

## 2.3 Lucien's Principles: Things Every Mentee Should Know

- 1. Learning is a lifetime occupation. Even top athletes continue to have coaches.
- 2. Negotiation is better than confrontation.
- 3. Competition is good, but cooperation is better. Working individually is good, but working as part of a team is better.
- 4. Always share the glory. Always!
- 5. Attitude counts as much as performance. People may forget who won or who lost, but they never forget how you treated them.
- 6. Reputation counts. Teaming up with losers makes you a loser.
- 7. If you want good answers, you have to ask good questions.
- 8. Having goals is good, but goals without purpose are meaningless. Goals tell you what. Purpose tells you why.
- 9. You always have a choice, but every decision has consequences.

## Potential Pitfalls of the Mentor/Mentee Relationship:

- 1. All advice, even that of a mentor, should be considered carefully before being followed. Each person has a different style. What works for your mentor may not work for you.
- 2. If problems or conflicts arise with your mentor, discuss this with your mentor. If this doesn't help, you may want to consider changing to a new mentor. Discuss this with your mentor coordinator. PLEASE CONTACT: Linda Macera-DiClemente or Connie Smith
- 3. Be wary of becoming too dependent on your mentor to the extent that it robs you of the capacity to act on your own.
- 4. Avoid becoming overly associated with a mentor. You could be stranded if that person leaves or has a problem of his or her own. Also, you lose your network as a result.
- 5. Don't become *self-intimidated* by a high-ranking mentor. Continue to focus on your development and the opportunity to learn from someone who has *made it*.
- 6. Focus on your learning goals. Don't make the mistake of surrendering the opportunity to learn by putting the mentor in charge.
- 7. Don't let the relationship drift. Take the initiative to keep it going and to keep it energized.

## Adapted from:

The Art of Mentoring by Shirley Peddy, PhD

(Rev 7-10)

