GET IN THE RIGHT MIND

THE 3D SCREEN	THECOMMITMENT	THE MOVE SCREEN
Discouragement	XXXXXXXXX	Motivated
Defeat	XXXXXXXXX	Optimistic
Destruction	XXXXXXXXX	Victorious
	XXXXXXXXX	Excited

The MOVE Screen

- 1. Always keep your mind on the **MOVE** Screen.
- 2. Always stay Motivated until your goal is accomplished.
- 3. Always be **Optimistic** that you will achieve your goal.
- 4. Always treat the smallest step towards your goal as a **Victory**
- 5. Always get **Excited** when you score a victory.
- 6. Always **MOVE** on to the next task or repeat the cycle.
- 7. Success is found on the **MOVE** Screen.

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The COMMITMENT

- 1. The **COMMITMENT** is a barrier that must always be maintained.
- 2. The **COMMITMENT** serves to prevent your mind from wandering from the **MOVE** Screen onto the **3D** Screen.
- 3. The **COMMITMENT** must be renewed every day or as often as needed to keep it in focus.
- 4. Whenever you experience a disappointment, renew you **COMMITMENT** before making a decision.
- 5. Sometimes you have to physically **MOVE** away from people who are unintentionally trying to get your mind onto the **3D** Screen.
- 6. Always be mentally on the **MOVE** keep your mind focused on your **COMMITMENT.**
- 7. Renew and upgrade your **COMMITMENT** to keep up with your progress.

The 3D Screen

- 1. Never let your mind go onto the **3D** Screen.
- 2. Never let a "disappointment" become a "discouragement" (never make an important decision immediately after experiencing a disappointment).
- 3. The difference between "disappointment" and "discouragement" is that others or

circumstances can disappoint you but only you can let them discourage you.

- 4. If you ever feel **discouraged**, snap out of it before you admit **defeat**.
- 5. If you admit **defeat** and do nothing, the mind automatically defaults to **destruction** (goes temporarily blank for the task you are pursuing).
- 6. The best way to exit the **3D** Screen is to switch to the **COMMITMENT** Screen and recommit your mind to your Commitment.
- 7. Failure is found on the **3D** Screen.

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