

# The Blame Game

## Abstract

The case study is about two employees of the same company who were given a major project by their manager with a deadline of one month. Both employees were reporting to different heads of their respective departments. Due to lack of unity in command, they received multiple instructions and tasks, which resulted in them not being able to complete the assigned project on time. When inquired about the failure, both employees started blaming each other. This case highlights the drawbacks of having multiple bosses.

## Introduction

The company had two employees, Jack and Jill, who were given a major project by their manager with a deadline of one month. Jack was reporting to the head of the marketing department, while Jill was reporting to the head of the operations department. Both were given different tasks and responsibilities by their respective heads, which created confusion and chaos in the project.

Due to the lack of unity in command, Jack and Jill could not coordinate their efforts and plan their tasks effectively. As a result, they missed their deadline and failed to complete the project on time. When the manager inquired about the failure, both employees started blaming each other for not completing their tasks on time. The manager conducted an investigation into the matter and found that the lack of unity in command and the multiple bosses were the root cause of the failure. The manager realized that having multiple bosses can be detrimental to the success of a project and can create confusion and chaos in the workplace. The manager decided to take disciplinary action against both Jack and Jill for failing to complete the project on time. He also decided to implement a new policy that would ensure unity in command and eliminate the drawbacks of having multiple bosses. After the disciplinary action was taken against Jack and Jill, the manager implemented a new policy that ensured unity in command. Under this policy, each employee was to report to only one head of their department, who would be responsible for their tasks and responsibilities. This policy eliminated the confusion and chaos that was created by having multiple bosses.

The new policy proved to be successful, and the company was able to complete future projects on time and with greater efficiency. The company's performance improved, and it became more successful in the marketplace.

## Conclusion

In conclusion, the case study highlights the drawbacks of having multiple bosses in a company. The lack of unity in command can create confusion and chaos, which can lead to project failure and a decline in the company's performance. To avoid this, it is important for companies to implement policies that ensure unity in command and eliminate the drawbacks of having multiple bosses. This will help to improve the company's performance, increase its success in the marketplace, and ensure the smooth functioning of its operations.