

Component Reason™

Think before you cross.

A practical system for acting clearly under pressure —
built from experience, not theory.

Most poor decisions aren't caused by lack of intelligence.
They're caused by not seeing the full picture — acting before
thinking, missing costs that were always there, or treating
assumptions as facts.

This guide introduces six components that address specific
blind spots. Each one helps you see what's already there —
before you commit.

Get the Interactive Tool

componentreason.com

Sign up to access the tap-through decision tool
that walks you through these components in real time.

I'm about to do something

Threshold Recognition

"Am I about to cross something I can't uncross?"

Some actions can be undone. Others can't. A threshold is the line between them. Once you cross it, you can't go back — the message is sent, the secret is told, the commitment is made. This component helps you recognize thresholds before you cross them.

The Rule: If you can't undo it, slow down.

Key Questions:

- What happens next if I do this? •
- Can I take this back if I'm wrong? •
- Is there a smaller step I could try first? •
- Who says I have to decide now? •

Witness Framing

"How will this be seen by someone who isn't me?"

You control your actions. You don't control how others describe them. The same action can look thoughtful or evasive, confident or arrogant — depending on who's watching. This component helps you anticipate how your actions will be interpreted before you take them.

The Rule: You don't control what happened. You influence how it gets told.

Key Questions:

- Who will see this?
- What do they already believe about me?
- How might this look to someone who isn't me?
- Is there a version that achieves the goal but looks better?

I feel stuck

Fixed Point Recognition

"Is this actually fixed, or does it just feel that way?"

When you're stuck, it's usually because something feels immovable. But not everything that feels fixed is fixed. Some constraints are real. Others are assumptions you've never tested. This component helps you distinguish what's actually immovable from what just feels that way.

The Rule: Know what you can't change. Work around it. Change what you can.

Key Questions:

- What feels like it's stopping me? •
- Have I actually tested if this is fixed? •
- What happens if I break it anyway? •
- What do I actually need here? •

Temporal Ordering

"What has to happen before this?"

Some things need to happen in a specific order. Go public before negotiating privately, and you've lost leverage. Make a demand before you have alternatives, and you're bluffing without cards. This component helps you sequence your actions so early moves don't sabotage later ones.

The Rule: Order matters. Get leverage before you need it.

Key Questions:

- Is there something I need first?
- Could this action close a door I might need?
- Could I be in a stronger position if I waited?
- Am I ready to be seen doing this?

Someone wants something from me

Input Triage

"Does this deserve my response at all?"

Not everything that demands your attention deserves it. Not everything that feels urgent is urgent. Some inputs are signal — they matter. Others are noise — they create emotion but no useful information. This component helps you filter what comes at you.

The Rule: Not everything that wants a response deserves one.

Key Questions:

- Does this person have standing to ask this? •
- Does this affect something real in my life? •
- Is my reaction bigger than the actual stakes? •
- Who benefits if I respond? •

Something went wrong

Recovery Path

"Can I take this back? If not, how do I limit the damage?"

When something goes wrong, the instinct is to act fast. But acting fast without thinking can make things worse. Some mistakes can be undone. Others require damage control. This component helps you figure out what kind of recovery is possible — and how to do it without digging deeper.

The Rule: Pick actions with a way back until you have good reason to close the path.

Key Questions:

- Can this be taken back?
- What's actually at risk or lost?
- Is there a small fix that helps without making it worse?
- What happens if I do nothing?