

The Problem Solver

The Problem-Solver. That's you. Not this page. Not those other people you are complaining about. You.

The good news here is -- you solve problems all the time. Without noticing. You have skills that you use routinely to solve problems. You use them whenever it's obvious how to use them. When you notice a problem, that's usually because the way you used those skills didn't fit the problem.

So don't make a big thing out of problems. A problem is anything you want to do. If you don't know how to do it. Here we lay out some stops on the road to figuring out how to do things. And offer a few suggestions about how to get unstopped.

The secret of getting ahead is getting started.

If you have a problem in mind, start with the **Quick Solve map**. You may not solve your problem there, but you will at least find out where you want to go next.

If you don't get what you need out of the Quick Solve Map, you can get more help from the four solver venues.

The Ideator
The Chooser
The Planner
The Rebounder

A problem is your opportunity to show what you can do

***Fixers believe they can fix.
Complainers believe they can complain.
They are both right.
But the complainers get more practice.***

Problem-Solver's Kit: Some sections here give you slogans and tips in card form. You can cut the cards apart and pick out the ones that speak to you. When you want an idea, deal out a few cards. Imagine what the cards might be telling you. You are the detective. The cards are your clues. Your job is to figure out how these clues fit in with what you are looking for. Or you can think of your Cuepon deck as a new type of Tarot card that lets **you** be the psychic.

The venues here are for the main jobs in problem-solving. Each venue has a semi-structured map for working with that job. Those maps may be more useful if you put enlarged versions on your wall.

Other pages give the slogans and tips in checklist form. Use the checklists to keep track of how well you are hearing the cards when they speak.

Quick Solve Map

1. What is the problem?

Write what comes to mind. You are writing to a friend.
Say how you feel about it.
Say whose fault it is. (But don't confuse faulting with fixing.)

2. What's wrong with things now?

Be as concrete as you can.
How would you explain this problem to a total stranger?
What value terms and abstractions have you used?

3. What do you want to see when the problem is fixed?

Stick to things anybody can see.
Say how anybody could see that the problem is fixed.
Are you sure you are fixing the cause, not just a symptom?

You deserve a break right now. Save this box till later.

4. What are some things **YOU** could do to fix that problem the way you want it?

A.

B.

C.

Make 4 copies. Put them where you will see them the next time you notice a problem. After you use them up you will have this part down pat.

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You know you have a problem when the usual methods don't work.

Solving Slogans

The best way to escape from your problem is to solve it.

Solving Slogans

Not everything you want is worth the cost.

Solving Slogans

Problems can come from anywhere. Your solutions come from you.

Solving Slogans

Every problem is an opportunity being mismanaged.

Solving Slogans

What is as permanent as success?

Solving Slogans

If it had a simple solution, it wouldn't be a problem .

Solving Slogans

Don't focus so much on a subgoal that you lose track of the problem .

Solving Slogans

If you hit a dead end, turn around.

Solving Slogans

Yield and overthrow. Bend and do not break. Lao Tsu.

Solving Slogans

You know more about one sore toe than about nine good ones.

Solving Slogans

It is usually easier to solve other people's problem .

Solving Slogans

Look around for other people with similar problem . What would you tell them to do?

Solving Slogans

People are less problem - sufferers than problem - solvers.

Solving Slogans

We are confronted with insurmountable opportunities.– Pogo.

Solving Slogans

People don't notice the road. Only the bumps.

Solving Slogans

Fixers believe they can fix. Complainers believe they can complain. They are both right.

Solving Slogans

If other people are part of the problem , you may need them as part of the solution.

Solving Slogans

Hunters act on cues. If you want to guide the hunt you have to set the cues.

Solving Slogans

Every complex problem , has a solution that is simple, neat, and wrong.

Solving Slogans

You can never get all your squirrels up the same tree.

Solving Slogans

There is one and only one right solution to a problem . Until you get out of school.

Solving Slogans

The language of complaint starts with *they*. The language of solutions starts with *I*.

Solving Slogans

One person's problem is a Thinkerer's opportunity.

Solving Slogans

The secret to getting there is to know where you're going.

Solving Slogans

A problem is just an opportunity to show what you can do.

Solving Slogans

Problems are the price of progress.

Solving Slogans

If you want to find the Hunter, you have to know the game.

Solving Slogans

When the going gets tough, the tough get going.

Solving Slogans

If you want to be smart, find friends who are smarter than you are.

Solving Slogans

Experience is something you don't get until just after you need it.

Solving Slogans

Solving is easier when someone else does it.

Solving Slogans

The gate to learning opens if you ask the right question.

Solving Slogans

You can get more practice in complaining than you can with fixing.

Solving Slogans

If you are perfect on the first try, you have nowhere to go but down.

Solving Slogans

I'm a professional. I'm used to being wrong.

Solving Slogans

The real secret of success is frustration tolerance.

Solving Slogans

Gamer's insight: You don't win just by reading the instructions.

Solving Slogans

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Solving Slogans

<p>How often do you use these Vulcan tips in thinking about problems?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
You know you have a problem when the usual methods don't work.				
The best way to escape from your problem is to solve it.				
Not everything you want is worth the cost.				
Problems can come from anywhere. Your solutions come from you.				
The past is prologue to the present. The present is prologue to the future.				
Every problem is an opportunity being mismanaged.				
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<p>How do you use these Un tips in thinking about problems?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
What is as permanent as success?				
If it had a simple solution, it wouldn't be a problem.				
Don't focus so much on a subgoal that you lose track of the problem.				
If you hit a dead end, turn around.				
Yield and overthrow. Bend and do not break. Lao Tsu.				
You know more about one sore toe than about nine good ones.				
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<p>How do you use these Empath tips in thinking about problems?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
It is usually easier to solve other people's problems.				
Look around for other people with similar problems. What would you tell them to do?				
People don't suffer from problems they solve.				
We are confronted with insurmountable opportunities.-Pogo.				
People don't notice the road. Only the bumps.				
Solving is easier when someone else does it.				
Don't confuse faulting with fixing.				
Fixers believe they can fix. Complainers believe they can complain. They are both right.				
If other people are part of the problem, you may need them as part of the solution.				
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<p>How often do you use these Engineer tips in thinking about problems?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
Hunters act on cues. If you want to guide the hunt you have to set the cues.				
Every complex problem, has a solution that is simple, neat, and wrong.				
You can never get all your squirrels up the same tree.				
There is one and only one right solution to a problem. Until you get out of school.				
Gamer's insight: You don't win just by reading the instructions.				
The language of complaint starts with <i>they</i> . The language of solutions starts with <i>I</i> .				
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<p>How do you use these Hunter tips in thinking about problems?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need it</p>	Never	Try	Use	Tell
One person's problem is a Thinkerer's opportunity.				
The secret to getting there is to know where you're going.				
A problem is just an opportunity to show what you can do.				
Problems are the price of progress.				
The real secret of success is frustration tolerance.				
If you want to find the Hunter, you have to know the game.				
When the going gets tough, the tough get going.				
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The Ideator

You can't sit around waiting for a good idea. So you just have to take the first good idea that comes to mind. And hope it is good enough.

*Two kinds of people:
Those that things happen to.
Those that make things happen.*

If you are the kind that wants to make ideas happen, here is how.

Brainstorming is a good way to make ideas happen. But it takes special arrangements. You may need an alternative that you can do fast and by yourself. Something that you can try out without a big production.

In this venue, we give suggestions on how you can do that. These suggestions adapt brainstorming methods to the goal of prompt and private. Technically, this process is called *ideation*. That makes it sound important.

First, the most important rule in brainstorming:

1. Do not evaluate while you are looking for ideas.

If you decide that an idea is bad, you will not only kill that idea, you will kill all the other ideas that it might have led to. If you decide that an idea is good, your brain may think its job is done.

