





SESSION GOALS...

Identify characteristics of emotional intelligence

 Discuss strategies for high quality relational development

 Examine how Change dynamics impact relational trust





Self-Awareness

Consciousness/
Identification;
Understanding;
Accurate Assessment;
Confidence;
Realistic Personal Appraisal;
Motivation



Empathy;
Service Orientation;
Organizational Awareness;
Recognition;
Connection;
Team

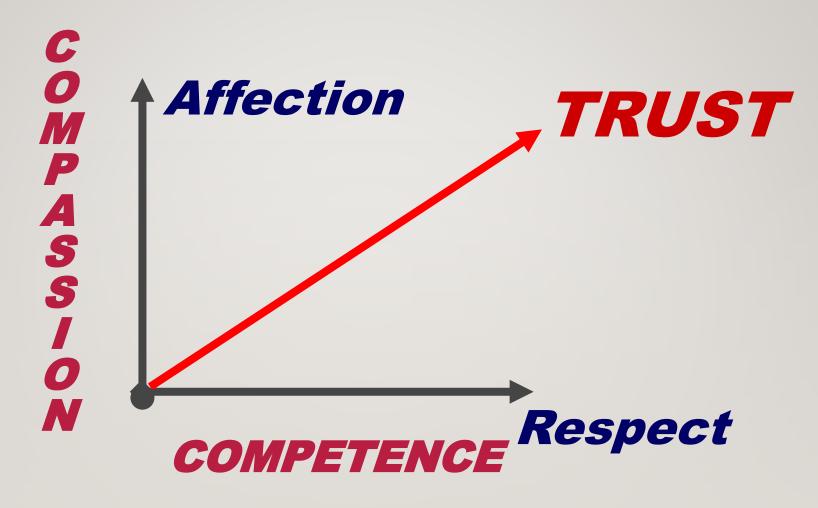
Self-Management

Self-Control; Self-Discipline; Trustworthiness/Transparency; Adaptability; Achievement; Initiative; Success Drive; Optimism

Relationship Management

Coaching/Mentoring; Influence; Leadership; Championing Change; Building Relationships; Teamwork & Collaboration

How you build Trust...



PERSONALITY ADVANTAGES

Passion	Creating warm emotional connections	Relationship builder with strong people skills		
Mystique	Thinking before speaking	Solo intellect behind the scenes		
Prestige	Achieving success with higher standards	Overachiever and often top performer		
Alert	Careful precision	Manages and focuses on details		
Innovation	New ideas and solutions	Creative Problem Solver		
Trust	Building loyalty over time	Stable and reliable partner		
Power	Leading through authority	A leader who makes decisions		

	SECONDARY ADVANTAGE							
		INNOVATION	PASSION	POWER	PRESTIGE	TRUST	MYSTIQUE	ALERT
PRIMARY ADVANTAGE	INNOVATION	THE ANARCHY	THE ROCKSTAR	THE MAVERICK LEADER	THE TRENDSETTER	THE ARTISAN	THE PROVOCATEUR	THE QUICK-START
	PASSION	THE CATALYST	THE DRAMA	THE PEOPLE'S CHAMPION	THE TALENT	THE BELOVED	THE INTRIGUE	THE ORCHESTRATOR
	POWER	THE CHANGE AGENT	THE RINGLEADER	THE AGGRESSOR	THE MAESTRO	THE GUARDIAN	THE MASTERMIND	THE DEFENDER
	PRESTIGE	THE AVANT-GARDE	THE CONNOISSEUR	THE VICTOR	THE IMPERIAL	THE BLUE CHIP	THE ARCHITECT	THE SCHOLAR
	TRUST	THE EVOLUTIONARY	THE AUTHENTIC	THE GRAVITAS	THE DIPLOMAT	THE OLD GUARD	THE ANCHOR	THE GOOD CITIZEN
	MYSTIQUE	THE SECRET WEAPON	THE SUBTLE TOUCH	THE VEILED STRENGTH	THE ROYAL GUARD	THE WISE OWL	THE DEADBOLT	THE ARCHER
	ALERT	THE COMPOSER	THE COORDINATOR	THE ACE	THE EDITOR-IN-CHIEF	THE MEDIATOR	THE DETECTIVE	THE CONTROL FREAK

