

28 HUMOUR-BASED PEER CORRECTION TROPHY MARKERS

A light-hearted way to recognise behaviour, spark conversations and build a stronger team.



ANYONE CAN AWARD

Handed over by any team member.



GIVE IT, TAKE IT, MOVE IT

Recipients can return it. It keeps rotating.



BUILT ON HUMOUR, BACKED BY RESPECT

No branding. No egos. Just better habits.



COVERAGE COMMENTARY

The 28 now cover almost every useful informal team behaviour:

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|--|---|---|--|
| COMMUNICATION
(too much, too little, or exactly right) | RISK APPETITE
(big swings, into the fire) | PROCRASTINATION
(kick the can, delay it) | VALUE CREATION
(golden touch) |
| CONFLICT
(start it, stir it, pick it wisely, or walk away) | FOCUS
(deep dive, on point, no distractions) | CONSEQUENCES
(come home to roost, unlucky bounce) | PERFORMANCE INTENSITY
(firing all cylinders) |
| JUDGEMENT
(calls, accuracy, with foresight) | RESILIENCE
(still standing, keep going) | CONFIDENTIALITY
(close to the chest) | EXECUTION QUALITY
(smooth, simply the best) |
| GULLIBILITY
(believe the story, get taken) | RECOVERY
(make it sparkle, turn it around) | PLANNING
(three moves ahead) | RECOGNITION
(simply the best) |
| ASSUMPTIONS
(jump to conclusions without checking) | POLITICS
(close to the chest, thrown under, ass-u-me) | COMMERCIAL ACCURACY
(on the money) | PLAIN BAD LUCK
(unlucky bounce) |

OVERLAP CHECK

Some trophies sit in adjacent lanes – by design. The story (context) determines which one lands funniest and most accurately.

- **Hook, Line & Sinker vs Taken for a Ride**
Believed it vs someone exploited you.
- **Called It vs Three Moves Ahead vs On Point**
Judgement vs foresight vs precision.
- **Smooth vs Firing All Cylinders**
Controlled ease vs maximum intensity.
- **Made It Sparkle vs Golden Touch**
Improved a mess vs creates value.

That overlap is healthy – it gives choice. 28 is the sweet spot. The more the story, the better the trophy.



HOW IT WORKS

Spot the behaviour. Hand over the trophy. Tell the story. Have a laugh. Move on.



THE POINT

Humour opens the door. Honesty builds the team.



BETTER HABITS. STRONGER TEAM.

28 small moments of feedback today build a culture that lasts.