2. Write a question that asks how to do what you want to do.

3. Your goal is to write a long list of ideas that help to answer the question.

4. A good idea is one that suggests other ideas.

*The way to have a good idea
is to get a lot of ideas to choose from.*

5. Don't try to organize till you think you are running out of ideas.

6. When you are about out of ideas, organize your ideas. Put similar ideas together.

Look at each group of similar ideas. Ask if there are other ideas like these.

If anyone asks, you are making a taxonomy of possible solutions. That will probably end the conversation.

1. Objective: What changes do you want to see?

Check with your Tooth Fairy.

How will you know when you are done?

Are you sure you will fix the cause, not just a symptom?

Ignore the hints if you don't need them

2. What resources do you have?

Do you know how to take the problem apart?

3. What do you need to solve this problem?

More information?

Help from somebody else?

You deserve a break right now. Save this box till later.

4. Goal: Find a lot of possibilities for solving this problem.

What could you do to get what you want?

Are you missing some possibilities?

Did you skip something because it would only solve part of the problem?

Do you want to change your objective?

Make 4 copies. Put them where you will see them the next time you notice a problem. After you use them up you will have this down pat.

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To think outside the box, first find the box.

Idea Slogans

The way to have a good idea is to get a lot of ideas to choose from.

Idea Slogans

Another name for focus is tunnel vision.

Idea Slogans

Every problem is an opportunity being mismanaged.

Idea Slogans

Judge a man by his questions rather than his answers.

Idea Slogans

Which assumptions are unexamined?

Idea Slogans

If you know what you are looking for, you have a better chance of finding it.

Idea Slogans

You know this how?

Idea Slogans

Only Vulcans seek the superset.

Idea Slogans

Get the facts, or the facts will get you.

Idea Slogans

Luck: When preparation and opportunity meet.

Idea Slogans

The door to creativity opens by twisting the conventional.

Idea Slogans

Learn how to turn things upside down. Or you'll never get the ketchup.

Idea Slogans

If you hit a dead end, turn around.

Idea Slogans

It is better to light one little brain module than to curse that candle-lighting story.

Idea Slogans

Don't raise the bridge, lower the river.

Idea Slogans

Is there another goal that would do as well?

Idea Slogans

If you always do what you've always done, you'll always get what you've always got.

Idea Slogans

If you get a lemon, make lemonade.

Idea Slogans

You don't make the new idea without breaking the old rules.

Idea Slogans

Everything you take for granted has an expiration date.

Idea Slogans

Ignorance ain't so much not knowing things as knowing so many things that ain't so.

Idea Slogans

If your mind wanders, follow it. Maybe it knows something you don't.

Idea Slogans

Creativity is like swimming. You can't do it until you discover that you can.

Idea Slogans

Similarity can take you to novelty, unless someone else gets there first.

Idea Slogans

Everything has been thought of before. The problem is thinking of it when you need it.

Idea Slogans

Have you seen a problem like this before?

Idea Slogans

If all you have is a hammer, everything looks like a nail.

Idea Slogans

You can gather your thoughts quickly if you are thoughtless.

Idea Slogans

Canvas, paints, palette. Anyone can have these. The art is in how you put them together.

Idea Slogans

Incubation is too good to leave to the chickens.

Idea Slogans

Obi-Wan Kenobi: Many of the truths we cling to depend on our point of view.

Idea Slogans

A picture in your head is worth a thousand words in your mouth.

Idea Slogans

Daydreaming. It's not just for children any more.

Idea Slogans

Why does everybody do it that way? Why don't you ask? Maybe somebody remembers.

Idea Slogans

Why do you want to achieve this goal?

Idea Slogans

Why post Keep off the grass signs? Why not put sidewalks where people want to walk?

Idea Slogans

If a thing is worth doing, it is worth knowing why you are doing it.

Idea Slogans

Some see things as they are and ask why. We see things as they should be and ask why not.

Idea Slogans

What are your resources?

Idea Slogans

You can observe a lot by watching. -Yogi Berra.

Idea Slogans

If you do not know the past, you are destined to repeat it. And think it is something new.

Idea Slogans

Knowledge lies in answers. Wisdom lies in questions.

Idea Slogans

Another name for focus is tunnel vision.

Idea Slogans

Look around for something everybody believes. How could they be wrong?

Idea Slogans

People will work harder to prove you wrong than to prove you right.

Idea Slogans

Never end a creative job until you have to.

Idea Slogans

To walk in another's shoes, you must first remove your own.

Idea Slogans

Learn from the mistakes of others. You don't have time to make them all yourself.

Idea Slogans

Don't try to stand out in the crowd. Stand somewhere else.

Idea Slogans

Everybody is creative. The difference is that some people know that and some don't.

Idea Slogans

Everybody is different. That's so we can tell them apart.

Idea Slogans

**Genius is a little inspiration and a lot of perspiration.—
Thomas A. Edison.**

Idea Slogans

Unload your brain. Make your mark.

Idea Slogans

The more experience you have, the less you need the props.

Idea Slogans

An idea is just floats around without a plan.

Idea Slogans

My best idea was the one I forgot to write down.

Idea Slogans

The trick in finding the right answers lies in asking the right questions.

Idea Slogans

Creativity is just like the plug on your computer. The only reason to force it is if you want it to break.

Idea Slogans

Imagination without reality is daydreaming. Reality without imagination is death.

Idea Slogans

All life is art. It's just that not all people appreciate art.

Idea Slogans

If you seek the unity of life, do not seek on the mountain top. Seek in the midst of life.

Idea Slogans

The secret of creativity is drawing on good sources.

Idea Slogans

It is never too late for an idea. It is just too early for the next time you need it.

Idea Slogans

You can't reject an idea you never had.

Idea Slogans

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Idea Slogans

Are there other problems like this? Do they have solutions?

Idea Tips

Problem solving is negotiating with reality. What is the best deal you can get?

Idea Tips

What are your main assumptions? Do you believe them?

Idea Tips

Do you want to think outside the box? Have you found the box?

Idea Tips

How would you recognize a solution if you stumbled into it?

Idea Tips

When did you start wanting to solve this problem?

Idea Tips

Is this a subgoal? Is there another way to reach the main goal?

Idea Tips

Could you solve part of the problem? Would that help?

Idea Tips

Do you have a taxonomy of possible solutions?

Idea Tips

What is the worst thing you could do?

Idea Tips

What is the funniest solution you can think of?

Idea Tips

Who would see this problem as an opportunity?

Idea Tips

How can you change what you tried before?

Idea Tips

Do you know the difference between a groove and a rut?

Idea Tips

Did you want to solve this problem last year? Why do you still have it?

Idea Tips

What idea seems least likely to be useful?

Idea Tips

Can you break the rules without breaking the tools?

Idea Tips

Are you listening to the quiet parts of your brain?

Idea Tips

You know what you should do. What would happen if you did the reverse?

Idea Tips

Have you ever been in this kind of situation before? What did you do then?

Idea Tips

How would you have dealt with this situation in the past?

Idea Tips

And now for something completely different. What is it?

Idea Tips

What part of this problem have you never heard of before?

Idea Tips

What personal skills are you not using?

Idea Tips

What fictional situations have you seen like this one?

Idea Tips

Is there a name for this problem? Can you look it up on the web?

Idea Tips

Imagine a news show about problems like this. What advice would it give?

Idea Tips

How could you do a trial run?

Idea Tips

Do you need more information? Where could you look?

Idea Tips

What made you start wanting to solve this problem?

Idea Tips

If a friend had this problem, what would you suggest?

Idea Tips

How do people usually solve problems like this?

Idea Tips

Who knows more about the problem than you do?

Idea Tips

How would a child see this problem?

Idea Tips

What result will you celebrate?

Idea Tips

Tooth Fairy: Does your wish list connect to this problem?

Idea Tips

Canter: Check over what you can't do. Are you right about that?

Idea Tips

Storyboarder: Have you ever heard a story like the one you want to happen?

Idea Tips

Shudoff: Do you know what you should do? Why are you not doing it?

Idea Tips

Putitov: What would happen if you put off any decision for a while?

