



Fun and Finances

Team Member Eve Turner
Team Newport Beach
Written by Shash Broxson
Edited by Belinda Cogburn

On her way home from a session with her personal trainer, Eve Turner had an epiphany. Eve, trained in financial management, had the thought – if they can do this for physical fitness, why not for fiscal fitness? And the game of Fun and Finances was born.

Eve initiated her Game In The World about a year ago in her participation in Team 1 of the Team Management and Leadership Program. She played the game for a while and then let it drop. “I didn’t put attention to it; didn’t generate participants. I was not enlivened

by it,” Eve explains. Now in her third quarter of Team 2 she is playing full out providing integrity, possibility and freedom for many people who were otherwise feeling lost. The outcome of her game is that people are related to their money and being powerful in their choices.

These possibilities and the outcome are a result of series of Skype or conference calls with a group of up to 5 participants. As a group they look with fun, relatedness and vulnerability, at the nitty-gritty behind what and how they spend their money.

Eve shares her shame, blame and anger that she experiences in looking at her own finances. When she finally confronted the numbers, she thought, “If I’m having these feelings, what is someone else feeling who’s in a similar or worse situation, who has never had my training, and has nothing to fall back on?” Eve chose to offer her skills to others in such a way that through helping herself she was also helping others.

Participants are interviewed. If they’re willing to do the work, if they are willing to participate full out, they are welcome to express themselves by putting aside their shame, blame and anger, and get to work on creating ease and fun financially.

The series is made up of four three hour calls with a 5 minute break each hour.

In the first call in the series, the participants talk and get related. They get to see they are not the only ones facing these issues that they: don’t do the work around staying related to their money, have no money management, and have no way that allows them to make different choices. When they see that others are in similar

Many of the participants in the Fun and Finances game have come to realize that the situation they are in is dire, and unless they do something different they will continue down the same path. By the end of the first class, the participants are engaged and enlivened.

situations, they start to laugh, feel at ease; don't get so serious, significance is lost. Many of the participants in the Fun and Finances game have come to realize that the situation they are in is dire, and unless they do something different they will continue down the same path. By the end of the first class, the participants are engaged and enlivened.

"This is an experimental group with a positive approach. Definitely a "beta case" a test case," Eve explains laughing.

The first three classes are two weeks apart, and the fourth class is 3 months later. This allows the participants to go out in the world and apply the skills and learn as they go. When they come back to the call they look at what worked and what didn't work, relearn and reapply.

What sets this game apart is the camaraderie of the participants. It's a small group; they do the work, hands on – right there. The work is the small stuff. They take three months bank and credit card statements and put the information into a spread sheet. In this format, they can look at how they spend their money and discover the simple yet scary things that are necessary for financial freedom.

Eve said she completely understands how scary this work is to do. However, she forces herself to do it, be-

cause she knows what it provides. This is the work that is done on the calls, along with looking at skill-sets. The participants examine the answers to the questions: "How to make money work better for you"; "What do you currently do to earn money?"; "How can the skills be used more effectively, or differently?" We all have many different skills. The participants examine what other skills can be used to generate income. Participants are encouraged to take one of these skills, go out and look to see if and how they can generate money from it. It's about creativity and movement.

During the next quarter on Team Management and Leadership Program, Eve plans to include someone on her team who will listen in on the calls to advise her on how to be more effective in facilitating the group so the information and skills can be passed on for others to provide this service. She sees this type of series also being offered to young people, to teenagers, in schools, etc.

Eve Turner's team is made up of people who have heard of her game during the year and have been spreading the word for her. She is grateful to all these team members who are from different groups that she belongs to that pass on the word. In many cases the participants sought her out. One person saw information about her game on TMLP Space and called to get involved.



Playing Fun and Finances

One participant, an interior designer, felt she was unable to pay her bills. As a result of the calls she did an interior design job in China with all expenses paid. When we feel empowered we find all sorts of possibilities and are able to step up in our lives.

A woman was close to giving up her home and saw herself having to live in her car before she joined Fun and Finances. By the second session she created interviews and found a part-time job in her main field. Then she began to offer consulting services through a different skill-set to fill in the additional hours. Eve exclaimed, “Within three months she’ll have a small nest egg!”

At this time these invaluable classes are available for free. Eve is considering charging a fee next year after seeing results that will show her how she can be even more effective. One of Eve’s team members is working on a website so more people will be able to play Fun and Finances.





