

RAGE CLUB HANDBOOK

World Copyleft © 2019 by Clinton Callahan for use by registered Possibility Trainers only. (Rev: 10 April 2019 by Clinton Callahan) (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 by a person with a specific skill level, quality of consciousness, and intention.)

17.3 RAGE CLUB HANDBOOK

Excerpted from the Possibility Manager Handbook

The purpose of Rage Club is to grow up and be responsible.

RAGE CLUB RULES

1. Tell everybody about Rage Club.
2. Tell everybody about Rage Club.
3. No violence. If you hurt somebody on purpose you are out and can never come back.
4. No drugs or alcohol. (If you attend under the influence of drugs or alcohol you must leave that session. If you miss 3 times you are out. No money back.)
5. No shoes. (House shoes are shoes.)
6. One rage at a time.
7. Rage until you say STOP or go 100 %.
8. Drink water first and last.
9. No snacks.
10. Door is locked at start time. If you are late you miss Rage Club. (If you miss 3 times you are out. No money back.)

RAGE CLUB AGREEMENTS

- Rage Club is not intended to replace professional medical or psychological treatment.
- I understand that Rage Club can be stressful.
- I choose to join Rage Club under the above conditions and I am 100 % responsible for my physical, emotional and psychological well-being.

RAGE CLUB POLICY

1. One Rage Club course is a sequence of 12 sessions, one every week, 5:00 – 8:00 h. or 19:00 – 22:00 h.
2. The number of participants is 6-12 people including spaceholder.
3. No guests or visitors.
4. Pay full in advance before first session. The fee is between 150, - and 200, - Euros, tax included).
5. No money back.
6. The money covers expenses (room rental, water, equipment and supplies), the rest is for the spaceholder.
7. Rage Club is a laboratory only for Possibility Managers who have stellated their four feelings.
8. Rules are announced at the beginning of each meeting.
9. Agreements are announced after the rules at the first meeting.
10. Everybody memorizes everybody else's first name by the end of the first session.

RAGE CLUB GUIDELINES FOR SPACEHOLDERS

Your job as the spaceholder is:

1. To keep the rules.
2. To make it safe.
3. To make it clear and precise (no discussions).
4. To make spaceholders.
5. To create, name, navigate, clean and vanish the space.
6. To wash the glasses.
7. To get 5 minutes of feedback in the middle of every session.
8. To rage every session in the first hour.

RAGE CLUB DISTINCTIONS

- Map of Possibility*
- Personal Space
- Centering
- Sharing – One Team – Winning Happening
- Men and Women Culture (deep feminine and masculine archetypes)
- Saying Yes/No
- Asking for what you need
- Making Boundaries
- Making Distinctions – Clarity - Possibility
- Change your Relationship to what happened
- Low drama vs. high drama
- Adult Ego State
- The Sword

RAGE CLUB PROCESSES

- Rage Hold
- Rage Stick
- Standing Rage
- Tantrum
- Rage Cloth
- Rage Writing
- Liftings (only with 8 men or 8 women)
- Holdings (2 men or 2 women)
- Phone Books and Watermelons
- Homework

RAGE CLUB EQUIPMENT

- 1 Rage Stick (3-4 cm in diameter; 1 m long)
- 1 Nylon Wrist Strap
- 1 Foam Block (80 x 80 x 20 cm) (high density) covered in canvas
- 2 Puke Buckets
- 6 Pillows
- 6 Towels
- 12 Glasses
- Water without Gas
- 1 Flipchart Board
- Flipchart Paper
- 4 fat "Edding-800" Felt-Tipped Pens (red, blue, green, black)

- 2-4 Tissue Boxes
- 1 Roll Masking Tape (for names on glasses and hanging Flipchart Maps)
- 1 black Medium Felt-Tipped Pen (for writing names on glasses)
- Plasters (large and small bandaids)
- 1 Pen

YOUR LABORATORY

It takes courage to create the Possibility Management laboratory called Rage Club. Your efforts and sacrifices will serve many people. During the weeks when you are getting started it could be quite useful to review the notes in this Rage Club Handbook several times.

