

Connecting the Dots Project

I have long been fascinated with the notion of significant people / events in our lives, how they come to be, whether we choose them or they are chosen for us, how we measure their effect / influence, what their cumulative effect is, whether the order that they appear in our lives is significant, etc.

With that idea in mind, I drew a series of mind maps to express some thoughts around this which appear in the following diagrams. The content is copyright the author as noted unless otherwise indicated.

I invite people who may have thoughts on these diagrams, whether comments, criticisms or additions, to email me at info@harrytucker.com and I will give them consideration for future releases. I may consider a wiki as well if the traffic is significant.

Many thanks for your interest!

Create a great day!

Harry

About the Author

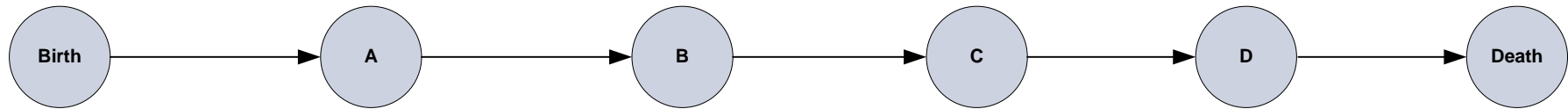
Harry Tucker is a measurable outcome-focused provider of business strategy, investment assistance, project management, large-scale enterprise architecture, vulnerability assessment and risk mitigation guidance to Wall Street and Fortune 25 companies for over 25 years.

He also specializes in the area of predictive analytics, co-founding an award-winning software company in New York that specialized in human capital optimization; capturing, expressing and predicting human behavior and productivity mathematically. The company IPO'd after conclusion of a complex M&A deal.

The Simple Life

Variant 1

Reviewing one's history, each dot is a significant person / event in your Life and often seems perfectly orchestrated.



Variant 2

A random series of events with birth and death being the only certainty.

