

STRATEGO AERO III - CHRIS HARDING

Dana called back Chris to check if it would be helpful to come and meet together with Chris and Sandy. Chris had readily agreed. "Why not? We'll get a chance to go over our progress on production schedules. And you and I can talk with Sandy about protecting the company image when employees raise foolish problems."

Chris hung up, ruminating about safety issues, the Right to Know law, the production snafus successfully handled in a few short months. The whole plant was on schedule, an almost unbelievable achievement. A very important accomplishment for a defense contractor in a very competitive business environment.

About the only thing Chris hadn't gotten to was working with Sandy on taking over. Hard to do. Chris didn't know really how to begin. In fact, Chris was beginning to find it very difficult to talk with Sandy. Sandy was terrific technically but seemed to think that was all that was needed, and kept falling back on technical skills instead of learning how to manage. Touchy person, also. No sense of humor, always stiff, socialized only with blacks and Hispanics (who never invited Chris over on the weekend).

In fact Sandy, who came from around here, had never invited Chris anywhere. And look at this latest incident.. Why the hell hadn't Sandy come in directly with these problems instead of going over one's head to Corporate? End-running your boss....great behavior. It would take months to shape Sandy up. At least Chris would have Dana to help shape up Sandy with respect to protecting the company image. Sandy should protect the company image when employees complained.

Chris sat back wearily. Hopefully it would in fact not take too many months to get Sandy up to speed. It was damned lonely in this Southwestern town. Maybe it was time to think of retirement. What rewards were there in fact, for the long years of service and troubleshooting for the company?

Chris:

(Stay in role; be your character; use all the facts you have for the case; invent any other reasonable facts you need; go wherever your character takes you. Do not settle unless you really would settle if you were Chris.)