

# HUHAUILING JVETWORK.

PRESENTS

DEALING WITH PEOPLE YOU CAN'T STAND,

BRINGING OUT THE BEST IN PEOPLE AT THEIR WORST

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#### THE FOUR CHOICES

- 1. Do nothing
- 2. Leave
- 3. Change your attitude
- 4. Change your behavior

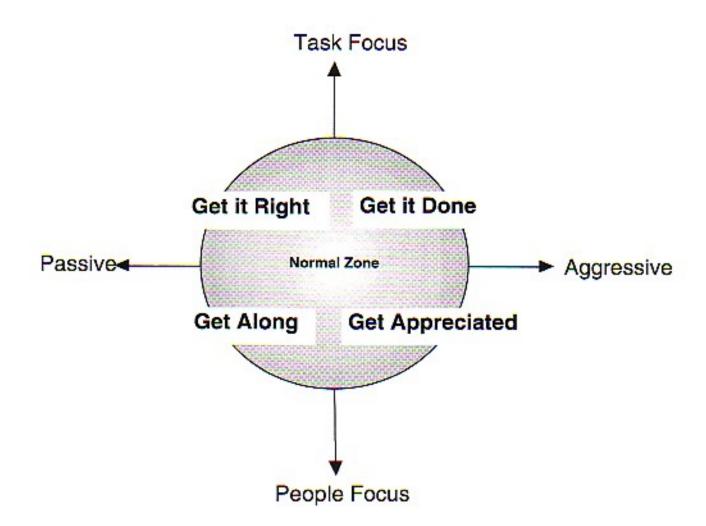


#### GENERAL STRATEGY

- 1. Know what you want
- \* context & relationship
- 2. Pay attention
- 3. Be flexible

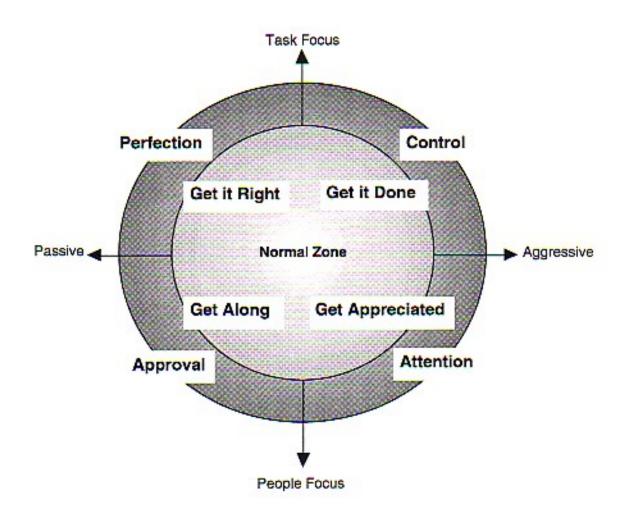


#### THE LENS OF UNDERSTANDING



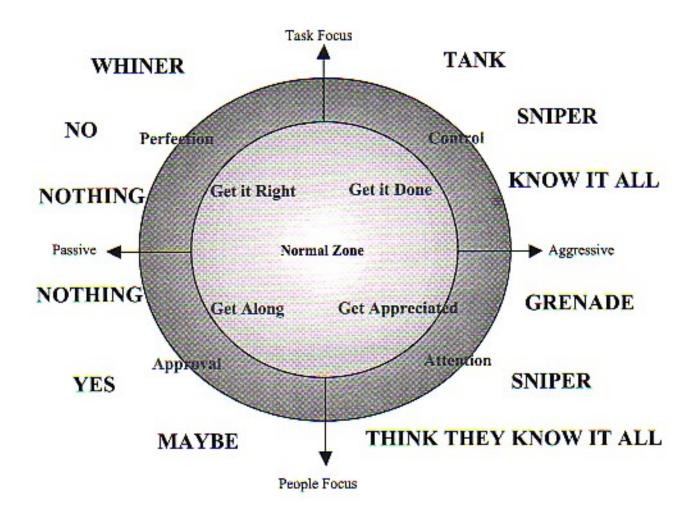


#### THE LENS OF UNDERSTANDING





#### THE LENS OF UNDERSTANDING





#### **Blending**

- Reducing differences.....
- Meeting people where they are

#### Communication

55% how it looks
38% how it sounds
7% what is said
When you are successful you are congruent
All channels - same direction



#### **TANKS**



Goal: COMMAND RESPECT

- 1. \*Keep Breathing
  - \*Let 'em Vent
  - \*55% Assertive
- 2. Interrupt
- 3. Quickly backtrack
- 4. Aim at the bottomline
- 5. LEAD: Question / Assumption
  - Peace with honor





#### SNIPER



Goal #1: Call Attention to it.

- 1. Stop, Look, Backtrack
- 2. Probe for Grievance OR
- State and align with higher intent
- 2. Ask for relevancy

Goal #2: Clear the Air Meeting with 3rd party



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#### **KNOW - IT - ALLS**



Goal: OPEN THEIR MIND

- \* Know Your Stuff
- \* Backtrack with Respect
- \* Blend with their doubts & desires
- \* Lead:

Documentation, Indirect, "We", Question?

\* Turn them into Mentors





#### THINK-THEY-KNOW-IT-ALL

#### Goal: GIVE BAD IDEAS THE HOOK

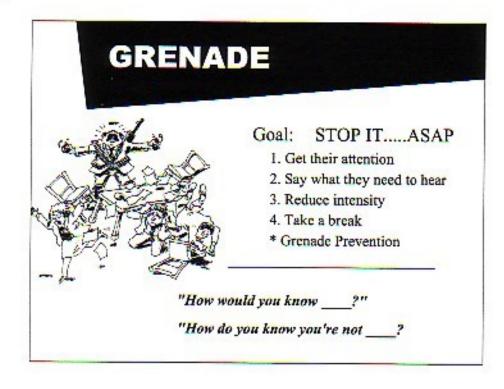
- 1. Give Recognition
- 2. Ask Questions
- 3. Be unchallenging
- 4. Documentation
- 5. Provide a face saving escape.

#### LONG TERM

- \* Give Deserved Recognition
- \* Be Honest









#### WHINERS



Goal: GET THEM TO
PROBLEM SOLVE.
{OR...GO AWAY.}

- 1. Listen & Interrupt
- 2. Backtrack & Clarify
- 3. "What do you want?"
- 4. Assign/Suggest
  "Ways to Help"
- 5. Set future actions
- 6. Draw the line

#### **NO PEOPLE**



Goal: Survive

- 1. Attitude Adjustment
- 2. Use them as a resource
- \* Polarity Response
- \* Project Positive intent
- \* Group Negativity



### YES & MAYBE PEOPLE

Goal: HONESTY



Make honesty safe
Acknowledge Honesty
Help them
Ensure commitments

#### NOTHING PEOPLE



#### Goal: GET 'EM TO TALK

Plan enough time.
Ask questions
Expectant look
Show the Future
Guess
Lighten it up

#### **STRATEGIES**

#### GOAL: Let other person feel Understood first!

- Lister
- Backtrack = Listen Clarify? = Care
- 3. Summarize = Attention
- 4. Confirm
- 5. Lead

## CRITERIA Reasons for or against Make Criteria visual



#### Minimizing Defensiveness

- 1. Project positive intent
- 2. State your intent
- 3. Be ready to understand

#### **Being Honest**

- 1. Positive intent
- 2. Specific about (-)
- 3. Show them
- 4. Specific about (+)