Idea Tips

Everything is connected to everything else. Creativity is finding connections that fit your goal.

Idea Tips

Ideas come from the quiet parts of you brain. But only if you listen.

Idea Tips

How did people solve this kind of problem a hundred years ago?

Idea Tips

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Idea Tips

How often do you use these Vulcan tips for ideas ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it	Never	Try	Use	Tell
Are there other problems like this? Do they have solutions?				
You are negotiating with reality. What is the best deal you can get?				
What are your main assumptions? Do you believe them?				
Do you want to think outside the box? Have you found the box?				
How would you have dealt with this situation in the past?				
How will you recognize a solution when you find it?				
When did you start wanting to solve this problem?				
Have you been in this kind of situation before? What did you do then?				
Is this a subgoal? Is there another way to reach the main goal?				
Could you solve part of the problem? Would that help?				
Do you have a taxonomy of possible solutions?				
Another name for focus is tunnel vision.				
Every problem is an opportunity being mismanaged.				
Judge a man by his questions rather than his answers.				
The road to the answer that works is paved with answers that don't work.				
Only Vulcans seek the superset.				
Luck: When preparation and opportunity meet				
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How do you use these Un tips (1) in looking for ideas ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need it	Never	Try	Use	Tell
What is the worst thing you could do?				
What is the funniest solution you can think of?				
Who would see this problem as an opportunity?				
How can you change what you tried before?				
Can you break the rules without breaking the tools?				
What result will you celebrate?				
Do you know the difference between a groove and a rut?				
Did you want to solve this problem last year? Why do you still have it?				
What idea seems least likely to be useful?				
Can you break the rules without breaking the tools?				
Are you listening to the quiet parts of your brain?				
What should you do? What would happen if you did the reverse?				
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<p>How do you use these Un tips (2) in looking for ideas? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need it</p>	Never	Try	Use	Tell
And now for something completely different.				
What part of this problem have you never heard of before?				
You know what you should do. What would happen if you did the reverse?				
Learn how to turn things upside down. Or you'll never get the ketchup.				
If you hit a dead end, turn around.				
Don't raise the bridge, lower the river.				
You can't reject an idea you never had.				
Is there another goal that would do as well?				
If you always do what you've always done, you'll always get what you've always got.				
If you get a lemon, make lemonade.				
You don't make the new idea without breaking the old rules.				
Everything you take for granted has an expiration date.				
Ignorance ain't so much not knowing things as knowing so many things that ain't so.				
If your mind wanders, follow it. Maybe it knows something you don't.				
Creativity is like swimming. You can't do it until you discover that you can.				
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How do you use these Explorer tips in looking for ideas ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need it	Never	Try	Use	Tell
Is there a name for this problem? Can you look it up on the web?				
Imagine a news show about such problems. What advice would it give?				
How would you have dealt with this situation in the past?				
How could you do a trial run?				
How do people usually solve problems like this?				
Have you been in this kind of situation before? What did you do then?				
Get the facts, or the facts will get you.				
How did people solve this kind of problem a hundred years ago?				
What resources do you need?				
You know this <i>how</i> ?				
Do you need more information? Where could you look?				
What personal skills are you not using?				
What made you start wanting to solve this problem?				
If you do not know the past, you are destined to repeat it. And think it is something new.				
Knowledge lies in answers. Wisdom lies in questions.				
Another name for focus is tunnel vision.				
The trick in finding the right answers lies in asking the right questions				
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<p>How do you use these Engineer tips in looking for ideas?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
What would be the last step before the solution?				
What resources do you need?				
What resources do you have? Are you using them all?				
What are the main parts of the problem? What parts are most under your control?				
If you had to act today, what would you do?				
Genius is a little inspiration and a lot of perspiration.— Thomas A. Edison				
Unload your brain. Make your mark.				
The more experience you have, the less you need the props.				
Canvas, paints, palette. Anyone can have these. The art is in how you put them together.				
An idea is just floats around without a plan.				
My best idea was the one I forgot to write down				
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<p>How do you use these Empath tips in looking for ideas? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need ideas</p>	Never	Try	Use	Tell
If a friend had this problem, what would you suggest?				
How do people usually solve problems like this?				
Who knows more about the problem than you do?				
How would a child see this problem?				
What result will you celebrate?				
Look around for something everybody believes. How could they be wrong?				
People will work harder to prove you wrong than to prove you right.				
Never end a creative job until you have to.				
To walk in another's shoes, you must first remove you own.				
Learn from the mistakes of others. You don't have time to make them all yourself.				
Everybody is different. That's so we can tell them apart.				
Don't try to stand out in the crowd. Stand somewhere else.				
Everybody is creative. The difference is that some people know that and some don't.				
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<p>How often do you use these Networker tips in looking for ideas?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need it</p>	Never	Try	Use	Tell
Have you ever been in this kind of situation before? What did you do then?				
How would you have dealt with this situation before?				
What part of this problem is really new to you?				
Everything is connected to everything. Creativity is finding connections that fit your goal.				
What personal skills are you not using?				
The way to have a good idea is to get a lot of ideas to choose from.				
What fictional situations have you seen like this one?				
Similarity can take you to novelty, unless someone else gets there first.				
Everything has been thought of before. The problem is thinking of it when you need it.				
If all you have is a hammer, everything looks like a nail.				
You can gather your thoughts quickly if you are thoughtless.				
Canvas, paints, palette. Anyone can have these. The art is in how you put them together.				
Incubation is too good to leave to the chickens.				
If look at things from where you are, you will see noting new.				
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<p>How do you use these Head Team tips in looking for ideas?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need ideas</p>	Never	Try	Use	Tell
Tooth Fairy: Does your wish list connect to this problem?				
Canter: Check over what you can't do. Are you right about that?				
Whys Guys: Why does everybody do it that way? Why don't you ask? Maybe somebody remembers.				
Storyboarder: Have you ever heard a story like the one you want to happen?				
Storyboarder: What fictional situations have you seen like this one?				
Shudoff: Do you know what you should do? Why you are not doing it?				
Whys Guys: If a thing is worth doing, it is worth knowing why you are doing it.				
Storyboarder: A picture in your head is worth a thousand words in your mouth.				
Whys Guys: Why post <i>Keep off the grass</i> signs? Why not put sidewalks where people want to walk?				
Putitov: What would happen if you put off any decision for a while?				
Storyboarder: Daydreaming. It's not just for children any more.				
Whys Guys: Some see things as they are and ask why. We see things as they should be and ask why not.				
Whys Guys: Why do you want to achieve this goal?				
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The Chooser

1. List your most promising options.

Get options from the Idea Clipit or the Troubleshoot Clipit.
List the options in the order that you think of them.
Circle the three or four that you want to consider first.

2. What are the pros and cons of the best options?

Play fair with yourself. Any option has advantages and disadvantages.
How do your personal skills and preferences match the pros and cons?
Where is the kryptonite in this mix?

Which option gives the best odds of success?

3. Which option is best?

For close options, take a break. Then review what you wrote in the box above.

If you can't decide, flip a coin and go to planning.

You deserve a break right now. Save this box till later.

4. Goal: Make a choice that is worth some planning effort.

You are choosing to plan.
While you are planning, you can still change your mind.

Make 4 copies. Put them where you will see them the next time you notice a problem. After you use them up you will have this down pat.

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**Choosing is the first step
toward being in charge.**

Choose Slogans

**If you don't choose, something
else will choose for you. It's
your choice.**

Choose Slogans

**Waiting is a choice. Whether
you intend to choose it or not.**

Choose Slogans

**Insist on alternatives.
Without alternatives, you
don't have a choice.**

Choose Slogans

**You are what you choose to
do.**

Choose Slogans

**If you want motivation, make
your own choice.**

Choose Slogans

**Luke Skywalker: I'll try.
Yoda: No. Do. Or do not.
There is no try.**

Choose Slogans

**A person must choose. That
is the price of being a person.**

Choose Slogans

**There are no simple solutions,
only intelligent choices.**

Choose Slogans

**You are the navigator.
Whether you choose or not.**

Choose Slogans

You will choose today. Even if you only choose to wait.

