

SPARK 037

(Matrix Code: **SPARK037.00** for StartOver.xyz game.)

DISTINCTION: The best way to learn something is to teach it.

NOTES: At some point in your evolution – and for many readers that point has already been reached (this means you!) – you have already learned as much as you can in the ordinary ways of learning such as taking classes, reading informative books, surfing the net and so on. Your further development comes from serving others through providing them with some form of healing, education or training. Being faced with a group of defensive, clever, resistant and Gremlin contexted Boxes is a difficult, complex and confrontive enough challenge that the only way through the obstacles is to reinvent yourself over and over again. In this way you continue to learn. The group is the crucible. Your commitment to their success – no matter what – provides the heat. The job is essentially impossible. You do it anyway.

When you engage the practice of creating clarity and possibility for others you must be warned. If you go forwards to teach something and you unconsciously set up a dynamic of teacher to student, doctor to patient, master to disciple, healer for the sick, or therapist for the crazy, then the relationship is imbalanced in a way that it can only serve your irresponsible hidden purposes. By putting yourself in a separative or superior position you are playing it safe because you are not at risk in the game.

For a Possibility Manager the invitation is to create a team of fellow explorers. In a learning team you go on the adventure together. The only reason you personally sit in the pilot's chair is because you have more experience in making it safe for a team to explore the new territory. Your true purpose is to replace yourself, to train more pilots. You go first so that the others can come too. You meltdown into the liquid state first, you venture into the cave and face the dragon first, you vanish into the intensity of groundlessness first. But you do not go there without your team, and you do not go there without the blessings of the lineage that handed you the maps in the first place. The team and the lineage are what make it safe for you because both the team and the lineage are what give you your feedback. You teach others as a way of paying back your debt. You give to others in gratitude for what was given to you. If you ever catch yourself thinking that you should branch off and start your own lineage rather than continuing to struggle deepening your relationship to your present lineage it is immediately time to start asking yourself the question, "Who am I kidding?" The disturbance is probably your Gremlin agitating to get loose from his short chain.

What you have learned only lives as you give it away. The success of your learning exists when you communicate about its success in you. The learning lives through the stories you tell while sharing with others. In the process of regenerating the context, the context thrives. You cannot own the gift you have received until you can give it away.

EXPERIMENTS:

SPARK037.01 This experiment may not be for you. It is not for everyone. If it is not for you, do not do it. (You get a week off.) If it is for you, then it is already past time

for you to do it and you better get started. You have barely enough time to do all that you need to do. There will always be reasons and excuses for not doing this experiment, but nothing else can take its place in your life, so you may as well get on with it.

The experiment is this. Assemble a group of people meeting regularly once a week at your house where you are the spaceholder and where you are responsible for making some kind of possibility available. Do not try yourself to be the source of that possibility. Instead know that your job is to bring the group together in the name of the principle of possibility and then to navigate so that the group explores extraordinary spaces. Use authentic questions and real life issues to keep your meetings relevant. At the same time, use the clarity provided by a book such as this to feed the people with new ideas and guide them into experiments to try. The group should be at least five people, but not more than twelve or fifteen people. Eight people is perfect.

It does not matter what kind of learning space you offer. What matters is that whatever it is, it really matters to you. Ask people to commit to a minimum of three months attendance, and they should pay some amount of tuition for their participation. The paying is necessary because it makes room for people to receive what is being given. Commit to making it an extraordinary experience for everyone, especially yourself, more valuable and interesting than any of the myriad distractions in their lives. Learn the difference between discussions and explorations. Disallow discussions. Keep asking dangerous questions that you do not already have answers for. Speak before you know what you are going to say. Start at start time. End at end time. Lock the doors as you begin so anyone arriving late cannot enter. Be impeccable. Have fun. Go!