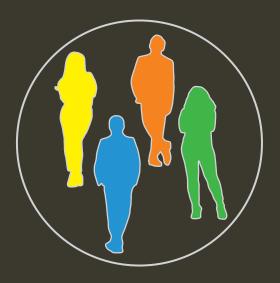




## The Team is the Boss

Success through self-organization with NVC-plus











These cards are described in more detail in the book
"The Team is the Boss"
They are made available for free use by:
Gabriel Fritsch, Mannheim
Michaela Fritsch, Vienna

Version 01-2024

The Team is the Boss

www.nvc-plus.com

## The basic cards

B01 - Four-Step-Circle

B03 - NVC-plus cultural stage model

#### 1 individual

Find your self-esteem, your integrity and your utopia.

### 2 systemstructur

start a system or choose an existing one.

### 4 synergetic designing

Use the interactive intelligence and power to co-create.

families teams organizations

## 3 interactive sensitivity

Experience unity, wholeness and synergy.

1 the source of life and power

You are completely ok and right.

Your contribution can always improve.

What is alive in you: What utopia, what drama, what potential, what need?

2 frameworking

Create a system or select one. Frame it in the sense of your liveliness.

Take the position, that suits you.

Do not only react and function.

Act, while paying attention to the functionality of the system.

project diagnosis or project control?

4 the work

Work in the interactive knowledge and the field potential, which emerges in a peaceful togetherness.

Look for the right moment to stop and take your next step.

3 devotion

Experience the others in relation to you.

Experience yourself in relation to all and to the synergetic field.

Beyond sympathetic and unsympathetic there is this field. Let's meet there.



#### 3. Caring

Flexible networks
Control center "Heart"
BEING connected



#### 2. Functionally

Individuality
Control center "head"
HAVING control





#### 1. Dominance

Groups, collectives, institutions Control center "belly" HAVING Substance

Chaos

# preparation cards

Be ready for the selfcontrolling teamwork!

aggression

#the offender

Individuum

Boundaries separate.

"Tear in the dress of the soul" Trauma, loss of perceived integrity, memory of a violation of integrity

rage yearning Resistance as a protective idea

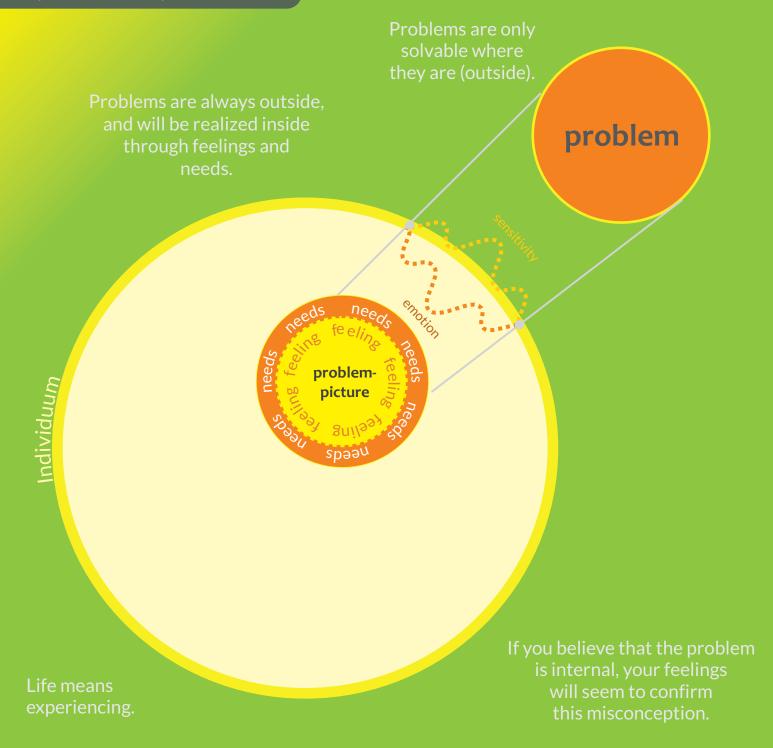
"protective"wall

faint

the dramas spread and are inherited helplessness in the system. People dock onto \*The victim

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BE or HAVE?