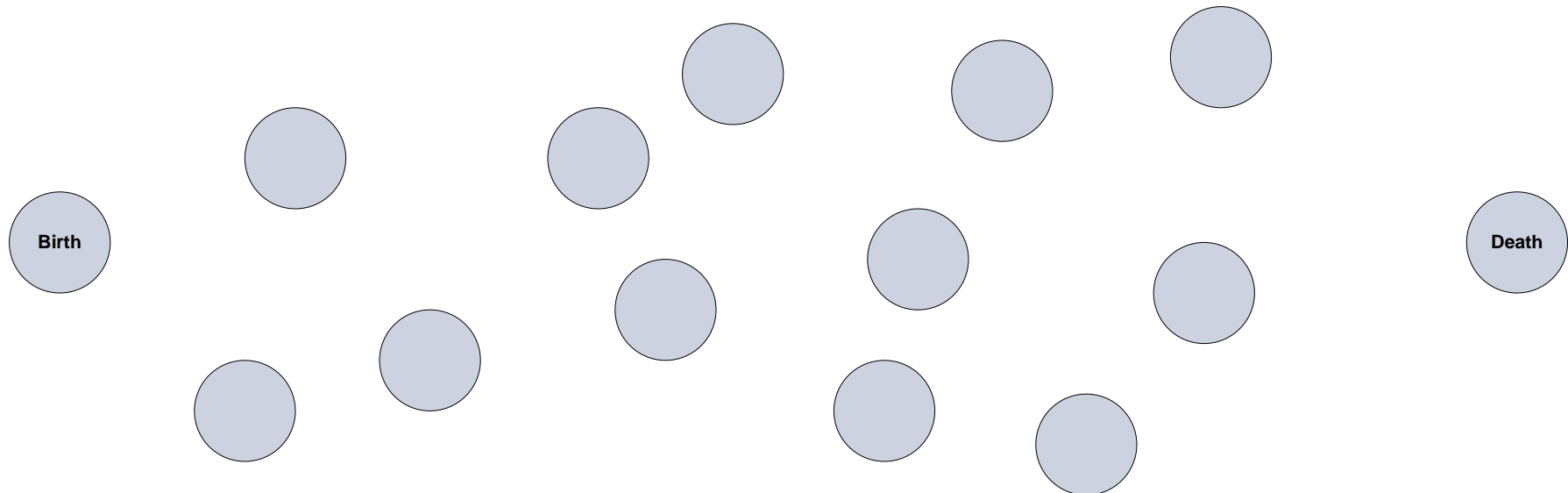


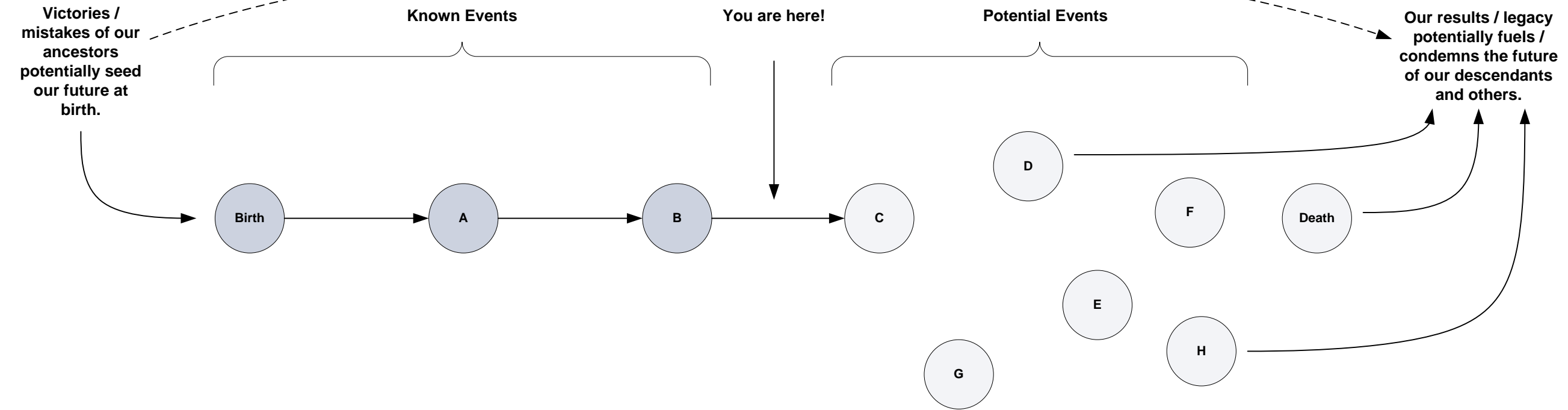
Diagram © 2015 - Harry Tucker

Permission to copy or use not granted
without express written consent of
Harry Tucker

In reality, it is a bit of both.

Life – A Sequence of Dots

Seed does not guarantee final result but definitely influences



Order of dots based upon

Potential dots are available to be selected in any order (and some may be omitted / repeated), based on:

1. Personal choices
2. Time required to pass / fail events.
3. Change in priorities
4. Choices of others
5. External events
6. Ability to select relevant dots and filter out irrelevant / dangerous dots via discernment.

Dot selection driven by:

1. Random vs. orchestrated events
2. Instinct vs. knowledge-based process
3. Impulsive reaction vs. planned response

Dot selection (with exception of forced events) may be constrained by:

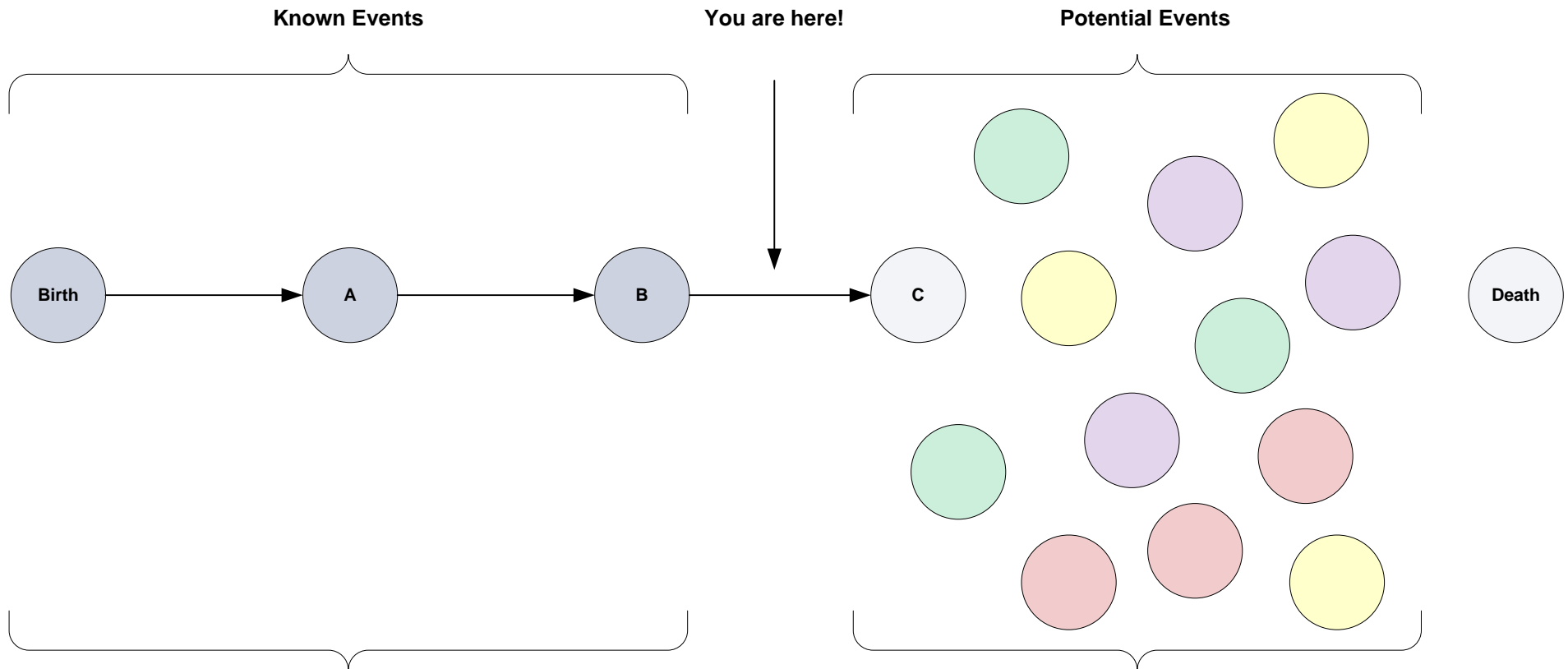
1. Ethical choices
2. Moral choices
3. Legal choices
4. Resource availability (time, energy, money, knowledge, deadlines, etc.)

Diagram © 2015 - Harry Tucker

Permission to copy or use not granted
without express written consent of
Harry Tucker

Contact: Info@HarryTucker.com / www.HarryTucker.com

**For those of faith:
What about God's influence?**



Selection of dots based upon

- Events for you to grow yourself to your potential.
- Events for you to grow others to their potential.
- Events for you to grow yourself AND others to your respective potentials.
- Landmines that don't serve any valid purpose but may hurt / delay you and / or others.

May be pleasurable or painful.

There is free will to choose some dots (and even how the dot is executed) while other dots and how they must be executed are forced upon us. The intent is that we ultimately must complete the dots meant for our development and the development of others.

Some dots are order dependent while others are not but the correct ones must be experienced before one's Life journey is complete.

Our inability to know or understand that even bad dots serve a greater purpose may cause us to fall into anger, sadness or despair when the "why" of an event is not understood, even though it is playing into a larger purpose.

Diagram © 2015 - Harry Tucker

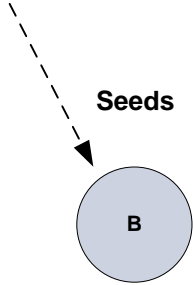
Permission to copy or use not granted
without express written consent of
Harry Tucker

Contact: Info@HarryTucker.com / www.HarryTucker.com

Moving From One Dot To Another

Arrive with base level of 7 gifts (tools to find answers):

- Wisdom
- Understanding
- Counsel
- Fortitude
- Knowledge
- Piety
- Respect (fear) of a Greater Authority



To get from B to C, you must:

Seek answers to 4 questions:

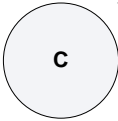
- Where should I go?
- What should I do?
- What should I say?
- To whom?

Adhering to 4 virtues:

- Prudence
- Justice
- Fortitude
- Temperance

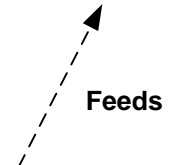
Avoiding 7 key sins:

- Pride (excessive levels)
- Covetousness
- Lust
- Anger
- Gluttony
- Envy
- Sloth



Graduate with new level of 7 gifts (answers that strengthen tools):

- Wisdom
- Understanding
- Counsel
- Fortitude
- Knowledge
- Piety
- Respect (fear) of a Greater Authority



Sometimes, through failure to execute properly

OR

An unanticipated event / interaction

OR

A willful choice based on change of priorities or goals

The desire / need to “graduate” to Dot C is removed

HOWEVER

New knowledge and other gifts have still been acquired prior to moving on to new dot replacing dot C.

