



Structural diagrams of the six adaptations correlated with the quadrants of the OK Corral

Get Lost in, Get Away From, Get Nowhere with, Get rid of and Show off to, are behavioral patterns consistent with the respective quadrant.

Kick Me, Why Don't You..., Yes But, Now I've Got You You SOB are Games played with the respective quadrant.

Loveless, Mindless, and Joyless describe the general experience within the respective quadrant.

Suicide, Runaway, Go Crazy, Homicide are the escape hatches of each respective quadrant.

Adapted from: Joines, V & Stewart, I (2002) *Personality Adaptation: A New Guide to Human Understanding to Psychotherapy and Counseling*: Lifespace Publishing Nottingham and Chapel Hill. P.222.