COMMANDER'S CALL

Target Audience: Squadron Commanders and up

PURPOSE   To foster teamwork and instill unit pride.

DESCRIPTION   As a Total Force, we have experienced Commander's Calls, but seldom understand what goes on behind the proverbial "curtain." By allowing unit members to coordinate and run a Commander's Call (to include the topics presented), those involved will get to see what goes on in the planning and gain a sense of ownership in the event.

Giving unit members the opportunity to present what is important to them will give them ownership in the process. Allowing them to plan and coordinate all Commander's Call efforts from behind the "curtain" will give members a sense of empowerment.

This works best with well-established processes and can be employed at any level with any unit type function. There is no limitation to this exercise or need to modify any process(es). However, should the team find a way to achieve improvements in the Commander's Call as an event, consider revising the current process.

EMPLOY
- Select 6-10 members within a cohesive demographic, such as NCOs, CGOs, junior enlisted, or civilians.

- The CAG (or coordinating entity) will meet with the team and brief them on their task.

- The team lead, chosen from within the group (or outside the group as a mentorship opportunity) will ask the team to brainstorm Commander's Call presentation ideas. Team members should be encouraged to freely contribute in order to achieve the best results.

- Next, organize the results and prioritize the topics in order of importance. The team then selects the top five topics and provides details for each.

- The team meets with leadership and presents recommendations on the chosen topics/proposed agenda. Once approved, proceed with the event planning process as normal. The CAG (or coordinating entity) will follow up with the team lead periodically until complete.

- For continuity, record the results to present to the next group selected.

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