The Detailed Process of Graduating to the Next Dot

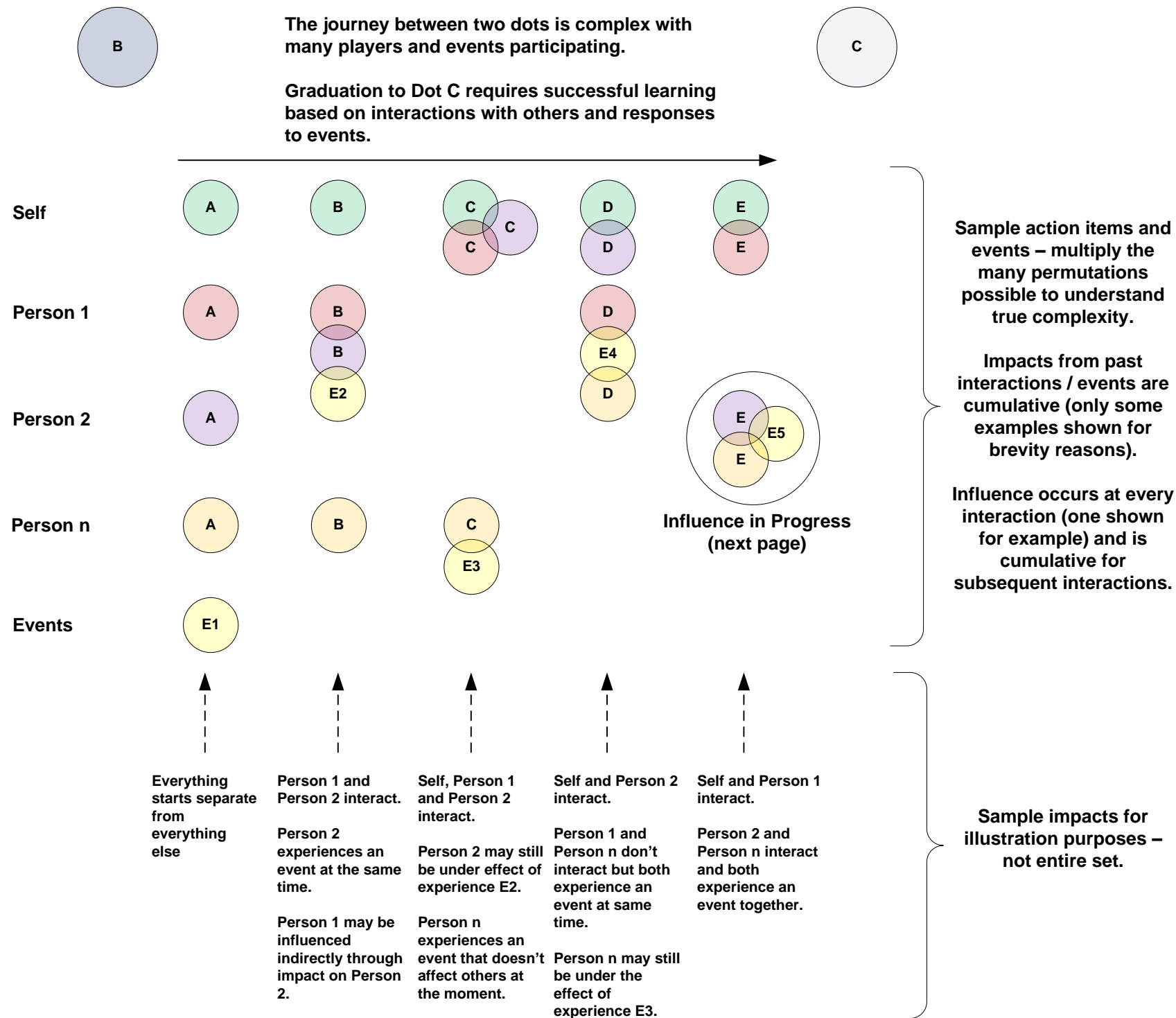


Diagram © 2015 - Harry Tucker

Permission to copy or use not granted without express written consent of Harry Tucker

Contact: Info@HarryTucker.com / www.HarryTucker.com

**Characteristics of Influence
(The Gallagher Effect)**



Contributes to cumulative Life influence

Intensity / frequency / context / origin of influence determines imprint (permanence) level of influence.