Choose Slogans

It is not our abilities that show what we truly are. It is our choices. Albus Dumbledore.

Choose Slogans

You want your choice now to suit your needs then.

Choose Slogans

To seek what you want, know what you want.

Choose Slogans

Do it now! There may be a rule against it tomorrow.

Choose Slogans

You can't be hopeless if you can choose.

Choose Slogans

For every yes, there is a no.

Choose Slogans

If it has just one side, it is not of this world.

Choose Slogans

They also choose who only choose to wait.

Choose Slogans

To live is to choose. Therefore choose to live.

Choose Slogans

If not now, when?

Choose Slogans

**The mystery of the third way.
Not either-or. Both.**

Choose Slogans

**Moderation is fine if you don't
overdo it.**

Choose Slogans

**Don't just do something, sit
there.**

Choose Slogans

**Two kinds of people: Those
that things happen to and
those that make things
happen.**

Choose Slogans

**A wish is a dream the mouth
makes.**

Choose Slogans

Wishing is an oral activity.

Choose Slogans

**Enough tomorrows will give
you a great collection of empty
yesterdays. – Professor Harold
Hill**

Choose Slogans

**Those who can, do. Those
who can't, complain.**

Choose Slogans

**In the long run, it is easier to
find solutions than to find
excuses.**

Choose Slogans

**Hoping and wishing are
excuses for waiting.**

Choose Slogans

**Not in our stars but in
ourselves.**

Choose Slogans

**There is no right or wrong,
only consequences.**

Choose Slogans

**Worse than not getting what
you wish for is getting what
you wish for.**

Choose Slogans

**If you don't choose your goal,
you won't know when you've
won.**

Choose Slogans

**If you are looking for a clear
choice, why haven't you
already found it?**

Choose Slogans

**The secret of getting ahead is
getting started.**

Choose Slogans

**Don't speak of action in the
passive voice.**

Choose Slogans

**Opportunity looks like work to
most people. So they miss it.–
Thomas A. Edison.**

Choose Slogans

**We are not limited by our
fears. We are limited by our
choices.**

Choose Slogans

The secret of getting ahead is getting started.

Choose Slogans

Don Meredith: When ifs and buts are candy and nuts, every day will be Christmas.

Choose Slogans

The difference between a wish and a want: You expect to work for what you want.

Choose Slogans

Experience is the best teacher. And it keeps the right score.

Choose Slogans

You have to stand for something or you will fall for anything.

Choose Slogans

Mark Cuban: Sometimes the best deal is the one you don't do.

Choose Slogans

Nothing is done until someone does it.

Choose Slogans

Never test the depth of the water with both feet.

Choose Slogans

A surplus of information means a shortage of attention.

Choose Slogans

Choosing you goal is the first gate to motivation.

Choose Slogans

Most of our limitations lie in our choices rather than in our abilities.

Choose Slogans

The greatest view is the fan of possibilities.

Choose Slogans

What choice would best serve your long term goals?

Choose Tips

Does your first choice have to be final?

Choose Tips

Not everything you want is worth the cost.

Choose Tips

What action will cost the least in time or effort?

Choose Tips

Do you want to take a risk on this?

Choose Tips

Do you need a plan for choosing? Can you find help for planning?

Choose Tips

How will your choice look five years from now?

Choose Tips

What choice will do most to keep your options open?

Choose Tips

You can choose to defer the choice. Is that the choice you want now?

Choose Tips

Do you want to be conservative this time?

Choose Tips

What option has the least risk?

Choose Tips

What will happen if you decide to do nothing?

Choose Tips

Do you want to make a snap decision?

Choose Tips

Can you make another option by combining the ones you have?

Choose Tips

Which choice would you like best? Why?

Choose Tips

Flip a coin. If you don't want to flip a coin, why?

Choose Tips

Close your eyes. Gather your thoughts. Or sleep on it.

Choose Tips

Which choice do you really want to avoid? Why?

Choose Tips

What information do you need to decide?

Choose Tips

Do you need any more options?

Choose Tips

Find alternatives. Without alternatives, you don't have a choice.

Choose Tips

How can you hedge your bets?

Choose Tips

Maybe your objective is just to explore, to find out something.

Choose Tips

Where could you get more information? Where could you look?

Choose Tips

Can you choose to make this a trial run?

Choose Tips

Who knows more about the problem than you do?

Choose Tips

Which choice would look best to other people?

Choose Tips

Could you win the battle and lose the war?

Choose Tips

What would you recommend to somebody else who had this problem?

Choose Tips

What would be the most popular choice?

Choose Tips

How can you keep from burning bridges behind you?

Choose Tips

What choice would surprise the people who know you?

Choose Tips

Putitoff Do you want to put this off? What would happen?

Choose Tips

Networker: Does this situation remind you of any others you know about?

Choose Tips

Storyboarder Imagine how things will be after you decide.

Choose Tips

Tooth Fairy Check your wish list.

Choose Tips

Hunter: Do something, even if it is wrong.

Choose Tips

Do you need more options?

Choose Tips

When do you have to make the decision?

Choose Tips

How will you feel about this next month?

Choose Tips

Do you have a list of your best ideas?

Choose Tips

Can you see the main steps in the options that look best?

Choose Tips

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Choose Tips

How often do you use these Vulcan tips in choosing ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need it	Never	Try	Use	Tell
What choice would best serve your long term goals?				
What action will cost the least in time or effort?				
There are no simple solutions, only intelligent choices.				
How will your choice look five years from now?				
What choice will do most to keep your options open?				
You can choose to defer the choice. If you choose to.				
Do you want to be conservative this time?				
How will you feel about this next month?				
You choose or something will choose for you.				
Without alternatives, you don't have a choice.				
You are what you choose to do.				
If you want motivation, make your own choice.				
A person must choose. That is the price of being a person.				
You are the navigator. Whether you choose or not.				
You will choose today. Even if you only choose to wait.				
It is not our abilities that show what we truly are. It is our choices. Albus Dumbledore.				
You want your choice now to suit your needs then.				
To seek what you want, know what you want.				
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How often do you use these Un tips in choosing ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it	Never	Try	Use	Tell
What will happen if you do nothing?				
Do you want to make a snap decision?				
Can you make another option by combining the ones you have?				
Could you win the battle and lose the war?				
Do you want to take the most popular choice.				
Flip a coin. If you don't want to flip a coin, why?				
Close your eyes. Gather your thoughts. Or sleep on it.				
Which choice do you really want to avoid? Why?				
Do it now! There may be a rule against it tomorrow.				
You can't be hopeless if you can choose.				
For every yes, there is a no.				
If it has just one side, it is not of this world.				
They also choose who only choose to wait.				
To live is to choose. Therefore choose to live.				
The mystery of the third way. Not either-or. Both.				
Moderation is fine if you don't overdo it.				
Don't just do something, sit there.				
Mark Cuban: Sometimes the best deal is the one you don't do.				
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<p>How do you use these Explorer tips in choosing?</p> <p>Never: Never use it:</p> <p>Try: Might try it.</p> <p>Use: Use it as needed</p> <p>Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
What information would make it easier for you to decide?				
Do you need any more options?				
Who knows more about the problem than you do?				
How can you keep from burning bridges behind you?				
Does your first choice have to be final?				
The greatest view is the fan of possibilities.				
Find alternatives. Without alternatives, you don't have a choice.				
How can you hedge your bets?				
Maybe your objective is just to explore, to find out something.				
Where could you get more information? Where could you look?				
Can you choose to make this a trial run?				
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How do you use these Empath tips in choosing ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need it	Never	Try	Use	Tell
Who knows more about the problem than you do?				
Which choice would look best to other people?				
Could you win the battle and lose the war?				
What would you recommend to somebody else who had this problem?				
What choice would surprise the people who know you?				
What would be the most popular choice?				
How can you keep from burning bridges behind you?				
What choice would surprise the people who know you?				
Two kinds of people: Those that things happen to and those that make things happen.				
A wish is a dream the mouth makes.				
Which choice would you like best? Why?				
Those who can, do. Those who can't, complain.				
Wishing is an oral activity.				
Enough tomorrows will give you a great collection of empty yesterdays. -Professor Harold Hill				
In the long run, it is easier to find solutions than to find excuses.				
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How do you use these Engineer tips in choosing ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it	Never	Try	Use	Tell
Do you need more options?				
How will you feel about this next week?				
When do you have to make the decision?				
Do you have a list of your best ideas?				
How will you feel about this tomorrow?				
Do you need a plan for choosing?				
Do you have a list of your best ideas?				
The secret of getting ahead is getting started.				
Don't speak of action in the passive voice. Action has someone doing it.				
Opportunity looks like work to most people. So they miss it.–Thomas A. Edison.				
We are not limited by our fears. We are limited by our choices.				
Don Meredith: When ifs and buts are candy and nuts, every day will be Christmas.				
The difference between a wish and a want: You expect to work for what you want.				
Experience is the best teacher. And the best test.				
You have to stand for something or you will fall for anything.				
Do you need a plan for choosing? Do you know how to make one?				
What option looks best. Can you see the main steps there?				
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How do you use these Head Team tips in choosing ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it	Never	Try	Use	Tell
Putitoff Do you want to put this off? What would happen?				
Networker: Does this situation remind you of any others you know about?				
Networker: Not in our stars but in ourselves.				
Storyboarder Imagine how things will be after you decide.				
Networker: Do you need more options?				
Tooth Fairy Check your wish list.				
Hunter: Do you want to take a risk on this?				
Hunter: Do something, even if it is wrong.				
Hunter: Not everything you want is worth the cost.				
Hunter: There is no right or wrong, only consequences.				
Canter: What option has the least risk?				
Storyboarder: Worse than not getting what you wish for is getting what you wish for.				
Hunter: Choosing is the first step toward being in charge.				
Hunter: If you don't choose your goal, you won't know when you've won.				
Whys Guys: If you are looking for a clear choice, why haven't you already found it?				
Hunter: If not now, when?				
Tooth Fairy: Hoping and wishing are good excuses for waiting.				
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The Planner

