

5 Conditions for Creating a Possibility Space

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(Revised: 31. May 2018 by Nicola Neumann-Mangoldt)

There are no ineffective teams, only ineffective leaders. Therefore, train your leaders. Or train your leader trainers. Or even better yet, train your leader trainer trainers!

Inherent in every organization is a vast wealth of intellectual capital and creative genius. Ordinary meetings are called to order under the auspices of dominance, control, manipulation, and the unspoken struggle for power and position amongst adversaries. Liberating and directing team genius requires meetings of a different nature. Five conditions establish a meeting that is sourced directly by the Principle of Possibility, and allow people of diverse character and background to work together at unusually high levels of effectiveness and productivity. It is the spaceholder's job to establish and maintain these five conditions.

FIVE CONDITIONS OF POSSIBILITY

Possibility Management meeting technologies are facilitated by a spaceholder who is trained to create and maintain the following 5 conditions:

- 1. PURE FORM THINKING:** Designate specific times for *Pure Form* generative thinking and *Pure Form* analytical thinking. Do not mix them at all! Spend 90% of your time and energy generating both linear and nonlinear possibilities. At a different designated time switch to analyzing and selecting what is useful or not.
- 2. PARALLEL PLAY:** Typical meetings are linear: one person creates at a time – a very ineffective use of available intelligence. Instead find nonlinear ways for everyone to create all at the same time! No more waiting until it is your turn to speak. With *Parallel Play*, ideas are shared while they are fresh and alive, and new ideas come in an abundant flood.
- 3. CREATIVE SANCTUARY:** Creating is a delicate and very personal experience. Creative Sanctuary eliminates the risk of retribution. No matter what you create it will have no negative consequences! This is a guaranteed safe environment. Even the wildest ideas and most controversial issues can be presented completely without risk. No criticism are allowed. No “killer phrases”. Whatever gets created stays created. This is Sanctuary.
- 4. GREMLIN-FREE ZONE:** Responsibly applied Gremlin is an inexhaustible source of nonlinear creativity. But if not attended by a sword-wielding spaceholder, environments of few rules often degenerate into Gremlin feeding frenzies. The spaceholder frames the meeting within the Map of Possibility and uses his own Gremlin to spot other Gremlins! Irresponsible use of Gremlin is immediately interrupted, named and disallowed.
- 5. PRINCIPLE OF POSSIBILITY:** Through intention an attention the spaceholder connects the meeting space directly into the resources of the *Principle of Possibility*. The meeting is called to order in the name of Possibility, and then serves as the space through which Possibility can do its work. This way the meeting serves something greater than the ego of the spaceholder, and the entire organization receives the benefits.