Determines effect of influence

Influence is not only on our own personal "influence gauges" but on the gauges of others as well.

By the same token, the events of others are influencing our gauges.

**Influencer
(person or event)**

- A trend of generally positive results should make a negative influence easier to overcome.
- A trend of generally negative results will make a positive influence more difficult to absorb / accept.
- It generally takes a trend of multiple good or bad influences over time to reverse one's current state (pain / pleasure) to its opposite state.
- There are always exceptions, depending upon context, intensity and frequency of influences.

← bidirectional influence →

Influenced

Exchange can be:

- Complementary
- Conflicting
- Motivating
- Demotivating

Result depends on:

- Ability / Support
- Capability / Support
- Desire / Resolve
- Motivation
- Context
- Content and relevance (past dot influence)
- Who defines exchange terms

- Some good intentions may produce poor / painful results for either side.
- Some painful choices may be necessary to produce good / positive results.
- Some influence / results (good or bad) may be misinterpreted as their opposite state.
- Can these cross-purpose results be predicted?

Diagram © 2015 - Harry Tucker

Permission to copy or use not granted without express written consent of Harry Tucker

When a Dot Seems Difficult / Painful To Reach

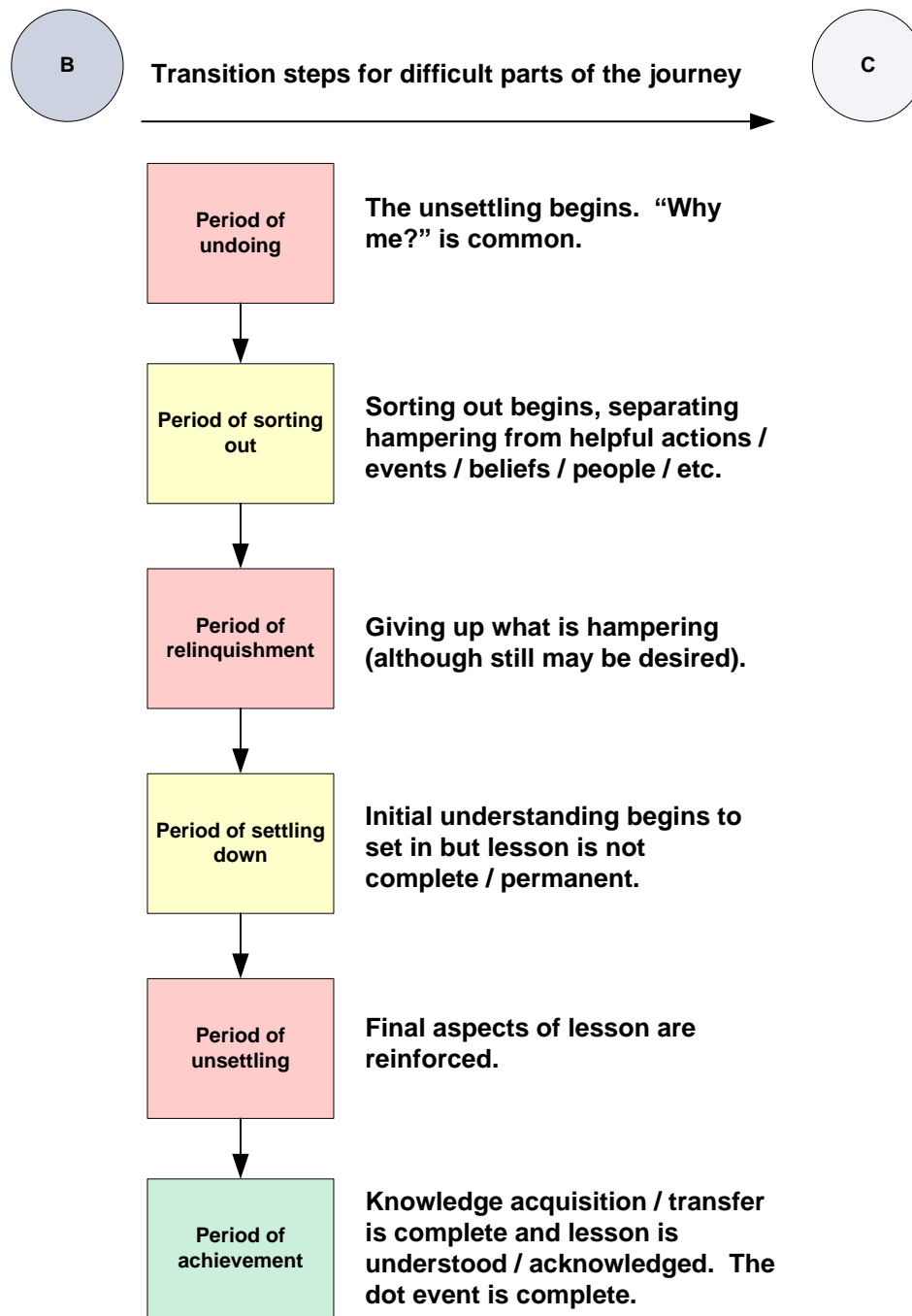


