

## SPARK 053

(Matrix Code: **SPARK053.00** for [StartOver.xyz](http://StartOver.xyz) game.)

**DISTINCTION:** Positionality is the Box defending itself.

**NOTES:** The Box takes a position by using Is-Glue to establish a rigid relationship between two dissociated things. Positionality is rampant and mostly unchecked in the Box's ordinary thinking. It easily claims: I am right. You are wrong. I know. I do not know. I cannot do this. I am uncomfortable. I hate this. This is not fair, and so on.

When you are identified with your Box – meaning, when you experience your Box as you – then you act as if your position is reality. For example you take for granted that it is true when you say: I like this. I do not like that. You must treat me this way. I must win. This is impossible. I do not know how. This is not good enough. I am not good enough. There is not enough time, money, space, or energy. You are incompetent. You are better than me. You do not fit in. I do not fit in. I know what is better for you. This is not proper. They do not care about me. I am good. I am bad. This is bad. My need is bigger than your need. My problem is more important than your problem. I am more important than you, etc.

Box technology applies to every level of Box, including families, departments, neighborhoods, tribes, companies, cultures, religions, races, governments, political parties – even decades of time can have a Box. (The 1920's. The 1960's.) Since Boxes are first dedicated to their own survival, positionality is defended with extreme prejudice. The automatic and unavoidable result of Boxes taking positions is war. Look at human history.

For the Box it is extremely easy, remarkably fast, and totally familiar to take a position. This is because with a position in place the Box knows who it is and therefore how to act to defend itself. For the Box, it is quite rare and totally nonlinear to get off of a position once it has been established. For the Box, getting off of a position and opening to flexibility and acceptance is the equivalent of death. One Possibility Manager said, "I subscribe to the idea of dying as often as possible. I consider it a good day when I have died three times before breakfast."

A Possibility Manager cannot afford to lock into a position for the Box's purposes. To do so is to lose access to the impartial neutrality required to use Possibility Management tools. Let us explore for a moment the extraordinary experiences, perspectives, and possibilities that are available when you avoid taking the Box's positions.

- If you take no position about what you can or cannot hear then you can hear anything.
- If you take no position on what you have then you can have anything or nothing.
- If you take no position about what you are creating, then you can change yourself without resistance or recoil.
- If you take no position on who you are or who you are not then you can be anybody or nobody.
- If you can be nobody and still be responsible then you can be a space.

- If you can be a space then you can represent something greater than yourself.
- If you can represent something greater than yourself then you establish a reciprocal relationship with that thing and you are provided for in some extraordinary ways.
- If you take no position on the way things have to be or cannot be then you can be present to the way things are.
- If you take no position about what is correct or incorrect then you can notice how things work and learn what produces the best results.
- If you take no position about how something has to be then you can choose how it is.
- If you take no position about your present state then your state can change in the next moment.

## EXPERIMENTS:

**SPARK053.01** Pay close attention to the energetic experience of Boxes taking positions. It is of course easier to detect when someone else's Box takes a position than to detect when your own Box takes a position. In either case, it is the same phenomena, and exhibits the same characteristic cramp, recoil, rigidity, shrinking of perspective, linearization, reduction of possibility, exclusion, separation, immobilization, and lifelessness. You establish positionality every time you come to a conclusion.

For the entire week, whenever you notice that you have already taken a position, are now taking a position, or are just about to take a position, name it for what it is. Say, "My Box is defending itself and taking the position that (say what the position is), because (name the problem it solves)." (Often we take a position to solve the "problem" of feeling afraid of something.) Then say, "There are other possibilities." Start to list the other possibilities. One possibility is to start the conversation over again and, this time, instead of taking a position, reveal yourself by saying, "I feel (angry, scared, sad or glad) because. \_\_\_\_\_."

When you notice that someone else's Box is taking a position, do not oppose it. Do not let your Box war with their Box. Instead, just agree with their position simply and wholeheartedly. By using the Possibility Management principle of agreement, you vanish yourself as the enemy so there can be no conflict. By agreeing you create the possibility of reinventing the conversation to be more fluid, bigger perspective, and serving principles rather than a position.