

The background is a deep space scene. It features a vibrant blue nebula with wispy, ethereal clouds of gas and dust. In the center, a bright, multi-colored star or galaxy core glows with intense light. A jagged, white lightning bolt strikes from the bottom left towards the center, creating a sharp contrast with the blue and black surroundings. The overall atmosphere is one of dynamic energy and cosmic wonder.

*Provoke,
Evoke
or Go Home!*

Presencing Change is not an option



Mg



Welcome

Welcome to Masterful Provocation

Session 7

What and How to poke: Stories



Overview

Here's what we're up to for this session:

1. Pulse Check
2. The Key Agility – Presence
3. What are stories and what are they made of?
4. What consequences of living from stories?
5. What to poke with stories.
6. Practice time - What stories are you living from?
7. Rewriting the script



Pulse Check

What happens to your 'pulse' when you consider provoking something?

1. It goes up? What has it do that?
2. It goes down? What's being limited?
3. It stays on even keel with a tinge of "this is the moment" excitement?

The Pulse of the moment, tells you what's happening, not happening and therefore, where to shift from and to...



Agilities Revisited

Agility: the power of moving quickly and easily; nimbleness:



Presence Enhancement
Exercise

New Technique - AGAPE



Presencing Oneness

AGAPE – acronym for – A Greater
Awareness Place Everywhere

AGAPE: from the Greek for
Selfless, universal love or as we
might term it today
Unconditional Love



What are stories?

Story

- 1.** An account or recital of an event or a series of events, either true or fictitious, as:
 - a.** An account or report regarding the facts of an event or group of events: *The witness changed her story*
 - **b.** An anecdote: *came back from the trip with some good stories.*
 - **c.** A lie: *told us a story about the dog eating the cookies.*
- 2.** A usually fictional prose or verse narrative intended to interest or amuse the hearer or reader; a tale.
- 3.** Romantic legend or tradition: *a hero known to us in story.*
- 4.** Something we tell children at night to put them to sleep

What are stories made of?

1. Interpretations – of what went on
2. Limited Perspectives – based in where we were standing when we observed whatever we saw
3. Pre-conditioned viewpoints – grounded in previous events, input and others' views
4. Memory – flawed at best
5. Details – designed to veracify the story
6. Embellishment via descriptors – designed to enhance impact
7. Agendas – internal desires for influence in a particular direction
8. Identifications – sense of self derived from story's repetition

Mf

The Unicorn Story





Ms

What Stories are

Stories are simply edited versions of reality

They are not **TRUTH**



Consequences of stories

Stories have both desired and undesired consequences:

Desirable: Entertainment, inspiration, use of creativity/imagination, putting kids to sleep

Undesirable: Delusion, fear, limitations, traps of identification, unconscious reinforcement of untenable positions, inertia.

We Poke the **Undesirables**

Mf What to poke with stories

- A. The unconsciousness of it being a story vs. reality
- B. The sense of self claimed by the story
- C. The sense of meaning invested in story
- D. The limitation demanded by the story
- E. The seeming path created by story
- F. The sense of power/powerlessness created by the story
- G. The self righteousness of the 'truth' of the story

Remembering All the while, no matter how persistent they appear, they are not **TRUTH**

M Story poking obstacles

FEAR

Loss of the
sense of
one's ability
to act and
effectively
influence
their life



The Unknown



Identifications



Poking Story Faciliator

Using the
SEE
Technique
To address
the concerns
about how it
will turn out
if story is
revised



Mg

Story Shift

FEAR

to

Possibility

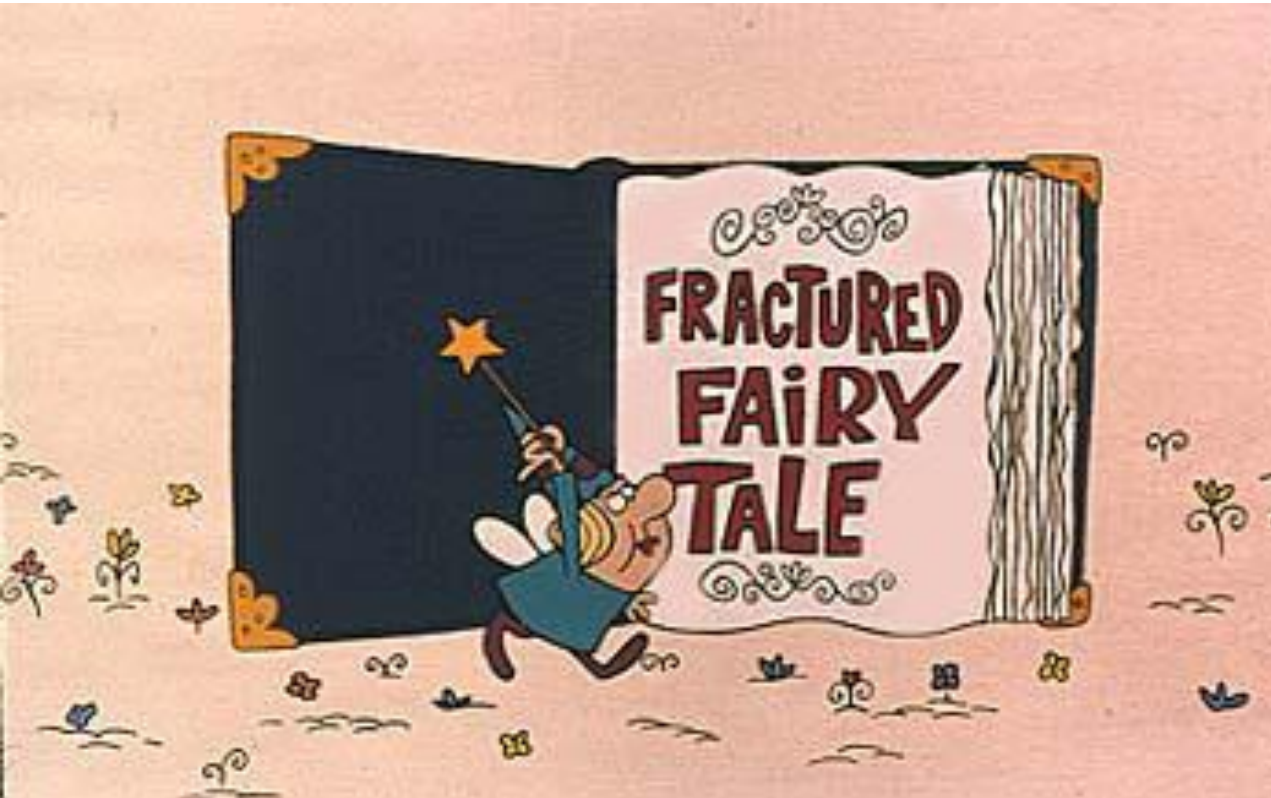


Mg

Practice Time

What stories are you living from?
Around:

Your Work
Your health
Your past
Money
Love
Possibility
etc.



Mg

Rewrite the Script



While knowing, it's just a script, it's not **TRUTH**