

The Technology for Accomplishment

Technology for Accomplishment has two components. One is the structure for fulfillment. The other one is the conversations for Being Related, Opportunity, Action, Completion, and Breakdowns. They are not separate. They are together.

The Conversation for Being Related

While you cannot see it or touch it, there is always a background of being related in a conversation, which is the foundation of it all and creates the background for possibility. The unseen background of being related determines what can be accomplished. The larger the foundation you have in the background of being related, the larger the accomplishment you can build. Possibility naturally falls out of a *Conversation of Being Related*.

- People don't create conversations from where they are listening and say, "I'm going to tell you what my relationship is to you and what I am committed to"
- People often want to rush into action without a sufficient Background of Being Related and without a powerful possibility that falls out of, and can only live in a rich Background of Being Related.
- Therefore, one would have to have *Conversations for Being Related* before creating a game with others.

In sum, Conversations for Being Related:

- Requires an unseen background of being related = the foundation of all
- Naturally generate possibility, which then can be formulated into a powerful game.
- Reveals and creates resources. There is more power in this room than you can imagine.

The Conversation for Possibility

Conversation for Possibility is a conversation for the future or the present based in the future, not the past, which lives in conversation (listening and speaking). It is something that is alive. That you say is rich enough to draw the present to it.

- A pipe dream is a conversation for the future that does not call the past to it. It invents a future people cannot listen to. It does not honor the past.
- It is possible to invent a new future by talking. People think they need a lot of time to invent, or a moment of inspiration or a special situation. Creativity is not a quality inside your body. It is a certain kind of conversation and a certain way of participating in conversation.
- We often wait for someone or something to come along that will get us enrolled. Waiting to see if you "know how to do it" will give you a future from the past, more of the same.

In contract, there is also a negative possibility, which is a conversation for the future or the present based in the past. It is based in options or uncommitted assessments.

- Conversations which calls to the past, honors the past. Be responsible for the past, not stuck with the past. There is no past to deal with, only a conversation.
- Note that when you tell people, their ideas are stupid or shut them down they become resigned and you lose people.

Feeling resigned is an internal conversation and does NOT dismiss the power of your Word. There is a design of a *Conversation for Possibility*:

- Declare a break (stop the action)
- Look at the area where you are going to create the Possibility
- Get into a conversation of speculation
- Be intentional in the conversation and it is a conversation for creation NOT prediction.

The Conversation for Opportunity

Conversation for Opportunity is a “breakthrough in communication.” It is **not** motivation. It causes a world to show up that calls people into action. It establishes or conditions the possibility as an opening for action so powerful that the opening calls forth the action. It is a conversation for coordination, a conversation that turns “a bunch of stuff” into an Opportunity by speculating, “how might it happen” until you can hear that it happened. It serves as a “structure for fulfillment” for the possibility, which translates Possibility into Opportunity and it makes the possibility listened as feasible and do-able. Without a Conversation for Opportunity (structure for fulfillment) commitment begins to weaken. There are no opportunities in life. Opportunities are a conversation (listening and speaking).

Commitment is not missing in these conversations. What is missing is the game/project occurring as do-able and feasible on time, **and** people conversing in a way that has the game/project occur as do-able and feasible.

- The game possibility must occur as do-able, feasible, and as an opening for action - including creating specific measures and “milestone outcomes” sufficient to fulfill the game.
- We talk like we are observing the game/project out there and that it is a certain way.

The conversation creates the resources: people, time, money, equipment, The Who, the What, The Where, The When from NOTHING. It creates accountabilities and lines of committed speaking and listening. You set the conditions of satisfaction for the conversation and powerful action (dance in the conversation???).

Overall, the power in a Conversation for Opportunity is for you to be freed up to design from the possibility in action. Ground your games in a powerful structure for Fulfillment. Make it realistic. Keep attending to the background of Being Related. Give up what needs to give up. Bring nothing to this conversation.

The Conversation for Action

Creating the conversations for action (requests, promises, declarations and assertions) that are critical to produce the accomplishments and results that fulfill the game. Most of our speaking is survival-based and representational. In life, there is this “Drift” in communication (listening and speaking). These are the conversations that are always happening in the world. There is no creation, people talk and talk, and they are simply drifting in the conversations. Most people collapse activity with action, but only action impacts the drift.

