

Cooperantics

People skills for cooperatives

THE “NOT SO IDEAL” TEAM

suffering from an “all-pervading, initiative-stifling, mind-numbing culture of mediocrity dedicated to preserving inefficiency and indecisiveness”

Sloth:

procrastinates, wastes time, devotes a great deal of effort to evading work, produces endless “interim reports” but never anything that could mean actually having to do something

Cuckoo:

creates pointless work for other people to do, usually by dreaming up new projects that no-one is committed to, with all the work being done by other people, thus keeping the cuckoo free to come up with yet more pointless projects

Drone:

dull, ponderous, unimaginative, doesn't question the system, doesn't want anything new to happen

Rhino:

afraid of change and pushy and negative enough to stop it; imposes cumbersome systems with rigid objectives so nothing new can slip in

Hare:

rushes around doing everything at once but nothing very well; a constant source of creative (but nonetheless nearly always bad) ideas

Toad:

sycophantic, vacuous, tries to get ahead by toadying to anyone with any power

Weasel:

undermines everyone else, derides other people's efforts, blames his or her own inadequacies on others

with acknowledgement to Sandy Adirondack's “Just about Managing” LVSC 1998