YOUR game or

linear HAVING focus

Object of craving

> **Object** of fear

embracine NK community, groups rivate NK family, team partners, and the same state of the same state o embracine Vivate Vivate Vivate Vivate Vivate Vivate Vivate Vivate Vivate Community, grown and community, grown and community, grown and community, grown and community grown and community

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# system explanation cards

for an agile and flowing system understanding

## functional system

e.g. a company

- dominating
- overpowering



- needy
- inadequately
- insufficient
- problematic
- dependent
- guilty
- has to adapt

please

- beg
- attract
- deceive
- stage
- promise

individal

backpack

It is about function, profit and institution

## **function** fulfillment

- torment
- pressure
- compulsion
- blackmailing
- praise
- payment
- external motivation
- = burnout

## collective experience

- fun, relief
- consumption
- addiction
- dissolution of boundaries
- collective experience
- fusion
- dissolution
- = loss of self

#### 1 individual

the source of:

- source of drive
- inspiration
- creativity
- vitality
- awareness
- meaning

#### 2 systemstructur

- is serving
- needs humans
- is always inadequate
- dependent
- has to be adjusted
- changes with the changes

#### 4 synergetic co-designing

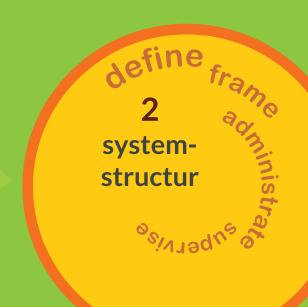
- Excess force due to field effect
- interactively intelligent
- capable of complexity
- self-organizing
- error-friendly
- unexcited
- future-oriented

## 3 interaktive sensitivity

- Team potential field
- systemic order
- Network instead of collective
- Joy instead of just fun
- Meaning instead of purpose
- Yin potentials
- Synergy
- Freedom

It is about the project





The system structure matches the utopias of the individuals. The potential field arises in the system structure. The work arises from the potential field.

4 synergetic co-designing

start | work | stop | evaluate

3 interactive potential field store where

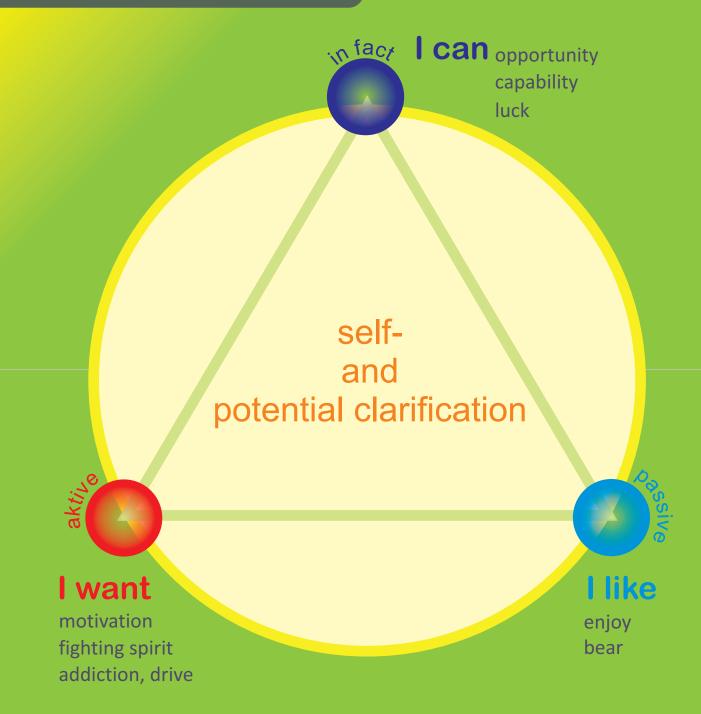
## tool-cards

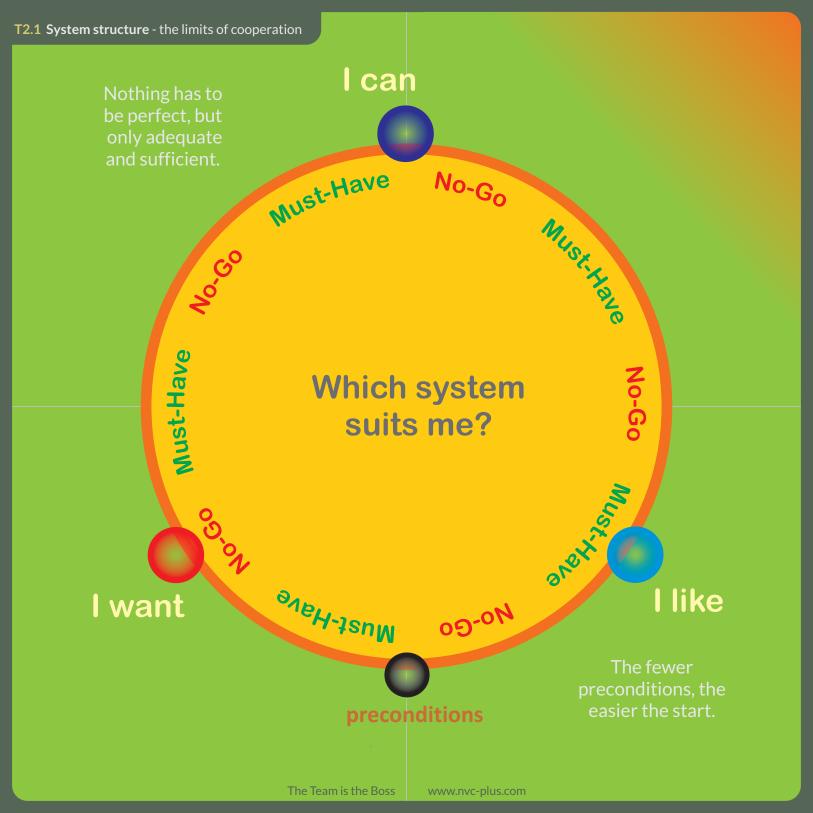
tools for the four fields of the four-step-circle

