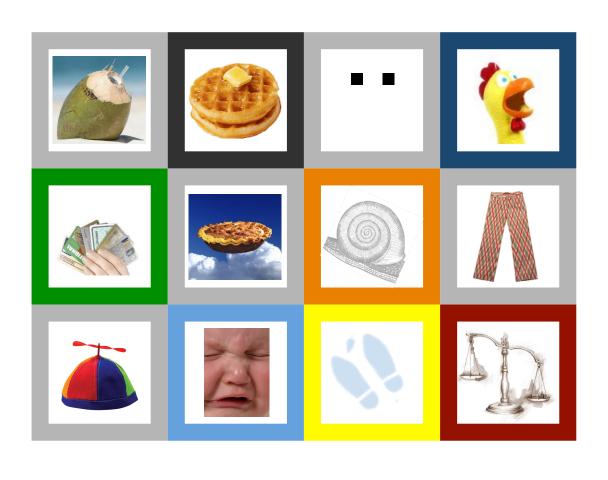
The Dirty Dozen:



18

challenging personalities

The Fibber

Behaviors:

never tells the truth

• misleads

creates stories

How to cope:

verify information, stories

 be cautious of information received

 be leary of sharing info received with others

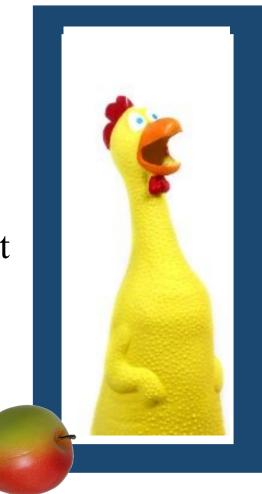
lies?



ChickenLittle

Behaviors:

- always points out the worst
- blows things out of proportion
- always 'right'



- work in facts
- make them validate assumptions
- ask them how to solve

The suck-up

Behaviors:

- pick-mesyndrome
- know-it-all
- consistently
 needs supervisor
 assurance





- ask for clarity in regard to information
- identify needs
- verify that they are being active listeners

The 'perfect world'-er

Behaviors:

- doesn't recognize reality
- hides behind a golden wall
- can't make decisions



- encourage them to make decisions
- make them realize a problem needs to be addressed
- help them recognize issues are present

The side stepper

Behaviors:

- assigns blame
- avoids productive work at all costs
- schmoozes all comers
- imitates the invisible man



- assign measurable tasks
- don't complete their unfinished work
- follow-up, inspect randomly; ensure they are working

The s l o w poke

Behaviors:

- never gets to the point
- everything is late or delayed
- gets side-tracked

- initiate the conversation—bullet points
- urgeaccountability
- use deadlines and project plans

The slacker

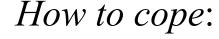
Behaviors:

minimizes his/her amount of work

 will do more work to get out of work

avoids

 participation and
 tries to get others
 to agree

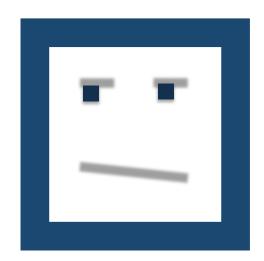


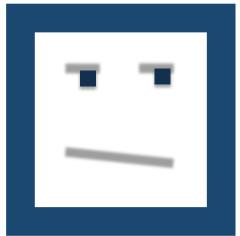
- don't agree, let him/her complain
- use deadlines/ checkpoints
- keep him/her away from others, if possible

The apathetic co-worker

Behaviors:

- finds ways to get out of work, often working hardest on avoidance
- does the minimum amount required
- creates resentment among peers





- give specific instructions on requirements
- follow up with feedback
- set clear goals

The macro-manager

Behaviors:

- is vague
- is indirect
- thinks other people can read his/her mind



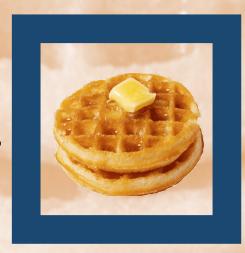


- ask direct questions
- require more detail in communication

The 'waffler' manager

Behaviors:

- sets policy for for staff, but breaks rules themselves
- won't ask for input when making decisions
- undervalues staff



- make them aware of their actions
- ask them about exceptions
- send them to communications class

The credit-taker

Behaviors:

- takes credit for others' work/ideas
- shows no appreciation of others' efforts
- not a true team player

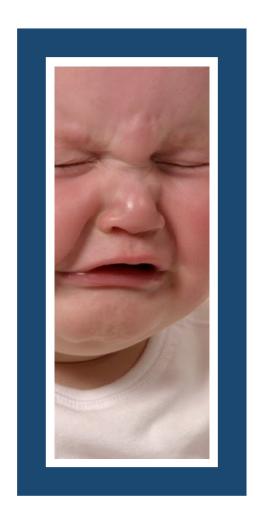
- remind him/her of the contributions of the team
- call him/her out
- avoid the claiming of credit



The cry-baby

Behaviors:

- shows too much emotion
- throws a fit
- has low selfesteem
- complains up the chain of authority



- give positive feedback when desired
- give individual tasks
- calm them down