Global Clean Water

Team member	Donovan Bailey Team San Diego
Written by	MariMar Covarrubias
Edited by	Shash Broxson

Donovan remembered: “I had been trekking high in the Indian mountains and on my descent an overwhelming epiphany hit me, causing me to fall to my knees and cry. Before this moment I had felt as if I had not found my full purpose in this life. During my trip to India I came across so many remote villages full of beautiful families and children and a shocking shortage of one real necessity: WATER! From that moment on, I vowed to spend my life committed to bringing water to those who need it most” Donovan shared.

During my time in India, I was at a music festival in Ladakh, called ‘Little Tibet’, in the very north part of India. I had sponsored the water resource station at this music festival which celebrates music, art heritage, culture and nature. It rained one of the festival days, and I found myself in a tent talking to another motorcycle enthusiast, a woman from Australia, named Anna Van Riel. Of course the conversation turned toward my passion for providing clean water to everyone on the planet and my Game In the World, Global Clean Water.

As part of Global Clean Water, in order to reach the children, Donovan, created a water character named Mr. H2O who is friendly and teaches how to take care of this precious resource. Mr. H2O captured Anna’s creative spirit.

Everything started for Donovan Bailey with a Game In The World called Global Clean Water, created during his first year on Landmark Education’s Team Management and Leadership Program, from November 2007 to November 2008. He joined Team 2 in June 2010, waiting that long between programs as he had spent 14 months in India. “I think it was part of my journey to really live with people in their villages and live the way they live. That is where I found peace, love and compassion for all people.” Donovan explained.

The possibility for his game is to bring education to children about the water they share in the world and his outcome is that everyone on the planet has access to clean water.

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“I want to create something with you”, Anna enthusiastically volunteered. As a result she has written three songs specifically for Global Clean Water; one by the name of Mr. H2O another is Dirty Water Blues and the third is Rockabilly Water Wheel. For the song Mr. H2O, Anna states: “we used sound effects like toilets flushing, water gurgling, sinks draining and babies laughing.”

“She really stepped up and has been a true inspiration in our project by creating a song book for children and an Album for children to understand the water issues in the world”, Donovan continued with emotion.

On August 11, 2010 the North Coast Entertainment Industry Association announced that the winner of the 2010 Dolphin Award in the Category of Music for Children was Anna Van Riel with her song Mr. H2O.

“During the last few months I have been playing a Team 2 game; really causing the Global Clean Water leadership of my team members and forwarding their games. With Anna, the experience of causing her leadership, was truly spectacular and that is just one of the people I have on my team globally. I also have a cartoonist who is in Israel, an international Law Firm that represents us pro bono out of London, a graphic designer out of India, a film maker in Seattle. We have School House Rock,

an organization in San Francisco taking on writing short stories for the game. Here in San Diego, someone is creating a board game for children to learn about the water cycle. There are also videographers, a consultant group, and a publicist, all inspired about Mr. H2O”.

“Why the focus on children? The reason I chose children is that children are in the development stage of their life. We as adults are stuck in our learned behavior previously brought about when we were growing up. Children are developing and if we can subtly, in their development stage, give them access to information in a new way, there is possibility and access to a new way



of being. Visioning water as a precious resource rather than a commodity that is easy to gain access to by the turning of a tap, can allow children to begin to have insight into other countries on our planet, where children do not have this water luxury, and families do not have access to water in their homes. It is only 47% of the people in the world who have access to water in their home” Donovan elaborated.

The way Global Clean Water teaches children to take care of water is through Mr. H2O’s adventures, he speaks with other characters on his travels in the world, characters like the monkey and the giraffe, an old dog, a cow, a mosquito and other animals. Mr. H2O also encounters friends in the ocean; fish and turtles. Mr. H2O tells stories to the children of the impact of conservation, the water cycle, how it works, and how people pollute their current water sources. Teaching children a new way of using water for themselves, like when they are brushing their teeth, using the shower or taking a bath, flushing the toilet, watering the grass and washing the car on the lawn with their father allows them to see how much water we use without even thinking about it. It allows children an insight into possibilities of other ways.

To learn more about Global Clean Water and hear some songs, including the award winning song, visit the musical corner and listen to the songs at www.annavanriel.com kid’s stuff.



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Healing Helpers

Team Member

Robert Ekblaw

Written By

Team New York

Edited by

Sash Broxson

Sheila Blackmon



For many years, the days before and after September 11th would bring a halt to Robert Ekblaw's life. He would be unable to function. He had been present around the Twin Towers in Manhattan, New York on that fateful day back in 2001. Since then, he just hadn't been able to shake what would come over him around that time of year. That all changed this year. And, it happened because of what he is creating in the world.

