

SPEAK FROM THE UNKNOWN

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(NOTE: Possibility Management is open code thoughtware. The copyleft notice affirms that this material cannot be copyrighted. The use limit is to assure that if an unqualified person tries to deliver this initiation and runs into problems, they alone are responsible. This is a powerful initiatory process that tends to catalyze expansion in personal consciousness. It needs to be delivered within a specifically held context and space by a person with a specific skill level, quality of consciousness, and intention.)

ORIGIN: This PM core-skill initiation was invented in the first Possibility Team at AVIVA on Florianopolis, Brazil, by Anne-Chloé Destremau and Clinton Callahan, 13 November 2019.

FORMAT: This is a PARALLEL PLAY whole group initiation done in pairs, either online-or-offline. It is also a CRACK IN CERTAINTY process, a SCHOOL DAY LAB or PLAB initiation, and a way to enter the [GAP IN KNOWING](#). It will take between 30 to 90 minutes, depending on if you do the Warm-Up Exercise and one or both PARTS. You can use the same pairs for the whole initiation or get a new partner for Part 2.

PURPOSE: This initiation is a prison escape from the small territory of the known. The [Possibilitator](#) learns to go through the Gap in Knowing to access the [Unknown](#) (the Void, the Mystery) as an external resource in daily life.

SETUP: Partners sit facing each other in chairs spread out randomly in the room with plastic bucket, tissues, and red hand-towel. Have a [Beep! Book](#) and pen for Part Two.

INTRODUCTION:

1. How many of you did not go to school? (Not enough!)
2. What is the highest value in the context of the school gameworld? (Knowing.)
3. Let's each draw a map in space with our hands. If the space between us in this circle represents the whole Universe, draw for me with your hands and arms how much of that could possibly be known. (A small portion.)
4. Now show me with your hands and arms how much of what could possibly be known in the Universe you already know? (A VERY SMALL portion.)
5. It is time for you to make a decision between staying inside of your already known space, or gaining access to the vast Unknown. This is a life-changing decision so I need a real answer from each of you. If you choose to access the Unknown, please stand up. (Alternatively, ask each one personally to answer before you proceed.)
6. Including the Unknown as a resource starts with breaking some rules you learned in school. School taught you that:
 - a. Not knowing is bad.
 - b. Being in the Unknown is scary and perhaps even dangerous.
 - c. Thinking that the Unknown is useful is bad, and scary, and maybe even crazy.
7. The purpose of this initiation is to include the vast Unknown as part of your home. To do that requires you changing your self-image and identity. By practicing these skills you can learn to use more and more of the Unknown as a vast, rich, and useful resource in your daily life.
8. This is a SCHOOL HEALING process that activates new parts of your brain patterns and your energetic body. You might even feel yourself expanding into forbidden territory, accepting the Unknown as part of yourself, and the sensation of 'jacking-in' to the Unknown.

9. Life is not about 'should' and 'should not'. Life is not about following commonly accepted rules. Passion and aliveness come spontaneously out of the Unknown in each moment. Through the Unknown you gain fluidity in your self-experience.
10. The Unknown is an abundant resource for conflict-resolution, learning and discovery!

PART ONE:

Please get in pairs and sit facing one another in chairs. Please have your [Beep! Book](#), plastic bucket, tissues, and a red hand-towel available. One person is Client. The other person is the Possibilitator. Everyone please take a deep breath. Make sure your energetic Center is on your physical Center so that you are [Centered](#). Use your [Clicker](#) to make your [Grounding Cord](#) connecting your Center to the middle of the Earth. Click again to [Declare](#) your own [personal Bubble of Space](#). This is [First Position](#) in Possibility Management.

WARM-UP EXERCISE: GIVE WRONG ANSWERS TO SIMPLE QUESTIONS

1. CLIENT, ask the Possibilitator a series of simple questions, such as:
 - a. What is this for? (pointing at a chair or your nose)
 - b. How many fingers am I holding up? (hold up 3 fingers)
 - c. What day is it today?
 - d. What planet are we on?
 - e. Who owns this building?
 - f. Can people fly?
 - g. What is a corporation?
 - h. How much water can you drink?
 - i. Why are there shoes?
 - j. What time is it?
2. POSSIBILITATOR: Give multi-sentence responses. Do not give one-word responses. Do not try to create 'answers' to their questions. Instead, speak into the [Matrix](#) and Necessity of Client. Do not laugh at your own jokes. Stay sober. The point is NOT to be funny or make the Client laugh. That would be your Gremlin taking over.
3. POSSIBILITATOR: Pause for a moment before responding to make sure your [Point Of Origin](#) is located deep in the Unknown. Then for each question give 5 to 10 WRONG responses rapidly in a row, all from the Unknown. Do not think. If you think you are using your Imagination. Your Imagination is NOT in the Unknown.
4. POSSIBILITATOR: Before you respond to each new question, be sure to cast your Point Of Origin further out into a different part of the Unknown. (No point trying to get comfortable in the Unknown...eh?)
5. After at least 5 to 7 minutes, come to a stop. Take a few sharing comments as needed. Then change roles and continue for at least 5 to 7 minutes.