Although we demonstrate Rage Club at a LAB, there are many subtleties and techniques that either you could not yet notice, or else were not demonstrated for you. Most of these details you will learn by making your own mistakes at Rage Club and getting feedback and coaching from the Rage Club participants. To support you further we would like to provide you with additional details in this Rage Club Handbook. One thing to remember is that during the demonstration at the LABs, most of the people who participate have already stellated their Warrior or Warriress archetype. They can already go one hundred percent stellar angry anywhere, at any time, for no reason. They may even like to do it!!! For most of the people who come to your Rage Club this will not be true. Your Rage Club people will be starting from the cultural conditioning that it is not okay to be angry. Try to remember how shocking it was for you, how loud it was, and how much energy there was the first time you experienced someone going stellar. That is how it will be for the people in your Rage Club. So give them the support they may need for being shocked, and let them start slowly and gain momentum into this new territory at their own pace.

NOT ABOUT COMPLETION

Your job in Rage Club is to create possibility for your people. But remember: creating possibility is largely nonlinear. During Rage Club it can be tempting to seek completion in each person's process, to have things all neat and pretty when people go home each week.

Trying to have people be complete can actually be a significant disservice. In the managed twelve-week environment of Rage Club, we suggest that what you seek for your people is the liquid state. During the six days and seven nights between Rage Clubs the liquid state will do its work. It is while we are at home and at work applying new thinking and new behaviors that we grow up and get responsible.

FEELINGS

There are four feelings. To most of these feelings we start off numb. Learning to feel again is like turning on the electricity in a house where we have been living without the electricity turned on. As soon as we turn on the switch, many things can happen all at once. We cannot revive only one feeling without the others. (This is the "happy face" lie.) We are feeling all four of these feelings all the time about everything. We feel feelings somewhere between 1% (minimum) and 100% (maximum). Whichever of the four feelings is the most intense we say we are feeling that feeling. Part of the clarity

that you deliver as placeholder is the clarity of feelings. Keep coaching your people not to mix their feelings together. If we mix feelings together what we get is emotional slime. If we mix rage and fear together we feel hysterical. If we mix rage and sadness together we feel depressed. If we mix fear and sadness together we feel alienation. Rage Club is a fantastic beginning for people because after we reconnect with our anger we can create the boundaries and distinctions that make it safe for us to feel pure fear, pure sadness, and pure joy.

Do not worry about a participant starting with only a few percent of anger. Please remember that when you reconnected with your feelings you recovered them at the same level of maturity that they were when you locked them away. That means for example when you first consciously experienced your anger it manifested as anger of the same age when you stopped feeling angry. Your manifestations were probably quite childish at first. After a few weeks of clear feedback and powerful coaching the anger quickly normalized to your present age. Your people will start getting into the joy of being angry. The dam will crack wide open and the flood will come. Their energy will flow in their bodies again. This is when Rage Club enters High Level Fun – when participants come to Rage Club to help lead the exploration of the territory together with you. You do not have to do anything to make people angry. People are already angry. Very angry. As the placeholder all that you need to do is to create the conditions where people feel that it is safe enough for them to fully experience their anger in every cell of their body, and to express their anger with their voice. When you succeed in making the space safe enough the anger will erupt in great volumes all by itself.

SAFETY

The safety comes from the way that you hold space, with Integrity, Clarity, Possibility and Love, disallowing discussions, promoting authenticity with feedback and coaching. The safety also comes from the physical restraints and controlled conditions used during Rage Club processes. When you are explaining the Rage Club Rule of “No Blood” be sure to say that if someone starts to feel so angry that they may get out of their own control, they must put both hands behind their back, grab one wrist with the opposite hand, and keep using their voice. Also demonstrate the position so that everyone can see how it looks, then have everyone practice it.

TWO PHASES

There are two phases in the process of reconnecting to the energy of rage. The first phase is just to feel and express the rage – to liberate the rage energy. Most of us are totally committed to abiding by our training that it is not okay to feel. Most of us start out numb, shut down, turned inward, withholding, closed, and defended. Just to begin to feel rage is a complete revolution in our way of being.