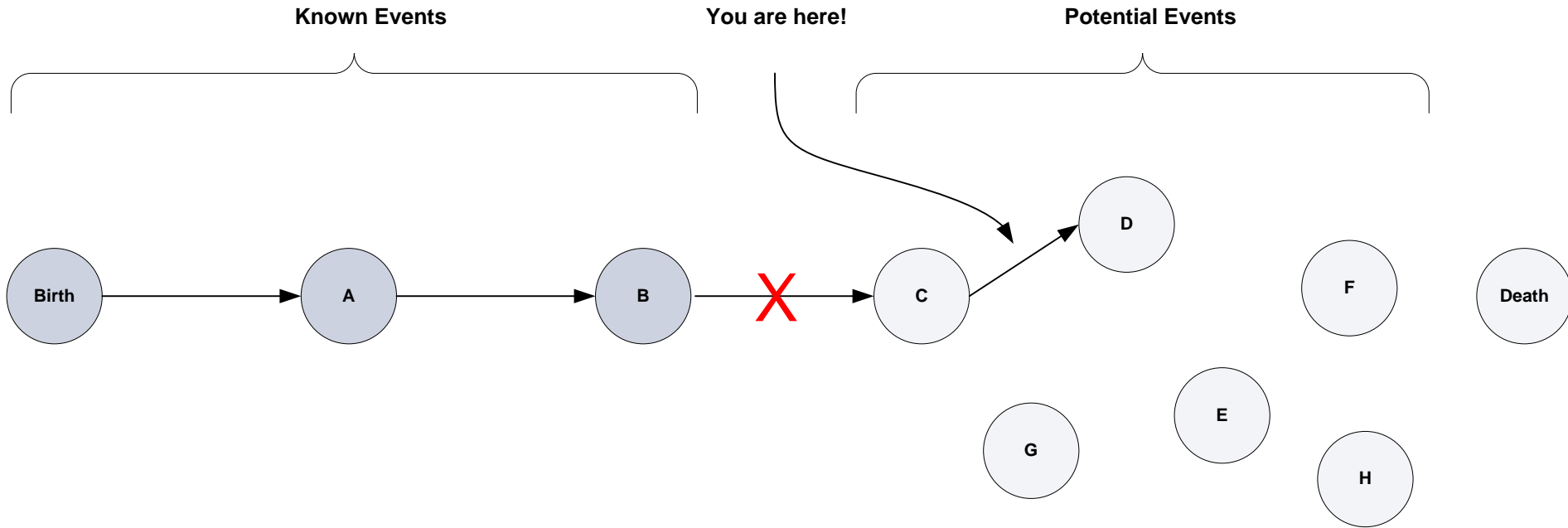
Diagram © 2015 - Harry Tucker

Content from A Course in Miracles
(Manual for Teachers)

Permission to copy or use not granted
without express written consent of
Harry Tucker

Contact: Info@HarryTucker.com / www.HarryTucker.com

Skipping a Dot (or attempting to)



If you skip process B-C, the necessary information to prepare you to experience C-D (by graduating from point C) is missing, thereby:

- Creating excessive time / energy spent on point C-D since one must acquire what should have been acquired earlier (B-C) plus what is required for the current event (C-D).
- Possibly expending more time / energy than the sum of the skipped experiences plus the time that would have ordinarily been spent moving from point C to D (Ex: If B-C requires a week and C-D requires a week, skipping may require more than 2 weeks to graduate from point D).
- Potentially creating failure at point D, causing return to previously skipped experience (in this example, B-C) or in worst case, an even earlier experience (for example, A-B). If A-B is a lesson in patience and B-C is skipped (which means I didn't *really* understand the lesson from A-B), then failure in C-D forces relearning of A-B, not just revisit of skipped experience B-C. This explains why some people get "stuck" in Life repeating the same experience.
- One may not know how many dots were skipped so potential damage created / energy required to correct are unknown.

