

TEAM

FREE PACK • 1 OF 3 • TEAM

THE 7 RULES WE GAVE OUR AI **BEFORE** THE TEAM TOUCHED IT

Plus the page I use to turn one idea into the jobs that actually get it done.

02 / 08 RULES FIRST

I STARTED WITH WHAT IT WOULD NEVER DO

When we brought AI into the shop, I didn't start with what it could do. I started with the rules, because there's ten of us and we're all busy cutting hair.

If it made one thing up, or moaned about someone, or felt like homework, nobody would ever open it again. So before anyone touched it, I sat the team down, went through these rules, and we built it around them.

If you're bringing AI into a team, start with the rules.

HOW IT BEHAVES

1**Text it like a mate.**

No forms and no special words. You just say it how you'd say it to me, and it writes it down properly.

2**Nothing happens without a yes.**

Anyone can drop an idea in, but nothing gets planned until the owners have said yes to it. You can still have a chat about it in person, it just goes through us first.

3**Every idea gets an answer.**

Every idea gets written down, and every idea gets an answer at our Monday review. Before, ideas just got added to the pile and forgotten about.

4**It asks before it agrees.**

Give it an idea and it doesn't just go "great, sweet". It asks you a question or two first, so by the time it gets to us you've actually thought it through.

WHAT IT **WON'T** DO

5**It won't make stuff up.**

It only knows what we've taught it about us. Ask it something we've never talked about and you won't get an answer. It's a brain based on what we train it, do you know what I mean.

6**It never moans about anyone.**

It's for the team and it stays in the team. Nothing leaves the shop, and it never talks about a person behind their back.

7**No homework.**

Nobody's expected to do loads on top of cutting hair. It's there if you want to get involved, and jobs get split by people's strengths, not their weaknesses.

And it all goes in one place.

Not in private chats where you have to scroll back and remember who said what. One place, kept up to date, so you can just crack on.

ONE IDEA IS NEVER ONE JOB

Every idea turns into four or five jobs, and under each of them there’s loads of little bits nobody ever sees. So before you start anything, write the idea at the top of a page, and underneath it every single thing it actually takes.

NEW CHAIRS

- ☐ Pick them
- ☐ Measure up
- ☐ Get prices
- ☐ Order them
- ☐ Find a day to fit them in



...WITHOUT TURNING CLIENTS AWAY

A PLAN WITH NO NAME ON IT

IS JUST A NICE CHAT.

06 / 08 YOUR PAGE • FILL IT IN

YOUR NEXT IDEA

THE IDEA:

THE LITTLE JOB

WHO

BY WHEN

Measure up

Me

Fri

When you hand a job to someone, give them three things: what they’re doing, why they’re doing it, and who they’re doing it with. And a rough guide of how, so it’s never just “right, do that”.

07 / 08 TRY IT THIS WEEK

FOUR THINGS, THIS WEEK

01

Write your own rules before you show your team anything. Start with what it will never do.

02

Pick one place where everything goes, and stick to it.

03

Pick one day a week where every idea gets an answer, even if the answer's no.

04

Break your next idea down on the page, and put a name and a date on every line.

08 / 08 THIS IS 1 OF 3

YOU'VE GOT THIS ONE

TEAM

PACK 2 OF 3

LOOK

PACK 3 OF 3

SHOOT

WANT **ALL THREE?**

I'm building a place for people who want to run things this way, where I share exactly how we do it as we build it.

- All three packs, straight away
- First in when the community opens
- First look at what I'm teaching next

JOIN THE WAITLIST → LINK IN BIO

Want it set up for you instead? Tick "set it up for me" on the form and I'll be in touch.