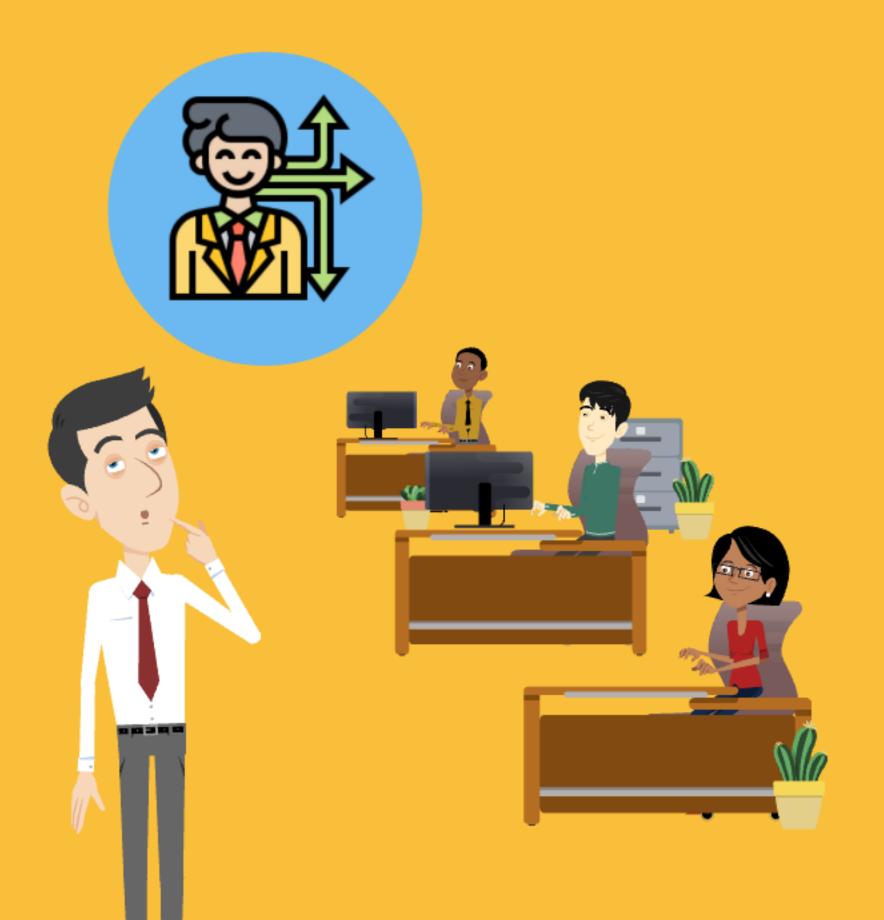# Tip 13: Note Your Team's Strengths and Weaknesses
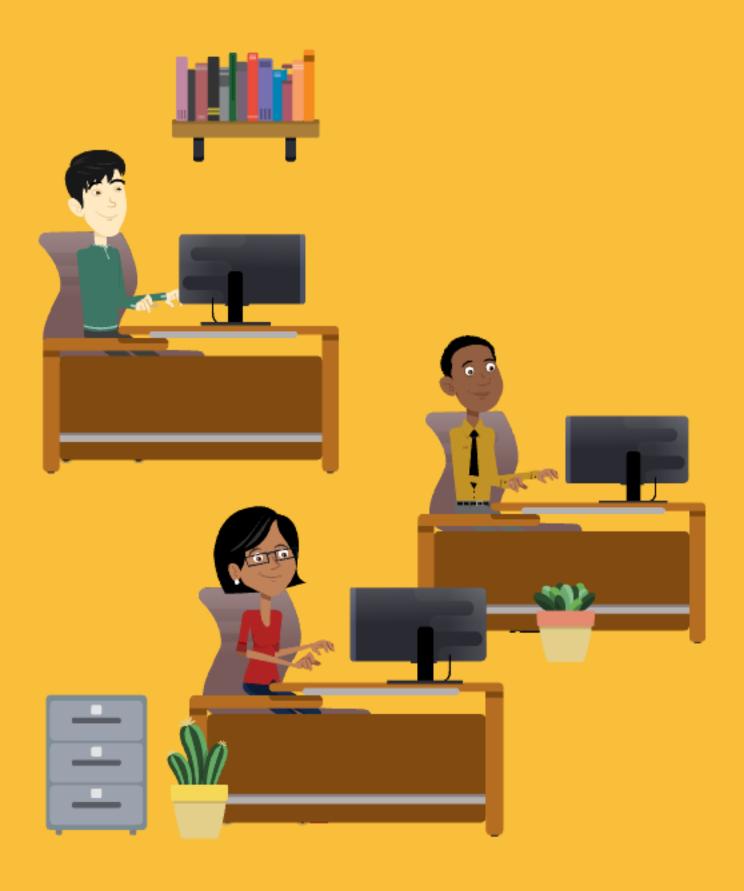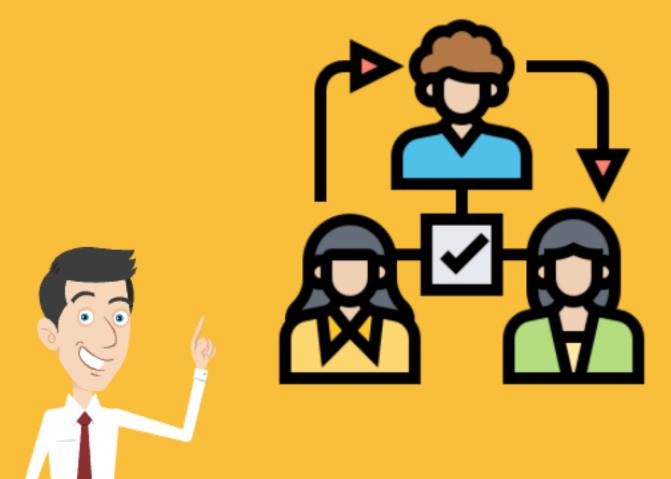
Knowing your team's weak and strong points will help you guide them

● **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

- **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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