Robert is a Team 2 Quarter 2 participant in Landmark Education's Team Management and Leadership Program. He has created a Game in the World which has pulled him forward and shifted the trauma he felt around the events of September 11th. Robert's game, Healing Helpers, focuses on providing a way for individuals affected by traumatic events to transform their grief into a contribution for others.

The idea behind Healing Helpers was inspired by John, who after having lost his son in the war in Iraq, created a fellowship room in the Albany, New York airport to provide a safe and supportive space for service people and their families to spend time together before the service person flies off to combat. The room serves as a tribute to John's lost son.

John's contribution to others after his loss was a vital element in moving Robert Ekblaw to create Healing Helpers. Out of his own experience with grief and trauma, Robert chose to establish teams of diverse people to support others who are grieving. The teams do this by creating tributes to the lost loved ones. The creation of these tributes provides a way for people to go outside of themselves. It is a "pass it forward" concept that works on a deep heart level.

Robert is promoting the concept of healing through contribution by utilizing support groups, hospital administrators, therapy groups, crisis intervention counsels, Red Cross relief coordinators, and many others. He targets and approaches any place where people typically go to recover from the trauma of the loss of loved ones or from having some form of traumatic experience. Many of the people in these groups and agencies make up the teams in Healing Helpers.

Robert sees his Game as creating teams who make something transformative available to people who are grieving. It generates a form of support that enables these people to create whatever it is that will empower them in being of service to others who are similarly suffering. The teams Robert has been forming are teams created to support families, victims, and

survivors of traumatic events. These groups will do more than assist the person through their grief, though. They will be shown how to redefine life as a tribute to lost loved ones. The person will be empowered to take a tragic event and turn it into a positive event for others, a reason to move forward.

Teams are showing up for Robert, though slowly. Using the traditional arena where people go to heal from trauma to spread the word, Robert sees these organizations and professionals as megaphones for his Healing Helpers game. He envisions adding an additional stage in the traditional list of stages for healing from grief - the additional stage is one of creation.

For Robert personally, the creation of this game Healing Helpers has provided completion - completion of the devastating effects caused by his proximity to the disaster of 9/11. This year, instead of being sick and lethargic, Robert found himself to be an unstoppable force and hugely productive. On September 13, he produced more results than he ever thought possible in a position he holds in his Toastmasters organization.

He has also seen results in his Game itself. One of the outcomes so far has been that a parent of a fallen Iraqi war soldier is making arrangements with various local organizations to pay for bus trips for local school students to go to the Saratoga Battlefield and learn about the Revolutionary War and its impact on the local community.

Another resulting project is that someone who had their family displaced by Hurricane Katrina is arranging for groups to go to the Discovery Center at Pine Bush, New York to learn how weather and environ-

Robert sees his game as becoming an addition in any and all groups and organizations that work with people who are grieving.



mental conditions affect the soil. There they will also learn techniques to build homes and buildings that work “in harmony” with the surrounding ecosystem.

Two out-patients are also looking at gathering community to be of support to others who are in grief.

Robert sees his game as becoming an addition in any and all groups and organizations that work with people who are grieving. He sees supporting people to make a contribution to others, is a means of healing. He also sees that this process will fit into places like oncology units, for example, in hospitals all around the country and the world. Once we see how we can contribute to others, a whole new world of possibility arises.

Robert and his team are looking into creating a website to make networking, brain storming, contributions and ideas more accessible for Healing Helpers. And then, who knows where it will expand from there. The important accomplishment, though, is that the Game is moving and the healing process has begun.



I Can

Team Member: Bryan Marks
 Team Los Angeles
 Written by: Belinda Cogburn
 Edited by: Shash Broxson



Charitable Giving

honoring community | working together | giving back

Combined resources of millions of people can solve many problems in the world. Charity foundations around the world provide a means for people to contribute monetary donations that can make a profound difference in a vast number of areas. The causes being promoted include poverty, better education, homelessness, domestic abuse, animal rescue programs, and a myriad of health issues. Bryan Marks, Team Management and Leadership Program participant from Los Angeles, believes everyone on a fundamental level, wants to contribute somehow to these types of causes. However, he says, the average person believes they cannot afford to contribute. And even if they could believe that a few pennies a day would make a difference, how do they chose which organization to donate to? How do they know which organization will really use their hard earned money to make a difference?

