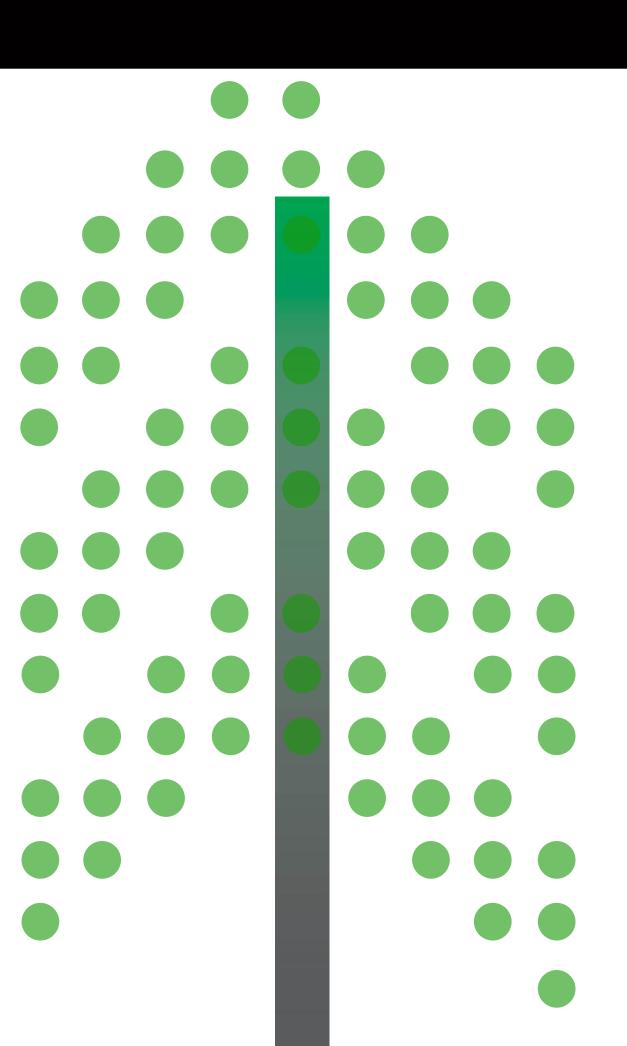
BUILD THE GREEN TEAM LEAD 'EMUP





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

NEUTRAL, INCONSISTENT

SELFISH, LAZY, UNCOACHABLE, COMPLAINING, ARROGANT

7-RULES OF THE GREEN TEAM

- 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**