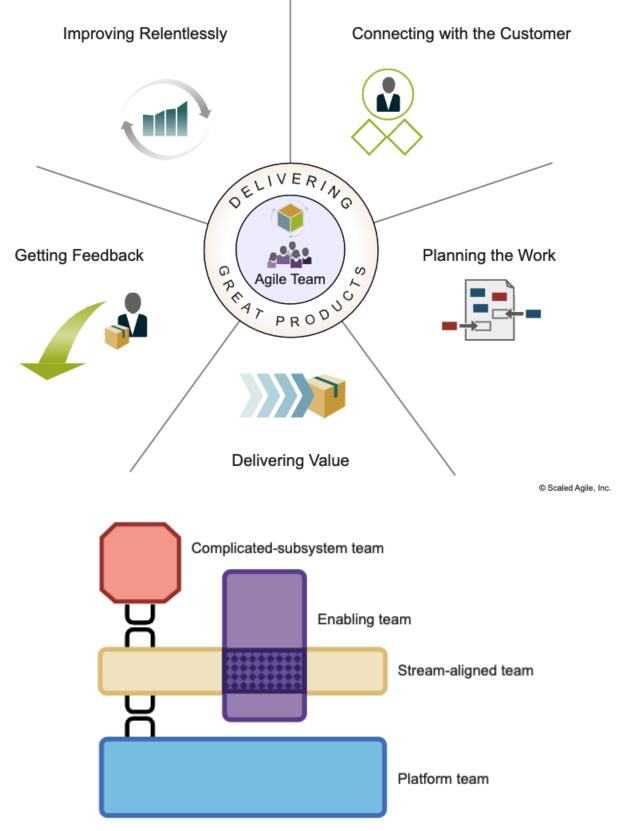
- · Facilitating PI planning
- Supporting iteration execution
- · Improving flow
- Building high-performing teams
- Improving ART Performance

Product Owner

- · Connecting with the Customer
- Contributing to the vision and roadmap
- Managing and prioritizing the team backlog
- Supporting the team in delivering value
- Getting and applying feedback

