

The Law of Mobility

If you are neither learning nor contributing, go somewhere else.

Nobody is trapped here. Not learning, not contributing? Nod, thank the group, and go where you're useful. You are the only person responsible for whether today is worth your time.



Whoever comes is the right people

Whoever showed up, showed up, and they showed up because they care.

Don't worry about who didn't come. Everyone here chose to be here, and caring counts for more than a job title. This room is what you've got, so start.



Whatever happens is the only thing that could have

**This exact group, this room, this day
has never existed before and will never
exist again.**

Let go of the meeting you hoped for. Whatever comes out of today is the real output, not the one you sketched on the train. Be prepared to be surprised.



Whenever it starts is the right time

Good ideas don't check the clock.

This is not permission to stroll in late and waste people's time.
It's permission to stop policing the clock once the conversation is alive.
You cannot schedule a breakthrough for 10:00.



When it is over, it is over

Done in 20 minutes? Then you're done. Go.

Nobody gets a prize for filling the slot. Cracked it early? Write it up and leave. And if the hour's up mid-breakthrough, keep going.



Embrace your inner bumblebee and butterfly

Two ways of being useful that look,
from the outside, like doing nothing.

Some people never stay in one session. They drop in, pick up an idea, carry it next door. That's cross-pollination. Others go to almost nothing. They sit by the coffee, looking idle, and create the quiet pockets where unplanned conversations happen. Neither is flakiness. Both are valued here.



What an Open Space needs

**Theme. Group. Space. Time. Community
Bulletin Board. Village Market Place.**

The question that starts it all: What are the issues and opportunities around our theme for which you have real passion and will take genuine responsibility? // And the deal that comes with it: If, at the end of the day, you don't see your issue on the wall, there is exactly one person to complain to: Yourself.



How the day runs

**Opening. Agenda Setting. Market Place.
Open Space. Evening News. Closing.**

We sit in a circle. Someone points at a big empty wall. No name games. // Care about something? Write it down, say it out loud, stick it on the wall. Pick a time and place. // Then we crowd the wall and choose. Nobody blows a whistle; people walk off and start talking. // Small groups, all day. Eat when you're hungry. // Longer events end each evening in the circle, swapping stories, not reporting. // The circle again at the close, no top table. Say what mattered, or say nothing. // Nobody will make you sit through group presentations. Ever.

