



KTIS: August 23, 2021
TAG: A Return To The Basics

Similarities between the kid's game (Tag) and the adult game (TAG):

- The same goal – to not be IT
- The same teammates – no one!
- The same motivation – fear (protect self, vs. care for others, joyful experience, or production)
- The same strategies:
 - Passive strategies (to avoid being IT ourselves)
 - Be gone (Absent TAG; can be actual or literal)
 - Be “nice” (Frozen TAG)
 - Active strategies (to make somebody else IT)
 - Reactionary (Instant TAG; a knee-jerk response to being tagged)
 - Preemptive (Constant TAG)
 - Gossip (Team TAG; a dysfunctional way to connect with others)

Alternatives to TAG:

- Being present (every spiritual practice is an example of this and they all work; their best way?)
- Being good (having a positive impact upon the world around you)
- Being a “second responder”
- Looking for the 90-10
- Asking a question of them or sharing real information about yourself