

Who is The Placeholder

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PURPOSE:

To provide theory and nonlinear suggestions for a small group to select their placeholder. The distinctions in these notes are fundamental to new story culture, but you will need to adjust what to discuss depending on how much time you have. The suggestion is to read these paragraphs slowly and to give yourselves time to think about, discuss, and digest these ideas. There are many new distinctions here, central to creating and living in a new story.

FORMAT:

People sit however they come together, and one person starts reading these scripts out loud to the group. As a placeholder is selected, the placeholder can take responsibility for holding and navigating the space. Whoever is spaceholding should receive ongoing “Go!”s, “Beep!”s, feedback & coaching, and “Shift! Go!”s from the other participants as the group becomes a Team.

NOTE: As soon as a placeholder is selected, we strongly encourage you to introduce Rapid Learning next. Excellence in spaceholding depends upon using Rapid Learning.

NOTE: A placeholder is not necessarily the context holder. And the context holder need not necessarily be the placeholder. One objective in next culture meetings is to nurture and grow the number of context holders in the circle to the ideal that each person in the circle is a context holder. A special condition is when participants consciously or unconsciously promote conflicting contexts, manifesting as conflicting purposes. In this case additional tools and distinctions are useful.

INTRODUCTION SCRIPT:

There is a big difference between selecting a *group leader* and selecting a *placeholder*.

Leaders function in hierarchical organizations where the leader is at the top of the pyramid and all the others, even added together, are below.

*Placeholder*s function in circular, spiral, or galactical organizations, and *these have no top!* Trying to *lead* in a circle changes the circle back to a pyramid.

Not being clear if you want a circle or a pyramid makes a real mess.

In circles there is always room for people to take more responsibility. One responsibility is holding and navigating the meeting space. This role is called *spaceholder*.

Spaceholding relies on an entirely different skillset from leadership, and includes:

- Creating, grounding, and purposing the energetic space
- Establishing and clarifying the context of the space
- Instigating and navigating chaordic collaboration
- Creating a listening for each person's voice
- Liberating and applying nonlinear possibilities
- Distinguishing and naming purpose
- Navigating both dominant and invisible personalities for dynamic group intelligence, etc.

Spaceholding skills may at first feel awkward for both the spaceholder and the collaborators. Fortunately spaceholder skills evolve through ongoing feedback and coaching from the whole group through using *Rapid Learning*.

NOTES ABOUT SETTING UP A CIRCLE:

It has become common practice in some circles to place flowers, crystals, candles, colored fabrics, and sacred artifacts in the center of the circle. The reasoning behind filling the circle with such objects is that it is customary, it is beautiful, it gives something beautiful and peaceful for people to focus their attention on during the meeting. But there is an energetic consequence of filling the circle with such objects: the circle is no longer empty. The objects fill the void. Having a void at the center during circle work is valuable because then *nothingness* is available as a resource for the group to use.

What is in the emptiness? *Nothing*. What is possible in the emptiness? *Everything*. The center of the circle is like a stage upon which anything can occur or through which anything can flow. But if the stage is filled with props you keep getting the same show. If an altar is wanted to honor the sacred in the space, the altar can be located outside of the circle at the side or corner of the room with a simple flower and candle or outrageous decorations. Keeping the center of the circle empty keeps the work-space light enough to make right-angle turns while voyaging together at light speed.

NOTES ABOUT SPACES:

There are two kinds of spaces. One kind is physical space, with its design and purpose determined by its physical construction: the walls, floor, ceiling, doors, windows, curtains, lighting, furniture and accessories. Physical space is rather rigid and inflexible. Its qualities won't change unless the accessories are moved around or the space is remodeled. The other kind of space is energetic, with its qualities determined by the attentiveness, intention, centeredness, presence, clarity, and perception-refinements of the spaceholder and the participants, and the context of the game to be played together.

For example, in the physical space of a sports arena, many different games can be played and for each one the energetic space is different. The energetic space of the cheerleaders dancing is different from the energetic space of the Mayor's speech is different from the energetic space of singing the national anthem is different from the energetic space of kicking the ball around.

More than one purpose cannot occupy the same energetic space at the same time, just like more than one sofa cannot occupy the same physical space at the same time, otherwise you have a conflict of purpose – which is actually quite common when the energetic space is not held consciously. Either the purpose of the energetic space is consciously declared by the spaceholder or the space serves unconscious purposes, such as competition, power struggle, low drama Gremlin feeding, I win you lose survival, status games and the like. Energetic space is declared and navigated by the spaceholder.