The second phase is to get responsible for the rage – to own it and harness it, to apply the rage towards serving conscious purposes in high drama. You cannot take the second step until the first step has been completed. That is, you cannot take responsibility for your anger until you have it. Before it is okay for you to experience and express 100% maximum anger, the anger owns you. Keep in mind that for perhaps half of the people you will be spending most of Rage Club at step one. Phase two formally

happens in the LABs when we stellate the archetypes. If someone wants to stellate all four of their archetypes, invite them to get into the Possibility Management Trainings.

WARM-UP EXERCISES

To help people start feeling their anger you can use warm up exercises, such as:

- Hah!
- Feeling Orchestra
- Saying NO! with feedback and coaching
- Breaking rules
- Being a problem
- Taking up space
- Being nonlinear
- Pillow bashing to knock the other off balance
- Any of the centering exercises: push hands, push arms, tugging cloth, centering singing, etc.

A very effective and straightforward way to start the flow of anger is to have a person wring a towel in their hands as if they are wringing someone's neck. Before you give them the towel, demonstrate how to go all the way yourself: wring the towel, scrunch up your face, arms and shoulders, make sounds and then use words. Once you show them the way they can more easily go there themselves. We learn far more than we know through simple imitation.

VOICE WORK

Rage Club is more voice work than body work. Keep this in mind. We are not trying to give people stronger bodies, but rather stronger voices. The simple unrestricted use of our voice can reorder our nervous system for new possibilities.

SHEEP

We have been civilized. We live in a civilization. Modern civilization is designed to civilize its members. Starting as children we are trained to sit in rows, to do as we are told, and to always fear the judgments of our teachers (grades). Civilization is also a Box. Civilization protects itself by preventing us from discovering and consciously practicing our abilities to declare, to choose, and to ask. When problems arise as a side effect of powerful intelligent fabulous creative beings acting like sheep, the problems are treated symptomatically by our civilization, which never deals with the core problem. Here is an example. Many people these days suffer from various forms of Repetitive Stress Syndrome – often work related. Joints, tendons, and muscles ache from repeating the same motions over and over again. Headaches, eyestrain, indigestion, insomnia, nausea, backaches, and various skin conditions are also common symptoms. It does not take much to figure out why: our tissues and nerves are not designed for long-term repetitive motions. Our system goes crazy. The two most common treatments for Repetitive Stress Syndrome are drugs to hide the swelling and the pain, or instructions to strictly reduce the culprit activity and to act as if we are cripples. The Box grabs onto both of these solutions and takes us for a long, painful, and unproductive ride down a dead-end road.

The Possibility Management approach is completely different from this. From the viewpoint of Possibility Management (and also, therefore, Rage Club) the level of stress is not too high. Difficulties arise because the stress is not balanced. Rather than trying to alleviate the stress from one area of our life, the method is to add stresses in other areas. Think of having a massage. During the massage, if only one muscle or patch of skin is rubbed over and over again it soon becomes painful rather than pleasurable or relaxing. When the same stress is applied to a variety of areas, we can handle it easily. By adding balancing stresses rather than trying to alleviate the one imbalanced stress, we normalize our system to being functional in an environment with a higher energy intensity. (E.g. if your wrists ache from typing, then broaden the range of stresses on your wrists by practicing Aikido, boxing, jump-rope, and pushups.) The Possibility Management approach is neither good nor bad, but it does create different results than the standard approach provided by our present civilization.

PROCESSING VS. FUNCTIONALITY

Our Box arranges to keep us safe (unchanged) by keeping us in our heads instead of in our body. Our heads entangle us in stories of the past or future instead of in the plain and simple, this is all there is, here-and-now present.