Bryan Marks has developed an organization to provide an answer to these questions. Marks says, “People have become completely disempowered by believing that the world’s problems are too big to be solved and they personally can’t possibly make a difference.”

Marks has worked in the field of investment marketing. He is currently working on creating socially responsible networking opportunities. The mission of the organization he has created with Team, is to empower people by providing a tool and a process through which they can make a difference and know the world can be transformed.

The idea sounds simple. Marks says, “If a portion of the people, even just 1% of the developed world would take just one “small” step each month, we can solve the world’s problems.”

How do we do this?

Marks explains that by using this “new paradigm of empowerment system,” there are small steps anyone can take, by joining a network and donating a minimum of \$1.00 a month on a recurring basis. Marks believes any small amount is realistic for almost anyone in the developed world.

The next step would be to enroll 10 people, friends, family, colleagues, through email and social network media to join this network and donate a \$1.00 a month. Then those 10 people enroll 10 people to do the same. etc.

Marks says it is a network marketing approach that could lead to exponential influx of donations. The amount of money possible could be as much as \$1 billion dollars if there were one billion members.

The network also provides a way to powerfully chose where you want your money to be put to work. Marks says another disempowering element of donations is the multitude of choices of charities and causes to which one can donate. Marks states, “People aren’t sure how to decide or figure out what the best charities are, who’s spending poorly, etc. And even if they did know how to decide they’d never have the time to

really analyze things properly”.

Bryan Mark’s organization is based on the idea that people will donate money based on issues they are passionate about such as ending homelessness, and not into a general fund charity. The organization will use experts in the different areas of charitable giving to analyze the charities through a “best of” approach in the areas that people have expressed they care most about. “By taking a “less is more” approach, the organization will provide members with the option of donating to expertly run fund(s) in the area(s) they are passionate about.”

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The experts will analyze several top charities in each of the largest charitable categories such as poverty, homelessness, animals, clean water, etc. Then the experts will share certain factors with the members, such as a certain percentage must be used for projects over administrative/fundraising costs. Based on this information, the members would be able to break out their \$1 a month donation into which area they want the money to be spent. For example, members can split the donation up by percentages such as 50% can be directed to an animal rescue fund and 20% would go to a homeless shelter fund and 30% would be spent on cancer research.

Marks said the organization is in the infant stages of development. His team includes experts in marketing, investment funding, and social network media. A website is currently under construction to provide the data for the charity funds. Marks also plans to provide a graphic that will chart the contributions on an individual basis so people can see their dollars at work.

To help market the organization, Marks would like to have celebrities endorse funds in the network that they are passionate about.

Marks said it is so simple and affordable that once it takes off, the possibilities we currently can’t imagine, will be fulfilled and the world will be a better place through the use of technology, community and communication.





Include-me

Team Member

Lucía Grajales
Team Mexico

Written by

Belinda Cogburn

Edited by

MariMar Covarrubias

In a Game in the World called “Include-me”, Lucia del Pilar Grajales Leal (T1-Q3) of Team Mexico invents the possibility of Integration, Acceptance, Generosity and Love such that through risen awareness, young people with disabilities will be provided with an independent life and the ability to integrate naturally with the society they belong with dignity and value. What this looks like is, 500 families are impacted in Communion and Peace of Mind when 200 young adults with disabilities are integrated in society in a natural way so that they: eat healthily; have adequate medical assistance; are emotionally contented; are able to achieve assets in any discipline; have recognition in whatever they do; have full self-esteem and Love themselves.

Lucia, is an architect in the city of Mexico, she humbly explains that this is not her project, it is the project of a parent she had a conversation with, she explains:

Talking to a parent concerned about the future of his daughter, who has a disability, he points out that, there are 3.000 since she was born. This aroused the idea for him to create and design a project of departments where these young people can grow independently and safely with the intention of offering peace and tranquility for

the many families who have disabled relatives thus ensuring an economical and emotional balanced future.

Today it is a fact that children with disabilities have health care centers and institutions where they are rehabilitated and prepared for a better future, but that is not enough.

These young people already have long life and deserve to continue growing, experiencing and living life as they can live.

Over time, we realized that beyond what we think about disabilities, this community is considered different, which is an underestimation of those who know nothing about it.

We found that the term “disability” is sometimes not well used because it implies that someone cannot do something, when in fact, what it really is, is just that sometimes it costs them more to do differently.

After talking with more than 200 parents who have family members with disabilities, I came to the conclusion that Mexico is ready for its first big break, so considering that this community should be included in society, we have decided to do something about it by raising the awareness and providing an independent life, these disabled people will integrate naturally into the society they belong.

