When I play TAG, I'm focused on "me" instead of "us."

In TAG, I'm not trying to be right; I'm trying not to be wrong.

So, I make YOU wrong, instead!

We can stop the game at any time, just by saying, "I think we're playing TAG."

The opposite of control is not letting go.

It's inviting people onto my team.

It's not that "somebody has to make the decision."

It's that WE have to make a decision.

I state my opinion honestly, then ask,

"And what do you think?"

When I seek approval,

no one can love me.

Smart people learn something from everyone they meet.