If you bring a person into their body in the present, they will start feeling what is in their body. Like layers of an onion, the outer layer is experienced first. Whether the outer layer is from the recent or long distant past does not matter. The top layer is the most relevant layer. The idea is not to process through all of the layers of the onion. This is an unnecessary preoccupation with the Box – a kind of self-indulgence. Our lives are too short, the garbage can of the Underworld is too endless, and we have too many jobs on our bench to be occupied with healing ourselves. In Possibility Management it is not necessary to understand ourselves completely before we can be the space through which the Principles that we serve can do their work. Equally, it is not necessary that we love ourselves before we can love someone else. Possibility Management is about functionality, which means that the design of our Box may need to change so that we can be more effective in our chosen activities. If we commit to doing the jobs on the bench and trust that the universe is intelligent then our own personal evolution and healing will be handled by the universe *as necessary so that* we can do the jobs on our bench.

Keep in your mind and often mention to your people that Rage Club is about growing up and getting responsible. We are only engaged in doing Rage Club work *so that* we can grow up and be responsible in the rest of our work. Rage Club is not life. If people act a certain way in Rage Club and do not take that action into their lives, then Rage Club is a total waste of time. We are not doing Rage Club because we think that there is some value in the Rage Club processing. We are doing Rage Club *so that* the dreams in us, the visions, the projects, and the inner motivations can erupt into aliveness. Rage Club removes blocks, reorganizes the Box, and hooks us into an inexhaustible energy loop for being our Destiny in action. What would this look like:

- High drama rather than low drama
- Seeking responsibility and learning rather than playing victim
- Making the contacts that feed and nurture our projects
- Handling the details with impeccability
- Speaking the words and taking the actions of living as our Destiny in action
- Creating and nurturing relationships, laboratories, and gameworlds in order to make respectful use of the opportunity of being alive.

We do the rage work to get from here to there, to liberate that potential, so *that* things really do happen. Do not forget the so *that* part of all this.

WELCOME THE ATTACK

Sometimes when you as spaceholder use your sword to make distinctions or boundaries, participants in Rage Club will start to hate you. Their hatred of you comes from their Box. Do not get hooked and take this personally. As spaceholder you will be required to be big enough to let some people hate you. Whenever you sense that something like this might be going on, go into it right away. Let them get angry with you and express it. Ninety-five percent of the time it is not actually you that they are angry at. People get angry with you because of the position of authority that you hold. Let them rage on you. When they are going full speed and are nearing maximum rage, loudly and clearly demand of them, "Who are you really angry at?" As soon as they name the real person, then say, "I am that person," and have them continue raging. The five percent of the time that it is actually you they are angry at, listen carefully, say, "Thanks for the feedback," then shift, and go. With a little practice splitting your attention, you can learn to hold space for other people and for the Rage Club even when you yourself are in the liquid state.

UNCOVERING ABUSE

By doing rage work your people may encounter previously hidden memories of serious abuses: sexual, physical, psychological, or emotional. The type or severity of a specific abuse does not matter. At this point in a person's life they are all the same: they are only memories. It does not even matter if these things really happened. Real or not, we cannot change what happened to us. But we *can* change our relationship to what happened. With new clarity we have new possibility.

OLD DECISIONS – NEW DECISIONS

The value of Rage Club will be new behavior. We behave according to how we think. We think according to our thoughtmaps. We do not interact with the world; we interact with our thoughtmaps of the world. If we can change our thoughtmaps, we can change how the world works for us. Largely we choose our thoughtmaps through declaring that things are a certain way. We make such a declaration through a decision or a vow. So many times an old decision has been made so long ago or under such different circumstances that we forget about ever having made a decision or that any other option is possible. Due to long repeated habit we assume that things actually *are* as they have been established by the old decision. Then we move within these limits which were arranged for us, other people, and the world in a way as if these limits are absolutely true.

In case there is a process in which one or more old decisions can be found and new decisions can be made the following sentences and questions help to get to the point where the participant can responsibly make a new decision. It would be best if during the process the participant sits on a chair or lies on a mattress on their back.