Let’s look at some examples. In Spain and the United States, disability has occurred for more than 15 years, yet the culture is not ready. No one dare to talk about it, so many families listen what is possible and see themselves with the same concerns. This community with disabilities, live in their homes starved of contact, apart from their family and few friends.

In this project called VIA, Villas for Independent living and Assistance, we want this community to find a warm and safe environment that allows them to live happily and integrated with society, assisted and supported by



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family and friends to unfold the potential of building and promoting their qualities.

Today, we see that Mexico has an option, so this parent created a team for this project so that this community can have a better future.

It is a bigger project that was organized in several Teams/ Committees:

- Management
- Administrative and Sales
- Operations
- Quality of life, and
- Property.

I am the Program Manager of the Project.

I create an Architectural Design with all the norms of accessibility by sustainability and combining current technology.

What this looks like is: I create a team of architects, designers and specialists. We develop an architectural

blueprint, plants, walls, cuts, prospects and renderings for maximum appreciation and understanding, that meets the needs of a well-studied plan taking into consideration kindness to the environment and sustainable savings in electrical energy costs, capturing storm water for re-use, etc.

My team is standing by the possibility that this project has a powerful, architectural draft for private and government institutions to see what is possible and inspire business leaders to take part with sponsorship and donations.

Give dignity, value, integration and acceptance within this community.





Russian Global Network

Team Member	Anna Zillow
	Team Washington DC
Written by	Sharole Beckman
Edited by	Shash Broxson

She came to the U.S. and continued her work with Landmark Education engaging in their Communication Courses and is now participating in the Team Management Leadership Program commonly referred to as TMLP.

TMLP participants are encouraged and coached to invent, design, and execute a project called Game in the World. The project is their own invention.

Participants are pulled to be creative, think outside the box, and design a project that has an impact outside of one's personal interest or gain.

Anna took on the 'Game In The World' project and did more than think outside the box. The game she and her team are playing is impacting the world. Anna and her team have created 'The Russian Global Network', an initiative connecting Russian-speaking people around the globe to Landmark Education. The outcome is transformation, unconditional love, integrity, responsibility, and generosity for the Russian-speaking world.

"Standing inside what has already transpired is overwhelming", says Anna. The first Landmark Russian/English Forum, in the U.S. will be in Atlanta Georgia, May 13, 14, 15, and 17th, 2011.

This labor of love has all been made possible through her participation in Team Management and Leadership Program.

The day of the Landmark Forum, 7 Russian participants

In America, we take many of our freedoms for granted. Americans travel without incident from coast to coast, own property, start businesses, and are invited to exercise their right to express their opinions, even if those opinions oppose the government. The bottom line; Americans have choice and the right to a life of personal design. As human beings we have definitely been dropped in on the right side of the planet.

Russian born, Anna Zillow, had a very different experience growing up. Her perception of the world did not include the word freedom. Freedom was not an option. Fear and suspicion were the climate. Like all parents, teaching children what's important so they learn how the world works and can avoid danger. Anna's parents taught her, at a very young age, not to smile, have eye contact, or act in any way that would invite communication. Dreaming was discouraged.

In 1992 Anna's world was completely transformed. Before leaving Russia, Anna was introduced to Landmark Education. She learned that her lack of freedom and self expression was a constraint from the past and she was now free to dream and invent a new life for herself and others. And invent she did.

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and growing, will be welcomed into the classroom of 100 or more attendees. Each of the Russian participants will be equipped with headsets for translation. All written material yellow boards in front of the room as well as all handouts will be translated into Russian. Participation for Russian attendees will be exactly the same as American participants. When someone chooses to share, comment, or question, an interpreter will translate all participants' conversations as well as all the Course Leader's communication.

Anna reported that communities once separated by an ocean and cultural differences are now united in love. She says, "My Dreams Are Coming True. The Landmark Forum in Russian May 2011! What are YOU waiting for? "

To hear more about this and other miracles of transformation visit www.LandmarkEducation.com



Solar on Haiti

Team Member	Shash Broxson Team Florida
Written by	Paola Bortoluz
Edited by	Sandra Villacis



Shash is an Earth’s loving soul. She has always travelled, and not to just touristic destinations. “The idea of who we are as a world, expands when you travel and visit villages, and we owe it to ourselves to get to know those places”, says Shash.

It is difficult to assess in which one of all her journeys did she came across with the idea of sending solar ovens and solar water pasteurizers to Haiti. It seems as if it is a project that has been “cooking” in her soul for a long time (perhaps since her trip to Haiti in 1991), just as the food in her ovens.

