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**For Scrum Masters and Agile Coaches**

## 29 Questions to Ask Your Teams to Get Up to Speed



**FREE**

Questions with comments and tips.  
A single page with all the questions listed.  
A worksheet with the questions and spaces for answers.

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## [29 Questions Scrum Masters and Agile Coaches Should Ask Their Teams to Get Up to Speed](#)

29 questions for you—the new Scrum Master/Agile Coach—that fit into a 60 minutes time-box. Start learning how the new team is currently working and get up to speed.

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[agilealliance.org/29questions/](https://agilealliance.org/29questions/)

# Agile Manifesto

We are uncovering better ways of developing software by doing it and helping others do it.  
Through this work we have come to value:

**Individuals and interactions** over processes and tools  
**Working software** over comprehensive documentation  
**Customer collaboration** over contract negotiation  
**Responding to change** over following a plan

While there is value in the items on the right, we value the items on the left more.

## 12 Principles

1

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

2

Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

3

Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

4

Business people and developers must work together daily throughout the project.

5

Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.

6

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

7

Working software is the primary measure of progress.

8

Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.

9

Continuous attention to technical excellence and good design enhances agility.

10

Simplicity--the art of maximizing the amount of work not done--is essential.

11

The best architectures, requirements, and designs emerge from self-organizing teams.

12

At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.



### Manifesto Authors

Kent Beck  
Mike Beedle  
Arie van Bennekum

Alistair Cockburn  
Ward Cunningham

Martin Fowler  
Robert C. Martin

Steve Mellor  
Dave Thomas

James Grenning  
Jim Highsmith

Andrew Hunt  
Ron Jeffries

Jon Kern  
Brian Marick

Ken Schwaber  
Jeff Sutherland

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AgileAlliance.org

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# Origins of Agile Alliance

The group of seventeen people that gathered in Snowbird Utah February 11 - 13, 2001 and crafted the Manifesto for Agile Software Development referred to themselves as the *Agile Alliance*.

Later that year, some of the original authors as well as some additional people saw the benefit of a more permanent organization. As a result, they formed **Agile Alliance as a nonprofit organization** to disseminate information about Agile.

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