INNOVATION

I BRING CREATIVITY



- I think unconventionally
- I create a myriad of concepts
- I advocate an untraditional point of view
- I bring humor to conversations
- I artistically consider different options
- I work well independently

PASSION

I CONNECT WITH EMOTION



- I create strong emotional bonds and experiences
- I communicate expressively
- I use emotion to create connections
- I adjust messages in real time based on audience reaction
- I inspire people to be advocates for you and your plans
- I have a participatory style that invites others to join in

POWER I LEAD WITH CONFIDENCE



- I communicate and inspire with intensity
- I shape and guide people and opinions
- I confront problems to clear the path for progress
- I set high standards of achievement for your team
- I present with force
- I command respect

PRESTIGE

I SET THE STANDARD



- I increase and exceed expectations
- I collect symbols of achievement
- I focus on details and aim for perfection
- I tap into trends
- I evoke admiration
- I rely on and leverage first impressions

TRUST I BUILD LOYALTY



- I am reliable, I do what I say I will do
- I put others before myself
- I focus on one thing at a time
- I adhere to a fixed routine
- I avoid surprises
- I look to the past for solutions

MYSTIQUE I COMMUNICATE CAREFULLY



- I rarely show emotion
- I maintain a detached space
- I remain calm in situations of pressure
- I work independently and privately
- I employ a minimalist approach
- I enjoy complex, analytical problems that stump others

ALERT I PROTECT THE DETAILS



- I set clear expectations
- I establish consequences
- I accelerate urgency
- I use rational risks to drive action
- I concentrate on details
- I depend on deadlines

"Blind Spots" Exercise

.______2.____

1.

2.____

DOUBLE TROUBLES

THE ANARCHY

VOLATILE - STARTLING -CHAOTIC Innovation provides a strong dose of creative energy to any organization. But in excess, you can become unruly and insubordinate. Out-of-the-box ideas can be great but don't become a troublemaker or throw crazy ideas into the brainstorming session just for the sake of it. Avoid creating a volatile and chaotic work space.

THE DRAMA

THEATRICAL • EMOTIVE • SENSITIVE

Passion makes people intimately attuned to the feelings of others. But taken too far, without blending in a Secondary Advantage, Passion can become too sensitive. Avoid becoming overly theatrical. And don't let yourself take things too seriously.

THE AGGRESSOR

DOMINANT - OVERBEARING - DOGMATIC

A Power personality exudes a natural authority. Yet taken to the extreme, without blending in a Secondary Advantage, you can become too dominant and forceful. Avoid crushing the creativity of others and silencing their contributions to the group discussion.

THE IMPERIAL

ARROGANT - COLD - SUPERIOR

Prestige thrives on public recognition. But too much focus on your achievements can make you look pretentious. Being completely unafraid to promote yourself can cause others to be annoyed easily. Avoid thinking you are superior to others. This can make you seem arrogant and cold.

THE OLD GUARD

PREDICTABLE - SAFE - UNMOVABLE

Trust builds consistency and loyalty. But when you don't combine Trust with a Secondary Advantage, it can become too predictable, and perhaps a little boring. Avoid becoming too stuck in your own ways. Sometimes it's essential to try new things. Don't become so unmovable that people don't look to you for help.

THE DEADBOLT

UNEMOTIONAL = INTROVERTED = CONCENTRATED

Mystique tends to be secretive. You rarely share information about yourself, but too much secrecy can negatively impact your trustworthiness. People may wonder whether you have something to hide. Avoid becoming too introverted and unemotional that you completely shut others out. This can make it hard for others to work with you.