Like a recipe, her experience with solar ovens while living in a wilderness situation in Arizona for five years might be an ingredient that played an important part in designing this project.

What is clear is that her participation in Landmark’s Team, Management and Leadership Program, gave form to “Solar on Haiti”, her Game in the World. Her love for a harmonious way of living has taken the form of a transnational project. By facilitating the access to these solar ovens, Shash is opening a door to a life of learning, sustainability, dignity and self respect for Lory, a small village in northern Haiti. The use of solar ovens and water pasteurizers, will make it possible for Haitian people in that community to stop deforesting their surroundings for firewood for cooking, will reduce the possibility of children falling into cooking fires, will free women’s time, and will make drinkable water available at a minimum effort.

Through her project, Shash has built community bridges between New York, Florida, and Arizona, all the way to Haiti. This is just the beginning. She envisions her ovens and water pasteurizers reaching not one, but several villages in Haiti, and others in various countries in W. Africa.

By being in the TMLP, and playing this game, Shash has learned the power of team at a new level. Her friendship with Jessianna has reached a new scope, and through her work in the airlines industry, Jessiana will facilitate the transportation of the ovens and the water pasteurizers to far reaching northern Haiti. Pierre Leroy, Shash’s longtime friend from New York, has supported her immensely not only by assisting her and her team in raising half of the funds for the project, but also by bringing into the game the possibility of doing it through the Haitian People Support Project. Included in Shash’s team is a Church community in New York, and Pierre’s brother, Frantz.

Shash’s Game in the World has impacted not only

people in the Cap Haitian region, of Haiti, but her own life. “It has opened a new level within me of relatedness with people. In the past, I was judgmental of myself and of others. In fact, I was very hard on myself.” Now, by playing with integrity, whenever results are not achieved Shash sees it as a failure of performance, rather than failure of her or others as human being.

One can hear she has also a new way of being grateful. Lovingly and in peace she admits “I am becoming someone I am more pleased to be with, I react to people differently, I honor people differently, and I enjoy being one to whom people are attracted because of the energy and presence that I am with them and to them”.



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Storytelling and the Magical Creation of Life through It Moving Pictures, Disappearing the Fourth Wall and Creating Magical Aliveness

Team Member: Brian Breth
Team Los Angeles
Written by: Paola Bortoluz
Edited by: Shash Broxson

Listening to writer Brian Breth certainly inspires a thrilling future. With his partner and great friend, MacEwen Patterson, Brian is creating a production company for managing their writing work, network and film productions. However business as usual as this might sound, is just a façade.

What they are truly committed to through their story-writing is to “create a new form of delivering story telling, where audiences are allowed to play inside contexts and characters, so they become part of the story and take on the experience of creating that story, into the experience of creating the story of their life.” This is certainly imagination out of the known and into creative proportions. For Brian it is the fantastic future he is already living into.

That hasn't always been how he foresaw the future. Today, as part of his participation at the Team, Management and Leadership Program of Landmark Education, Brian created a Game in the World, called “Moving Pictures: Disappearing the Fourth Wall and Creating Magical Aliveness”. With this Game, his Project, taking the storytelling experience to another level for audiences worldwide, was born. Before that Brian relates, “I was not willing to take the necessary risks to go for my dreams. It was all about my point of view and thinking I was not good enough, even worthless. Now I'm living into my possibility and a future I create”.

His point of view about himself, limited the way he chased his dreams. Now Brian knows a lot about the power of team. First of all, his partnership with MacEwen has gone to another level and it's expanding in an impressive way. They already have the first pilot's production of one of their stories programmed to begin in November. Of course, such an outcome has been achieved thanks to the impressive team that Brian, and MacEwen have brought together: Jaime, their business manager; Sam, an experienced producer; Brandy, another supportive producer; Drew, their brand adviser; and Robert, their accountant. They are all inspired by their great project and by taking the experience to another level. Today it is all about meetings with technology, story and character developers. At a firm pace their vision of having a Beta testing in place by 2015 for people to play with in interactive movie theaters seems around the corner.

Brian grew up fascinated with story telling. His creativity and imagination always went one step beyond and, just as a detective's character does, Brian always looked inside the stories for blanks he could fill in. To be a creator within an already created story has been a lifelong game for him. TMLP opened up a new space for him, allowed him to be present to a new way of listening, and with it, provided the experience of finding new opportunities for creativity and inspiration. And



most impressive opportunity for Brian is, “Making a powerful declaration and experiencing that that shows up.”