1 What is your goal?

If you don't know your goal, your objective is to figure out your goal. Go to **The Problem**.

Are you planning a trial run?

The objective of a trial run is to find out what improvements your plan needs.

2. What are the main things you have to do?

Just list them in any order.

Use language you can see.

Just write the main steps first. You can fill in the details later.

Which ones need help from other people?

You will get better work out of your brain if you write your answers and keep them around. If you have trouble writing your answers, it is because parts of your brain don't understand what you think you know.

3. What sequence will work best?

You may want to make a list.

You deserve a break right now. Save this box till later.

4. Goal for this page: Make a plan I believe in.

The plan starts where I am now.

The plan takes me to where I want to go.

I know the result of each step.

I know how to decide whether I am satisfied with the result of each step.

Make 4 copies. Put them where you will see them the next time you notice a problem. After you use them up you will have this down pat.

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A planner speaks with active verbs.

Plan Slogans

To be sure you won't need it , be sure you have it.

Plan Slogans

Everything starts with what is.

Plan Slogans

In planning, you don't have to be right the first time. Just the last time.

Plan Slogans

If you want to break a habit, set your goal as a new habit that will serve as an instead.

Plan Slogans

Worry is a poor substitute for planning.

Plan Slogans

If a thing is worth doing, it is worth knowing why you are doing it.

Plan Slogans

Start planning early. Then you will have time to procrastinate.

Plan Slogans

Do not undertake vast projects with half- vast plans.

Plan Slogans

People don't notice the road. Only the bumps.

Plan Slogans

Plan to get it done ahead of time. Then you will have time to celebrate.

Plan Slogans

Don't work harder. Work smarter.

Plan Slogans

If God had wanted people to plan, He would have given them brains.

Plan Slogans

The snake you see is never the one that bites you.

Plan Slogans

You don't want to learn all you know from what you did wrong.

Plan Slogans

In the land of the blind, the one-eyed is king.

Plan Slogans

Learn from the mistakes of others or they will learn from yours.

Plan Slogans

An idea is no better than the plan.

Plan Slogans

Even if you know where you're going, a map helps you choose the route.

Plan Slogans

A plan is as strong as its weakest link.

Plan Slogans

**You don't have to plan to fail;
all you have to do is fail to
plan.**

Plan Slogans

**A the longest journey begins
with a single step.**

Plan Slogans

**A quick solution is a shortcut
to troubleshooting.**

Plan Slogans

**Self-discipline is an illusion
produced by self-engineering.**

Plan Slogans

**The way to do many things is
to do one thing at a time.**

Plan Slogans

**If it were simple, you would
have already figured it out.**

Plan Slogans

**Easy promises make hard
deliveries.**

Plan Slogans

**Watch your language. If you
can't see your plan, you don't
have one.**

Plan Slogans

**No plan is complete without
cues.**

Plan Slogans

**The purpose of a schedule is
to know how far behind you
are.**

Plan Slogans

**Hunters don't hunt
abstractions.**

Plan Slogans

**Don't climb mountains till you
have done the hills first.**

Plan Slogans

If not now, when?

Plan Slogans

**If a thing is worth doing, it is
worth doing well enough to
meet your goal.**

Plan Slogans

Well begun is half-done.

Plan Slogans

The devil is in the details.

Plan Slogans

**Yard by yard, it's hard; inch by
inch, it's a cinch.**

Plan Slogans

**Enthusiasm is no substitute
for planning.**

Plan Slogans

**Hunters act on cues. If you
want to guide the hunt you
have to set the cues.**

Plan Slogans

**The secret of confidence is to
know your resources.**

Plan Slogans

The best way to predict the future is to invent it.

Plan Slogans

A surplus of information means a shortage of attention.

Plan Slogans

Choosing you goal is the first gate to motivation.

Plan Slogans

If you let distractions set the cues, you let distractions set your goals.

Plan Slogans

No plan without a goal. No goal without a plan.

Plan Slogans

Planning is how you turn talk into action.

Plan Tips

Stephen Covey: Start with the end in mind.

Plan Tips

What barriers are going to get in your way?

Plan Tips

What will be the step just before the last one?

Plan Tips

The easiest way to do many things is to do one thing at a time.

Plan Tips

If you know what you are looking for, you raise your odds of finding it.

Plan Tips

Do you have a backup plan?

Plan Tips

Short-term goals can support long-term objectives.

Plan Tips

If you don't know where to start, maybe you know where to finish.

Plan Tips

Easier to seek forgiveness than to get permission.

Plan Tips

Do not try to jump halfway across a ditch.

Plan Tips

How will you know when you're done?

Plan Tips

It isn't going to get any easier! Or is it?

Plan Tips

If you are afraid to fail, you are afraid to succeed.

Plan Tips

You gotta know when to hold and know when to fold.

Plan Tips

A plan is a story about what you expect to happen. Picture the story in your head.

Plan Tips

Picture yourself doing the things you are planning.

Plan Tips

What cues will you be watching for?

Plan Tips

Concretize. Use words that say what you would see, hear, or handle.

Plan Tips

What will happen as you start to carry out your plan?

Plan Tips

If you can't see your plan, maybe you don't have one.

Plan Tips

What information do you need to finish the plan? Do you know where to find it?

Plan Tips

What will you need to watch to know how well the plan is working?

Plan Tips

Knowing what's wrong is never enough.

Plan Tips

If you don't know enough to plan, do you know enough for a trial run?

Plan Tips

How will other people feel about your plan?

Plan Tips

Who is going to help you? What will they get out of it?

Plan Tips

How will you feel if you don't do something?

Plan Tips

What advice would you give to a friend about this?

Plan Tips

How often can you tell what someone else is thinking?