THE CONTROL FREAK

COMPULSIVE - DRIVEN - EXACTING In Control Freak mode, when you forget to use your Secondary Advantage, negative energy can make you unpleasant company. Don't be so compulsive and exacting that others don't want to work with you. Don't be such a downer that you constantly dismiss the ideas of others. Avoid micromanaging to such an extreme that you make it impossible to be productive.



LET'S CONNECT

• Email:

john@jpgperformanceconsulting.com

Website:
 www.jpgperformanceconsulting.com







SESSION GOALS...





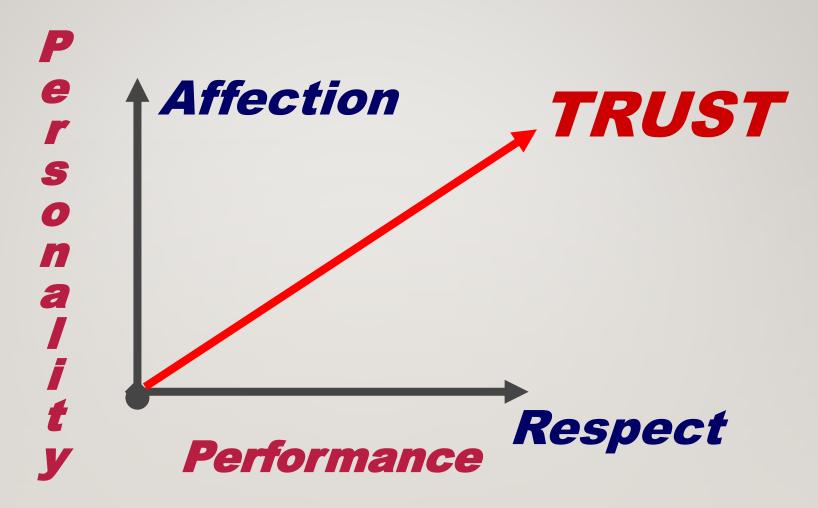


IDENTIFY CHARACTERISTICS OF HIGH-PERFORMANCE

DISCUSS STRATEGIES FOR HIGH QUALITY COMPETENCE DEVELOPMENT

EXAMINE HOW **CHANGE**DYNAMICS IMPACT
PERFORMANCE -BASED TRUST

How you build Trust...





- Training?
- Motivation?
- Attitude?
- Knowledge Level?
- Experience?
- Effectiveness Fit?
- Other?



PAIRED RELATIONSHIPS AND NETWORKS

"THERE IS NO REPLACEMENT FOR A ONE-ON-ONE CONNECTED CONVERSATION."