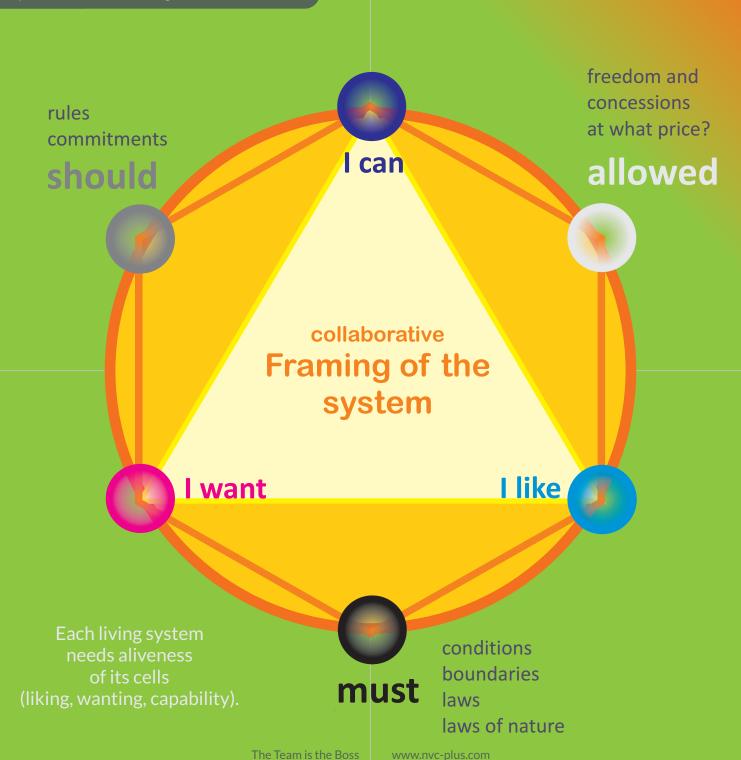


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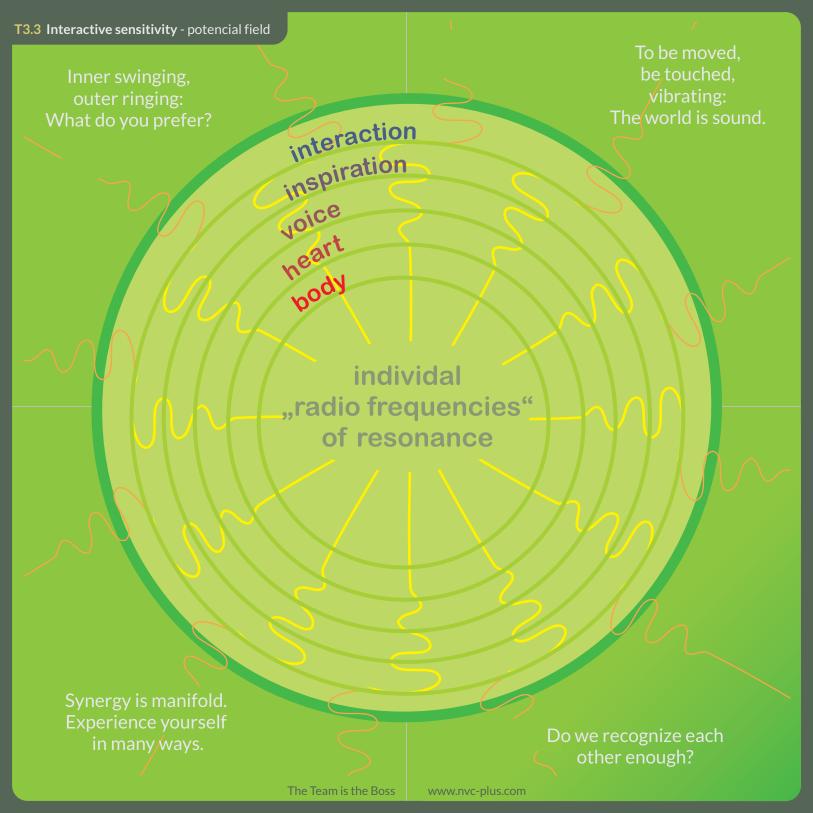
### structural order define the system visions, orientation, facts, analyses helplessness of the ways of implements questions stated to state of the ways of implementation stated to state of the ways of implementation of the ways of implementation control integration control of tars of the ways of implementation control commitment or unitarial un of competences of competences division or association of the state of the the work autonomy deline one's own position embedding all Social field \* toreignness

