

SPARK 068

(Matrix Code: **SPARK068.00** for StartOver.xyz game.)

DISTINCTION: The problem is the solution. (Go into it.)

NOTES: Anyone saying, “*The problem is the solution*” is clearly using *Is-Glue-Dissolver* and *Is-Glue* to take apart an old story and invent a new one. Why do that? By creating the new story that what you might normally experience and label as a “problem” is in fact not a problem at all but actually a solution to a problem, you open up an entirely new set of possibilities to work with. Before using the *Is-Glue-Dissolver* the only “true” story – the story you were identified with – was, “*The problem is the problem!*” Applying *Is-Glue-Dissolver* takes that story apart and forces you to wonder, “*Where did this problem come from in the first place?*”

Upon first seeing your current conditions no problem exists, only neutral (meaningless) circumstances. The circumstances only become “a problem” when you interpret them as having meaning by making up the story that they are a problem. *You* make the problem! The fact that this particular set of conditions is a problem for you does not mean that it is a problem for anyone else. The reverse is also true: The fact that someone else has a problem does not mean that you do. For you as a Possibility Manager, a problem can be a problem or it can be the solution to a problem; it does not matter. Both are stories. One of these stories gives you more power, more effectiveness, and more access to nonlinear possibilities.

Declaring something to be a problem often begins by sensing a conflict of stories, two story-worlds trying to occupy the same space at the same time. In a space only one story-world can prevail. If one of the story makers shifts, the conflict can resolve. The Possibility Manager is the one who shifts first.

But how can you make a problem into a solution without feeling like you lose something? One option is to move *orthogonally* – perpendicularly or nonlinearly – out of the space where the conditions create a problem into a space of additional possibilities, for example, how to have this *and* that, rather than this *or* that. Gremlin proves useful here because Gremlin can exit any space at any time for no reason!

Instruct your Gremlin to lift you up by your bootstraps and re-establish your point of view so you can perceive the big-picture purpose of the conflict. (As a side note: Whoever you are in authentic contact with at the shift moment will shift with you.) In every case the big-picture purpose of a conflict is evolution. By getting on the evolutionary ride you enter a series of processes that lead to more effective organizations, more brilliant designs, more inclusive intelligence, more innovative interactions, more elegant and multidimensional relationships, more heartfelt communications, in other words, evolution.

Facing and struggling with the specific details of a conflict allows the forces of evolution to produce a shift in you. In Possibility Management, struggle is not an obstruction to the way; struggle *is* the way. The problem *is* the solution.

Take, for example, meetings. “*Three or more people with a common purpose*” is defined as an “*organization*.” When an organization gathers in the name of its purpose this is a *meeting*. Although each individual at the meeting may be committed to the common purpose, they also have differently shaped Boxes, including different opinions, conclusions, beliefs, and so on. When running a meeting on the *Old Thoughtmap of Meetings*, conflicts arise from *interbox* differences. (Before you discovered that each person has a Box, but they are not their Box, you may have thought of conflicts as *interpersonal* differences.) The old thoughtmap suggests that conflicts need to be suppressed, denied, controlled, or manipulated, so that the group can function as a team, come to agreements, and create solutions and plans. This ignores the fact that better teamwork, clearer agreements, more effective solutions, and more sophisticated plans can only be created if the members of the group evolve! Otherwise you keep creating the same thing as before only painted in green.

Beyond a certain point having problems becomes an indulgence. Over time a Possibility Manager’s life shifts from working on their own problems to serving as a catalyst for liberating the potential held within other people’s problems, both individually and in groups. After a while you might start noticing how your personal problems seem to get handled by the Bright Principles you serve in the course of your work so you can do a better job as a Possibility Manager.

EXPERIMENTS:

SPARK068.01 A “problem” is an invitation to evolve. As soon as you sense that there might be a problem, train yourself to immediately say, “*The problem is the solution*,” and then shift into the evolutionary perspective. Rather than entering the standard “victim mode” where it is easiest to complain, blame, resent, and plot revenge, look for the opportunity to learn something radically new. Welcome the problem as an evolutionary adventure and step forward responsibly through the doorway of opportunity that the problem presents.

You can detect when you have successfully stepped through that doorway because you will immediately experience more vulnerability, more mutual understanding, more connection, more possibility, and more intimacy.

Each evolutionary gesture – regardless of if the gesture is physical, intellectual, emotional, or energetic – originates as an impulse at your physical center, the point between your two hipbones and halfway back in your abdomen. The impulse will arrive as a subtle experience previous to your thinking. When the impulse comes from Bright Principles, move before you think. How to detect if the impulse comes from Bright Principles? Impulses are wrapped in a purpose the same way an arrow released from a bow already has a landing point. You will sense the purpose of your impulse the moment you sense the impulse before you think. When training yourself to respond in this way to problems you make yourself an ally to the Bright Principle of Evolution, and you will be used to serve its purposes: High Level Fun!

The old thoughtware teaches you to see problems as problems and to make efforts to avoid them or use them for unconsciously feeding your Gremlin. Upgraded thoughtware makes you attracted to problems like bees to flowers. The problems provide nectar for the sweetness of evolution. That’s where you can do your job.