collaboration



COMPETENCY FRAMEWORK



Identify top performers



Involve the people doing the work



Communicate



Use relevant competencies

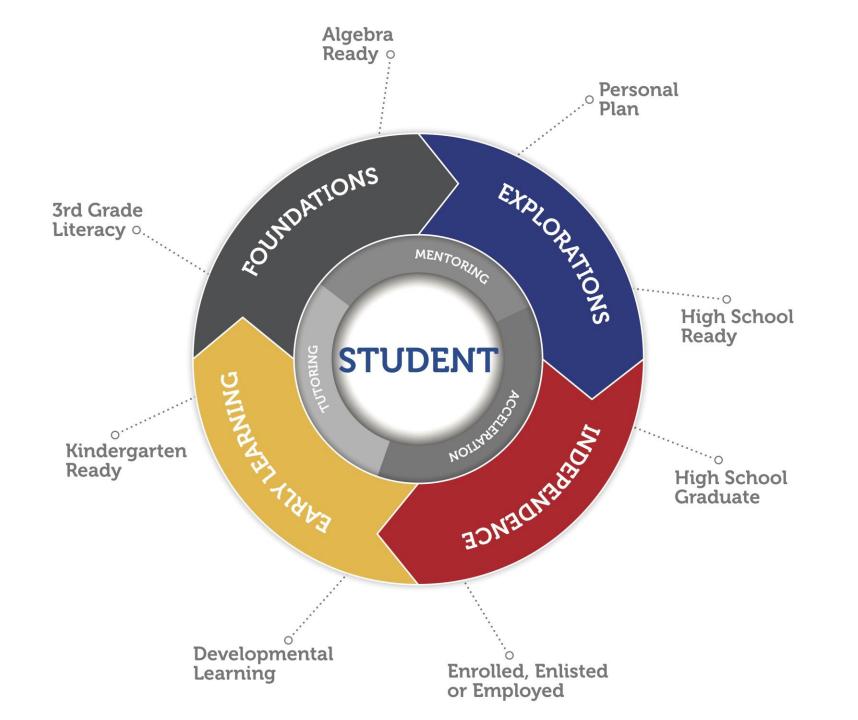


ACTIVITY

Reflect on a situation where your actions contributed to building competence for you or your team.

- What did you do?
- What did you learn?
- What will you consider to develop the RESPECT side of

TRUST?



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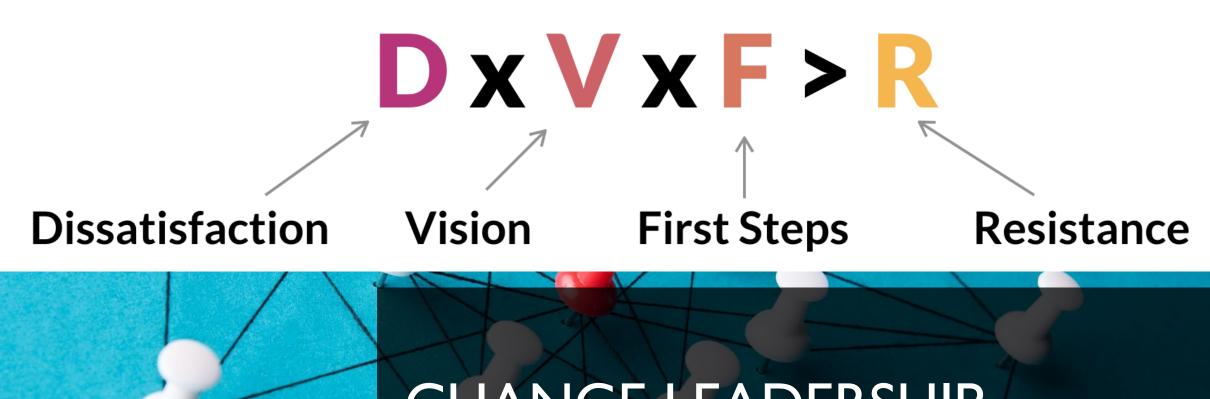
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 www.jpgperformanceconsulting.com





"History doesn't repeat itself, but it often rhymes."

Mark Twain



CHANGE LEADERSHIP

MANAGING THE VARIABLES OF CHANGE

SESSION GOALS...

- Identify variables for effective change
- Discuss strategies for leading change through assessing Dissatisfaction, Vision, First Steps, and Resistance
- Examine how each of the change formula variables is dependent on trust and team-work for success















TEAM PERFORMANCE AND CULTURE

### ##### #######	Level 5	2%	Teams at this level truly model "team – me" cultures and commit to continual internal development.
P	Level 4	22%	These teams start each day aspiring to defeat the competition. While higher performance may occur than Level 3 teams, sustainability of results is a challenge.
	Level 3	49%	Most team members meet expectations especially if the work adds personal value and benefit to the individual. This level typifies a "me-team" culture.
<u></u>	Level 2	19%	Teams at this level operate at much less than full capacity. High performers often leave.
	Level I	8%	Teams at this level are toxic. The members may even sabotage the organization's potential for success.









P.I.E.S.

LEADERSHIP DECISION
PROCESS IN RESPONSE TO
RESISTANCE





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