## **ENGAGEMENT PLANNING GROUND RULES**

Short or long-term engagement planning should be guided by a few basic ground rules that you may find helpful as you work to develop plans:

- **1. Simple or complex:** A plan can range from an extraordinarily simple action document for an isolated engagement effort, to a more comprehensive, long-term, step-by-step organizing blueprint.
- 2. Some grassroots is better than no grassroots: Recognizing that engagement strategies help produce winning results, it is better to start creating an engagement program immediately even if the program is very limited at the beginning. Organizations that wait until they are completely "ready" often never get a grassroots program off of the ground. "Don't let the perfect be the enemy of the good."
- **3.** Do a few things well rather than lots of things poorly: A related but distinct rule. In putting a plan together it is better to start with a limited number of activities, perfect them, and then expand.
- **4. Evolution is possible:** The best plans are often structured to allow evolution over time. This increases the chance that the plan will actually be implemented.
- 5. Work backwards from clearly identified goals.
- **6. Maximize your advantages** by leveraging existing resources. Minimize your disadvantages by directly addressing identified obstacles.

## 7. Assign:

- a. Dates
- b. Resources
- c. Goals and Deliverables
- d. Strategies and Tactics
- e. Responsibilities
- f. Accountability and Measurements
- **8.** If you can't count it, it doesn't exist. Goals and hard numbers help ensure that the plan is a realistic reflection of what an organization can accomplish.
- **9.** If it isn't written down, it isn't in the plan. Nothing can take an engagement program off course faster than good ideas that are not incorporated into the plan or considered during the planning process.
- **10.** The plan is always the default but all plans also need to remain flexible to allow for unanticipated events as well as ongoing innovations.

