



Leading & Training Improvement Teams



Your instructor:

Lynn Moline is a facilitator, consultant, trainer, and motivational speaker who helps organizations improve their strategic positions through effective leadership, problem solving, decision making, and planning.

The cornerstone of implementing a Lean Enterprise is getting a critical mass of people on board headed in a direction toward improvement. For that you need champions and leaders that others will commit to working with as a team. And, you want these leaders to have the skill set to be able to effectively transmit skill and knowledge to others. This workshop will help you do that well!

All attendees will participate in interactive discussions and practice exercises that demonstrate effective improvement team leadership and training.

These principles include:

- ◆ Developing critical instructions and objectives.
- ◆ Getting results from team members who are not direct reports.
- ◆ Overcoming obstacles and barriers when teams struggle.
- ◆ Motivating members to energetically tackle the team's improvement work.
- ◆ Getting cooperation from those affected by the team's work.
- ◆ Teaching the tools and techniques to perform the improvement work.
- ◆ Using practical, on-the-job training methods.

After completing the exercises, the attendees will have experienced the approaches needed to make their improvement teams highly successful.

Thursday, May 30, 2019 8:00 a.m. – 4:00 p.m.

Fee: **MA members** \$329 per person **Non-MA members** \$449 per person
Receive a 10% discount if you register 14 days prior to the event

Location: **Manufacturers Alliance Training Center**
8421 Wayzata Blvd, Suite 190
Golden Valley, MN 55426
(For directions and map go to www.mfrall.com)

Register: Registration is required. Reserve on-line at www.mfrall.com, by 3:00 pm by May 27, 2019. *Your satisfaction is guaranteed.*

Cancellation Policy: *No refunds* for cancellations after 3:00 p.m., May 27, 2019, or for no-shows at workshop. *(Substitutions are accepted.)*