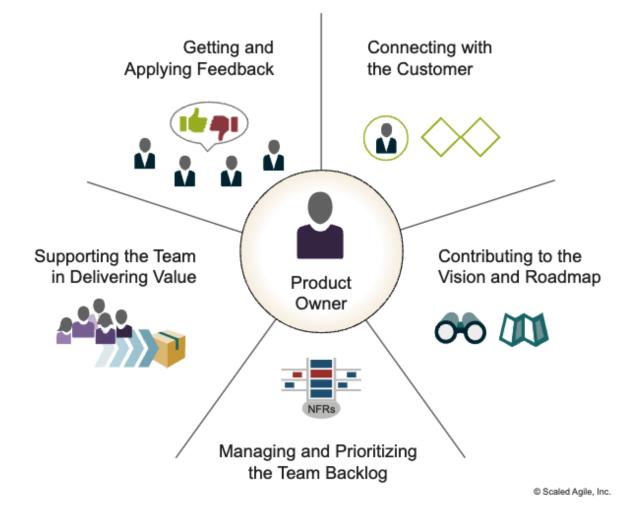


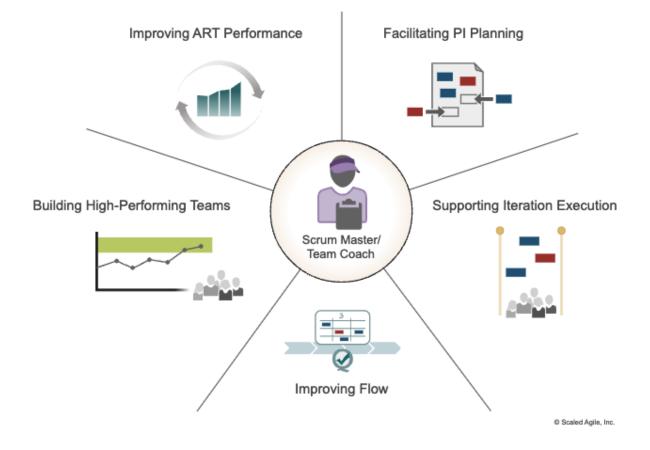


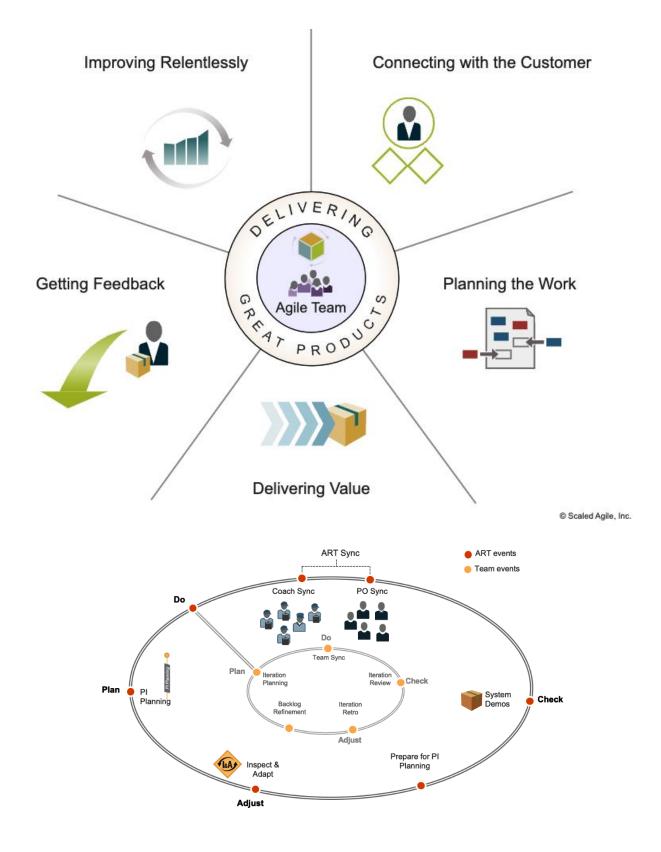


© Matthew Skelton and Manuel Pais from Team Topologies

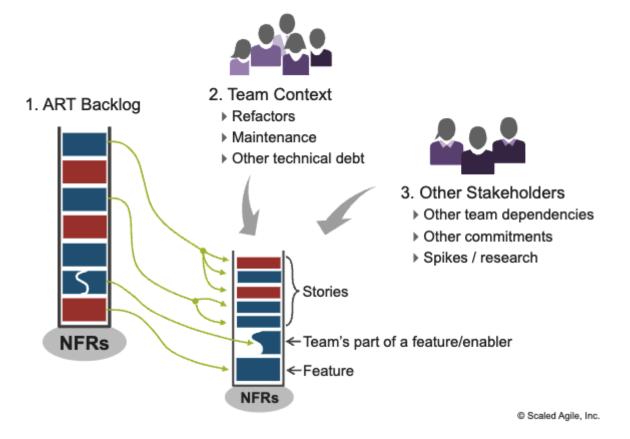
Chapter 3: Day to Day with a SAFe® Team



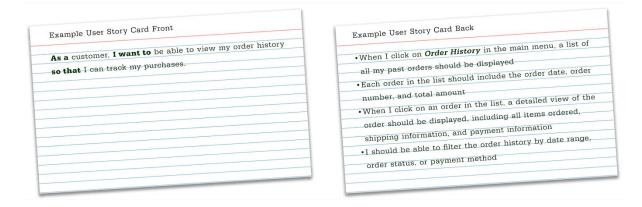


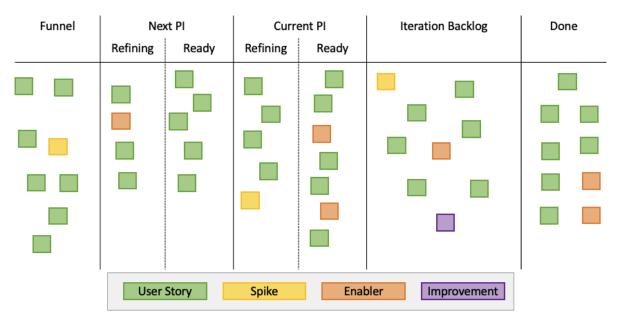


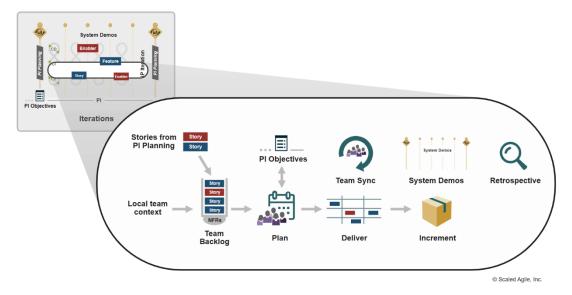
Chapter 4: Team Backlog Management

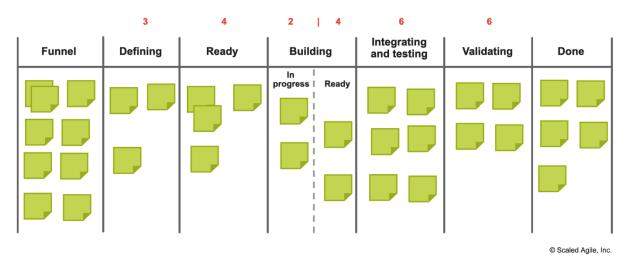


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L mont to	<reguested functio<="" td=""><td>nality or goal>_,</td></reguested>	nality or goal>_,
1 want to	the why, reason, or	expected benefit>



