

SPARK 060

(Matrix Code: **SPARK060.00** for StartOver.xyz game.)

DISTINCTION: The extraordinary cannot be reached through the ordinary.

NOTES: Possibility Management is based on the theory that the extraordinary is possible. In every circumstance, under any conditions, without restriction, the extraordinary is possible. Consider what this implies. It means that you never need to spend even one moment that is wasted, ever again. There is no gap between right here, right now and the extraordinary.

Alrighty then. What is the map? What is the technique? Just how exactly do you get from normal to extraordinary? The answer is: you can't.

You cannot go from ordinary to extraordinary because extraordinary has its own unique point of origin not connected to anything else. To reach extraordinary you must release your attachment to the ordinary, locate the new point of origin, and start completely over again from there.

Courage, intention and effort are necessary for loosening the steel-hard grip of your Box on your perceptions. You cannot look to the world for objective reality because the world is rich in evidence. The Box uses that evidence to support any story it wants. How can you *not* believe your own stories when they are substantiated by such convincing evidence?

Ordinary includes such qualities as dull, brute force, survival hardened, powerless, flat, one dimensional, predictable, weak, reactive, defensive, confused, dead, refusing, closed, weighty, overwhelm, stuck, nonacceptance, separation, absence, no.

Extraordinary includes such qualities as radiant, awake, alive, light, possibility, presence, brilliance, fluidity, inclusion, being with, clarity, open, expansion, fresh, centered, complete, union, wonder, motionless speed, awe, love, acceptance, yes.

Life is not ordinary. Life is extraordinary. Life gets made ordinary by you. How? By believing your Box's expectations, assumptions, projections, conclusions, and its already knowing. You make things ordinary by giving credence to the meanings that your Box provides, and to the significance that your Box places on things. To get extraordinary you must find out how your Box creates ordinary and then do something different.

EXPERIMENTS:

SPARK060.01 Here we speak about going extraordinary as a group, not alone. Going extraordinary alone is a subjective experience where you could be fooling yourself. Going extraordinary as a group is more likely to be objective.

A group can only go as far as the spaceholder can take it. If you cannot see the spaceholder, the spaceholder is you. Do not expect someone else to take a group into the extraordinary. If you have the desire for the group to be extraordinary, then it is

your job to take it there. And, vice versa: If you want the group to be extraordinary and it is not, then it is your fault.

Going extraordinary is rare because you as a spaceholder for the extraordinary make sacrifices. You practice with the impeccable vigilance of a tightrope walker. You develop the precision and stamina of a swordsman. You refine your integrity and upgrade your ability to detect purpose. You commit to total unhookability. When you can tolerate the intensity of the extraordinary yourself, then you can bring the group there.

The instructions for this experiment may be quite obscure. I am sorry. Do the best you can. Success may require years of practice. It is worth the effort.

You cannot get from ordinary to extraordinary. The extraordinary derives from its own unique point of origin.

The point of origin is like your center, only it is not in you. It is *the* center.

You can start over again right now from the extraordinary no matter where you were just before. Just because it was not extraordinary before does not mean that it cannot become extraordinary now.

The extraordinary point of origin is previous to nothingness. The extraordinary includes the ordinary.

You cannot start at the point of origin if you try to bring anything with you, therefore, starting over from the point of origin costs you everything. It is far easier to be a space than to be at the point of origin.

At the point of origin nothing moves. Nothing needs to move. The point of origin is the still point. From the extraordinary point of origin you can move in any direction. It is possible to rest on the point of origin and to come from there in each action.

The point of origin is like now, but without time.
The point of origin is like here, but without space.

If you want the extraordinary it is up to you to be there. Do not worry if it only lasts for an instant. With practice you can get it to last for a whole moment, then for a few seconds. A few seconds of extraordinary can change your life forever.

People may try to destroy the extraordinary out of fear. Do not be angry with them. Agree instead. Conflict is a gateway to the extraordinary if you are the first to leave your defensive position and take the blame. The harder you try to protect the extraordinary the quicker it vanishes. The extraordinary only disappears if you forget where it lives.

The experiment is this: once a day, in a situation of two or more people, start over again from the extraordinary point of origin.