The Citizen Group Universe

Citizen groups, like any other type of organization, involve many different types of people. Set out below are some of the most common types found in citizen groups. Try to find yourself in the *Citizen Group Universe*, and when you do, try to think about how you can be more of a help, and less of a burden, to any citizen group in which you are involved. It may mean changing how you participate in the citizen group, but it will be well worth your and the group's time to make this change, as citizen groups often grow or disappear mainly because of how members of the group are participating in the group.

Sun - a Sun always there, providing energy and light, key to survival of group.



Star - a Star is always there, not providing as much energy or light as a Sun, but still helping the group reach its goals.

Moon - a Moon is around for a week or two each month, providing some energy and light, also key to survival of group, especially because a Moon will work at night.

Satellite - a Satellite is also always there, but as an assistant to a Sun or Star or Moon because a Satellite needs to be guided, and draws energy from others.

Shooting Star - a Shooting Star appears briefly usually with positive effects, either to endorse the group's actions (some Shooting Stars are celebrities in society), or to speak at an event, often behave unpredictably so be careful dealing with Shooting Stars.

Meteor - a Meteor appears briefly sometimes with positive effects, like Shooting Stars some Meteors are celebrities in society, but Meteors often also appear with the aim of destroying a group's efforts, so take steps to shield your group from the effects of destructive Meteors (by doing such things as having good group decision-making and staff and volunteer-screening processes that cannot be upset by a destructive person).

Anti-matter Hole - an Anti-Matter Hole appears occasionally and sucks the life out of the group -- again, as with Meteors, take steps to shield your group from this kind of person.

Planets - Planets are other citizen groups that can help or hurt your group. Some will be larger than your group, some smaller, some helpful, some hurtful. It is usually best to research other groups; approach them based on what your research tells you; and try to keep good relationships with all other groups unless they threaten your existence as a group. You never know when you

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may want to work with another group in the future in a network or coalition.