

Extreme Personality Pattern: D R I F T E R

ADDENDUM TO *THE ACHIEVERS: MOTIVATIONAL ANALYSIS AND STYLES OF LEADERSHIP*, JULY 2012

Those who develop the Drifter extreme personality pattern begin life with the same genetic need for play, freedom, fun, and creativity as do Creators. But typically they grow up in families with little structure and few processes or rules. They just float from one event to another. They build the extreme need to do whatever they feel like and an extreme fear of being confined or restricted or not having fun. They develop the belief that the only way that they can ever be successful and happy is to be uncommitted.

“Drifters believe if they never commit, they will be completely free and always have fun. The truth is they are the least free because they did not develop skills, maintain jobs, or build retirement. They eventually live hand to mouth.”

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MOTIVATION

Drifters have an extreme need for fun, freedom, and spontaneity. They are driven to avoid responsibility and obligations.

▲ The Drifter is Shaped by an Environment with No Rules, Discipline or Structure

Most Drifters' parents and other early influences trained him/her to believe that the highest value in life is freedom and fun. Thus Drifters develop extreme personality patterns to do whatever they feel like all the time. Almost all Drifters grew up in a family with few rules or consequences. Most Drifters had parents who had a craving for freedom and play. Their parents were disorganized, messy, and permissive. In some cases, Drifters had parents that were extremely controlling, domineering, and closed-minded causing the Drifter to vow not to be anything like them.

▲ The Drifter Does Not Plan

Drifters have difficulty making themselves do things that require order, discipline, planning or follow-through. They often live a chaotic life: lose things; go to the wrong places on the wrong dates; or forget to pay their bills. They are often late. They can be very messy and have messy offices, closets, cars, kitchens, and work spaces.

▲ The Drifter is Skilled at Avoiding/Eluding Commitment

True Drifters hate responsibility and commitment. They often fear that if they commit themselves or get into any situation where they have to do something or are held responsible or accountable, that they will be miserable, bored, and far from having fun. Drifters are usually popular in high school and college, but are so scattered they have difficulty in developing long-term relationships. Drifters may be easily distracted and have difficulty concentrating and focusing. They love interruptions because interruptions offer new experiences, excitement and fun. Drifters often start projects but seldom finish them. Drifters cannot delay gratification.

▲ The Drifter Does Not Like to Work

Drifters usually do not like work. Their skills may be a mile wide and an inch deep. They do not like to practice and therefore do not build mastery. They often can do a little bit of everything, but nothing well. Drifters are usually very poor time managers. They tend to be late and are often unprepared when they get there. Drifters love to brainstorm and love to talk and philosophize, but they dislike taking action or implementing steps. Drifters are often drawn to entertainment jobs. They may change jobs (or majors) often, and have difficulty finding a job they like.

THE DRIFTER'S LEADERSHIP STYLE

▲ Goal Setting

Drifters do not want to set goals because they have no consistent desire or direction. Drifters wake up in the morning and say "Oh boy, what can I do today to have fun?"

▲ Decision Making

Drifters do not make decisions because they want to leave everything open. Drifters can be impulsive, acting on little information and little analysis. They may change their minds at any moment.

▲ Feedback on Performance

Very little ever bothers Drifters so they usually "roll with the punches." Although they are very adaptable, Drifters tend not to be effective since they jump from one thing to another, including jobs.

▲ Conflict Resolution

Drifters do not solve conflicts, but rather they dodge them, change the subject, or divert attention to other topics; thereby leaving problems unsolved. Conflict resolution may be difficult for them because they have very little ability to persevere or to do things that are hard.