Here is a simple and precise way to guide a participant back to where they made the old decision so they have a real chance to make a new decision:

- Let the feelings or sensations get bigger.
- Let the feelings guide you back to a point in time, when you had the same feelings or sensations in your body.
- Trust the feelings.
- Let the feelings lead you.
- There is nothing to figure out. Don't think about what's happening right now. You will have time to think about all that later.
- It will feel as if you are going crazy. That's just how it feels. You'll be fine.
- I will ask you some questions. Answer before your think. Answer before you think about what you want to say. Let yourself be surprised by what you say.
- It could feel as if you are making up the answers. That's exactly how it feels.
- Trust your body that it will give you the answers. Your body knows.
- There are two rules. Don't hurt yourself. Don't hurt anybody else. Do you agree? (Yes)
- Let the feelings get out of control. (When the participant has reached about 25-30 % intensity in the feelings, ask the following questions, and land the questions in their body, not in their mind. Another person in the space should take precise notes and hand the notes after the process to the participant.)
- Is it day time or night time?
- Are you inside or outside?
- Is it a place you know or a place you don't know?
- Are you alone or with somebody else?
- If with somebody else, is it one person or more than one person?
- Is it someone you know or someone you don't know?
- Are they male or female?
- What's happening right now?
- What's happening next?
- Why is this happening? What did you do?
- What are they trying to do?
- While this is happening, what did you decide? (Make sure the person does not go into their head to answer your questions. Coach them to stay at 30-40% feelings intensity and let their body answer.)
- What else did you decide? (e. g. about men/women? About children? About being successful? About leadership? About taking risks? About serving Bright Principles? About speaking out?)
- Are these old decisions still influencing your life today?
- In which way?
- Would you like to make a new decision?
- What would the new decision be? Take your time to be clear about that.
- Make the new decision and let me know when you are ready. (As a spaceholder you would check if the new decision leads to more responsibility. If necessary you can make proposals.)
- Someone made notes for you. After the process it would be useful to read through your old and new decisions several times a week.

HOMEWORK

It takes some time to build mass for the new decision. Mass for a new decision is built through practice. Send people home with clear, specific, measurable practices to be working on as homework. Practices about posture, eye contact, tone of voice, loudness of voice, where they are placing their attention, how they run their energy, what they do

with space and time, speech patterns and timing, and so on. Through these small adjustments whole lives change.

Other suggestions for Rage Club homework can include the following:

- After first session write your aims, your expectations, and your reasons for being in Rage Club. Read this at the second session.
- Make one boundary per day at home or at work this week.
- Pay attention to your posture, the way you sit and walk this week. Try carrying yourself as if you had a book balanced on your head.
- Make eye contact when speaking or listening this week. Look people directly in the eyes, not confrontationally, but rather to connect. Notice what happens.
- Ask for what you need once a day.
- Make decisions by saying a clear and immediate, "Yes," or, "No." Do not give reasons or try to explain. Simply decide. Trust your decisions.
- Start something this week. And stop something this week.
- Clear out your closet or garage this week. Use your Sword of Clarity to get rid of things that you do not need.
- Clean up your energetic relationship space. Go through your belongings and get rid of any leftovers from previous relationships such as letters, photographs, artwork, jewelry, clothing, gifts, etc. Do not tell your partner what you are doing.
- Get other people's energy out of your space.
- Make one distinction per day for someone else. Listen but do not discuss.
- Do not allow yourself to play victim at all this week.

POSSIBILITY, NOT PSYCHOTHERAPY

Rage Club is not psychotherapy. Rage Club uses the thoughtmaps, tools, and processes of Possibility Management to create new possibility. Possibility is a completely different reference frame from psychotherapy. In general, psychotherapy is almost completely linear with every now and then a bit of nonlinearity, whereas Possibility Management is almost completely nonlinear with every now and then a bit of linearity. Psychotherapy intends to normalize a client to conditions; Possibility Management enables a client to shift context and reinvent conditions. Psychotherapy teaches people to play the standard game; Possibility Management teaches people to bring themselves and their organizations into entirely different and extraordinary games. Rage Club is not psychotherapy; Rage Club is Possibility Management.

