

## Influencing Style Profiler

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# Influencing Style Profiler Profile Chart

#### Understanding your profile

The scores indicate the strength of your preference for using a particular influencing style:

- \* A score of 14 suggests that you will typically use this style in most circumstances, whereas a score of 0 indicates that you rarely or never use this style.
- \* In practice, of course, you will probably find that your scores are scattered between the two extremes.
- \* You can think of this pattern as a hierarchy with the higher scores reflecting your most commonly used approaches to influencing others.
- \* The lower scores are probably those styles that you use least. Most people find it helpful to reflect upon the differences shown.
- \* Are there styles that you could make more use of?
- \* Are your typical styles effective in EVERY situation?





## Influencing Style Profiler Preferences

Rewarding/punishing

Offering people rewards or bribes for acquiescence. Threatening punishment for non-compliance.

RP Score

6

Assertive persuading

Using strong logical argument. Displaying conviction. Identifying needs and motives, and offering reasoned analysis.

AP Score

12

Setting example

Being involved, leading from the front, doing the task. Establishing and using models of behaviour.

SE Score

2

Political awareness
Identifying the balance of power,
understanding the needs of the
key players, getting their support,
and using it as a critical mass to
achieve one's objectives.

PA Score

0



Consulting
Sharing information and seeking views. Suggesting actions, giving explanations and inviting contribution. Reserving the right

to make final decision.

C Score

10

Empowering
Listening to others, asking for their help, rewarding them through recognition. Making them feel better about themselves.

E Score

6

Sharing vision

Moving things to a higher plane,
having a common organisational
goal. Appealing to team loyalty
and commitment.

SV Score

8

Being dramatic Getting strong reactions through shock, drama or humour. Making people sit up and take notice.

**BD** Score

12



#### Assertive Persuading Score: 11-12

#### **Likely Behaviours:**

- Very frequent and confident use of assertive persuasion.
- Naturally positions arguments with precision and conviction.
- Uses insight into others' needs to frame highly compelling cases.

#### **Work Implications:**

- Often a thought leader or go-to advisor in their field.
- Highly effective in roles involving influence without authority.
- Needs to ensure space for others to contribute and avoid perceived dominance.

#### Being Dramatic Score: II-I2

#### **Likely Behaviours:**

- Very strong tendency to use bold, expressive, or entertaining approaches.
- Often turns routine moments into memorable experiences.
- Comfortable provoking emotion or laughter to influence thinking.

- Powerful communicator and morale booster.
- Highly effective in energising disengaged audiences or sparking urgency.
- Needs to moderate intensity in more conservative or analytical environments.





#### Consulting Score: 9-10

#### **Likely Behaviours:**

- Frequently integrates others' input into decision-making processes.
- Ensures people understand the "why" behind decisions and actions.
- Consults proactively and with genuine interest in feedback.

#### **Work Implications:**

- Highly trusted by teams and peers; creates a sense of shared ownership.
- Often seen as a collaborative leader and effective communicator.
- May occasionally delay decisions in pursuit of consensus.

#### **Sharing Vision Score: 7-8**

#### Likely Behaviours:

- Regularly connects team efforts to a higher purpose or organizational vision.
- Encourages loyalty and commitment through shared identity.
- Uses values and mission to energize and unify people.

- Builds strong team culture and purpose-driven engagement.
- Effective in leading through change, transformation, or growth.
- Well-positioned for leadership roles requiring cultural alignment and inspiration.





#### Rewarding/Punishing Score: 5-6

#### Likely Behaviours:

- Uses rewards and consequences with some frequency.
- Motivates others by offering recognition or minor sanctions.
- Tends to escalate only when other influence strategies fail.

#### **Work Implications:**

- Moderately effective in structured environments with clear performance expectations.
- May be seen as fair but occasionally inconsistent in applying pressure.
- Balances interpersonal harmony with assertive expectations.

#### **Empowering Score: 5-6**

#### Likely Behaviours:

- Moderately encourages participation and recognizes contributions.
- Listens and engages others in ways that build moderate confidence.
- Occasionally delegates with trust and support.

- Capable of fostering a reasonably motivated and self-reliant team.
- Seen as approachable and respectful.
- Greater consistency in empowerment could boost long-term performance and morale.





#### Setting Example Score: I-2

#### Likely Behaviours:

- Rarely demonstrates expected behaviours personally.
- Occasionally visible but not seen as actively modeling standards.
- Might prefer to direct rather than engage.

#### **Work Implications:**

- Viewed as more distant or strategic than operational.
- May struggle to gain credibility in teamoriented or value-driven cultures.
- Needs to be more visibly aligned with team values or tasks.

#### **Political Awareness Score: 0**

#### **Likely Behaviours:**

- Completely avoids or ignores organizational politics and power dynamics.
- Operates independently of internal alliances or power structures.
- May be unaware of who holds influence in decision-making.

- Vulnerable to being sidelined in political or hierarchical organizations.
- May be seen as naive or detached from organizational realities.
- Likely struggles to gain support for ideas or navigate change.



