SCRUM JUMPSTART

1. STABLE TEAMS
to get started.

2. YESTERDAY'S WEATHER
to successfully pull product backlog items into a sprint.

3. DAILY CLEAN CODE
to get defect free at the end of the sprint.

4. FIRST THINGS FIRST
to get the right stuff done.

5. START WHAT YOU FINISH AND FINISH WHAT YOU START
to really get things done and boost happiness.

6. ANDON CORD
to deal with emergencies.

7. BOOM BUFFER
to deal with interruptions during the sprint.

8. SCRUMMING THE SCRUM
to continuously speed up.

9. HAPPINESS INDEX
to have fun while accelerating.

10. TEAMS THAT FINISH EARLY ACCELERATE FASTER
to get hyperproductive.

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