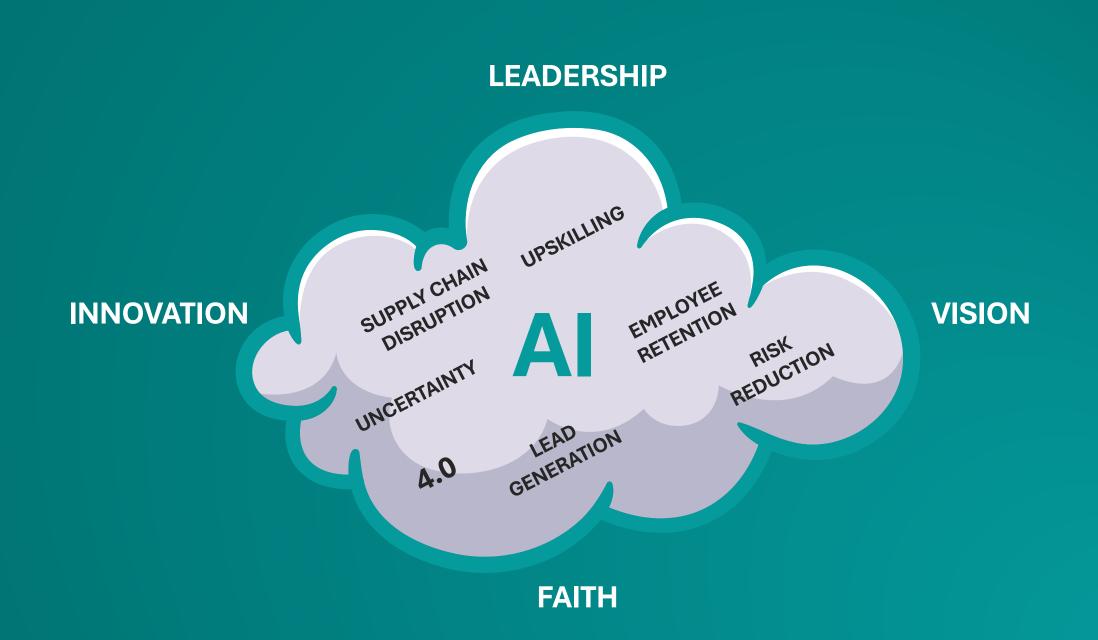
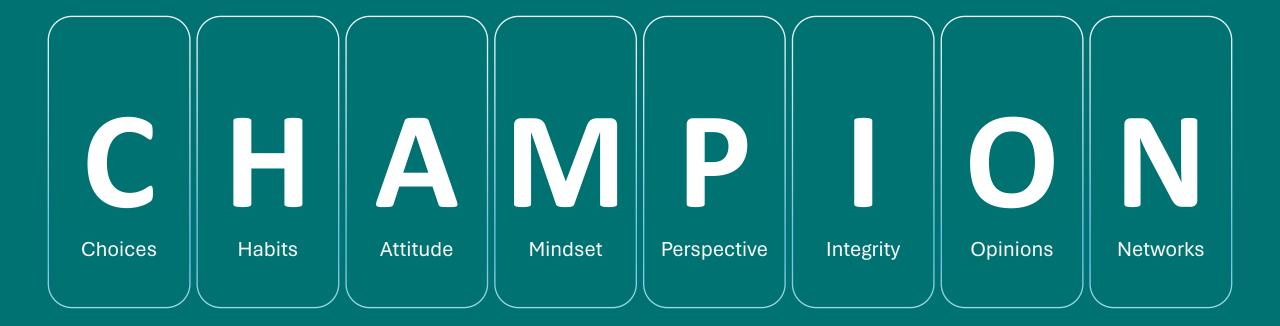
Transition Like A Champion

