

Tip 13: Note Your Team's Strengths and Weaknesses





- **Knowing your team's weak and strong points will help you guide them**





- **That will be your yardstick as to how much or how little you can push the team knowing very well they can or cannot handle what is on the table.**



- **If you know them better, you are prepared to deal with whatever antics they will be making to prevent either unnecessary delays or unfinished features in sprints**



- **Knowing them better will also help you implement engineering practices like pairing**

In Summary

A top-down view of a wooden desk. In the center is a spiral-bound notebook with a blank, lined page. A hand is holding a pen over the notebook. To the right of the notebook is a white cup of dark coffee on a matching saucer. The background is a warm, textured wooden surface.

- **Knowing what your team is capable of doing helps you to know when they are being indolent and when they are over-stretching**
- **Both the above scenarios are not acceptable; if you know your team, you will be able to guard against these scenarios**
- **Better knowledge of your team will assist you in introducing advantageous engineering practices**

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