Diagram © 2015 - Harry Tucker

Permission to copy or use not granted
without express written consent of
Harry Tucker

Contact: Info@HarryTucker.com / www.HarryTucker.com

Personal Motivators (50,000 ft level)

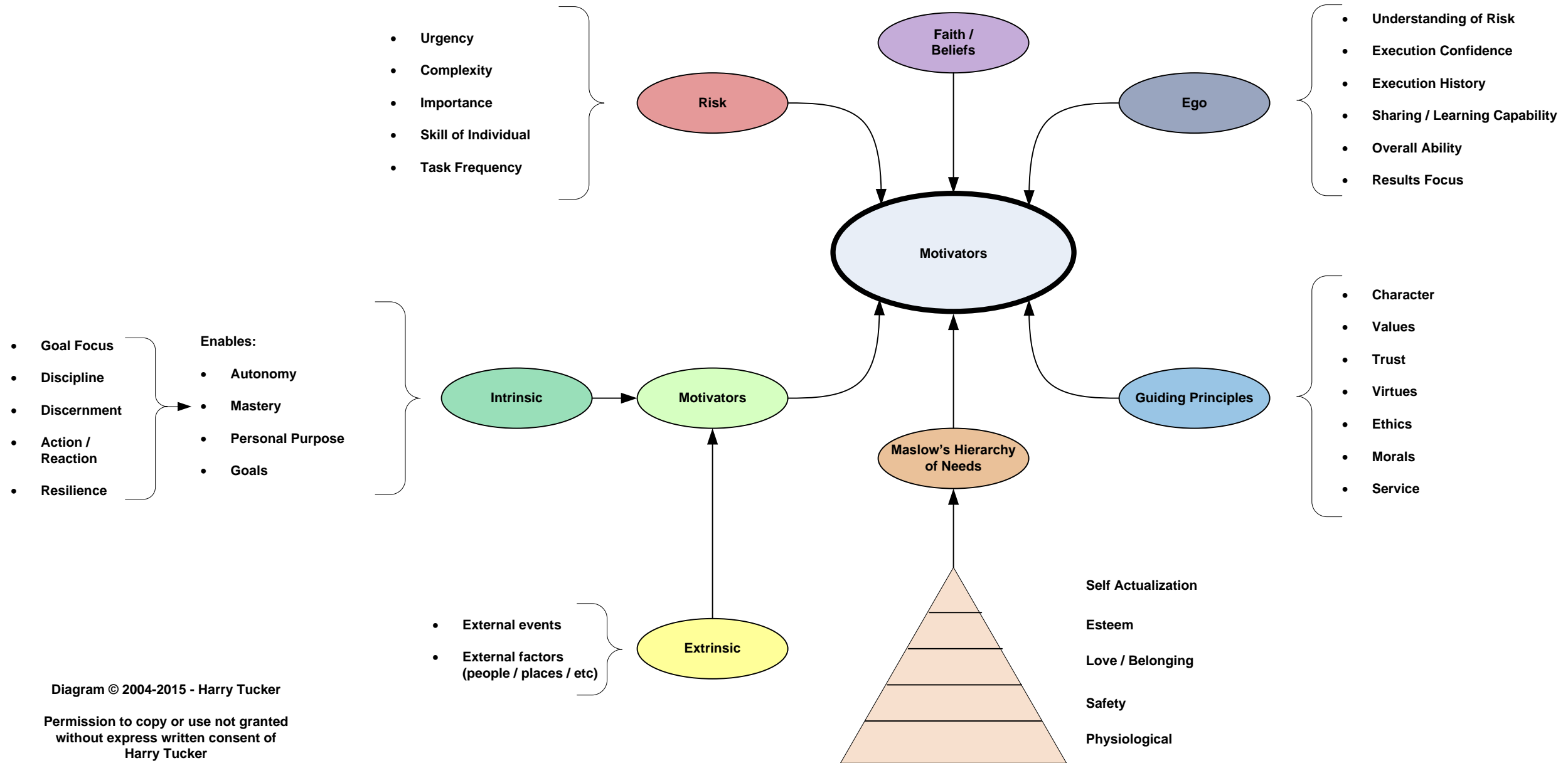
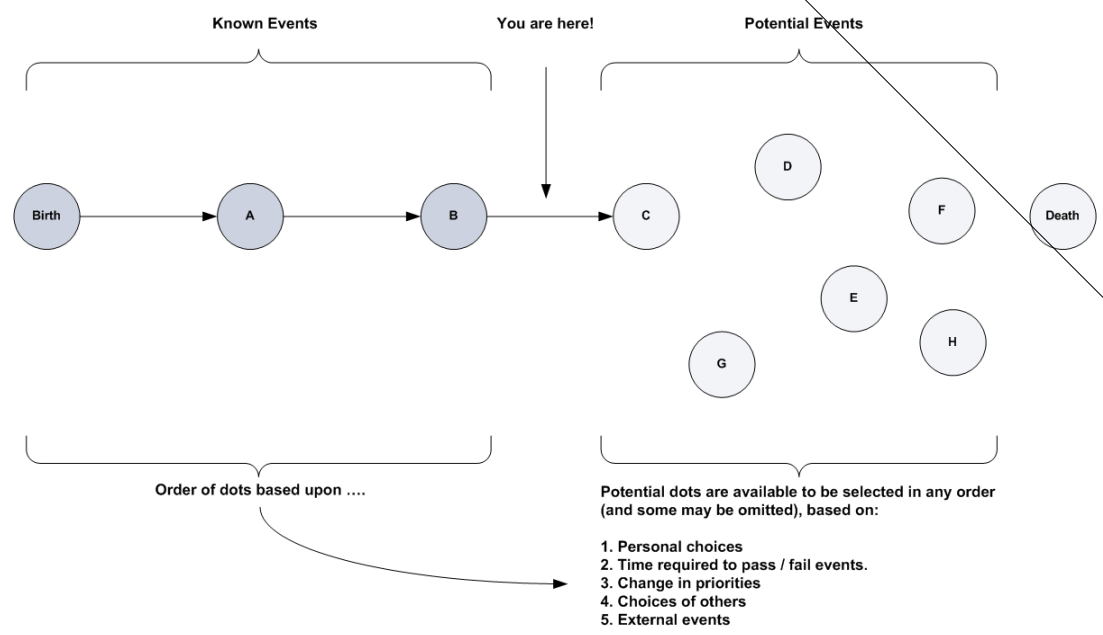


