I. COOPERATION KEYS

Purposive Action that maps and sequences clear aims for...

Specific Meetings

"These are the issues we might cover in order of priority."

- **Key Interactions** "What clear message should that decision influencer hear?"
- **Overall Process** "For the best decision next week, who do we involve today?"

Shared Frames of Reference for

Issues and Roles that are mutually acceptable *"We're here to help each other with several shared concerns."*

"Third Story" Openings

Describe the situation as a third party might:

- common facts and shared interests where they exist
- objective points of agreement and disagreement
- Relative Priorities

"You need to feel heard; I need to make a decision."

Mutual Learning

- Inquire into Their Story understand before persuading
- Share/"Make Testable" Your Story before persuading
- **Explore the Ladder** experience and frames of reference: The values, interests, standards, feelings, personal examples and objectives *beneath* conclusions

Joint Problem-Solving

"In The Circle"

- Interests: "Here's what I'm trying to achieve and why..." "Your offer focuses on price - what else is important?"
- **Options:** *"What would be wrong with...?" "That's one option, let's look at others before deciding."*
- Standards: "Where does that number come from?" "Past precedent seems to suggest..."

And if Difficult Tactics & Behaviors persist... \rightarrow



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II. DIFFICULT TACTICS Management

- 1. **Recognize** pause, do not react, self-regulate
- **Be aware** of whether/how you react
- Breathe rhythmically and smoothly
- **Diagnose** why the other side is using these tactics/approach? Strategic? In reaction to your/others' actions? Their limited repertoire?

2. Reframe

Reframe positions, demands, objections, attacks as: Statements of Interest "Your position seems to value margins above cash flow." or Possible Options "That's one possibility, let's consider others before deciding." or a Search for Criteria "What is the precedent you are using here?"

Reframe using both Advocacy and Inquiry

3. Name and Change the Game – 3 Steps

1) Identify *unhelpful behaviors "When we anchor on conflicting positions..."*

- 2) Describe any negative consequences
- "...we risk missing other important interests..."
- 3) Propose more helpful shared behaviors
- "... so let's consider other options before deciding."

4. Change the Process (or Players)

- **Reset the process:** issues, sequence, timing, formal vs. informal, roles, overall architecture/design,
- Add, remove, change or go around players: decision makers, influencers, stakeholders on their side or *yours*
- 5. Go to your BATNA/Reality test their BATNA
- **Know your/their BATNA** improve your BATNA, consider worsening their BATNA
- **Frame your choice** as a cost/benefit analysis they can understand, not as a threat

Leave the door open to Cooperation, now or later...