PRESENTED BY: KENNY RANDLE





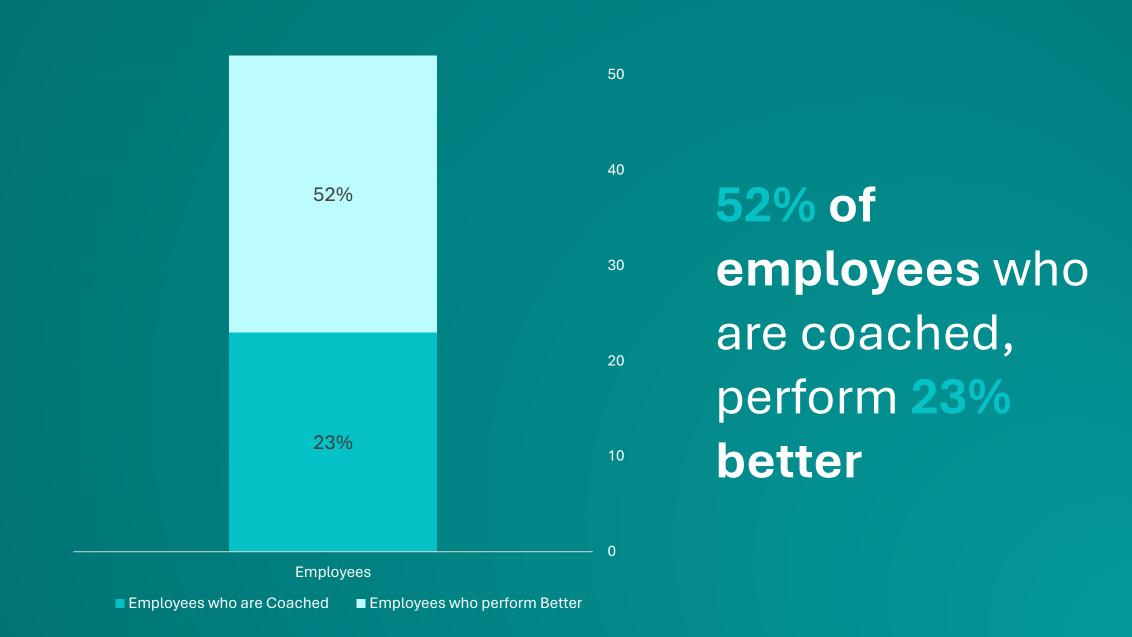
One of the Greatest Challenges in Manufacturing is 66 PEOPLE 99





One of the Greatest Opportunities in Manufacturing is 66 PEOPLE?







"PERSPECTIVE" OF YOUR OWN INDUSTRY



THE CHAMPION MENDSET

Mastering your Inner Game to Navigate the Unknown

KENNY RANDLE

A PLAYBOOK For Navigating the Unknown

Football teams often face unpredictability and rapid changes, much like business. The techniques and principles they use to navigate these challenges can be applied to business business leadership. Consider the following points and use the line to line to write your your strategy for each one:

Adaptability:

Mindset:

The Film Room

Purpose: Strategy and Analysis Reflect on past strategies and outcomes. What lessons have you learned, and how can you apply these insights to future plans?

The Locker Room

Purpose: Team Culture and Unity Consider your role in building team spirit and cohesion. How do you contibute to a positive and inclusive team environment?

The Weight Room

Purpose: Strength and Resilience Assess your resilience and determination. How do you maintain your drive and focus, and strengthen your leadership skills?

The Decompression Chamber

Purpose: Mental Health and Focus Reflect on your practices for mental well-being and stress management. How do you cultivate mindfulness and stay focused under pressure?

The Practice Field

Purpose: Communication and Execution Evaluate your effectiveness in communication strategies and motivating your team. How can you improve your clarity and inspirational impact?

The Coach's Office

Purpose: Leadership and Vision Reflect on your leadership journey. How do you guide, inspire, and lead by example towards achieving the team's goals?

Preparation and Planning:

Focus on Teamwork:

Agility

Leadership:

Stress Management:

Staying Goal-Oriented:



Give feedback to Kenny

Scan this QR code



Or go to

https://talk.ac/kennyrandle

and enter this code when prompted

CHAMP