While writing how his own real story goes, Brian’s quest is to give that power of self-expression and creativity to audiences worldwide, so that they experience a new found inspiration that fosters a new realm of relatedness between people, organizations and cultures. Brian’s quest of creating journeys for audiences, where they become the story tellers, seems to open the possibility of a new world of ignited imagination that might be, just around the corner.

We’ll have to wait to know and see the success Brian and his team have in putting this together. Perhaps we can sign up now to be on the waiting list of being in one of Brians’ stories.



Brian’s quest of creating journeys for audiences, where they become the story tellers, seems to open the possibility of a new world of ignited imagination that might be, just around the corner.



Javier Rosas has always been in favor of children's rights. In searching for a way to contribute, he found a foundation called "Aldeas Infantiles SOS", (Villages for Infants) founded in the 50's, after the 2nd World War. Herman Gmeiner, an Austrian-born man, had been given the task of creating and founding a Village for homeless children who lost their parents as a result of the war. Over the years and while being present to his surroundings, Gmeiner realized that there were children on the streets as well as abused children, so these villages were growing and expanding. Currently these children are found in 132 countries.

Javier approached the foundation with the intention of offering various types of workshops targeted to these children, so they can understand and accept without resentment that they are orphans, accept that the world is their home and that they have a world of possibilities to create their future, free of sadness and abandonment.

These workshops are oriented to practice and learn. There is going to be 5 workshops of 2 hours each. There will be yoga, art, dance, storytelling and soccer workshops.

Javier's team consists of friends and graduates of the Landmark Forum, consequently, each workshop will have the opportunity to open up conversations with the children and they can have the space to get complete with the fact that they are orphans or that they are children who had to be separated from their parents because their lives were in danger or because they were living on the streets.

The World is my Home

Team Member: Javier Rosas
Team Mexico
Written by: Lucia Grajales
Edited by: Sandra Villacis



This institution was so enrolled and pleasantly shocked by Javier's offerings that they asked Javier and his team not only to take care of 50 children from 3 to 6 years old, but to present a second proposal for another 50 children

This institution was so enrolled and pleasantly shocked by Javier's offerings that they asked Javier and his team not only to take care of 50 children from 3 to 6 years old, but to present a second proposal for another 50 children from 6 to 12.

The village that was assigned to Javier and his team is located in Huehuetoca, Mexico, far from any community center or school where children may be able to learn and grow. Due to the remoteness of the village, the director of the foundation allowed Javier to directly address 16 families and provide them with whatever they required emotionally.

This resulted in an expansion in his game in the world, where 100 children will be impacted to complete their past, accept the present and be able to create their future.

The foundation proposed to Javier that this project should expand to other villages in Mexico, creating a high demand for these workshops and an unconditional acceptance of what Javier and his team want to provide to these new families.

By sharing his game in the world and enrolling his team, Javier gets that he is not alone in the world and that he does not have to do everything by himself. He knows he can count on his great team who is a stand for the transformation of our future youth.

Currently, Javier works for a non-profit organization to end hunger called "The Hunger Project." By working and living his game in the world, he realizes that his life purpose is to empower people so they can see their own greatness and that they see what unconditional love can cause in life.

He is present to welfare, family health, home, stopping violence, and eradicating hunger and poverty.

He also gets that by doing this interview, sharing his game in the world and allowing me to write it down for the TMLP Times, others may see the imperative need to share their games and create awareness of Team Management and Leadership Program. Not only does he get the importance of doing this, but he also finds himself very inspired and enrolled in his own game and invites the whole team to share their games.

By sharing all the world games, you can really make a difference.

Javier is very grateful and really touched by what is important in the world. The possibility of taking action and being who he claims to be to carry out this beautiful project is born within him. The expansion of this project may take more than a quarter; however, the door is now open and he wants to take the opportunity to continue.





Transformation for Education

Team Member:	Humberto Patiño Team Mexico
Written by:	Paola Bortoluz
Edited by:	Jeff Bonar

Humberto Patiño has always been a great athlete. In high school he competed in pentathlons. Pentathletes compete in shooting, swimming, fencing, equestrian, and cross country running. They are considered to be among the most skilled athletes, and their training was often part of military service—each of the five events in the pentathlon was thought to be useful in war or battle. Humberto is inspired by sports and a love to make a difference in his country.

