

Tips: Decision Making

(make godly decisions, take risks)

Seek to Understand before Deciding

Consider the decision-making process in [Acts 15:1-29](#). Notice how the various participants listened to one another's views. Before finalizing a decision, it is helpful to know one another's minds and move together toward an answer. What can you learn from this to enhance your own decision-making process? How much effort do you spend **seeking to understand** other's views before you make a decision? What do you do to help others understand your perspective before they make decisions?

Is It Your Problem to Solve?

How do you **respond** when someone brings you a complaint? Read [Acts 18:12-16](#). Notice that Gallio refused to address the complaint because it was not within his jurisdiction. **As leaders, we are inclined to solve problems. We like to fix things.** Sometimes, we fail to realize that **some problems are not ours to solve.** When the problem is not your responsibility, you may be able to use the complaint as a teaching moment. While you make it clear you will not solve the problem for the person, you can point out resources and options to consider.

Think Clearly

(excerpts from "Leadership Beyond Reason" by John Townsend)

Good leaders place a high value on thinking clearly and well.

- **Orienting to Reality:** To be effective, face reality first. Really listen to the problems. Then find solutions and opportunities.
- **Holding Opposing Thoughts:** Good leaders consider and analyze both sides of issues. Take time to seek a win/win option.
- **Adapting to New Realities:** Consider if new information warrants a different course than your current one. Be willing to admit when you are wrong or when you should change directions.
- **Avoiding Cognitive Distortions:** Good leaders avoid patterns of thought not based on reality [helplessness, passivity, negativity, defensiveness].

What types of cognitive distortions plague you or those around you? What strategies can you use to resist or overcome cognitive distortions.