Plan Tips

Write your plan. Don't bother your brain with work that paper can do.

Plan Tips

No plan is done until you set up the cues.

Plan Tips

Your plan is the link between short-term goals and long-term motivation.

Plan Tips

Concretize. Use words that say what you would see, hear, or handle.

Plan Tips

If you don't have a plan, you are just wishing.

Plan Tips

How will you know when you're done?

Plan Tips

Have you set check points?

Plan Tips

Use a mini-project to break a big project into bite-size pieces, with bite-sized sub-goals.

Plan Tips

Use a mini-project to connect a short-term goal to the future.

Plan Tips

Use a joblet to evaluate your progress toward a long-term goal.

Plan Tips

Use a joblet to celebrate small successes.

Plan Tips

Tooth Fairy: Check your wish list.

Plan Tips

Networker: Do you know of any other plans like this?

Plan Tips

Tooth Fairy: What personal skills do you wish you had?

Plan Tips

Canter: Don't ignore the things you can't do.

Plan Tips

If you don't have a plan, you don't have a goal. You just have a wish.

Plan Tips

Planning is how you turn talk into action.

Plan Tips

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Plan Tips

How often do you use these Vulcan tips in planning ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need it	Never	Try	Use	Tell
Start with the end in mind. (Stephen Covey)				
What barriers are going to get in your way?				
What will be the step just before the last one?				
Start by listing the joblets. Put them in order later.				
The easiest way to do many things is to do one thing at a time.				
If you know what you are looking for, you raise your odds of finding it.				
How does this fit with your long-term goals?				
Short-term goals can support long-term objectives.				
Do you have a backup plan?				
Waiting is also a choice. What is your choice for today?				
No plan without a goal. No goal without a plan.				
A planner speaks with active verbs.				
To be sure you won't need it, be sure you have it.				
Everything starts with what is.				
In planning, you don't have to be right the first time. Just the last time.				
If you want to break a habit, set your goal as a new habit that will serve as an instead.				
Worry is a poor substitute for planning.				
If a thing is worth doing, it is worth knowing why you are doing it.				
You don't want to learn all you know from what you did wrong.				
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How often do you use these Un tips in planning ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it	Never	Try	Use	Tell
If you don't know where to start, maybe you know where to finish.				
Easier to seek forgiveness than to get permission.				
Knowing what's wrong is never enough.				
Do not try to jump halfway across a ditch.				
How will you know when you find what you want?				
It isn't going to get any easier! Or is it?				
If you are afraid to fail, you are afraid to succeed.				
How will you feel if you don't do something?				
You gotta know when to hold and know when to fold.				
Start planning early. Then you will have time to procrastinate.				
Do not undertake vast projects with half-vast plans.				
People don't notice the road. Only the bumps.				
Plan to get it done ahead of time. Then you will have time to celebrate.				
Don't work harder. Work smarter.				
If God had wanted people to plan, He would have given them brains.				
The snake you see is never the one that bites you.				
You don't want to learn all you know from what you did wrong.				
In the land of the blind, the one-eyed is king.				
Learn from the mistakes of others or they will learn from yours.				
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How do you use these Engineer tips in planning? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it	Never	Try	Use	Tell
Write your plan. Don't bother your brain with paperwork.				
What cues will you be watching for?				
Your plan links short-term goals to long-term motivation.				
Concretize. Use words that say what you would experience.				
Are you planning? Or just wishing?				
What will you need to see to know how the plan is working?				
How will you know when you're done?				
Break a big project into joblets, with bite-sized sub-goals.				
Have you set check points?				
If you don't have a plan, you don't have a goal. You just have a wish.				
Who is going to help you? What will they get out of it?				
Use joblets to celebrate small successes.				
If you aren't ready to plan, go for a trial run.				
Use a joblets to track your progress toward big goals				
What will happen as you start to carry out your plan?				
Use joblets to connect little goals to big goals.				
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<p>How do you use these Engineer (2) tips in planning? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
An idea is no better than the plan behind it.				
When you know the goal, a map helps find the route.				
A plan is as strong as its weakest link.				
A quick solution is a shortcut to troubleshooting.				
Self-discipline is an illusion produced by self-engineering.				
If it were simple, you would have already figured it out.				
The way to do many things is to do one thing at a time.				
The purpose of a schedule is to know how far behind you are.				
Easy promises make hard deliveries.				
No plan is complete without cues.				
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How do you use these Hunter tips in planning ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need it	Never	Try	Use	Tell
Hunters don't hunt abstractions.				
Don't climb mountains till you have done the hills first.				
Picture yourself doing the things you are planning.				
What cues will you be watching for?				
Concretize. Use words that say what you would see, hear, or handle.				
What will happen as you start to carry out your plan?				
If you can't see your plan, maybe you don't have one.				
Who is going to help you? What will they get out of it?				
If not now, when?				
What will you need to watch to know how well the plan is working?				
If a thing is worth doing, it is worth doing well enough to meet your goal.				
If you don't have a plan, you don't have a goal.				
Well begun is half-done.				
The devil is in the details.				
Yard by yard, it's hard; inch by inch, it's a cinch.				
Enthusiasm is no substitute for planning.				
Hunters act on cues. If you want to guide the hunt you have to set the cues.				
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How do you use these Head Team tips in planning ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it	Never	Try	Use	Tell
Networker: You don't have to plan to fail; all you have to do is fail to plan.				
Tooth Fairy: Check your wish list.				
Networker: Do you know of any other plans like this?				
Storyboarder: A plan is a story about what you want to happen. See it in your head.				
Empath: How will other people feel about your plan?				
Explorer: What do you need know to finish the plan? Do you know where to find it?				
Empath: What advice would you give to a friend about this?				
Storyboarder: Watch your language. If you can't see your plan, you don't have one.				
Canter: Don't ignore the things you can't do.				
Tooth Fairy: What personal skills do you wish you had?				
Empath: How would you tell somebody else what you want?				
Tooth Fairy: If you don't have a plan, you are just wishing.				
Storyboarder: Picture yourself doing the things you are planning.				
Explorer: If you don't know enough to plan, do you know enough for a trial run?				
Storyboarder: If you can't see your plan, maybe you don't have one.				
Empath: How will you feel if you don't do something?				
Explorer: Knowing what's wrong is never enough.				
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The Rebounder

1. What is the most urgent trouble you need to shoot?

If you don't know, list the main options and go to the Choose Map.
Work on one obstacle at a time.

2. What resources do you have?

How do your personal skills fit in here?
Is there kryptonite around?
How will this affect your plans?

3. What will you do?

Adjust my plans.
Treat the obstacle as a problem in itself.
Look for another option.
Look for more ideas from the Mulling Team.
Check out the Road to Bounce-Back.
Redefine the problem.
Treat this outcome as a symptom and look for the real cause.

You deserve a break right now. Save this box till later.

4. Goal: Figure out what I will do to this barrier.

Make 4 copies. Put them where you will see them the next time you notice a problem. After you use them up you will have this down pat.
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You know you have a problem when the usual methods don't work.

Bounce-back Slogans

There are no unsuccessful people. Only unsuccessful choices.

Bounce-back Slogans

We are not limited by our fears. We are limited by our choices.

Bounce-back Slogans

What things do you have to do right the first time?

Bounce-back Slogans

The only public part of the success story is the last act.

Bounce-back Slogans

Success is going from one failure to another with no loss of enthusiasm. - Churchill

Bounce-back Slogans

If you always do what you've always done, you'll always get what you've always got.

Bounce-back Slogans

Mistakes are a fact of life. It is the response that matters.

Bounce-back Slogans

Failure is a door to success. If you choose to see it that way.

Bounce-back Slogans

Failure is not in falling down; it is in staying down.

Bounce-back Slogans

If it had a simple solution, you wouldn't know it was a problem.

Bounce-back Slogans

If failure were fatal, we'd all be dead.

Bounce-back Slogans

If you dig yourself into a hole, stop digging.

