

Meeting Technologies – Decision Making

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(Revised: 02. August 2017 by Nicola Neumann-Mangoldt)

INTRO:

Options 1 to 13 are decision making procedures. Which procedure is used depends on the purpose.

STEP 1: Decide the purpose => decision, information, transformation/healing process, discovery, entertainment, ritual (marriage – burial), what is group decision and what not?

STEP 2: Find a space holder

PROCEDURES:

1. Unanimous

- Discussion
- Takes a long time / never takes an end
- Voting 100%

2. Authoritarian, Dictator – Chief

- Benevolent dictator
- Power structure (hierarchy)

3. Majority vote

- 51% = 49% enemies
- Based on logic + reasons
- Distinguish Gremlin + Box
- Short time

From modern culture –
patriarchal empire

4. Sociacracy - consent

- Consensus – circular – minus 1
- Can have a veto , 6 step, minus 10%
 - Step 1: for
 - Step 2: light considerations
 - Step 3: don't care
 - Step 4: havy considerations
 - Step 5: stand aside
 - Step 6: veto

5. Systemic Consensus (Diana Leaf Christian)

- find resistance
- 0 = no resistance, 10 = totally against
- Assemble the wisdom

6. The problem is the solution

- Assume against
- What is the problem
- Designs linear + nonlinear solutions
- Dots
- small to medium group of 5-50, 1-2 days
- Use to apply the energy of frustration and the truth of gossip to creating linear and nonlinear solutions to the top three issues of an organization, then empowering managers to take radical responsibility for implementing what is created, with signed dated action steps.

7. Possibility Phonix Process

- 4 purposes: Transformation, Entertainment, Decisions, Discovery
- Evolutionary Process
- Entertaining
- ok to enter chaos
- Situation => take it into breakdown (liquid state) => new decision out of ashes (new view)

8. Mayan Council

- Responsible for the context (culture)
- Everybody screams at everybody

9. Dreams, vision, pray, mediate, chief/shaman, rhunes, star signs = come back with wise decisions

10. Context prevails

- In the service of bright principles + archetypal lineages
- What to do + how to do it
- Without form => radically trust
- Inspired

11. Whiz Bang Space

- Moving faster than the speed of mind
- Non-cognitive clarity comes together

12. Universal Wisdom

- Access universal wisdom-body
- Conversation in the space between the polarities
- Download from the universe
- Theater piece
- Kinesiology

13. Pirate Meshwork

- Meshwork of autarch circles of radical responsibility in feedback/coaching culture

14. Fish Bowl

15. Frying Pan

- Facilitated
- 4 chairs

16. Mayan Extraordinary Synergy System

- For complex issues
- Chaos, nonlinear
- Self-organizing
- People know what to do next

17. Place of Possibility P.O.P.

- no limit to group size, although 200 is a reasonable maximum, 1-3 days, all night long if desired)
- Use to ignite and synergize the creative force of individuals in a group field for starting, reorganizing or moving forward projects of a diverse nature simultaneously. Results are depicted in graphic mind maps.
- Useful for creating unexpected collaborations across a wide variety of endeavors.

18. X+U Process (shamanic)

- World work

19. Journey into the Mountain

20. Liquid democracy

- Delegate votes

21. Qualitative votes

- 1 – 5 votes need 3:7

22. Constellation

- Makes relationships/positions visible

23. Gaian Team

24. Swarm Source

- small group of 3-15 people, approx. 4 hours with clients
- Empower people to immediately sourcing spontaneous, new actions. Replaces the genius process.

25. The Genius Process

- small to medium group of 10-30, 1-3 days
- Use to unblock and refocus individuals or organizations through revealing immense clarity about their present conditions.
- NOTE: *The Genius Process* can lead into *The Problem Is The Solution* for wrap up and signed action steps.

26. Possibility Team

- small groups of 5-9, no limit to how many, 1-3 hours
- Use to unlock creative genius through Rapid Learning and Winning Happening, especially for *Real Time Sessions* of role playing with Go! Beep! Shift and Go!
- Provides an ultra-safe environment for maximizing mistakes at no cost. This equals maximum learning.

27. Hypernetworking Café

- small groups of 4-6, no limit to how many, 1-2 hours

- Use to build instant connections that are stronger than the walls of separation.
- The 4 step technique of *Hypernetworking* is learned and immediately applied, with long term follow-up results.

28. World Café

- small groups of 4-6, no limit to how many, 2-4 hours
- Use to liberate the interactive intelligence of any size group to have a series of 3 meaningful conversations and then harvest the results for the whole group. (Book: *The World Café* by Juanita Brown)

29. Big Mad

- small group of 3-15, 1-3 hours
- Use to safely transform intense conflict and rage into important clarity and sudden actions.
- Particularly useful in situations where there are an abundance of strong leader types suffering under linear hierarchical restraints.

30. Requiem

- no limit to group size, although 150 is a reasonable maximum, 1-3 days
- Use to effectively digest the human psycho-emotional reactions associated with change (divorce, death, moving, career change, etc.).
- Completes vulnerable emotional communications and catalyzes acceptance of the new conditions.

31. Open Space

- no limit to group size – has been done with 600 people, 1-3 days
- Use to address questions or issues with the chaordic intelligence of simultaneous self-organized sessions, then to harvest the results for the whole group. (Book: *Open Space Technology* by Harrison Owen)

32. Dialog

- For small groups up to 15 people
- To talk about a topic without losing time or energy through arguments and discussion
- A talking stick is useful