

MODEL RESTAURANT VERIFICATION

POWERING PEOPLE	Yes	No	Comment
Learning and Development Center on-site and Training plan for new hires			
Recruitment and sourcing on-site			
Employee Opportunity Boards & QSR soft updated			
Crew and manager's uniform are clean, neat, and complete			
The crew room is in good repair and clean, and all communication and targets are posted in an orderly fashion and up-to-date			
All signage is current, and Owner-Operator signage is present (e.g., Wage signage, federal and state policies, workplace signage, etc.).			
People Brand Standard systems in place			
SLX training plan in place and SLX Verifications being completed monthly			
The staffing, Scheduling, and Positioning tool is updated with the most recent version Verify that the SSP Health Check is completed and that the Principles of Scheduling			
DRIVING DEMAND	Yes	No	Comment
Role model people practices and improve People KPIs such as Shift Manager turnover			
Training on upcoming New News (NABIT) -Gold Standard Execution on Day 1			
Utilize the Extended Hours Profit Tool to capture demand			
Parking stalls identified with wayfinding signage and striping			
RFM Hours reflected properly for OMNI channel business (McDelivery/MOP)			
O/O utilize the MyStore tool to maximize reinvestment projects			
GROWING CAPACITY			
Showcase outstanding Speed of Service and Best Practices			
Tracking Sheet utilized and posted in the restaurant			
Digital Ambassador in place during every peak			
Showcase Digital channels (McDelivery, Mobile Order & Pay)			
Hold Digital Acquisition Events			
Production Leader in Place during Peaks			
ROA Simulator completion 75% or higher			

Submit completed Verification to US-ColumbusDeploymentTeam@us.mcd.com

ONGOING ACTION ITEMS-MONTHLY/QTR

3D Health Check -Monthly			
eProduction Health Check-Monthly			
Spectrum of Success for Digital -Quarterly			
Digital Ambassador Verification -ongoing as needed			
Production Leader Verification -ongoing as needed			
Shift Leader Verification -ongoing as needed			