## Nine Categories of Impediments to Performance

Performers	Expectations	Actions	Resources
<ul> <li>Knowledge</li> <li>Skill</li> <li>Attitude</li> <li>Ability</li> <li>Motivation</li> <li>Cognition</li> <li>Commitment</li> <li>Confidence</li> <li>Energy levels</li> <li>Health</li> </ul>	<ul><li>Unclear</li><li>Unrealistic</li><li>Wrong</li></ul>	<ul> <li>Ineffective</li> <li>Inefficient</li> <li>Wrong/Improper</li> <li>Poorly executed</li> <li>Poorly designed</li> <li>Unclear</li> <li>Poorly understood</li> </ul>	<ul> <li>Lacking</li> <li>Wrong kind</li> <li>Faulty</li> <li>Unavailable</li> </ul>
Targets	Other Actors/Factors	Outcomes	Feedback
<ul> <li>Moving too fast to hit</li> <li>Inaccessible (i.e., no clear path to the target)</li> <li>Moving erratically</li> </ul>	<ul> <li>Strong resistance from opponents</li> <li>Overpowering opposition</li> <li>Meddling interference</li> </ul>	<ul> <li>Difficult or impossible to assess or ascertain</li> <li>Conflicting or argumentative assessments</li> </ul>	<ul> <li>Missing</li> <li>Too late</li> <li>In error</li> <li>Conflicting</li> </ul>
External I	nfluences		
<ul> <li>Work Environment</li> <li>No rewards</li> <li>Penalties</li> <li>Lack of support</li> <li>Lack of cooperation</li> <li>Conflicting priorities</li> <li>Blaming and scapegoating instead of fixing the problem</li> <li>Organization design</li> </ul>	<ul> <li>Larger Environment</li> <li>Weather conditions interfering (e.g., storms, hurricanes, etc.)</li> <li>Noise levels, etc.</li> <li>Unforeseen obstacles</li> <li>Unforeseen disruptions and disturbances</li> <li>Building and work area conditions</li> </ul>		

The nine categories above tie to the model in a one-pager titled "The Nine Elements of Performance." It can be accessed by clicking <u>here</u>.