## Submodalities Three:28 Mapping Across a Value – Script

NOTE: This script requires the Submodalities (SMDs) Worksheet. 1. Elicit the Value to Move: "What value do you want to move?" 2. Get Agreement: "Is it alright with your unconscious for you to move this value of \_\_\_\_\_ today and be consciously aware of it?" 3. Elicit Submodalities: "As you think about your value for , do you have a picture?" Elicit and write down all relevant submodalities using column #1 of the SMDs Worksheet. **4. Break State:** (ex: "Do you smell popcorn?") 5. Elicit the Value above where you want to move the value to: "Where do you want to move the value to?" (ex: "I want to move it to the fourth highest in the hierarchy." You, the MP pick the value above that, ex: third.) 6. Elicit Submodalities for the Value above where you are moving the value to: "As you think about your value for \_\_\_\_\_, do you have a picture?" Elicit and write down all relevant submodalities using column #2 of the SMDs Worksheet. 7. Break State: \_\_\_\_\_ (ex: "Do you smell popcorn?") 8. Notice Differences: Use Contrastive Analysis to discover the possible drivers by comparing the SMDs in column #1 with those in column #2. **9. Associate to "Liked...":** "Bring to mind the picture of the value ." 10. Change Submodalities: Map across the SMDs in column #1 to those in column #2. (ex: "make it black and white, etc.") Note: Remember we are only changing the submodalities of the first picture, not the content itself. 11. Back off a Driver: Take the picture of the value and move it back 1/2 inch. (This is backing off a driver and location is the primary, and it can be associated vs. dissociated or size.) 12. Lock it: "You know the sound Tupperware makes when you close it? Just like that, lock it in place." 13. Break State: \_\_\_\_\_ (ex: "Do you smell popcorn?") 14. Test: "Now, taking a look at your values, where is \_\_\_\_\_ as a value?"

me what you do instead.")

**15. Future Pace:** \_\_\_\_\_ (ex: "Imagine a time in the future when, if it had happened in the past, you might have behaved a certain way, and tell