

BUILD THE GREEN TEAM

LEAD 'EM UP

**SELFLESS, HARD-WORKING, COMMITTED,
ENCOURAGING, ENTHUSIASTIC**

NEUTRAL, INCONSISTENT

**SELFISH, LAZY, UNCOACHABLE,
COMPLAINING, ARROGANT**

7-RULES OF THE GREEN TEAM

**1 - YOU NEED TO BE IN THE GREEN TO GET YOUR TEAMMATES
TO THE GREEN**

**2 - THE MORE PLAYERS IN THE GREEN, THE EASIER IT IS TO
GET OTHERS IN THE GREEN**

**3 - IF YOU'RE A FLOATER (FLOATING BETWEEN GREEN &
GRAY OR RED TO GRAY) YOU'RE ALWAYS IN THE LOWER OF
THE TWO LEVELS**

**4 - THOSE IN THE GRAY WILL GO WHERE THE INFLUENCE IS
STRONGER; GREEN OR RED**

**5 - THOSE IN THE RED LIKE WHEN OTHERS ARE IN THE RED
WITH THEM. THEY ARE GREAT RECRUITERS**

**6 - KEEPING PEOPLE IN THE GREEN IS A DAILY
RESPONSIBILITY. IF YOU LET UP, THEY'LL SLIP**

**7 - THE GRAY SPACE IS A SAFE PLACE BUT NOTHING
SPECIAL IS BUILT THERE**