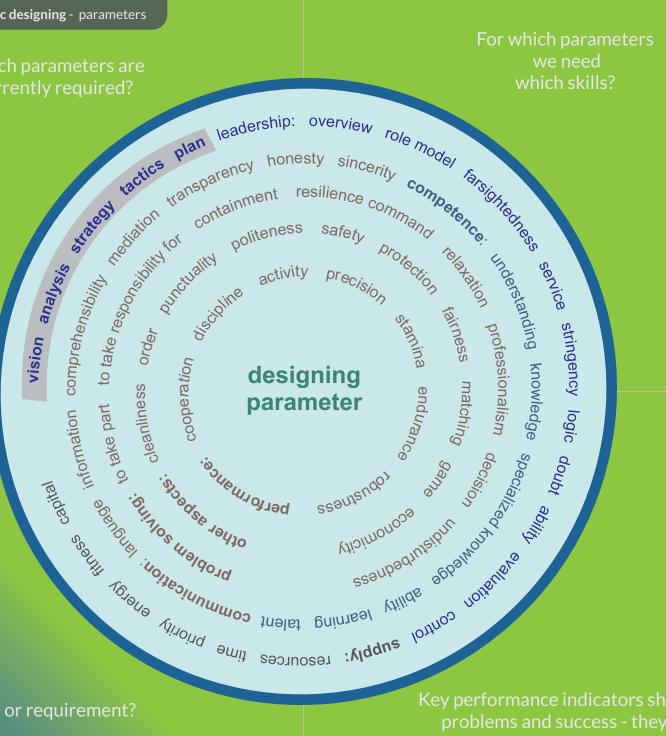
Out of chaos a system emerges. A life-serving order is created in the system.

The order serves the work to be created together.

intensity vitality identity integrity personality se Out of which parameters does our field arise? strategy presence fantasy university of the state ess sympathy tendenness eroticism s social confidence mindfulness o conviction wisdom soirius so devotion congruence connecting parameters openiness condiality dedication de seames formulass mumor easiness Deace Harmon sobriety courage tolerance

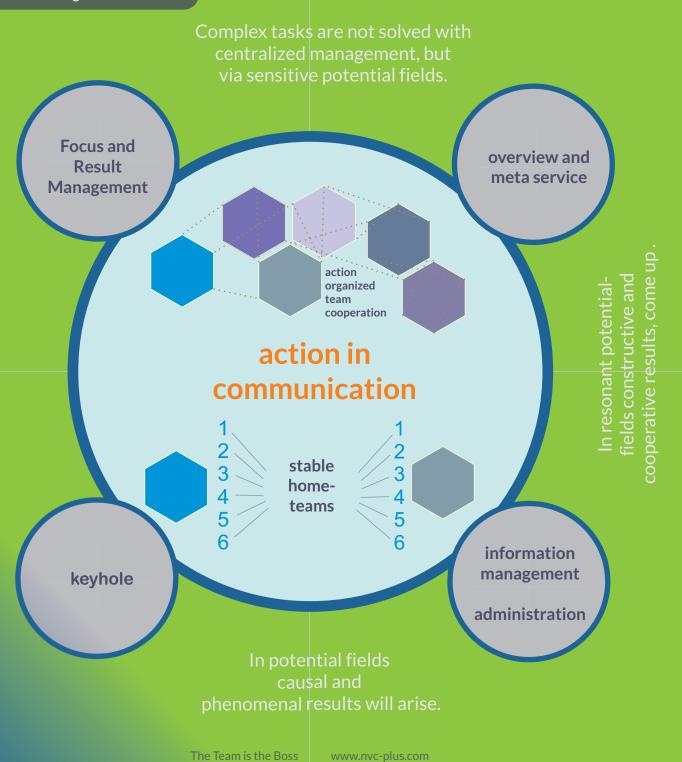
Ideals are lived values.





