Scrum Safe Scrum Master (6.0) - Safe Scrum Master

1. What are two examples of an organizational structure anti-pattern? (Choose two.)

A. Development Team members rotate the role of the Scrum Master

B. There is one Scrum Master supporting the team

C. There are two Product Owners for the team

D. The Development Team's manager is also the Product Owner

E. The Scrum Master runs backlog refinement

Answer(s): C,D

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2. Which meeting should the Scrum Master attend (not facilitate)?

A. PO sync

B. Iteration Review

C. Daily Stand-Up

D. Scrum of Scrums

Answer(s): D

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3. During which of the following Agile Team events do team members estimate relative story sizes?

A. Backlog Refinement

B. Iteration Review

C. Iteration Planning

D. Iteration Retrospective

Answer(s): A

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4. What are the 3 Factors that lead to better performance and personal satisfaction? (CHOOSE 3)

A. Mastery

B. Purpos

C. Autonomy

D. Challenges

Answer(s): A,B,C

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5. Collective ownership is one XP principle adopted in SAFe. What is another XP principle?

A. Plan-Do-Check-Adjust

B. Weighted Shortest Job First

C. Deliver Value

D. Pair Programming

Answer(s): D

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6. One of the Scrum Master's main responsibilities is to communicate with management and outside stakeholders to help the team in what way?

A. Split bigger work items where necessary

B. Protect them from uncontrolled addition of work

C. Manage the Iteration Planning Backlog

D. Accept stories

Answer(s): B

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7. What are two reasons the 5 Whys technique is effective? (Choose two.)

A. It allows problems of a similar nature to be combined into groups

B. It explores the cause and effect relationship underlying a particular problem

C. It allows for assumptions and logic traps

D. It is an effective way for the team to collaborate

E. It reveals the nature of the problem through repeating "why" five times

Answer(s): B,E

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8. What is one responsibility of a Scrum Master/Team Coach?

A. Demoing the system

B. Testing the system

C. Improving flow

D. Prioritizing the backlog

Answer(s): C

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9. When is iteration planning completed?

A. When the team capacity is determined

B. When story analysis is complete

C. When iteration goals are defined

D. When the team commits to the plan

Answer(s): D

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10. An effective Safe scrum master is a team-based servant leader who helps the team do what?

A. develop better and more specialized skill sets

B. embrace relentless improvement through iteration retrospectives

C. manage the team's own backlog

D. understand and operate within lean budgets

Answer(s): B

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11. How does the "C" in the CALMR approach to DevOps help teams manage tensions caused by differing needs?

A. By establishing communication between different teams

B. By creating a culture of shared responsibility

C. By committing to a balance of speed and quality

D. By identifying a collaborative approach to deployment

Answer(s): B

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12. Cadence and synchronization help reduce uncertainty and manage what?

A. Product Management

B. The variability in Solution development

C. Other commitments

D. Capacity allocation

Answer(s): B

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13. According to SAFe, what is one output of a successful Iteration Retrospective?

A. Updated ART metrics

B. Iteration Goals

C. Improvement Stories

D. Updated dependencies between Stories

Answer(s): C

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14. Centralize decisions that are infrequent, long-lasting and _____.

A. have significant economies of scale

B. generates revenues

C. have insignificant economies of scale

D. insignificant

Answer(s): A

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15. During Iteration Planning, the Product Owner (PO) introduces a new story to the team. They cannot come to a consensus on the size of the new story and ask the PO for more details. After a lot of discussion, multiple dependencies with other teams emerge, so the team decides to leave the story in the Team Backlog and not commit. Is the team's response an anti-pattern?

A. No; the PO provided details on the story

B. No; the Development Team left the story in the Team Backlog for further refinement with the PO

C. Yes; the Development Team identified multiple dependencies with other teams

D. Yes; the PO and the Development Team reached the planning session without preparation and the dependencies were not identified

E. Yes; the PO should not be in the iteration planning meeting

Answer(s): D

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16. A Team Inside Out is usually 30 - 60 minutes and is scheduled once per 1 - 2 iterations.

A. False

B. True

Answer(s): B

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17. Which of the following events aligns teams on a train?

A. Architect Sync

B. Iteration Planning

C. PI Planning

D. Coach Sync

Answer(s): C

18. Individual Team PI performance reports are rolled up into the:

A. Program Predictability Report

B. Program Increment Results Ratio

C. Program Metrics

D. Program Increment Tally

Answer(s): A

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19. What is a team's primary goal in an Iteration?

A. Sharing progress with the organization during the Iteration

B. Maintaining steady team syncs across the Iteration

C. Delivering working functionality at the end of the Iteration

D. Managing scope at the start of the Iteration

Answer(s): C

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20. What falls outside the Scrum Master's responsibility? (Choose two.)

A. Coaching the team

B. Facilitating the team's Innovation and Planning event

C. Facilitating backlog refinement

D. Estimating Stories for the team

E. Assigning Stories to team members

Answer(s): D,E