In general modern culture does not yet know what Possibility Management is and the typical thinking and speaking will flow along the path of least resistance, that is, whatever kind of thinking is comfortable and familiar (the psychotherapeutic framework). Your job as spaceholder for Rage Club requires you to be sure that what occurs in the Rage Club space is Possibility Management and not psychotherapy. This is why we give the guideline of "No discussions." Discussions deal in reasons, opinions, expectations, assumptions, projections, preferences, beliefs, and so on. Possibility Management deals in distinctions that create new clarity, and therefore new possibility.

ASSISTANT SPACEHOLDERS

If part of your job as a spaceholder is to make other spaceholders then running a Rage Club without one or two designated assistant spaceholders to coach does not move you towards accomplishing your goal. Your assistant spaceholders should preferably be

people who have been on the path of Possibility Management for a while and already attended several Labs.

Arrange that your assistant spaceholders come 20 minutes early to help set up the space with water glasses etc. and have a quick check-in. During Rage Club you can ask your assistant spaceholders to demonstrate certain procedures or explain certain distinctions. After Rage Club ends spend 15 minutes with your assistant spaceholders exchanging feedback and coaching and answering any questions they might have from what happened during the Rage Club.

If your assistant spaceholders have enough skill then from time to time if you must be away they can lead the Rage Club for you, but then arrange time before and after to check in and check out about their experiences. Make sure your Rage Club participants have your telephone number and your assistant spaceholders' telephone numbers in case they need support between meetings.

HELPFUL HINTS

You can only know what another person is feeling when you know what you yourself are feeling. To increase your awareness and your skills attend other Rage Clubs as a participant. In these ways you can learn from others and also share your learning with others.

This is the way of Possibility Management: Teach whatever you can to whomever you can. Keep helping the beginners to improve.

Keep stretching your people; implement their capacity; enliven their own self-worth through encouraging actions of service, generosity and kindness. The game is this: there are no rules. The universe gives you complete freedom to make things better any way you can.

BOX MECHANICS

If you want to change the results and you cannot change the circumstances, then you have to change the possibilities. What determines your possibilities? Your Box. So, to change your possibilities, you must work to change your Box.

That is why in Possibility Management you study Box Mechanics. You ask the question: who made my Box? To this question there are two possible answers:

- 1) They did.
- 2) I did.

The difference in these answers is that if *they* made my Box, then if I want my Box changed then I must wait around until *they* decide they are ready to change my Box for me. If I made my Box, then I can change my Box any time I want into any shape I want without permission from anyone and for no reason at all. With choice number one I am a victim. In Possibility Management, you make choice number two.

PROTECTING YOUR LINEAGE

You as the spaceholder derive your ability to lead Rage Club through a reciprocal relationship with something greater than yourself. In this case, the thing that is greater than you is the organization and set of Principles from Possibility Management.

Possibility Management is a complete system, a way, an authentic tradition. Our wish is to keep Possibility Management pure as a thing distinct in and of itself. If you try to bring your other methods, other models, or other explanations into Rage Club this dilutes and weakens your connection to the source of Rage Club, and contaminates the lineage of Rage Club. Pay attention and do not do it. Use the language of Possibility Management and do not fall to the temptation of mixing in your previous knowledge.

As you become more capable of committing to and serving a lineage, you become more and more attractive to other lineages. As the lineages are alive, they move, and they may move to try to include you. You cannot successfully serve more than one lineage at the same time. The suggestion is to choose your lineage clearly and well. Then stick to your lineage, being careful to say “no” to other lineages, rather than mixing in a little something extra because you think that it will not hurt anything.

CREATING NECESSITY

Serving as a spaceholder for Rage Club places you in the position where it is *necessary* for you to be a Possibility Manager. Learning this is a very useful secret. You do not have to already know everything about Possibility Management to be a Possibility Manager. Instead of acting as if you already know all about Possibility Management, you can use Rage Club as your laboratory for further exploring and discovering what Possibility Management is. You do not need to say that you do not know about Possibility Management to your people, because in fact you do know a lot about it. But if your disposition is that you are not a “know-it-all,” then as you language Possibility Management into existence for others, you also generate Possibility Management for yourself. If you can give it away to others, then you must have had it in the first place!

