

SPARK 220

(Matrix Code: **SPARK220.00** for StartOver.xyz game.)

DISTINCTION: The only time you know what to do is when you are being adaptive.

NOTES: As a [free-and-natural](#) [initiated](#) [adult](#) human being, you invent the [Possibilities](#) of each moment, [Sword](#) in hand, without being adaptive. Being 'adaptive' means you behave according to the needs and wants of others, regardless of what you want. You [become adaptive](#) by thinking you can give your [Authority](#) away.

Spelling 'Authority' with a capital 'A' refers to 'your inalienable absolute unchallengeable Authority'. It is the Authority you are because you live. 'Authority' spelled with a small 'a' is the 'false authority' assigned to you by 'having a position' in a hierarchy, for example, the 'false authority' of 'being an official' (e.g. Mayor), of 'a role' (e.g. Umpire), of 'a title' (e.g. 'President'), of 'ownership' (e.g. Landlord), of 'birth' (e.g. Royalty), of 'certification' (e.g. Doctor), etc. It is fake. Every single qualifier that theoretically grants 'authority' is circumstantial. Even if someone is more skilled or knowledgeable than you, they are simply a lucky resource for you. They do not have 'authority' over you. Small 'a' 'authority' is a characteristic of the [gameworld](#) being played. If you are not playing in that gameworld, the 'authority' does not own you.

Since early age, most of us were sent into a hierarchical school system in which we were taught to obey and forced to comply with gameworld-defined 'authority'. You were punished if you did not at least fake obeisance to 'teacher', 'administrator', and 'system', doing what they demanded you do, being what they demanded you be. It was a survival-level threat. In order to survive you adapted to being adaptive.

After fourteen years or more of schooling, you pop out the prison gates into the free world, and the most important question that comes up is: "*What should I do next?*" Oh my god... you have been adapting to what others told you to be and do for so long, why stop now? Immediately you [go get a job](#) where your boss tells you what to do, because their boss tells them what to do.

If you are doing and being what the 'authority' has told you to do and be, then you think that you are not to blame for any outcome. You think that the 'authority' is responsible. [Your Gremlin](#) tries to live in the [delusion](#) that you are 'avoiding responsibility' for your choices and actions, just like your boss' Gremlin thinks. In the 'rule of law' of [modern culture](#), every 'corporation' is a 'person' with 'authority'. Corporations are forced by 'law' to demand that their employees 'make a profit' by any means. That gameworld has run amok and is exterminating two hundred species of life each day on Earth. You have been trained to be adaptive to that grim insanity.

The problem is that, if some 'authority' is not telling you what to do next, you feel very uncomfortable (call it fear...) because then you 'do not know' what to do next. You face reality, being unavoidably [Radically Responsible](#). It is time to experiment.

EXPERIMENTS:

SPARK220.01 INVESTIGATE YOUR FEAR OF WHAT YOU MIGHT DO UNDER YOUR OWN AUTHORITY Please open your [Beep! Book](#) to a fresh page and title it:

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WHAT I MIGHT DO UNDER MY OWN AUTHORITY. Under that, draw a vertical line to make two columns. On the left side (we may as well make this archetypal...) list the '[dark](#)' things you might do if no one... and we mean NO ONE EVER would know what you are doing. Spend 20 minutes writing out *in detail* what you might be afraid that you might do. Let your shadow side have its time. New awareness gives you new choice... After 20 minutes, stop writing and take a 5-minute stroll – outside if you can. Breathe. Walk. Stretch. Look around at the ordinary [Middle World](#). Now return to your *Beep! Book* and fill in the right column of your list: What are the '[bright](#)', useful, interesting, beneficial, exciting things you might do or be if you no longer had to do ANYTHING that someone else wanted or expected you to do or be – not even the government or your landlord, not even your mother! What would you create if you had years and years of your life to do whatever you wanted under your own [Authority](#)? Write it out in detail for 20 minutes or more. Do not stop until it has been written. Read out loud what you wrote (yes, both columns...) at your next [Possibility Team](#). Ask for [Possibility](#).

SPARK220.02 STEP OUTSIDE THE GRIP OF A HIERARCHICAL GAMEWORLD

Start a new page in your *Beep! Book* titled: **HIERARCHIES I PARTICIPATE IN**. List by name EVERY hierarchically structured gameworld you participate in, for example, health insurance, income tax, university, football, the grocery store. How can you detect if a gameworld is hierarchical? Think up a proposal to change things for the better in that gameworld. Who would you have to speak with to make the proposal? Suddenly you meet the hierarchy. This Experiment is: choose one of the hierarchical gameworlds you participate in and do whatever it takes to stop participating in that particular gameworld. Learn the ways of getting out of gameworlds. It will become a useful skill for you co-creating [archearchy](#) as a [Possibilitator](#).

SPARK220.03 STAY NOT KNOWING WHAT TO DO If you know what to do, your 'knowing' function is activated. You have the 'right' answer, the 'correct' response, the 'proper' way. Who did that 'knowing' come from? That person is the 'authority'. By following their worldview, you 'know what to do' and you feel 'safe'. This Experiment is to step outside of the 'safe' feeling into the fear inside you, where there is no right way, no external 'authority' to follow. You are suddenly under your own recognizance. No one is protecting you. No one approves your actions or inactions. You are choosing, and you will face the consequences. Welcome to life! How long can you stay in that fear and keep moving? If the fear stops you and you want to be adaptive and get approval again, please connect with a [Possibility Coach](#) or a skilled [Possibilitator](#) in your [Team](#) and immediately ask for an [Emotional Healing Process](#) to face into the fear and find its source. Then do this Experiment again. It can help to ask yourself this question: *Which is bigger? The Known? Or The Unknown?* Then ask yourself which resource you would rather tap into for your life? Get used to the fears and shoot the [Voices](#) which may come from staying in 'not knowing'. It may take a month or two. Make your [fears conscious](#) and say, "Welcome fear. What do you have for me?" Write it down in your *Beep! Book* so fear's mission can be completed. Later you decide what to do with your fear's energy and information.

SPARK220.04 START USING 'NOT KNOWING' AS A RESOURCE: SPEAK FROM THE UNKNOWN Review <http://speakfromtheunknown.mystrikingly.com>. By being adaptive for all these decades, *you have cut yourself off from the tremendously powerful and creative resource called 'The Unknown'*! Be wary of the 'calming' sense of 'knowing what to do next'. Speak from your [Center](#) before shrinking into 'knowing'. See how long you can stay in 'not knowing'. Aliveness expands when not adaptive.