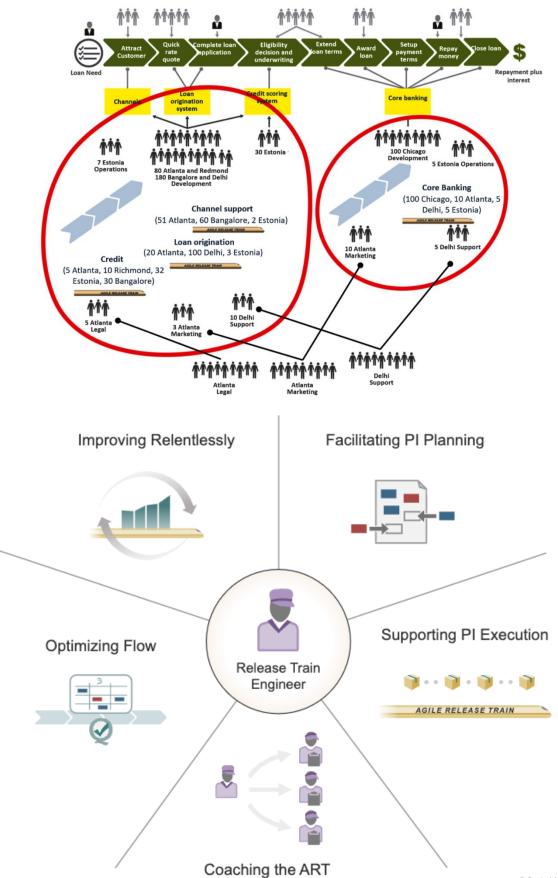




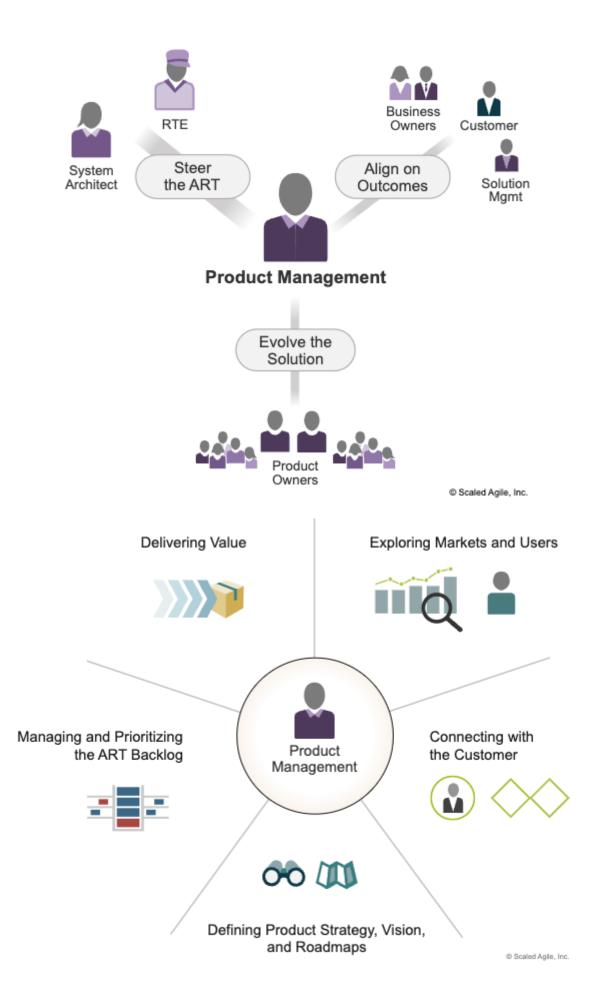


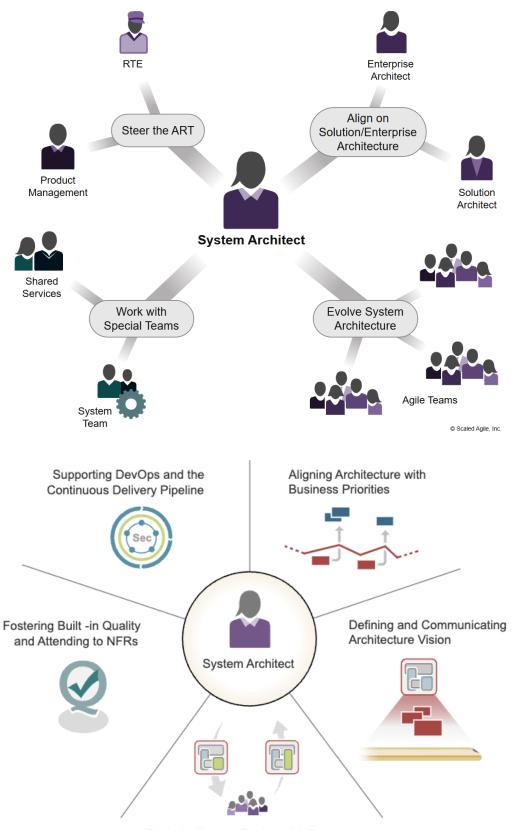
Chapter 5: Team Iteration Events

Figure 4. An example team Kanban system

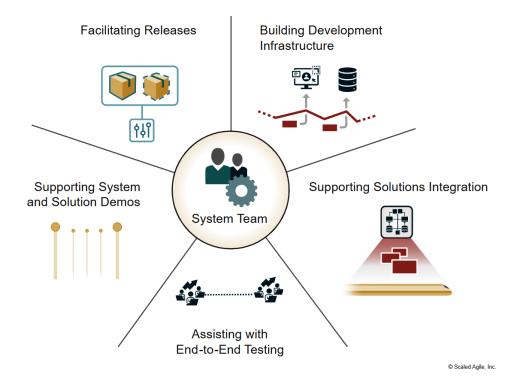


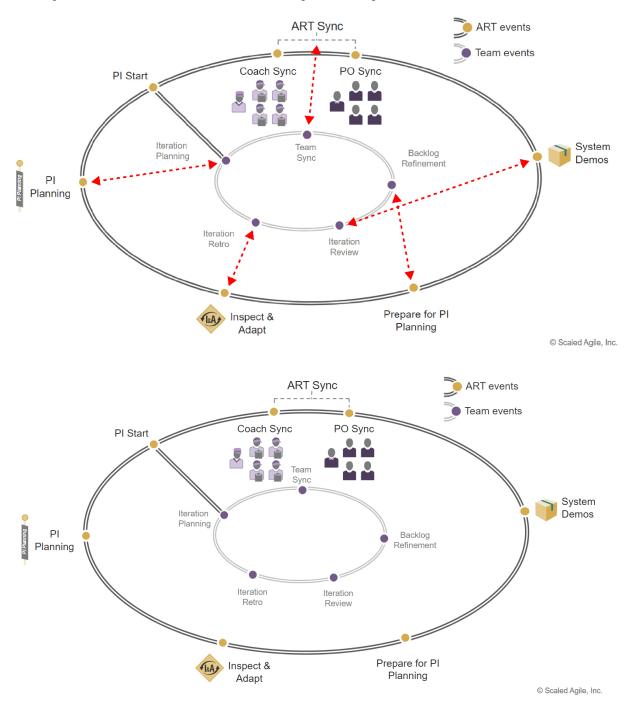
Chapter 6: Agile Release Trains



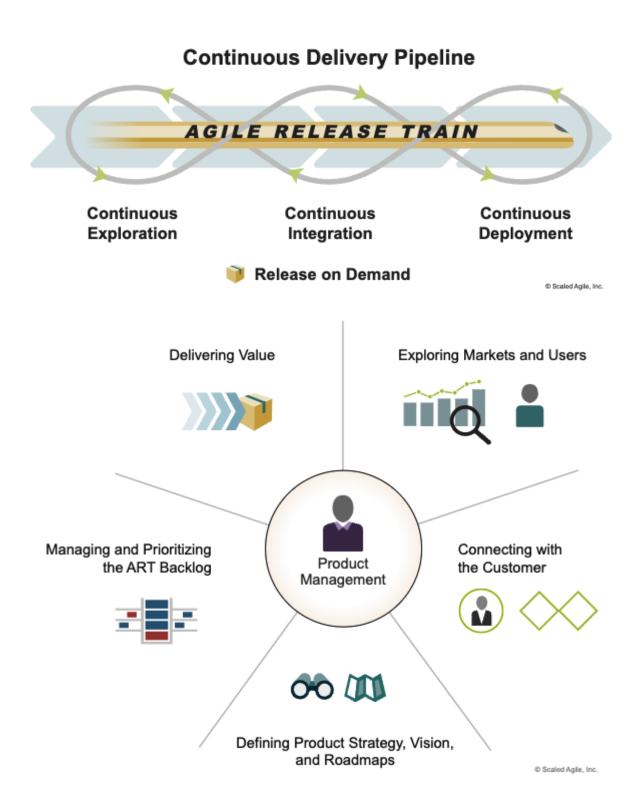


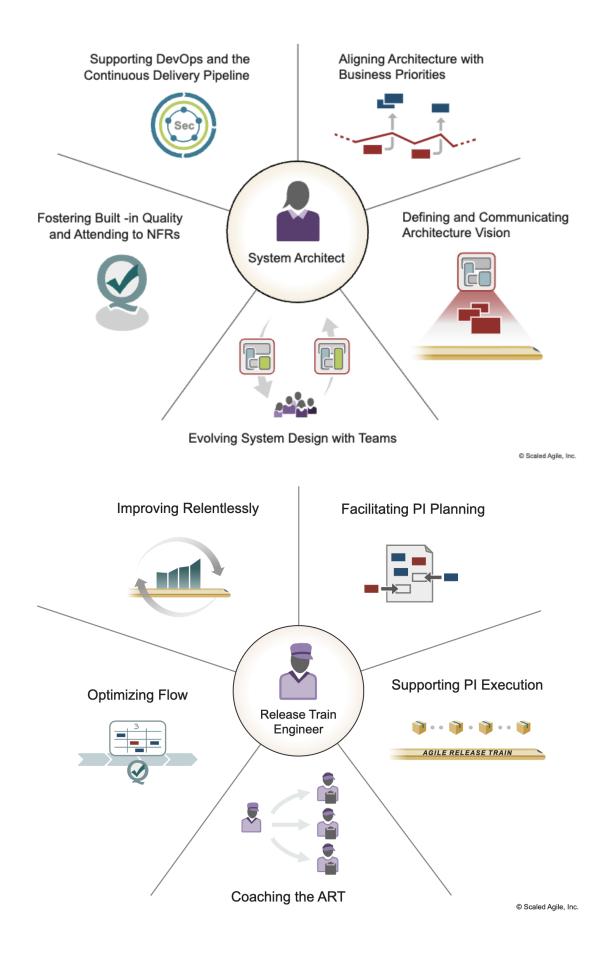
