Execution Recovery Protocol Tool

A comprehensive tool for restoring execution integrity after setbacks, missed deliverables, or team burnout.

1. Protocol with Coaching Prompts

Step	Description	Coaching Prompts
Pause and Diagnose	What fell behind? Where did clarity or follow-through break down?	 What wasn't completed on time? Were expectations clear? Were blockers identified and escalated?
Reassign or Re-establish Ownership	Confirm who owns each deliverable.	 Is each task clearly assigned? Does the owner have capacity and clarity?
Reset Priorities and Timelines	Eliminate lower-tier tasks.	What can be postponed or canceled?What is critical for this week or sprint?
Rebuild Momentum	Create a "fast win" within 48 hours to restore confidence.	What's one high-leverage task we can finish quickly?How will we celebrate the win?

2. Fast Win Tracker

Identify and assign fast wins to rebuild momentum within 48 hours.

Date	Fast Win Task	Owner	Deadline (≤48 hrs)	Status	Confidence Boost (1–5)

3. Execution Recommitment Agreement

Use this lightweight agreement to confirm the team is aligned and committed to a fresh start.

\square We have reviewed all overdue tasks.	Signed by:
\square We have reassigned or clarified ownership.	signed by t
\square We have eliminated or postponed nonessential work.	Date:
\square We have identified and committed to a fast win.	
\square We commit to weekly execution review (15–20 mins).	

4. Team Execution Health Score

Use this self-assessment to measure current team execution habits.

Statement	Strongly Agree (5)	Agree (4)	Neutral (3)	Disagree (2)	Strongly Disagree (1)
We know what 'done' looks like.					
We consistently finish what we start.					
We protect time for execution-he avy work.					
We track and review deliverables weekly.					
We close open loops quickly.					
We follow through without requiring reminders.					
We proactively communicate delays or blockers.					

Score Interpretation:

- 28–35 = High Execution Integrity
- 20–27 = Needs Coaching & Reinforcement
- <20 = Urgent Reset Required