NOTES ABOUT LANDING DISTINCTIONS IN A SPACE:

People come together in a particular context and energetic space to play in certain gameworlds together. A gameworld emerges from the context of the space. A particular context only allows particular gameworlds. For example, in the context and energetic space of the Post Office you won't probably be playing tennis. In the context and energetic space of your parents' house you probably won't be implementing your life project.

In modern culture's context of capitalist patriarchal empire, any number of games can be played, such as working for money, owning property, or giving your authority to a representative government, etc.

Next culture's context is *archearchy*. Archearchy is the culture that comes after matriarchy and patriarchy, the culture of archetypally initiated adult women creatively collaborating with archetypally initiated adult men. In the context of *archearchy* any number of games can also be played, such as building matrix, evolution of cultural, creative collaboration, developing own authority, etc.

A context is made out of distinctions. Modern culture's gameworlds emerge from core distinctions such as: the Earth is for human being to plunder, money has value, the laws rule, etc. Because we are uninitiated we regard distinctions as truth, but since we made them up, they are obviously only stories.

Landing distinctions in a space is an essential new-story energetic skill. You can feel when a distinction lands in a space and when it does not. Changing one distinction changes an entire context. This is a powerful key to new story work. *You can effectively change a story by changing a distinction in the context out of which the story emerges.*

A distinction is *an experiential refinement in discerning*. Therefore, distinctions do not land in your mind. The mind can forget a new distinction in 3 seconds when the space shifts. Distinctions land in the context of the energetic space, and particularly they land in your energetic body, your *being*. Getting one new distinction in your energetic body changes who you are. This is why men get afraid when their wives go to a training. They come back different.

Changing who you are means changing your energetic body from one shape to another shape. Between one shape and another shape is the *shifting phase* during which time you have no shape. You become fluid.

This shifting phase is called the *Liquid State*. The way to tell that you are getting a new distinction is that you are in a Liquid State in any or all of your 4 bodies – physical, intellectual, emotional, and energetic.

Liquid States are not comfortable, but if you know you are in a Liquid State because you have gotten a new distinction then you can more easily navigate the Liquid State. The thing to remember is that if there is no Liquid State there is no change. It can help to make a list:

KINDS OF LIQUID STATES:

- **PHYSICAL:** nausea, shivers, fever, trembling, aches and pains, diarrhea, tiredness, dizziness, headache, etc.
- **INTELLECTUAL:** confusion, fuzziness, fanaticism, blocks, forgetfulness, etc.
- **EMOTIONAL:** frustration (anger), nervousness or paranoia (fear), grief or loneliness (sadness), ecstasy or enlightenment (joy), depression (mixed anger with sadness), despair (mixed fear with sadness), aggression or hysteria (mixed anger with fear), melancholy or sentimentality (mixed sadness with joy), addiction longing (mixed fear with joy), revenge or arrogance (mixed anger with joy), jealousy or shame (mixed fear with anger with sadness), burnout or breakdown (mixing all four feelings).
- **ENERGETIC:** existential angst, lack of motivation, regression, enmeshing, pointlessness, vanishing identity, immense sudden power, prescience, feeling godlike, oneness, omnipotence, total emptiness, etc.

NOTES ABOUT LEADERSHIP AND SPACEHOLDING:

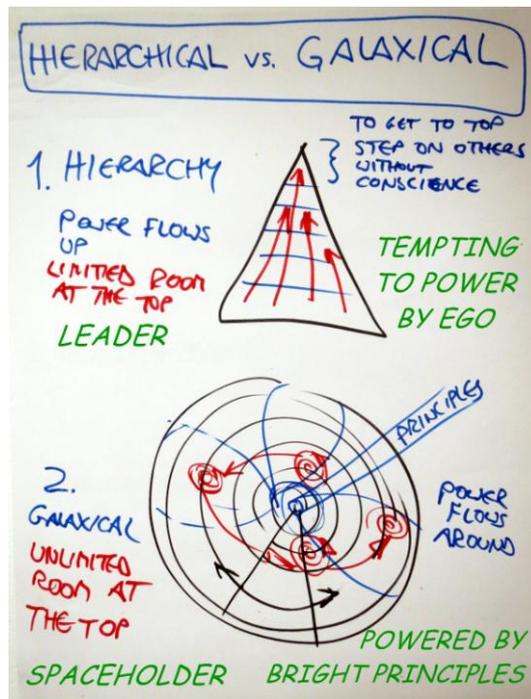
A whole book could be written about the differences between leading hierarchies and spaceholding circular, spiral, or galactical organizations. Themes addressed in the book might include:

LEADERSHIP:

A fixed role elected by majority vote, or taken by doing whatever it takes to get the higher positions, defensive/survival orientation, one winner and many losers, emphasizes control, domination, manipulation, top-down decisions, and one-to-many intelligence. NOTE: Doing whatever it takes to get power is psychopathic. This is why during the past 50 years hierarchies around the world in government, religion, military and business have become top-heavy with psychopaths. In the current regimes no amount of reason or good will creates a bright future for humanity because there is no one home. The hierarchies have been hijacked by the psychopathic agenda.