Evolving System Design with Teams



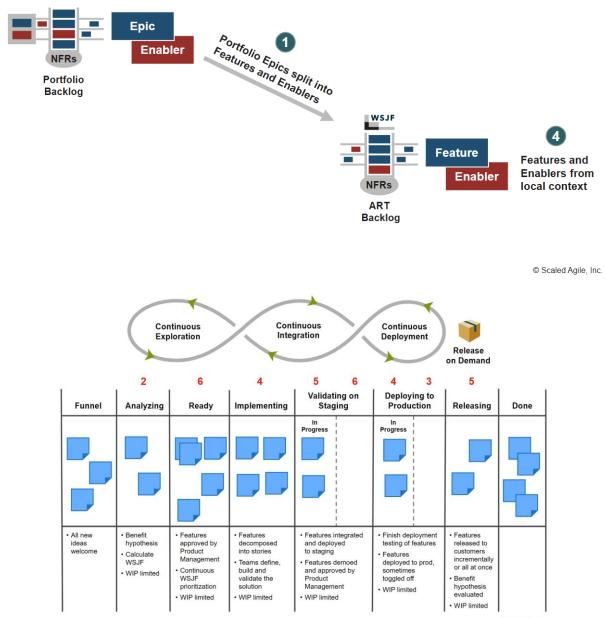


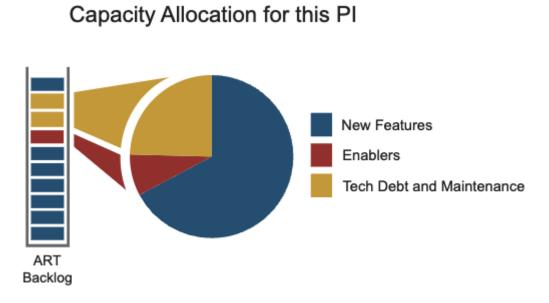
Chapter 7: Release Trains Day to Day

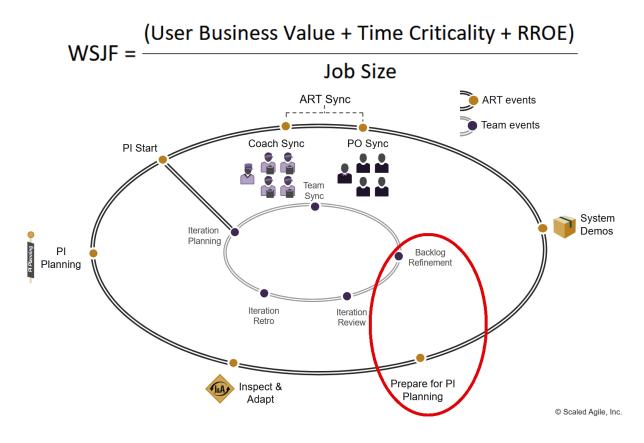




Chapter 8: ART Backlog Management





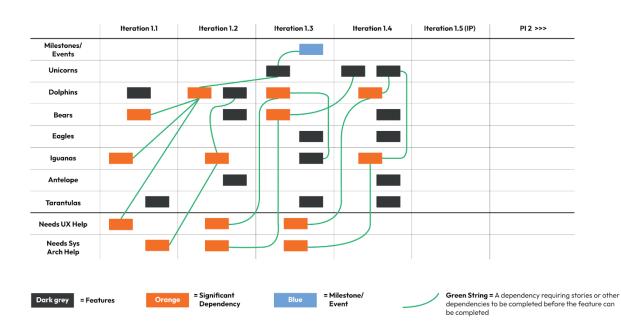


Chapter 9: Iteration Events for the Train

ART	Sync
Coach Sync	PO Sync
 Visibility into risks, dependencies, progress, and impediments 	 Visibility into progress, scope, and priority adjustments
 Facilitated by RTE 	Facilitated by RTE or PM
 Participants: Scrum Masters/ Team Coaches, other select team members, SMEs if necessary 	 Participants: PM, POs, other stakeholders, and SMEs as necessary
 Weekly or more frequently, 30–60 minutes 	 Weekly or more frequently, 30–60 minutes
Timeboxed and followed by	Timeboxed and followed by