When he was in high school, Mexican pentathletes participated in national life in military parades. Beyond that, when natural disasters occurred, they were even sent to rescue kids and families. Today, at 73, he keeps in shape practicing Tai Chi Chuan, what he calls a “less stronger” training.

The discipline of sports has contributed to Humberto’s life. He is committed to sharing that, making it a fundamental part of the education of Mexican children. In his vision for education, “Children can grow up and express themselves freely, without fear or upset. I see my country with transformed students, beyond being passive recipients of more and more information”. He is using the Team, Management and Leadership Program (TMLP) of Landmark Education to support his “Game in the World” called “Transformation for Education”.

As part of his game, Humberto is supporting the organization of seminars that teach the possibility of a new educative model, based on the children’s free expression and the discipline of sports. His dream is to promote the union of these two things, to be available through the Mexican educational system.

Humberto is also building national political support, meeting with political candidates and education leaders. Conversations within his immediate community have expanded to meetings with national political personalities. Today, he has support for his project from an Association of more than 1,500 high achieving athletes. He has funded and scheduled seminars in 12 Mexican cities. Just as important as the results, Humberto now has rich human relationships with his clients and associates.

Humberto is a successful man, but all his past successes have been as a loner – working with a team was unknown territory for him before his participation in TMLP. “I’ve always supported people during my life, but my experience was that people always left me without even thanking me. I supported my employees to study, and when they graduated, they left. People came to my classes sick and tired. I saw them recovering their health, their youth – and then they left without saying a thank you”.

In the TMLP, Humberto realized what was missing. In the past he was organized around material reward – what would he get out of it? Today that is no longer his real commitment. “I saw that I could be as the Sun, the rain, the Moon and the stars, that just give life without getting anything in exchange. That is who I am and how I want to be always.”

TMLP has reached beyond his professional life and sports passion, He realized the impact that his drinking problem and his divorce had on his children. He looks back and sees hate, vengeance and resentment. “I cannot go back, they are now grownups with their lives, but I can apologize. I am now able to tell them at every chance that I want them to be completely happy. That conversation leaves me with peace in a way that I had never been able to experience when talking to them.”. This freedom to communicate from the heart is what inspires Humberto to share with his country.

“The TMLP empowered me to see that a transformation for education in Mexico is possible, even though it seems like a huge project. Not only can I do that, but I can also have a loving relationship with my family at the same time”.

“

I saw that I could be as the Sun, the rain, the Moon and the stars, that just give life without getting anything in exchange. That is who I am and how I want to be always.

”



Creative Writing Team

Paola Bortoluz, <i>Leader</i>	Mexico
David Gower-Spampinato, <i>Images</i>	Cincinnati
Valri Castleman, <i>Graphic Design</i>	San Jose

Writers

Belinda Cogburn, <i>Team Leader</i>	Dallas
Sharole Beckman	Houston
Paola Bortoluz	Mexico
Shash Broxson	Florida/Jamaica
Mary Kay Christophersen	Chicago
Shelley Gayle	Florida/Jamaica
Lucía del Pilar Grajales Leal	Mexico
MaríaMartha Covarrubias Villar	Mexico

Translators

April Rood, <i>Team Leader</i>	San Francisco
Shash Broxson, <i>Spanish Team Leader</i>	Florida/Jamaica
Anna Zillow, <i>Russian Team Leader</i>	Washington, DC
Paola Bortoluz	Mexico
Lucía del Pilar Grajales Leal	Mexico
Luda Tachniazova	San Jose
MaríaMartha Covarrubias Villar	Mexico
Maritere Dávila Winder	Mexico
Astrid Reusche	San Francisco

“ The Team Management and Leadership Program exists to empower and enable YOU in fulfilling those matters that are of interest or importance to you, meaning Your Games in the World, and in the process leave you transformed with more power, freedom, self-expression, and peace of mind. ”

LOUD AND PROUD TEAM

Editors

Shash Broxson, <i>Team Leader</i>	Florida/Jamaica
Sharole Beckman	Houston
Sheila Blackmon	Atlanta
Jeff Bonar	Florida/Jamaica
Paola Bortoluz	Mexico
Mary Kay Christophersen	Chicago
Belinda Cogburn	Dallas
MaríaMartha Covarrubias Villar	Mexico
Sandra Villacis	Florida/Jamaica

Paul Turner, *Loud and Proud Team Leader*
Jeff Bonar, *Loud and Proud Team Co-Leader*
Paola Bortoluz, *Loud and Proud Leader in Mexico*
Donna Eller, *Loud and Proud Source*

For more information, go to www.TeamLeadership.org