MORE SAMPLE GROUND RULES..

Choose 5-7 ground rules with or for a group

- ⇒ Everyone participate, no one dominate
- ⇒ Share the airtime
- ⇒ Success depends on participation share ideas, ask questions, draw others out
- ⇒ Listen to understand
- ⇒ Use I statements
- ⇒ Listen for the future to emerge
- \Rightarrow One speaker at a time
- ⇒ Seek unity (not separation)
- ⇒ Disagree without being disagreeable
- ⇒ Share your unique perspective
- ⇒ Share your experience (not others)
- ⇒ Speak honestly
- ⇒ Stay open to new ways of doing things
- ⇒ All ideas are valid
- ⇒ Critique ideas, not people
- ⇒ Be positive, non-judgmental and open to new ideas
- ⇒ Stay at the strategic level (out of the operational)
- ⇒ Everything happens through conversation
- \Rightarrow Meaning is in the listener
- ⇒ Listen from the "We" but speak from the "I"
- ⇒ Respect each others' thinking and value their contributions
- ⇒ Listen for understanding inquire (ask) before you advocate (persuade)
- ⇒ Be aware of meaningless abstraction
- ⇒ Treat everything you hear as an opportunity to learn and grow
- ⇒ Articulate hidden assumptions
- ⇒ Challenge cherished beliefs
- ⇒ With transformation, expect anxiety
- ⇒ Manage group work
- ⇒ Show up and CHOOSE to be present
- ⇒ Staying on schedule is everyone's responsibility; honor time limits
- ⇒ State your "headline" first, then the supporting information as necessary
- ⇒ Be brief and meaningful when voicing your opinion
- ⇒ Speak your truth, without blame or judgment
- ⇒ Be intrigued by the difference you hear
- ⇒ Expect to be surprised
- ⇒ Allow ever voice to be heard
- \Rightarrow Let go of the outcome
- ⇒ Whatever is said in the room stays in the room
- ⇒ Ask "what's possible?" not "what's wrong"? Keep asking
- ⇒ Listen with care instead of "building your story"
- ⇒ Participate 100%
- ⇒ Seek common ground and understanding (not problems and conflict)
- ⇒ "Yes...and" thinking (not, "Yes...but")
- ⇒ Stay out of the weeds and the swamps
- ⇒ Listen for the future to emerge
- \Rightarrow Have fun!