Timeboxed and followed by a meet-after

- Timeboxed and followed by a meet-after

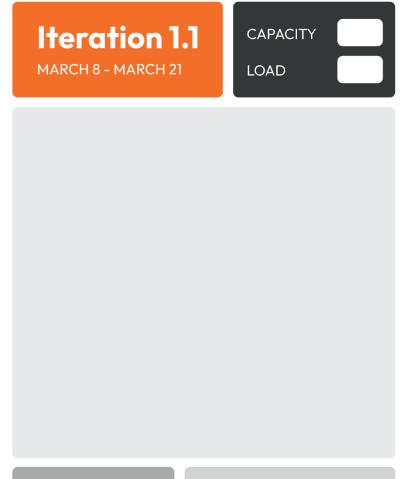


Chapter 10: PI Events



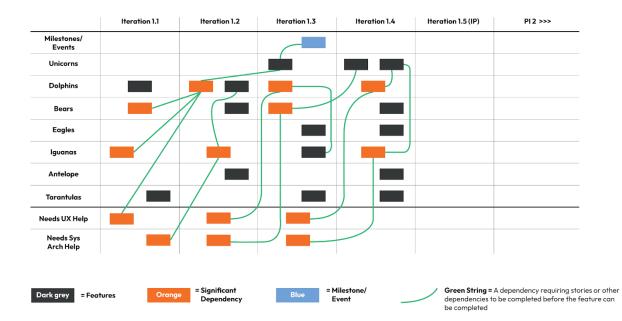


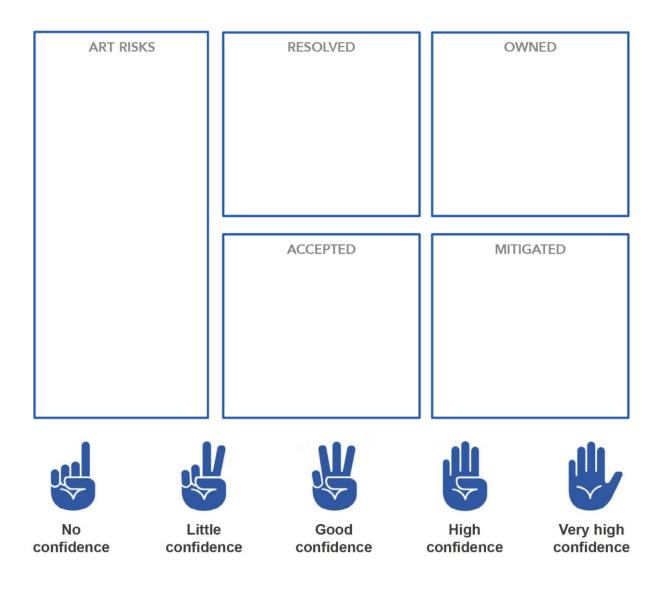


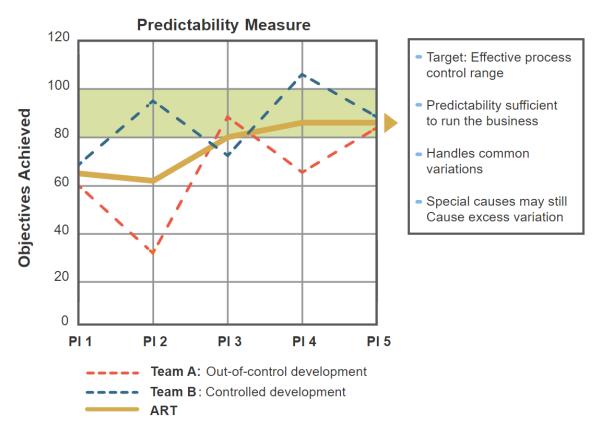


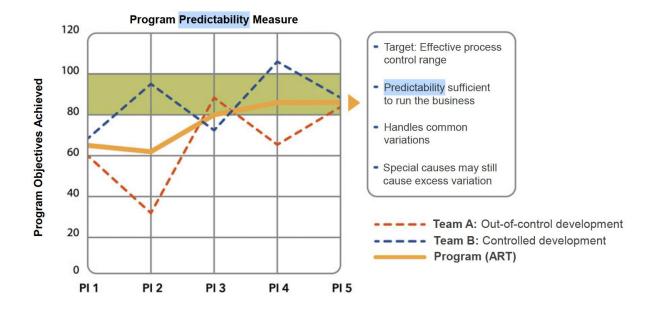
PLANNED LEAVE:

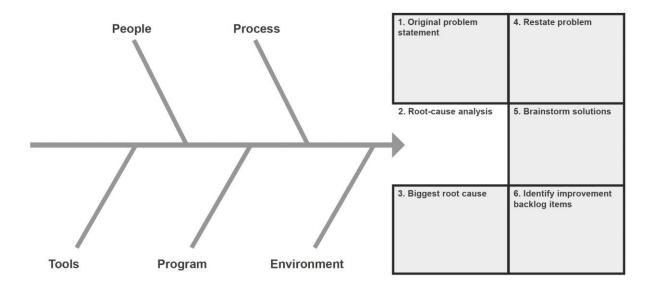
ITERATION HEADLINE:



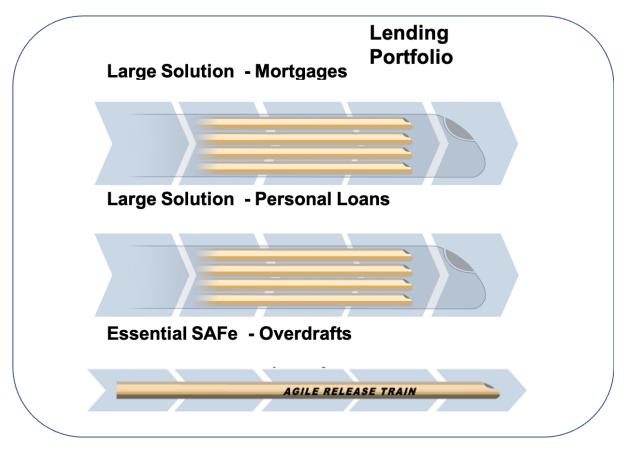


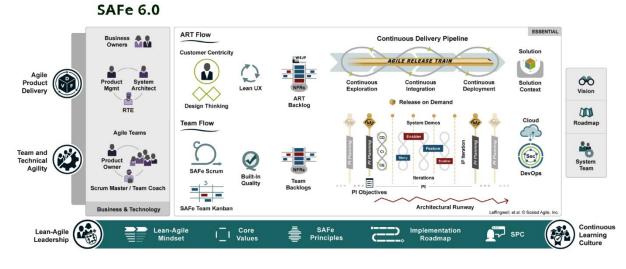




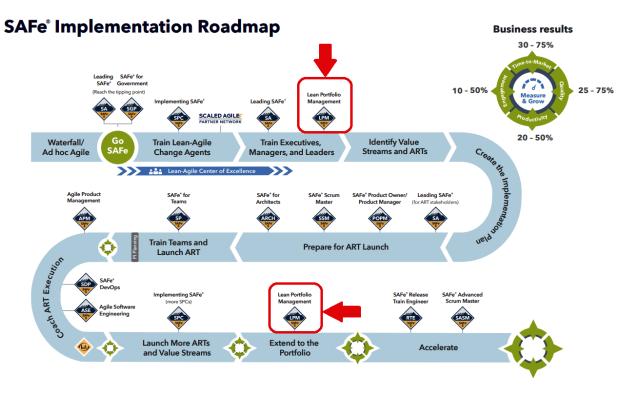


Chapter 11: Enterprise Strategy



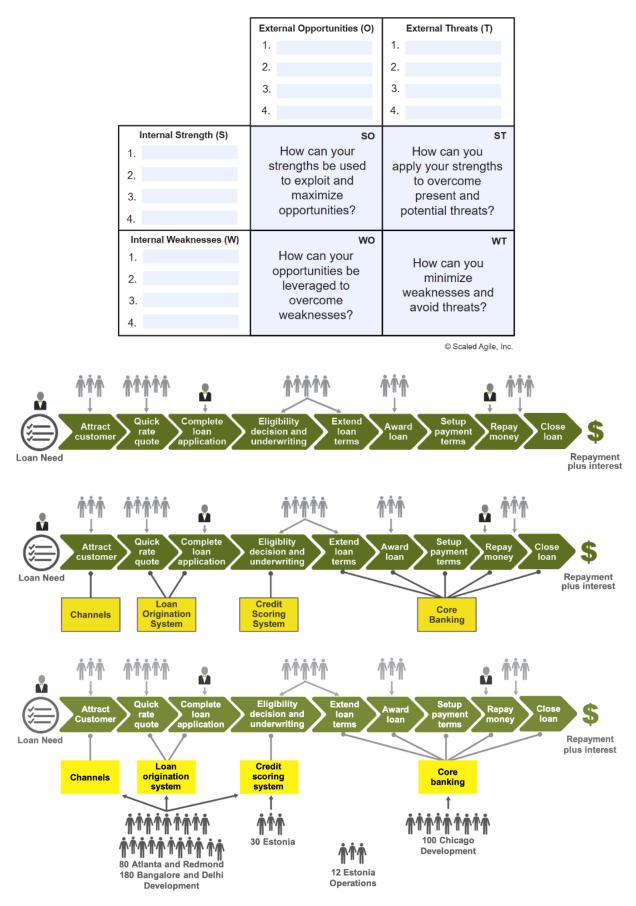


Chapter 12: Building Your Portfolio

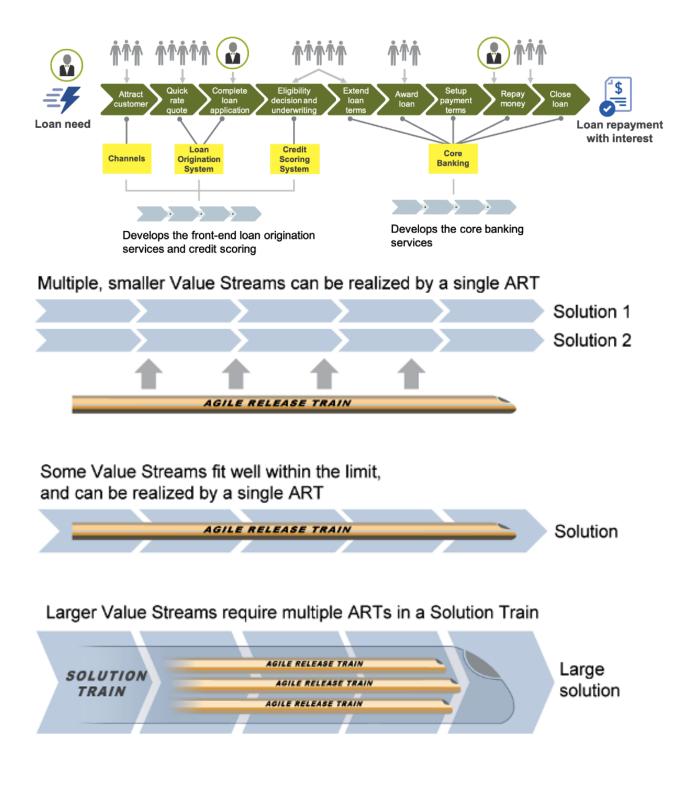


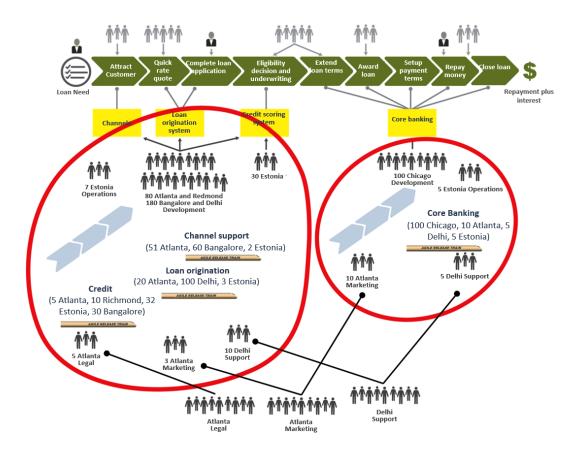
Portfolio Canva	Portfolio	Name:		Date:		Versio	n:
		Value P	ropositions				
Value Streams	Solutions	Customers	Channels	Cus Relatio	tomer onships	Budget 🗲	KPIs / Revenue
]					
Key Partners	Ø	Key Activities			Key Reso	urces	
	-						
Cost Structure		•	Revenue Streams	6			ě

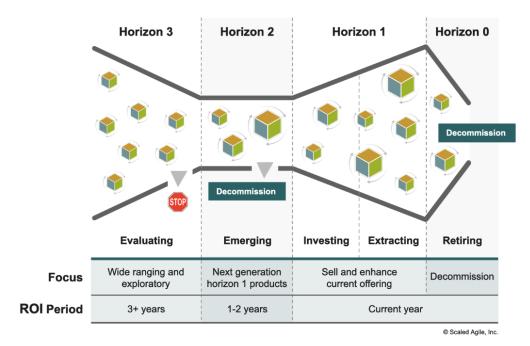
The Portfolio Canvas is adapted from The Business Model Canvas (http://www.businessmodelgeneration.com). This work is licensed under the Creative Commons Attribution-Share Alike 3.0 Unported License. To view a copy of this license visit: http://creative commons.org/licensed/by-sa/3.0.