PART 1 INSTRUCTIONS: UNKNOWN RESPONDS TO COMPLEX REAL QUESTIONS

1. POSSIBILITATOR: you begin as Placeholder. Please use your [Clicker](#) to make and hold a [Safespace Cube](#) in which the Client can ask their questions and you, the Possibilitator, can allow the Unknown to respond to the Client.
2. CLIENT: cut loose and ask the Possibilitator complicated real questions for which there are no known or right answers.
3. POSSIBILITATOR: move your Point Of Origin out and up behind the back of your head into the Unknown. Let the Unknown provide responses. It does not matter if what you say is right or makes sense. **HOWEVER, IT MATTERS THAT YOU STOP YOUR GREMLIN FROM GIVING FUNNY OR NONSENSE ANSWERS. THIS IS**

NOT A GREMLIN FEEDING SPACE. (IT CAN HELP YOU TO KEEP YOUR GREMLIN SITTING AT YOUR LEFT SIDE, NOT UP BEHIND YOUR HEAD)

4. For example:
 - a. How can Earth ecosystems be healed?
 - b. Why is there war?
 - c. What stops aliens from helping us?
 - d. What is the best way to heal?
 - e. What is an adult?
 - f. What is outside beyond the universe?
 - g. How does a Village work?
 - h. Why do people believe in money?
 - i. How are true Elders made?
5. POSSIBILITATOR: This is NOT about making up BULLSHIT. Instead, open up to an entirely new way of being together with the Client. This is a new [Space](#).
6. CLIENT: If the Possibilitator gives you one word or one sentence responses, do not let them stop there. Ask them go several layers deeper into the Unknown and keep talking. Say, *"Could you please allow the Unknown say more about this?"*

HINTS FOR POSSIBILITATOR:

1. Commit to moving your [Point Of Origin](#) temporarily into the Unknown to provide true value to Client with your responses, even if you do not know how.
2. Do not give [logical or reasonable](#) responses. Instead let the Unknown speak through you into the Necessity of the question, and into the Matrix of Client.
3. Your answers become a [Doorway](#) for Client to access to new portions of the Unknown.
4. Do not try to be funny or try to make Client laugh.
5. Especially do not laugh at your own jokes, because that totally destroys the space of Possibility. That is your [Gremlin](#).
6. Do not make up meaningless fantasy stories. (This is a different resource: your [Nonlinear](#) Imagination.)
7. Instead, let your answers from the Unknown cause Client to feel touched, to cry, to feel inspire, and to heal.
8. Do not speak from your own knowing even if the Client does not know that you know about this. (This is [Defensive Learning](#).)
9. Do not make up bullshit. (That is a different skill: making a [storyworld](#).) Instead, open up to valuable practical possibilities coming from the Unknown for both of you to be together in.

the Possibilitator answer Client's unanswerable questions for 8-10 min.

Then stop and take a little sharing.

Then change roles. Client answers the Possibilitator's unanswerable questions for 8-10 min.

Part One is a warmup for Part Two.

PART TWO:

We return to Client asking questions. But these are a different kind of questions.

PART 2 INSTRUCTIONS: UNKNOWN ANSWERS TO PERSONAL REAL QUESTIONS

1. CLIENT: Ask the Possibilitator your difficult, important personal questions that are relevant to your real life, your present, and your future.

2. Here are sample possible questions the Client might ask:
 - a. Where is my village?
 - b. How can I figure out what to do next?
 - c. How can I feel more alive?
 - d. Why do I give my center of authority away?
 - a. In what ways am I bullshitting myself?
 - b. Why is it difficult for me to listen to appreciation?
 - c. Why does my foot jiggle all the time?
 - d. How could I be a better father?
 - e. Why do I believe in money?
 - f. How could I connect authentically with an amazing man?
 - g. What is my Archetypal Lineage?
 - h. What are my next three Box expansion processes?
 - i. In what ways am I not fully living?
3. CLIENT: Commit to the Possibilitator's answers by writing them down, word-for-word, in your *Beep! Book*. Write down exactly what they say (not what you understand...). By writing it down you change the Treasure from ethereal ideas to physical words on paper. You make the Treasure a physical object. This is Alchemy.
4. CLIENT: By making the answers from the Unknown important to you, you [create more necessity](#) for the Possibilitator to speak into. The greater authentic necessity you are, the more you call through from the Unknown.
5. Possibilitator answers Client's unanswerable personal questions from the Unknown for 20 minutes.
6. Then stop and take a little sharing.
7. Then change roles. The new Possibilitator answers the new Client's unanswerable questions from the Unknown for 20 minutes.

HINTS FOR POSSIBILITATOR:

1. School taught you that not knowing means you are stupid, and that the Unknown is a bad and scary place. You are breaking the rule of school. By breaking the rule, you can explore the Unknown yourself, experientially. Once you directly experience the Unknown, other people's opinions and theories won't have power over you.
2. Connecting into the Unknown opens up a new place in your brain. Move into that new place all the way. Talk from deep in the Unknown.
3. This may feel weird because your mind will not know what you are going to say next. You may have uncomfortable sensations for a few minutes like dizziness, nausea or a headache. It is just a [Liquid State](#). It will soon pass.
4. Do not laugh at your own revelations. This is like making a birthday cake for your friend and then eating it all yourself. You are the magician, the wizard the sorceress. Do earnest work for your Client. It is not for you. It is for your Client. Let your Client be amazed. You are making these wondrous possibilities for them out of the Unknown.

COMPLETION AND WRAP UP:

Stand in amazement at what people have just learned together in this initiation.

Take a little sharing.

Then ask people if they will try out what the Unknown offered.

Take a break.