Diagram © 2004-2015 - Harry Tucker
 Permission to copy or use not granted
 without express written consent of
 Harry Tucker

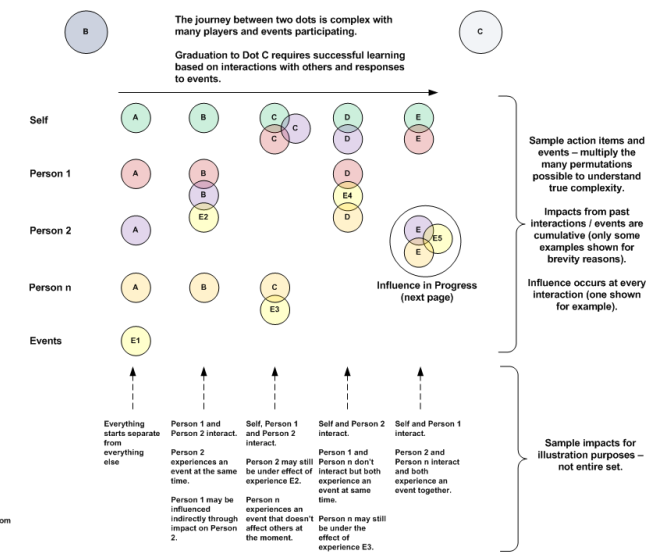
The dot that is selected next can be predicted using models

Life – A Sequence of Dots



.... as can results of events / interactions but only SOME events or interaction introductions can be predicted (most cannot).

The Detailed Process of Graduating to the Next Dot



Since prediction of such events (and prediction of their future in general) is outside the ability / capability / interest of most people for a variety of valid / invalid reasons, the one thing that is within someone's control is how they respond to the events that take place between two dots and what actions they take in response to those events.

In other words, the future they create is commensurate more with the responses and actions taken and less in what happened to motivate the responses and actions.

This doesn't simplify Life but it does

simplify understanding of its complexity personally and professionally.

Diagram © 2015 - Harry Tucker

Permission to copy or use not granted without express written consent of Harry Tucker

Contact: Info@HarryTucker.com / www.HarryTucker.com