There is what we call the “DNA” of action and this “DNA” lives in communication (listening and speaking). This refers to our internal dialogue and how that stops us from action. Understand that in action, the DNA is only the conversations with the following elements:

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|----------------------------------|--|--|
| <input type="radio"/> Requesting | <input type="radio"/> Counter-offering | <input type="radio"/> Declaring completion |
| <input type="radio"/> Promising | <input type="radio"/> Revoking | <input type="radio"/> Specific time |
| <input type="radio"/> Declining | <input type="radio"/> Cancelling | <input type="radio"/> Conditions of satisfaction |

The canonical (laws) for Request and Promise live in listening. These are all of the things that support that story. The conditions for satisfaction (the structures, actions and things to put into place) are often missed in a request. Unless you are clear or specify the conditions of satisfaction and a deadline (by when) you won’t get your request fulfilled. There is no “TRY.” Note that a decline is also a promise and a conversation.

Request

“I request that you do X by time Y.”

X': are the conditions of satisfaction you are requesting

'Y': Is the specific time by (when)

Promise

“I promise you that I will do X by Time Y.”

Decline

“I promise not to do X by Time Y.”

Counter-Offer

“I promise that I can do X and CANNOT do by Time Y, but Time Z.”

“I promise that I CANNOT do A, B, C but CAN do D by time Y.”

The Conversation for Completion

Creating and maintaining the conversations for completion throughout a game. This is a great opportunity to get grounded in the distinction Completion, which exists in a future fulfilled, as if it's in a done deal with complete work. It occurs in the present as things being complete here in the physical universe.

- Completion (noun) = the quality or state of being complete.
- Complete (adjective) = having all necessary parts, elements or steps, nothing missing

Doing complete work is doing work that is whole, has integrity and lacks nothing – that is distinct from work that is merely finished or ended. Unless you are standing in the distinction doing complete work, you can't see what is incomplete. When you are coming from doing complete work, you are the clearing for what is incomplete to occur and be completed. When people can't confront the incompletions, they get overwhelmed. In contrast, people who stand in the distinction doing complete work can be with lots of incompletions. Therefore, if you don't have a structure for fulfillment for everything you have in life, you're done!

Always create being complete and continue creating always being complete! Bring completion into relationships. The state of completion requires integrity (in communication), responsibility and communication. Your access to the state of completion is, asking: “What is incomplete?” until the answer is “nothing.”

The Conversation for Resolving Breakdowns

Bigger Commitments = Bigger Problems. Perhaps problems and commitments go together, like the front and back of a hand. Maybe it's not possible to have one without the other. When you are going along in life and something disrupts what you are committed to, that is a breakdown. This is distinct from merely not getting what you wish, want, expect and desire.

- The first reaction to the disruption is to be upset. In the area of the morass, this is a thwarted intention or an unfulfilled expectation.
- The second response is the list of all the options or what you can do about it.

If we get resigned about one option, then we choose another. It's the arena of problems, uncommitted views, wants, interests, desires, and internal states taken as commitment. All of this happens in the Already/Always Paradigm for Communication where life doesn't move. Instead, look at this from the New Paradigm, where your word is always creating the commitments.

What makes the disruption a breakdown is that there is a commitment in the background. There isn't something in life already there that is called a breakdown. The only thing that makes it a breakdown is that you say that it is. It's a conversation that YOU get to invent that allows a different access. The disruption gets declared. You are the only one that gets to declare the disruption/breakdown.

- To resolve the disruption/breakdown that makes it feasible, have a conversation for possibility and opportunity, and then make requests and promises to fulfill it. You can also revoke it and change the

direction you are going, such that it gives you the possibility of being the author of the relationship with the disruption/breakdown and who you are going to be in the matter.

A breakdown is not just another word for problem. A problem is a description of something you are reacting to, a victim of. A breakdown is a declarative act, a statement of ownership, which is always declared by you within a commitment. Be careful about declaring a breakdown, because for others it's not an issue if they are not within that commitment.

I declare a breakdown in "X"

OR I declare "X" a Breakdown.

- The X is the circumstance.
- There is no "we". It's "I". I am declaring a breakdown in delivering on what I promised.