SPACEHOLDING AS A SERVICE

Possibility Management is alive. You do not ever get to have it. If you could possess Possibility Management, then it would be containable, limited, and dead. So you never get to have Possibility Management. What you can establish is a relationship to Possibility Management. The relationship that works best, that is, the relationship that produces the most effective results, is the relationship of service. If you can perform the service of being a spaceholder for Possibility Management, then Possibility Management itself will tend to take care of you in certain ways so that you can continue to be the space through which Possibility Management can do its work. Those ways that you may get taken care of can include more health, more luck, more energy, more money, less accidents, better working relationships personally and professionally, clearer communications, and little coincidental miracles that make life work out in unpredictably joyful ways.

THE SHIFT TO NOT BEING THERE

You are a spaceholder. You are not a schoolteacher. A schoolteacher comes from the position of *I know*. Taking the *I know* position makes you safe from scrutiny and disagreement, and is a common technique for maintaining authority. A spaceholder does not come from the position of *I know*. Instead, a spaceholder comes from the position of *I do not know*. This puts the spaceholder always at risk. Being at risk can be frightening. Being at risk through not knowing provides the participants of Rage Club with the possibility that they do not have to know before they can function. The greatest worth no longer rests with knowing. As spaceholder you demonstrate that there is value

in serving even if you do not know. You can serve by leading even if you do not know how, even if you have never done it before. Your authentic presence creates the possibility of discovery, exploration, teamwork and the joy of discovery for all the others. It can be frightening to think of starting a Rage Club. It can even be frightening to think of going to Rage Club in the evening (or morning) after it is already started. The fear comes from the Box thinking that it has to do the job of spaceholding. Remember, the Box cannot do the job of spaceholding. It is not the Box's job to run Rage Club. Rage Club cannot be figured out. Figuring out is the only thing the Box can do. The hint here is to acknowledge the fear when you are feeling afraid, and to remember that the fear comes from the Box. When you are a space there will be no need of that fear, because the Principles will handle the job of running Rage Club.

Your best connection to Possibility Management occurs when you are not there. That is why your job is called spaceholder. You can only do the job when you are a space. Being the space through which Possibility Management can do its work can at first be a strange sensation. The shift from being there to not being there will not happen without your permission. You actually have to let go before you can fly. In the moment when you let go, there will be nothing visible to catch you. I guess this is the place where the word "faith" comes in. After a few times making the shift, letting go and then being carried along by the flow, the faith turns more into a realization of the mechanics of how it is to be a spaceholder. You will also start noticing when you shift back to being your Box. Becoming a space and then shifting back to Box include subtle though detectable and repeatable physical sensations associated with abandoning and then reconnecting to points of reference about reality. Learning to relax in freefall will be a necessary skill associated with holding space.

PARKING VS. EVOLVING

Possibility Management teaches how to function effectively in the condition of not knowing. That is why Possibility Management is so valuable these days: present conditions cannot be known because they are changing so rapidly. Modern culture has encouraged innovation for so long (New is exciting! New creates more markets and more sales!) that circumstances are evolving faster than the normal speed of evolution. Human beings must cast aside their Box several times in one lifetime. This almost never used to be the case. We used to evolve between one generation and the next – the so-called "Generation Gap." Now our Box must evolve within our lifetime.

Our Box is fully capable of such rapid evolution, but we have not been trained how to do it, and our organizations are completely unprepared for this shift from a "learning organization" to an "evolving organization." Learning is no longer fast enough to keep pace with circumstances. To be successful now we must work together and evolve as fast as our environments. Otherwise circumstances start looking bad, when in fact they are only different. If circumstances look bad, we tend to stop, freeze up, and park. Look around. Because of rapidly changing economic conditions our organizations are parked, waiting, just trying to survive, instead of using their wealth of resources for reinventing themselves. We are paying full price for being parked. We will never get these months and years back.

Enter: Possibility Management, the alternative to parking. You are the representative of the future. Keep speaking about what you can offer to people and their organizations.