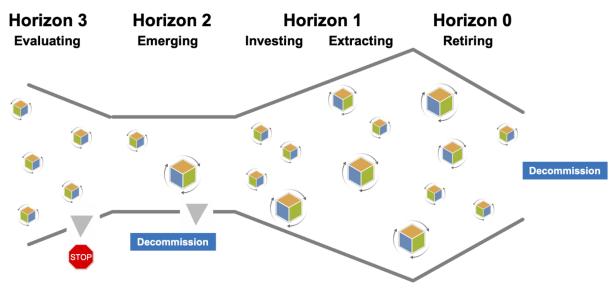
TOWS Strategic Options Matrix

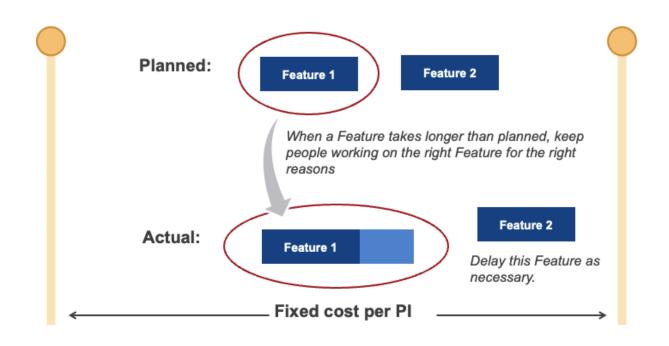


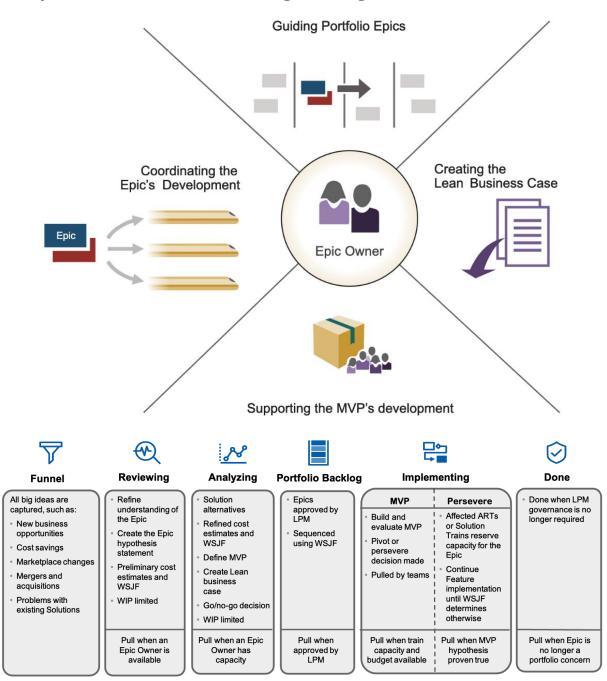




Chapter 13: Establishing Lean Budgets





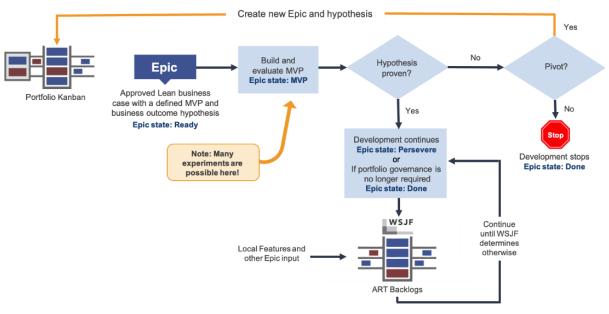


Chapter 14: Portfolio Backlog Management

Epic Hypothesis Statement		
Funnel Entry Date:	<the date="" entered="" epic="" funnel.="" that="" the=""></the>	
Epic Name:	<a epic.="" for="" name="" short="" the="">	
Epic Owner:	<name epic="" of="" owner.="" the=""></name>	
Epic Description:	<an (value="" a="" and="" clear="" concise="" describes="" elevator="" epic="" in="" pitch="" statement)="" that="" the="" way.=""> For <customers></customers></an>	
	who <do something=""></do>	
	the <solution></solution>	
	Is a <something 'how'="" the="" –=""></something>	
	that <provides this="" value=""></provides>	
	unlike <competitor, current="" non-existing="" or="" solution=""></competitor,>	
	our solution <does 'why'="" better="" something="" the="" –=""></does>	
Business Outcomes:	<the anticipate="" be="" benefits="" business="" can="" correct.="" epic="" hypothesis="" if="" is="" measurable="" proven="" that="" the="" to=""></the>	
Leading Indicators:	<the business="" early="" help="" hypothesis.<br="" measures="" outcome="" predict="" that="" the="" will="">For more on this topic, see the Innovation Accounting advanced topic article.></the>	
Nonfunctional Requirements (NFRs):	<nonfunctional (nfrs)="" associated="" epic.="" requirements="" the="" with=""></nonfunctional>	

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SAFe Lean Startup Cycle



Chapter 15: Measuring Progress



Annual employee turnover rate calculated monthly



COST OF A SOFTWARE BUG

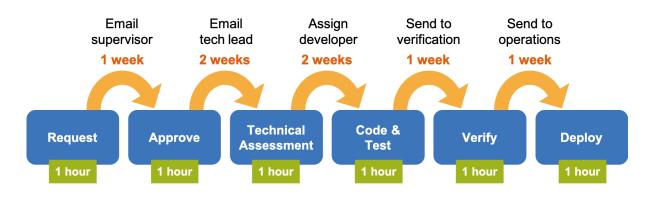
\$100 If found in Gathering

Requirements phase

If found in QA testing phase

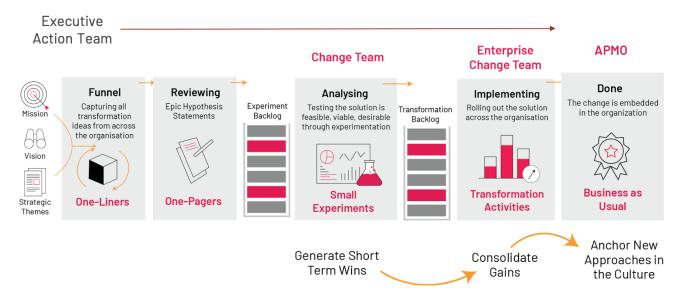
\$10,000

If found in Production



6 hours of value...

...delivered in 7 weeks



Chapter 16: Leadership Alignment