

## SPARK 026

(Matrix Code: **SPARK026.00** for [StartOver.xyz](http://StartOver.xyz) game.)

**DISTINCTION:** Each space is connected to every other space.

**NOTES:** This distinction adds definition to the Possibility Manager's skill of holding and navigating space. As a Possibility Manager you are responsible for the presence of whatever space is present. Whatever space is present, is present because you are sourcing that particular space to be present. The fact that one particular space is present is no excuse or reason why any other space could not instead be present. As a Possibility Manager it is your job to notice what space is present and then to determine if the space that is present is the space that best serves.

If the present space is not appropriate or another space could better serve the circumstances, then it is the Possibility Manager's job to shift the space from one space to another space, a skill called *navigating space*. For example, navigating space could be to shift a meeting where there is a predominance of arguing from defended positions to being more about creative collaboration or discovery listening and speaking. Navigating space takes a remarkable step towards practicability when it is discovered that every space is connected to every other space.

This means that any space is available from any other space, at any time, for no reason.

This is wonderful news for a Possibility Manager because it means you can never be stuck. The space determines what is possible. If you can shift from one space to any other space in any moment, then you are never lacking in possibility. (From which comes the declaration: A Possibility Manager is resourceful.) This distinction is also shocking news for a Possibility Manager because it reminds you of your uncompromising responsibility. If you feel stuck or you do not create the results that appear to be needed and wanted it could be that you were not willing to navigate into the space that holds the possibilities that would have worked for you.

### EXPERIMENTS:

**SPARK026.01** Because you have been trained to identify yourself as being your Box you automatically assume that each space you are in is the only space there is. You assume that the space you are in or the space that another person is in is a solid immovable permanent reality. You fall asleep during the natural shifts between one space and another space, and you forget that you were ever in a space other than the one that presently exists. Your old thoughtware creates this condition.

The experiment is to start using the new thoughtware that each space is connected to every other space. You can practice this by intentionally making nonlinear (orthogonal) moves from one space to another space. The way to shift space is to go over to the edge of the space, make sure that you are in contact with everyone else in the space, lean your shoulder gently up against the wall of that space, and then pop through the wall into the next space. Everyone you are in contact with at the time of the shift will be in the next space with you.

For example, let us assume that you are in a meeting and the group has worked its way into a space where the pending project or decision has become impossible due to confusion or discouragement. Whether you are the official spaceholder or not you can take responsibility for shifting the space. To shift the space you might start with a nonlinear question - questions are a powerful tool for navigating space - such as, "Who are we really?" By asking such a question, everyone's attention goes to you so that you can make contact. Then you might agree with the group's conclusion to eliminate logical opposition: "It is true that the job is impossible." Now that there is no enemy to contradict your move, you can lean up against the wall of the present space and define the new space: "Fortunately we are the team who loves to do impossible jobs." In the new space, the circumstances are the same but the possibilities are entirely different. Then you need to put some stakes into the new territory to stabilize it and to assure that you can find your way back. Stakes can be nonlinear action steps, such as, "If we had to do the job in half the time, how could we do it?" Or, "What makes you angry about this job?" Or, "What are all the ways we could fail with this job?" Or, "Who does have the ability to do this job? What qualities do they have? How can we acquire those abilities?" And so on.

Another example might be with children. Imagine two or three children arguing with each other. Instead of trying to stop the argument or scold the children, remember that children only become agitated in five conditions: thirsty, hungry, tired, physical pain, or the need for loving attention. Often it is the last: needing attention. To shift the space you can fulfill children's need for attention by momentarily dropping everything else that you are focused on and giving the children 100% of your high quality attention. To begin, start with a nonlinear question: "Where are the Egyptian tomb raiders?" Your questions need not make total sense. When the children come to you, let them make physical contact by squatting down to their level and letting yourself be touched. They await your lead. Depending on their age you can say, "I am going to arm-wrestle you all at once." Or, "Let's have a staring contest." Or, "I have a new game. I have a certain amount of energy. You can use it any way you like. If you conserve my energy by following the small rules, then I can use that energy to help you break the big rules."

If you are solidly in contact with everyone in the space, then when you move, everyone else moves with you. When you press on the wall you discover that what at first appears to be so solid is no more resistant than wet tissue paper. The mind shifts identification from one space to the next space as easily as changing channels on the television. People will suddenly find themselves comfortably and effectively operating in the new space without knowing exactly how they got there. You already make such space shifts many times a day although you make most of these moves without being aware of what you are doing. The experiment is to consciously shift from one space into a more productive space three times during each day.