

Open Space Technology

Principles:

1. **Whoever comes are the right people.**

It is not the quantity of people who come or what status they are that counts, it is the quality of the conversation that makes the difference.
People make an adult decision to be there.
2. **Whatever happens is the only thing that could have happened.**

Real learning and real progress only take place when we all move beyond our original agendas and convention bound expectations. You cannot anticipate the group processes, discussions, decisions or outcomes. Accept what ever happens. You are not responsible for other people's learning.
3. **Whenever it starts is the right time.**

Creativity and inspiration are essential but neither pays much attention to the clock. They appear, or not, in their own time – which is then the right time. A group often needs to finish chatting and tuning in before it can start working.
4. **When it is over it is over.**

Save time and aggravation by ending once things are finished. Don't continue a meeting just because it is supposed to take 2 hours. Everything has its own natural rhythm and pace, so if there is a natural conclusion – finish. Equally if everyone wants more time – meet again.
5. **The Law of Two Feet – use them to leave.**

If, during any gathering, any person finds they are neither learning nor contributing, they can use their two feet and go to a more productive place. All too often we sit politely while our time is being wasted. So leave quietly, if you don't want to stay. This deals with egoists and bores – who find most people leaving. Equally “bumblebees” and “butterflies” cross pollinate ideas between groups or create centres of silence or conversation.
6. **Expect the unexpected.**

Anything may happen, so go with the flow. Don't try to control events as this will prevent people learning. Sit back and enjoy an interesting event.