

## The Mural

By Susan "Sam" Keith

I have a wall that is just there kind of ho-hum.  
I have a vision of a lively and inviting mural.  
Something that will spice up the wall.  
Something that will attract attention.

To do this mural I need a plan and I need helpers.  
I can develop a master plan.  
I can enlist the helpers.  
Now I must divide the master into separate pieces for each helper.  
Once the pieces are designed  
And the helpers own their pieces  
Then the mural can be accomplished.

However  
If one helper decides they have a better idea  
And deviates from the plan  
The mural changes.  
If one helper decides  
That they need to add something  
To someone else's plan  
The mural begins to deteriorate.

The mural only comes together  
When all the players buy into the plan.  
And stay to their portion.  
Then changes or revisions  
Are brought to the designer  
To be reviewed  
    Discussed  
    Considered.  
Then it can be implemented  
Or not  
As appropriate  
For the sake of the mural.

I have a vision of a lively and inviting wall.