SPACEHOLDING:

A rotating role emerging from authentic necessity, selected by the group's intelligence field to serve the greater purpose of the group, unpredictable as to who it might be next, improves ongoingly through feedback and coaching from the whole team, continues between meetings or changes during the meeting, service orientation, winning happening, emphasizes inclusion, connectedness, chaordic collaboration, compassionate clarity, nonlinear possibilities, many-to-many decisions, and bottom-up intelligence. NOTE: As human consciousness matures and what we identify with shifts from tribe to nation to planet, the shifting itself becomes a central element in our cultures. Then we naturally adopt new values which radically repurpose education, governance, economy, and every aspect of society.



PROCEDURE SCRIPT:

(Placeholder notes are in parenthesis. The rest can simply be read.)

When people come together in a circle somebody eventually asks, “Who is the spaceholder?”

This question is itself *remarkable* because by asking “Who is the spaceholder?” it means people have come together without knowing who the “leader” is. This means they did not come together to serve the leader’s purposes because no leader called them together. They called themselves together to serve their own purposes. This means they have some confidence that their purposes will be served. This means the circle serves the people – a very different gameworld from capitalist patriarchal empire where the people serving the hierarchy.

Circles function in the context of *radical responsibility*, where often *if you see a job to do, it is your job*. This means that the person who first asks the question, “Who is the spaceholder?” might themselves be the spaceholder!

If it is not the asker’s job, then wait to see who responds to the question.

No one knows what all will happen at a circle meeting, but someone there is best suited to navigate this particular set of circumstances for everyone’s benefit. By staying in the unknown and not using a standard spaceholder selection procedure, the Gaian intelligence field has a chance to navigate each spaceholder decision in your circle.

Who would you prefer chooses your spaceholder anyway? Psychological needs? Egoic addictions? Childhood fears? Gremlin shenanigans? Crystallized beliefs? Emotional wounds? Outdated decisions? Or would you rather prefer the entire presence and wisdom of a planetary consciousness guiding the decision?

Within a few moments someone completely unexpected will say, “I am.” There is no discussion about it. They simply stand and shake the hand of the previous spaceholder, if any, who says, “You are now the spaceholder,” and the meeting has begun.

If your group is re-meeting, you may already have an interim spaceholder who was either the previous spaceholder, or who became interim spaceholder at the end of the previous meeting by responding to the question: “Who will be the next spaceholder?”

As your circle begins the already-chosen spaceholder welcomes everyone and states the purpose of the meeting.

It is rare that the spaceholder of the previous meeting will be the spaceholder of the current meeting. Usually a new spaceholder is required for each new meeting because people and circumstances ongoingly evolve. It is also not common that the host – the provider of the meeting space – is also the spaceholder, although it could be.

It does not much matter who the spaceholder is if your meeting incorporates the ongoing feedback and coaching of *Rapid Learning* where each person has a voice and the whole group works skillfully together to coach the spaceholder to do the best job possible.

FIRST TIME:

If your group is for the first time shifting from leadership to spaceholding, it may be useful to start your meeting with a discovery-speaking *meta-conversation* about what kind of conversation are we having here? What is our shared purpose? Each individual has their own unique purposes, but there are some purposes in common or you would not come together. What are your Team’s shared purposes?

NOTES ABOUT META-CONVERSATIONS:

A meta-conversation is a conversation about the kind of conversation you are having and its purpose, for example, is it a:

1. Normal neurotic conversation consisting of common bla-bla and gossip, power struggles, low drama and Gremlin games?
2. Adult discussion with respectful exchange of information?
3. Possibility Speaking, being the space through which Bright Principles serve others?
4. Discovery Speaking, for example, to vulnerably explore distinctions between leadership and spaceholding? Start with a question, document the journey on a flip chart.
5. Dragon Speaking, where everyone grants themselves permission to go 10% insane so the fire in their belly can finally speak out whatever needs to be said?
6. etc..

Of course, to navigate a meta-conversation a spaceholder is still required. So, first choose a spaceholder.

WRAP UP:

Remember to decide if the spaceholder job ends when the meeting ends, or if the spaceholder job remains active between meetings. The interim spaceholder could be the current spaceholder, or a newly selected interim spaceholder: “Who will be the interim spaceholder?”, or it could be the spaceholder for your next Chaordic Collaboration Circle!