



Free Questions for SSM

Shared by Serrano on 16-04-2026

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Question 1

Question Type: MultipleChoice

During which of the following events can Scrum Masters/Team Coaches escalate ART-level impediments?

Options:

- A- PO Sync
- B- System Sync
- C- Coach Sync
- D- Product Sync



Answer:

C

Explanation:

The Coach Sync (sometimes referred to as the Scrum of Scrums or SM/TC Sync) is a coordination event within SAFe where Scrum Masters and Team Coaches from the Agile Release Train (ART) meet to discuss progress, dependencies, and impediments that affect multiple teams.

This event provides a forum for escalating and addressing ART-level impediments that cannot be resolved within a single team. The RTE (Release Train Engineer) typically facilitates this meeting to ensure transparency and problem-solving across teams.

From SAFe guidance:

"The Coach Sync allows Scrum Masters and Team Coaches to discuss cross-team progress and impediments, escalating those that require ART-level visibility or resolution."

Therefore, the correct answer is C. Coach Sync. This event enables effective synchronization among teams and promotes continuous improvement across the ART.

Question 2

Question Type: MultipleChoice

What is one trait of a servant leader?

Options:

- A- Persuades rather than using authority
- B- Deflects information that could change the team's work
- C- Determines the day-to-day activities for the team
- D- Solves problems on behalf of the team

Answer:

A

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the traits of a servant leader is to persuade rather than use authority. This means that the servant leader influences others by appealing to their values, beliefs, and interests, rather than by imposing their own will or position. By persuading rather than using authority, the servant leader fosters a culture of collaboration, empowerment, and trust, where team members are more likely to accept and welcome coaching, feedback, and change. Persuasion also helps the servant leader to align the team with the organization's vision, mission, and goals, and to create a shared understanding of the purpose and value of the work.

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Scrum Master/Team Coach

Servant Leadership: A Key Driver of High-Performing Agile Teams

The Scrum Master as a Servant-Leader

Question 3

Question Type: MultipleChoice

According to SAFe, Which option best key traits of effective Scrum Masters/Team Coaches is crucial for team members to accept coaching?

Options:

- A- Optimism
- B- Empathy
- C- Fairness

D- Agreeableness

Answer:

B

Explanation:

According to SAFe, empathy is one of the key traits of effective Scrum Masters/Team Coaches. Empathy means displaying an authentic understanding and concern for a team member's beliefs or feelings. By being empathetic, Scrum Masters/Team Coaches can build trust and rapport with the team, which are essential for people to accept and welcome coaching. Empathy also helps Scrum Masters/Team Coaches to tailor their coaching style and approach to the needs and preferences of each team member.

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Scrum Master/Team Coach

According to SAFe which of the following key traits of effective - Studocu

Question 4

Question Type: MultipleChoice

What is one potential root cause of Team Sync anti-patterns?

Options:

- A- Overcommunication between team members
- B- Lack of collective ownership
- C- Occasional conflict within the team
- D- Frequent verification and integration during the Iteration

Answer:

B

Explanation:

According to the SAFe 6 Scrum Master documentation, one of the potential root causes of Team

Sync anti-patterns is the lack of collective ownership. Collective ownership means that the team members share responsibility for the quality and delivery of the team's work. They collaborate, communicate, and coordinate their efforts to achieve the team goals. They also support each other, provide feedback, and resolve issues together. When there is a lack of collective ownership, team members may exhibit some of the following Team Sync anti-patterns¹:

Reporting to managers (status meetings): Team members use the Team Sync as a way to report their progress to the SM/TC or other managers, rather than to synchronize with their peers. This can create a hierarchical and command-and-control culture, where team members are not empowered to self-organize and self-manage.

Monologues: Team members give long and detailed updates that are not relevant or useful to other team members. This can make the Team Sync boring, inefficient, and ineffective, as team members lose interest and attention.

Cross-functional team standups (updates are not related to other people's work): Team members work on different features or components that are not aligned with the team goals or the Iteration goals. This can result in silos, dependencies, and integration issues, as well as reduced collaboration and coordination.

"Nothing to report" can be a good thing: Team members say they have nothing to report, either because they have not done any work, or because they do not want to share their work with the team. This can indicate a lack of transparency, trust, and accountability, as well as a missed opportunity to get feedback and support from the team.

To overcome these anti-patterns, the SM/TC should coach the team on the purpose and value of the Team Sync, and help them adopt the best practices for effective Team Syncs, such as²:

Having a clear agenda and timebox

Focusing on the team goals and the Iteration goals

Asking the three key questions: What did I do yesterday? What will I do today? Do I have any impediments?

Using visual aids, such as task boards or Kanban boards, to track progress and identify issues

Encouraging active participation, collaboration, and feedback

Ending with clear action items and follow-ups

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Scrum Master/Team Coach

Team Sync

Top 7 Anti Patterns of Scrum Master - Simpliaxis

Scrum Anti-Patterns Taxonomy | Scrum.org

[11 Daily Scrum Anti-Patterns We Commonly Hear from UsersIn ... - Geekbot

Question 5

Question Type: MultipleChoice

Which of the following SAFe events supports Agile Teams to measure the outcome of the Iteration?

Options:

- A- The Iteration Review
- B- The Team Sync
- C- The Team Retrospective
- D- The System Demo

Answer:

A

Explanation:

In SAFe, the Iteration Review is the event where the Agile Team measures and demonstrates the outcome of the iteration. The team reviews the completed work, compares it against the iteration goals, and gathers feedback from stakeholders.

This review allows the team to assess whether the iteration delivered the intended value and identify areas for improvement in future iterations. The focus is on transparency, empirical measurement, and alignment to customer needs.

From SAFe guidance:

"The Iteration Review provides the opportunity for the team to demonstrate the increment, measure progress toward iteration goals, and collect feedback."

Thus, the correct answer is A. The Iteration Review, as it specifically measures the outcome of the iteration and validates progress.

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