Bounce-back Slogans

Practice the bounce-back routine. Yes, it does exist. But only for successful people.

Bounce-back Slogans

You do not build self-confidence out of failing. You build it out of bouncing back.

Bounce-back Slogans

The mighty oak was once a nut that held its ground.

Bounce-back Slogans

Celebrate small victories. Practice for the big ones.

Bounce-back Slogans

If you hit a dead end, turn around.

Bounce-back Slogans

The difference between a trial run and a failure lies in what you get out of it.

Bounce-back Slogans

If you want to attract attention, make a mistake.

Bounce-back Slogans

The key that works will always be the last one you try.

Bounce-back Slogans

If you always succeed, you are overqualified for your job.

Bounce-back Slogans

How many failures does it take to make a success?

Bounce-back Slogans

The value of a goal is not in having it, but in winning it.

Bounce-back Slogans

We look down the rapids and see the paths around the rocks.

Bounce-back Slogans

Obstacles are just nature's way of showing us what we can do.

Bounce-back Slogans

The path to success is paved with mistakes.

Bounce-back Slogans

A problem is not a wall. It's a door.

Bounce-back Slogans

When the going gets tough, the tough get going.

Bounce-back Slogans

Football would be a lot easier without the other team.

Bounce-back Slogans

**Whatever doesn't kill me
makes me stronger.**

Bounce-back Slogans

**Defeat is advance payment for
victory.**

Bounce-back Slogans

**Challenges are the root stock
of confidence.**

Bounce-back Slogans

**There ain't much learning in
the second kick of the mule.**

Bounce-back Slogans

**The man who can laugh in the
midst of disaster has just
thought of someone he can
blame it on.**

Bounce-back Slogans

**The benefit you get from a
mistake is what you learn from
it.**

Bounce-back Slogans

**The real secret of success is
frustration tolerance.**

Bounce-back Slogans

**Brain trap: Expect it to work
the first time. Fast track to
exit.**

Bounce-back Slogans

**Edison could have saved
himself a lot of effort by
listening to the Canters.**

Bounce-back Slogans

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Bounce-back Slogans

Do you need to change your goal? What do you know about choosing goals?

Troubleshooting Tips

If you were to start over, what would you do differently?

Troubleshooting Tips

Should you be satisfied with what has happened so far?

Troubleshooting Tips

If you hadn't started, would you start now?

Troubleshooting Tips

How does this fit with your long-term goals?

Troubleshooting Tips

You will choose today. Even if you only choose to wait.

Troubleshooting Tips

Would your plan work better later?

Troubleshooting Tips

**What you should you do?
Ask: How should you change what you tried before?**

Troubleshooting Tips

How will all this look ten years from now?

Troubleshooting Tips

If you dig yourself into a hole, stop digging.

Troubleshooting Tips

Focus on what you can control. Stop worrying about what you can't control.

Troubleshooting Tips

You can get a lot more experience at fixing symptoms than you can at fixing the cause.

Troubleshooting Tips

Look for a way to do the opposite of what you did before.

Troubleshooting Tips

Imagine that you were back at the beginning. How would you rewrite the story?

Troubleshooting Tips

Imagine how your plan would go if you could wait till later.

Troubleshooting Tips

Imagine that your tooth fairy has arrived to fix things. What do you want done?

Troubleshooting Tips

If you always do what you've always done, you'll always get what you've always got.

Troubleshooting Tips

How could somebody help you reach your goal? Why would they do that?

Troubleshooting Tips

What do you wish you had known earlier? How could you have known it earlier?

Troubleshooting Tips

Are you confusing faulting with fixing?

Troubleshooting Tips

Do you wish you had more cooperation from others? Why would they cooperate?

Troubleshooting Tips

What advice would you give someone in the same situation?

Troubleshooting Tips

One way to win is to make it okay to lose.

Troubleshooting Tips

Explorer: If you don't get payoff from the job you did, you get it from figuring out how you can do better next time.

Troubleshooting Tips

Tooth Fairy: Check your wish list.

Troubleshooting Tips

Hunter: Do you need to get fired-up again?

Troubleshooting Tips

How did you get fired-up before?

Troubleshooting Tips

Shudoff: Do you know what you should do? What keeps you from doing it?

Troubleshooting Tips

Explorer: What do you need to know to handle this?

Troubleshooting Tips

Tooth Fairy: Are there any personal skills that you wish you had?

Troubleshooting Tips

Canter: Rapids ahead! Watch for the rocks.

Troubleshooting Tips

Hunter: Rapids ahead. Look for the flow around the rocks.

Troubleshooting Tips

Make a list of the things that have gone right.

Troubleshooting Tips

Do you need a new plan? What do you know about planning?

Troubleshooting Tips

Thinking about what you can't do is worry. Thinking about what you can do is planning.

Troubleshooting Tips

Should you be satisfied with what has happened so far?

Troubleshooting Tips

What is your biggest challenge right now? Treat it as a separate problem.

Troubleshooting Tips

The difference between a trial run and a failure lies in what you get out of it.

Troubleshooting Tips

Know the power of yet. As in I don't know how to do this yet.

Troubleshooting Tips

What is the smallest thing you can do to make things a little better?

Troubleshooting Tips

What happened that you didn't plan for?

Troubleshooting Tips

What is the smallest thing you can do to make things a little better?

Troubleshooting Tips

Brain trap: Expect it to work the first time. Fast track to exit.

Troubleshooting Tips

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Troubleshooting Tips

<p>How often do you use these Vulcan tips in troubleshooting?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
Do you need to change your goal? What do you know about choosing goals?				
If you started over, what would you do differently?				
Should you be satisfied with what has happened so far?				
What do you wish you had known earlier? How could you have known it earlier?				
If you hadn't started, would you start now?				
How does this fit with your long-term goals?				
What happened that you didn't forecast?				
Waiting is a choice. What is your choice now?				
You see a problem when the usual methods don't work.				
No unsuccessful people. Only unsuccessful choices.				
We are not limited by our fears. We are limited by our choices.				
What things do you have to do right the first time?				
The only public part of a success story is the last act.				
Success is going from one failure to another with no loss of enthusiasm." - Churchill				
If you always do what you've always done, you'll always get what you've always got.				
Mistakes are a fact of life. The response is your choice.				
Failure is a door to success. If you choose to open it.				
Failure is not in falling down; it is in staying down.				
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How do you use these Un tips in troubleshooting ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it	Never	Try	Use	Tell
Would your plan work better later?				
How should you change what you tried before?				
One way to win is to make it okay to lose.				
How will all this look ten years from now?				
You can get more experience at fixing symptoms than you can at fixing the cause.				
Look for a way to do the opposite of what you did before.				
If you dig yourself into a hole, stop digging.				
If it had a simple solution, you wouldn't know it was a problem.				
If failure were fatal, we'd all be dead.				
Practice the bounce-back routine. Yes, it does exist. But only for successful people.				
You do not build self-confidence out of failing. You build it out of bouncing back.				
Never give up. The mighty oak was once a nut that held its ground.				
Celebrate small victories. Practice for the big ones.				
If you hit a dead end, turn around.				
The difference between a trial run and a failure lies in what you get out of it.				
If you want to attract attention, make a mistake.				
The key that works will always be the last one you try.				
If you always succeed, you are overqualified for your job.				
How many failures does it take to make a success?				
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<p>How often do you use these Empath tips in troubleshooting? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need to think about troubleshooting</p>	Never	Try	Use	Tell
Do you need to get fired-up again? How did you get fired-up before?				
Do you wish you had more cooperation from others? Why would they cooperate?				
What to other people expect you to do? Why don't you want to do it?				
The real secret of success is frustration tolerance.				
What do you say to other people when they need to bounce-back?				
Expect it to work the first time. Fast track to exit.				
Are you confusing faulting with fixing?				
One way to win is to make it okay to lose.				
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How often do you use these Engineer tips in troubleshooting ? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it	Never	Try	Use	Tell
Make a list of the things that have gone right.				
Do you need a new plan?				
Thinking about what you can't do is worry. Thinking about what you can do is planning.				
Should you be satisfied with what has happened so far?				
What advice would you give someone else in this situation?				
Focus on what you can control. Stop worrying about what you can't control.				
Failure is nature's way of teaching us how to plan.				
What is your biggest challenge right now? Treat it as a separate problem.				
The difference between a trial run and a failure lies in what you get out of it.				
What happened that you didn't plan for?				
What is the least you can do to make things a little better?				
The power of yet . As in I don't know how to do this yet .				
Any plan that doesn't work is a trial run.				
Any gate is a wall if you don't have the key.				
Didn't fail if you learned how to do better next time.				
If you can't make a mistake, you can't make anything.				
The road to success is paved with mistakes.				
My best idea was the one I forgot to write down.				
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<p>How do you use these Hunter tips in troubleshooting? Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
The value of a goal is not in having it, but in winning it.				
We look down the rapids and see the paths around the rocks.				
Obstacles are nature's way of showing us what we can do.				
Defeat is advance payment for victory.				
Challenges are the root stock of confidence.				
The path to success is paved with mistakes.				
A problem is not a wall. It's a target.				
When the going gets tough, the tough get going.				
Football would be a lot easier without the other team.				
Whatever doesn't kill me makes me stronger.				
Rapids ahead. Look for the flow around the rocks.				
Do you need to get fired-up again? How did you get fired-up before?				
I have not failed. I've just found 1,000 ways that won't work. Thomas Edison				
Professionals don't get mad. They get busy.				
Don't let the perfect become the enemy of the good.				
Winners don't quit. Quitters don't win.				
You got to know when to hold 'em and know when to fold 'em...				
Luke Skywalker: I don't believe it. Yoda: That is why you fail.				
Do you wish you had more cooperation from others? Why would they cooperate?				
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<p>How often do you use these Head Team tips in troubleshooting?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed Tell: Tell it to people who need to think about troubleshooting</p>	Never	Try	Use	Tell
Explorer: If you don't get payoff from the job you did, you get it from figuring out how you can do better next time.				
Shutoff: Do you know what you should do? What keeps you from doing it?				
Explorer: What do you need to know to handle this?				
Storyboarder: Imagine how your plan would go if you could wait till later.				
Tooth Fairy: Are there any personal skills that you wish you had?				
Networker: Edison could have saved himself a lot of effort by listening to the Canters.				
Canter: Rapids ahead! Watch for the rocks.				
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The Thinker

