



# Management Technologies

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## Pilot's Rules for Project Managers

1. Don't believe a feasibility study – unless it says you can't succeed.
2. Understand your stakeholders' expectations.
3. Which *ONE* is primary: schedule, cost, or product performance
4. Every assumption is a risk; until proven true or false.
5. Evaluate multiple activity networks, select the best (see #3 above).
6. Detailed planning might show “No, it can't be done.” Believe it!
7. Get off to a good start; if not start over, you won't catch up.
8. Follow the plan; if it's a bad plan, stop, and get a new plan.
9. Know the real accomplishment, not just cost and schedule data.
10. Continually update assumptions and forecasts.
11. What you see is what it is; deal with the present, not past promises.
12. Know to whom, when, and what you will communicate.
13. Running your project is always Job #1.
14. When you delegate tasks, release control too.
15. Charge your team with keeping the *whole* project out of trouble.
16. Trends are more important than facts, know where you project will be in 1, 2, 3 months.
17. Develop a Plan B before you might need it.
18. Document the history and the good, bad, and the ugly.
19. It's your project; assume all the authority you need to be successful.
20. Don't spend time with software applications, spend it with people.
21. Enjoy being a project manager, you're running a small business with someone else's money.