

01- Session 4 - RGB Workshop and Orientation

SO How IS PLAYING SPOONS LIKE WORKING AT 1&P?
 FUN!
 FAST PACED
 SPOON GRABBIN' STRATEGY
 DIF STRATEGY
 NO GEM % IN SPOON.
 GEM = SUPERIORITY
 EVENTUALLY YOU DO ~~LOSE~~
 NO COLOR - MORE CONCENTRATION!

SLOWS THINGS DOWN
 PAY MORE ATTENTION
 EQUIPMENT (CARDS) - NOT
 WHERE ARE THEY COMING FROM.
 OK IF I HAVE A GEM.
 FRESH MEAT RECRUITING
 INCLUSION / TROST
 WAITING TO SEE A STAY
 STAY - CONGRUITY =

Focus TOO MUCH.
 SOME LOST OUT COMPLETELY
 SOME HELPED OTHERS FIND.
 TEAMWORK
 RULES CHANGED
 DO - DON'T UNDERSTAND
 CLEAR DIRECTIONS
 QUALIFIED TO GIVE INST.

ALL THREE COORS

SPOONS	ORDERED CARDS	HELPED OTHER	SHIPPED STRATEGIES
US	<u>LUKE</u>	<u>BRENDA</u>	<u>JOE</u>
	LISTS DETAILS SPECIFICS DECIDE QUICKLY KNOW EXPERT ATOM - CELEBRATE ALONE ACCOUNTABLE SHARE TEAM NO CHANGE	NETWORKS CONNECTIONS P. KNOWS GET ALONE VERY SLOW TO NO DECISION COMPROMISE W/ SOMEONE COLLABORATE SOCIALIZE W/ ROLE IN PLAYING	OPTIONS CHOICES POSSIBILITIES IS A PICTURE SLOW DECIDERS FINALITY LONG TERM ENVIRON STRONG TANK CHANGE

GREEN - - -

STRENGTHS

Personable
 Good communications
 Loyal
 helpful
 Peace Keeper
 thoughtful
 inclusive
 Stay in control in midst of chaos
 flexible
 good ideas for safety
 goal orientated
 Innovative

IRRITANTS

flip-flop
 Take on too much responsibility
 too much Consulting
 don't like being rushed
~~Stubborn~~
 indecisive
 too laid back
 unpredictable

Worry

Talent

RED - - -

STRENGTHS

Friendly
 Follow policies
 Swift solutions
 Make sure its right
 Some practical
 get the job done right
 Teamwork / w/ a boss
 don't like immaturity
 Keep it simple
 Attention to detail

IRRITANTS

Late but get it done.
 Never lose an argu.
 Impatient
 too demanding
 always right
 too many reds together
 cause problems
 expect other people to
 keep up.
 Listen to too many
 complaints

RED - - -

STRENGTHS

do what is RIGHT
 quick dec makers
 WORK WELL WITHOUT OTHERS
 Prepared.
 COUNTERABILITY
 TALK OUT Problems
 Communication
 ADAPT TO CHANGES
 Finish TASK ON TIME
 OR Earlier.

IRRITANTS

Demanding
 do what is RIGHT
 SELFINESS
~~people call people
 out wrong~~
 Get away from persons
 I. IRRITATE
 TALK TO MUCH
 NOT TALKING SMART.

BLUE - - -

STRENGTHS

Caring about others
 Vision - Big Picture
 Dreamer
 Passion/Compassion
 Not afraid of change
 Creative
 Ingenuity
 Closure - Ending

IRRITANTS

Change?
 Timeline - no respect for
 deadline
 Slow to make decision
 MAKE FROM PEOPLE
 Follow rules.

