# HOW TO INTRODUCE COMPETING BEHAVIOURS

## **Core Principle**

Competing behaviours are positive alternatives that make unwanted behaviours impossible or unnecessary. They serve the same function but achieve better outcomes.

## **Examples of Competing Behaviours**

#### Direct Replacement:

Unwanted: Interrupting in meetings

Competing: Taking structured notes for discussion points

### System Change:

Unwanted: Late report submission Competing: Progressive draft reviews

#### **Process Modification:**

Unwanted: Avoiding difficult conversations Competing: Regular structured check-ins

## **Four-Step Implementation Process**

#### 1. Identify the Function

- What need is being met?
- What's the intended outcome?
- What's the perceived benefit?
- When does it work well?
- Why does it persist?

#### 2. Design the Alternative

- Must be incompatible with unwanted behaviour
- Should be easier or more rewarding
- Needs to serve the same function
- Must be within capability
- Should align with strengths

#### 3. Enable Success

- Remove barriers
- Provide resources
- Create triggers
- Build support systems
- Establish feedback loops

#### 4. Reinforce Change

- Acknowledge progress
- Celebrate success
- Address setbacks
- Adjust as needed
- Maintain consistency

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## **Selection Criteria for Competing Behaviours**

### Must Be:

- Physically incompatible
- Equally or more efficient
- Naturally reinforcing
- Culturally appropriate
- Professionally relevant
- Readily achievable
- Measurable

#### Should Have:

- Clear success metrics
- Visible progress markers
- Built-in rewards
- Support mechanisms
- Growth potential

## **Support Framework**

#### **Environment:**

- Visual reminders
- Process guides
- Support tools
- Progress tracking
- Success markers

## Leadership:

- Clear modelling
- Regular feedback
- Active support
- Problem-solving
- Recognition

# **Monitoring Success**

### Track:

- Frequency of new behaviour
- Decrease in old behaviour
- Environmental factors
- Support effectiveness
- Outcome improvements

Remember: The goal is to make the new behaviour more natural, rewarding, and effective than the old one.