

## Lessons From Playing Spoons

**1R. The Dealer Has an Advantage.** Although the dealer may be bogged down with the details of "running the game," there is some comfort in the dealer establishing the pace and being a bit in control. If being a bit more in control is of greater importance, being a dealer may be good.

**2R. Resources are Scarce.** As in life, there is seldom enough of everything for everyone. So enjoy what is abundant - have some fun even without getting four of a kind or a spoon.

**3G. We Learn About Each Other by Doing Things Together.** Only when we get to observe people engaging in life can we begin to understand and appreciate others for whatever contribution they have to make. We create our relationships by doing things together.

**4B. Someone Always Loses.** Yet the loss potentially opens a new door. It is what happens next that makes a difference. Not getting a spoon isn't the end it's the beginning of a new experience - and probably a better one. Moving on can often only begin with an end to something else.

**5G. Moving Around Appeals to Some - Not to Others.** Some people thrive on moving to a new table and continuing to play the game. Others resist moving to a new table and find more comfort with the familiar. We are all different.

**6R. The Rules Change.** We trust each other more because we play by the same rules and act on the same or similar priorities. Without this stability in our relationships, we begin to avoid each other and isolate ourselves. Helping to keep the rules stable with a full acceptance of the need to continually adjust them to meet new demands is a part of the game, not a disruption of it.

**7G. We Form Strategies to Win!** Strategies emerge from playing the game with a bent toward winning. Some people discover early on that keeping an eye on the spoons is more important than getting four of a kind. The winning strategy gets the attention.

**8B. Sometimes You Have To Give to Get.** There are times when the game reaches an impasse - a point where no progress can be made because some players are holding the cards others are seeking. To break the stalemate, people have to begin sharing their assets with the full selfless knowledge that their gesture may allow someone else to win.

**9R. When There's a Lot Going On - Learn to Watch What's Important.** As in any endeavor, keeping track of everything is nearly impossible. The fast pace, coupled with the confusion of playing the game diverts attention easily from the few critical things - like getting a spoon while holding only four cards in your hand.

**10G. Joy Emerges from Relationships - from Culture.** People have fun playing spoons. It is because of the interaction between the players. At some point, you need to stop trying to make the process more efficient and concentrate on improving the relationships.