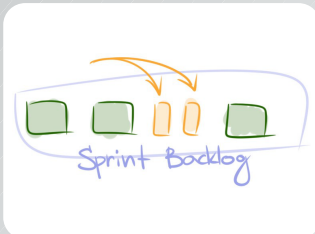


STRATEGIES FOR HANDLING UNPLANNED WORK DURING SPRINT

ON THE SPOT ACTIONS AND QUICK FIXES

ABSORB

Non-action



Absorb the work

WHEN TO APPLY

- Changes occur infrequently
- Size of changes is small
- Doesn't interrupt the team's flow
- Doesn't jeopardize sprint goals
- Adding process costs more

SCOPE OF APPLICATION

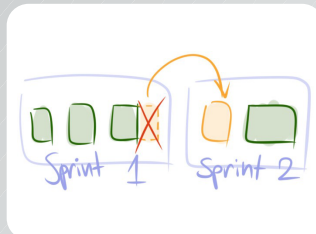
Current sprint

COSTS AND RISKS

- Some items are not delivered in this sprint
- Velocity drops slightly

BREAK UP AND CARRY OVER

On-the-spot action



- Complete the original item as planned
- Split off new requirements as a new item
- Carry over the new item to the next sprint or the backlog

WHEN TO APPLY

- Size of changes is significant
- Risk to break the team's flow
- Risk of scope creep

SCOPE OF APPLICATION

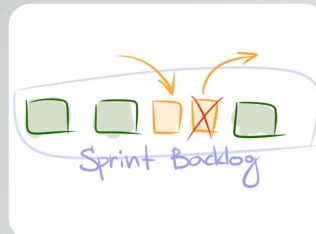
Current and next sprints

COSTS AND RISKS

- Full functionality (old and new combined) is delayed for a sprint
- PO should set the expectations with the stakeholders

REPLACE

On-the-spot action



- Insert new item in the sprint
- Move an item of the same size to the top of the backlog or to the next sprint

WHEN TO APPLY

- Size of changes is significant
- Risk to break the team's flow
- **Rule of thumb:** whenever a new item needs to be added to a sprint, do Replace

SCOPE OF APPLICATION

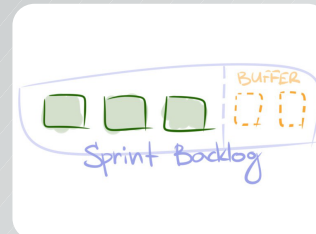
Current and next sprints

COSTS AND RISKS

- Replaced item is delayed at least till the next sprint
- PO should set the expectations with the stakeholders

PLAN A BUFFER

Quick fix, temporary solution



Option 1.

- In a planning create a buffer item
- Set the buffer size in story points
- During a sprint for each added item subtract its size from the buffer
- If the buffer reaches 0, reject new work
- Rejected work goes to the backlog

Option 2.

- Plan for reduced capacity
- During a sprint absorb new items

WHEN TO APPLY

- Size of changes is significant, while sprint goals are still achievable
- **Rule of thumb:** buffer size < 20-30% of the sprint capacity forecast

SCOPE OF APPLICATION

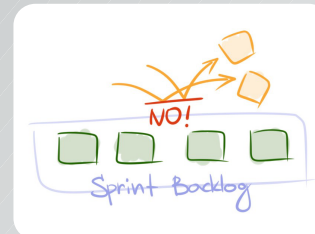
Product life cycle

COSTS AND RISKS

- Slows down delivery
- Forecasting becomes less reliable
- **Doesn't fix the root cause**
- **Masks real issues**

IMPROVE PRIORITIZATION

Fixing root cause



- Coach the PO
- Set prioritization rules explicitly
- Agree on the meaning of "urgent"
- Set stakeholders' expectations based on the prioritization rules

WHEN TO APPLY

- Unplanned items come from the PO or stakeholders
- The urgency of items often seems to be overestimated
- Items usually can wait till the next sprint

SCOPE OF APPLICATION

Product life cycle

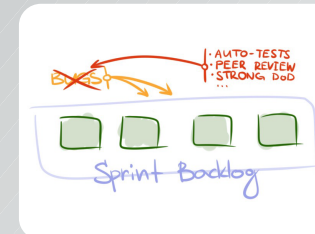
COSTS AND RISKS

- Change of human behavior takes time and is not a guaranteed success

CONTINUOUS IMPROVEMENT ACTIONS

IMPROVE QUALITY

Fixing root cause



- Find root causes for low quality
- Remove them one by one, try different approaches

WHEN TO APPLY

- Unplanned work is frequent and mostly consists of bugs
- Bugs affect sprint goals and the team's flow

SCOPE OF APPLICATION

Product life cycle

COSTS AND RISKS

- In the short term, slows down delivery considerably

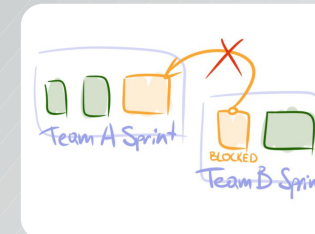
If improving quality is too expensive, Plan a Buffer can be more economical

CAUTION:

- This won't stop quality from going down
- Only pays off in the short term
- In the long term the costs of poor quality quickly outgrow the price of improving quality

REMOVE THE DEPENDENCY

Fixing root cause



- Increase the dependent team's level of ownership, e.g.
 - give access to the code base
 - delegate responsibilities
 - train lacking skills
 - set up the code review process
 - lend an expert to the dependent team
- Cut the technological dependency, e.g.
 - decouple components

WHEN TO APPLY

- Unplanned items come from downstream teams and are typically raised by them as blockers

SCOPE OF APPLICATION

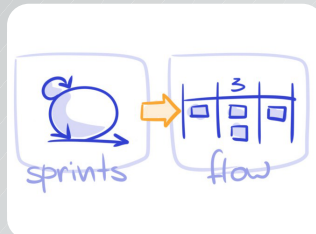
Product life cycle

COSTS AND RISKS

- In the short term, slows down delivery for both ends of the dependency
- Requires to spend time and effort on cross-training and technological improvement
- Lending an expert may trigger team reforming and conflicts

ADAPT THE PROCESS

Evading root cause



- Try smaller iterations
- Or get rid of iterations in favor of one-piece flow
- Apply Kanban Method
- Or try something totally different

WHEN TO APPLY

- Unplanned work is unavoidable and is caused by external factors (market, org limitations, etc.)

SCOPE OF APPLICATION

Product life cycle

COSTS AND RISKS

- In the short term, slows down delivery considerably
- May trigger team reforming and conflicts
- **If used as a quick fix, masks real issues**

As a quick fix, can be used to avoid org limitations

CAUTION:

- Only use as a last resort

