

Mother hen

- . Too involves
- . In constant contact
- . Questions every detail
- . Comes to every meeting
- . Hovers the project team

Nitpicker

- . Always watching
- . Does not add a lot of value
- . Find faults
- . Makes unjustified criticisms

Ideal captain

- Active, but not too active
- Attends status meeting
- Makes course corrections
- Decides on major issues
- Delegates most decisions and responsibilities

Drifter

- . Comes in and out of the project
- . Attends some meetings
- . But rarely mentally or verbally participates
- . Sometimes answer email (no meaning)

Deadbeat dad

- . Little involvement
- . Makes no decisions
- . Ignores emails
- . Never shows up

9. Driven

- Being driven
- Value versus risk assessment
- Kill switch

8. Nimbleness

- Nimbleness
- Negotiation
- Optimization

7. Resourcefulness

- Project resources
- Turnover
- Examining similar projects

6. Emotional maturity

- Emotional maturity
- The five deadly sins
- Consensus

10. Progression

- Project tracking
- Project manager bonding
- Consultant manipulation

1. Inspiration

- Inspiration
- Clarity of purpose
- Celebrating accomplishments

2. Perspiration (aka hard work)

- Commitment
- Optimization
- Sponsor bonds

3. Imagination

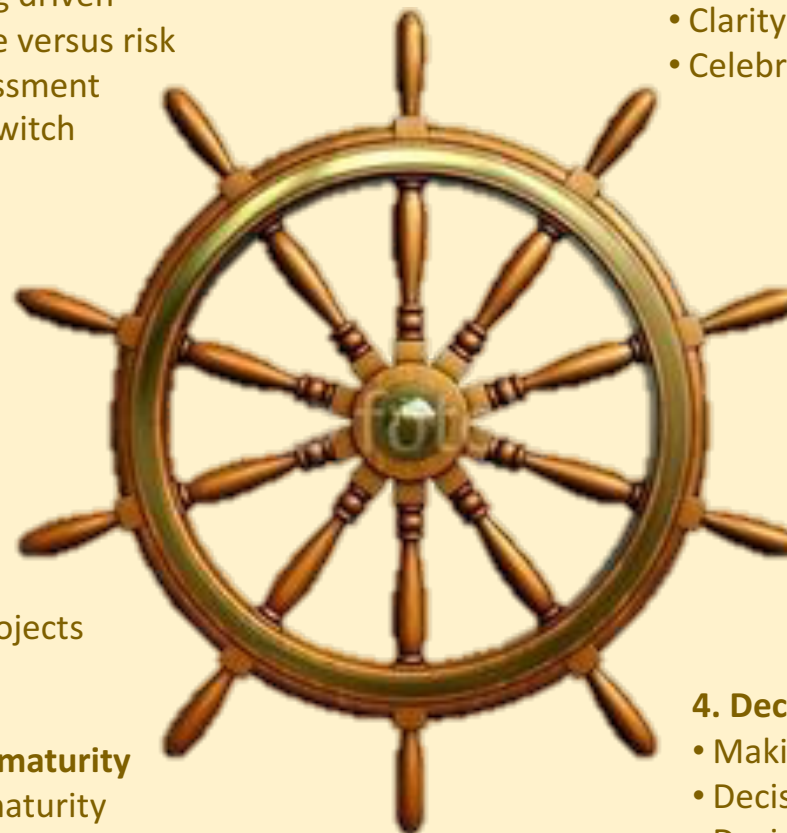
- Imagination
- Simple vision
- Empathy

4. Decisiveness

- Making quick decisions
- Decision acceptance
- Decision power distribution

5. Connection

- Building connections
- Communicating the facts
- Awareness



QRC The good sponsor