**Need or requirement?** 

problems and success - they on their own.



# additional cards for NVC-plus

Helpful considerations

#### **Initial situation**

1

the abstract framework of

#### "The Team is the Boss"

for agile, organic and life-serving cooperation

- a) Knowledge
- b) Experience
- c) Curiosity, openness
- d) Skepticism

2.

the conkrete

#### Community

partnership, family, team, company, initiative, community in search of:

- a) a diagnosis of the system status
- b) a process structure for self-control

#### Responsibility

#### **NVC-plus-BegleiterIn**

Provide a NVC-plus system diagnosis, support system prognosis, explain NVC-plus.

#### Gemeinschaft

Learn to understand NVC-plus sufficiently and then implement NVC-plus self-management.



### Naming pain points



In working together, we always touch on our small and large pain points. In order to be able to take them into account in the joint forward movement, we need to become aware of them. From time to time, for example, everyone in a group names their currently relevant pain points. These are not discussed or dealt with. The information only serves the team as optional control data in the project. Questions of understanding are sometimes useful and can be answered or not (no "why" questions and "buts". Please rephrase why questions). However, conflicts should be clarified, e.g. with classic non-violent communication. Conflicts are not pain points. Together you can now consider whether you want to adjust the system structures, strengthen the field or change the synergetic design so that the shoe no longer pinches so much. Pain points should be named, but unlike Must-Haves and No-Goes, they do not have to be considered.

## Only practice will bring success understand, practice, apply, share

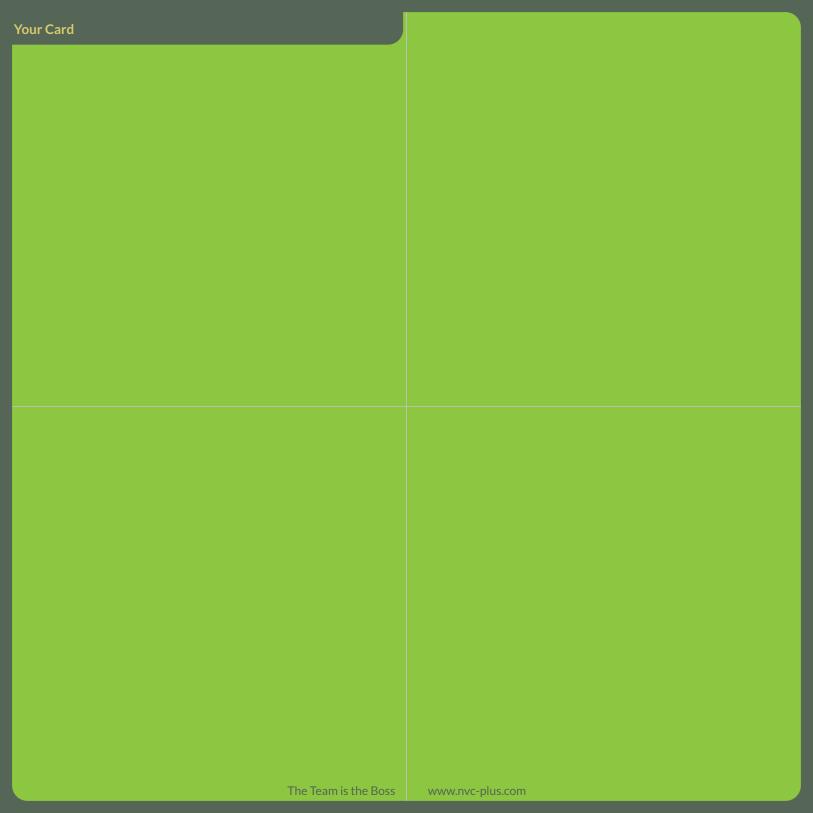


Functions can be trained, learning succeeds through play, with freedom and humor.

Never be completely sure Who knows how to do it, has stopped learning.



side by side coexistence	passive togetherness	active togetherness
<ul><li>No-Goes+Must-Haves</li><li>"house rules"</li></ul>	<ul><li>No-Goes+Must-Haves</li><li>pain points</li><li>"house rules"</li><li>classic NVC</li></ul>	<ul> <li>"The Team is the Boss"</li> <li>NVC-plus</li> <li>tools and best practice</li> <li>system-/project</li> </ul>



1 Find your Utopia

2 Set up the playing field

the team is the boss

4 Get started 3
Aligning
the forces