Thought diamond	Draft thinking	
Unthinking	Draft thinking	Zen thinking
	Final thinking	Now, what are you going to do?

Final thinking calls for careful attention to logic.

Thinking Tips

To be logical, you must attend carefully to the meanings of your words.

Thinking Tips

Value words, like good and bad, guide your thinking. To be in charge of your thinking, take charge of your value words.

Thinking Tips

You can think fast by ignoring some things. If you ignore something important, you may get to do it over.

Thinking Tips

If you are looking for something good, do you know what you mean by good.

Thinking Tips

The mystery of the third way. Not either-or. Both.

Thinking Tips

Overthinking is overdone. Try unthinking.

Thinking Tips

If you must think, do it with your mouth closed.

Thinking Tips

Unthinking: Look for ideas you can reverse.

Thinking Tips

Unthinking: Look for conclusions you can doubt.

Thinking Tips

Unthinking: Look for assumptions you can question.

Thinking Tips

How much thinking does it take to equal an ounce of doing?

Thinking Tips

Pick a word that is important in your current thinking. What ideas does it suggest to you?

Thinking Tips

Words connect to ideas. What ideas do your current words connect to?

Thinking Tips

Be wise. Concretize.

Thinking Tips

Too soon old. Too late smart.

Thinking Tips

Stretch your brain. Look for remote connections.

Thinking Tips

If you rush, you may miss your connection.

Thinking Tips

Zen thinking: Put it on the back burner. Sleep on it.

Thinking Tips

Owl: Who? When you think of action, ask who. Who is going to do the action? Who is going to get things started?

Thinking Tips

Empath: You are never alone when you know the people in your head.

Thinking Tips

Whys Guy: Why? Why are you concerned about this? Why would anybody be interested in this? Why would anybody act on this?

Thinking Tips

Mulling team: You already have all to brain tools you need. You just need to find the tools that fit the job.

Thinking Tips

Nobody does anything in the abstract.

Thinking Tips

Abstract can be harder than concrete.

Thinking Tips

The Thinker is just a rump on a stump until he gets up and does something.

Thinking Tips

For draft thinking, make notes on draft paper.

Thinking Tips

You know what it means to abstract something. Do you know what it means to concretize something?

Thinking Tips

When? When does this have to be done? What would the schedule be?

Thinking Tips

**Luke: What's in there?
Yoda: Only what you take with you.**

Thinking Tips

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Thinking Tips

<p>How do you use these Vulcan tips in thinking?</p> <p>Never: Never use it:</p> <p>Try: Might try it.</p> <p>Use: Use it as needed.</p> <p>Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
Final thinking calls for careful attention to logic.				
To be logical, you must attend carefully to the meanings of your words.				
Value words guide your thinking. Take charge of your thinking. Take charge of your value words.				
You can think fast by ignoring some things. If you ignore something important, you may get to do it over.				
If you are looking for something good, do you know what you mean by <i>good</i> ?				
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<p>How do you use these Un tips in thinking?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed. Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
The mystery of the third way. Not either-or. Both				
Overthinking is overdone. Try unthinking.				
If you must think, do it with your mouth closed.				
Luke: What's in there? Yoda: Only what you take with you.				
Ask somebody else to tell you what's wrong with your idea.				
Unthinking: Look for ideas you can reverse.				
Unthinking: Look for assumptions you can question.				
Unthinking: Look for conclusions you can doubt.				
Too soon old. Too late smart.				
Zen thinking: Put it on the back burner. Sleep on it.				
How much thinking does it take to equal an ounce of doing?				
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<p>How often do you use these Engineer tips in thinking? Never: Never use it: Try: Might try it. Use: Use it as needed. Tell: Tell it to people who could use it</p>	Never	Try	Use	Tell
Nobody does anything in the abstract.				
Abstract can be harder than concrete.				
Don't think too long before you think about a trial run.				
The Thinker is just a rump on a stump until he gets up and does something.				
Imagine doing what you are thinking. If you can't imagine doing it, what will you get out of thinking it?				
For draft thinking, make notes on draft paper.				
You know what it means to abstract something. Do you know what it means to concretize something?				
When? When does this have to be done? What would the schedule be?				
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<p>How often do you use these Networker tips in thinking?</p> <p>Never: Never use it: Try: Might try it. Use: Use it as needed. Tell: Tell it to people who need it</p>	Never	Try	Use	Tell
Pick a word that is important in your current thinking. What ideas does it suggest to you?				
Words connect to ideas. What ideas do your current words connect to?				
Be wise. Concretize.				
Too soon old. Too late smart.				
Stretch your brain. Look for remote connections.				
If you rush, you may miss your connection.				
Zen thinking: Put it on the back burner. Sleep on it.				
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<p>How do you use these Head Team tips in thinking?</p> <p>Never: Never use it:</p> <p>Try: Might try it.</p> <p>Use: Use it as needed.</p> <p>Tell: Tell it to people who need it</p>	Never	Try	Use	Tell
Owl: Who? When you think of action, ask who. Who is going to do the action? Who is going to get things started?				
Whys Guy: Why? Why are you concerned about this? Why would anybody act on this?				
Empath: You are never alone when you know the people in your head.				
Empath: Say it out loud with great conviction. See who steps on it.				
Networker. Pick a word that is important in your current thinking. What ideas does it suggest to you?				
Networker: Stretch your brain. Look for remote connections.				
Networker: If you rush, you may miss your connection.				
Mulling team: You already have all to brain tools you need. You just need to find the tools that fit the job.				
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