

The Project Group, LLC



Getting the Ball Rolling

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A project is one small step for the project sponsor, one giant leap for the project manager.

Good project management is not so much knowing what to do and when, as knowing what excuses to give and when.

If everything is going exactly to plan, something somewhere is going massively wrong.

Everyone asks for a strong project manager - when they get him they don't want him.

Overtime is a figment of the naïve project manager's imagination.

Quantitative project management is for predicting cost and schedule overruns well in advance.

Good project managers know when not to manage a project.

Metrics are learned men's excuses.

For a project manager overruns are as certain as death and taxes.

If there were no problem people there'd be no need for people who solve problems.

Some projects finish on time in spite of project management best practices.

Good project managers admit mistakes: that's why you so rarely meet a good project manager.

Fast - cheap - good: you can have any two.

There **is** such a thing as an unrealistic timescale.

The project would not have been started if the truth had been told about the cost and timescale.

A two year project will take three years, a three year project will never finish.

Never underestimate the ability of senior management to buy a bad idea and fail to buy a good idea.

The most successful project managers have perfected the skill of being comfortable being uncomfortable.

When the weight of the project paperwork equals the weight of the project itself, the project can be considered complete.

If it wasn't for the 'last minute', nothing would get done.

Warning: dates in the calendar are closer than you think.

Anything that can be changed will be changed until there is no time left to change anything.

If you can interpret project status data in several different ways, only the most painful interpretation will be correct.

There is no such thing as scope creep, only scope gallop.

A project gets a year late one day at a time.

A project ain't over until the fat cheque is cashed.

Powerful project managers don't solve problems, they get rid of them.

If you're 6 months late on a milestone due next week but *really believe* you can make it, you're a project manager.

No project has ever finished on time, within budget, to requirement - yours won't be the first to.

Activity is not achievement.

The first myth of management is that it exists.

Managing IT people is like herding cats.

If you don't know how to do a task, start it, then ten people who know less than you will tell you how to do it.

If an IT project works the first time, it is wrong.

If you don't plan, it doesn't work. If you do plan, it doesn't work either. Why plan!

Planning without action is futile, action without planning is fatal.

The person who says it will take the longest and cost the most is the only one with a clue how to do the job.

Planning is an unnatural process, *doing* something is much more fun.

The nice thing about not planning is that failure comes as a complete surprise rather than being preceded by a period of worry and depression.

It's not the hours that count, it's what you do in those hours.

Good control reveals problems early - which only means you'll have longer to worry about them.

Murphy was an optimist.

If there is anything to do, do it!