

## **Opening and Transitioning**

This is the phase where I will recommend high level of energy. High energy makes you sound fun and everyone wants to be around fun people. The different openers we use are basically to put the conversation in a fun and interesting mode, as opposed to boring hi-hello.

A nice animated face along with high energy and strong body language will always generate results. During the day game and direct game, your energy level still needs to be little higher than the woman's, but not too high or you might sound weird. Think about the volume and pitch in a night club versus shopping mall. As a general rule, you should never be projecting night club energy in a mall.

Furthermore, high energy puts you in a good mood, so you feel like talking, and routines and teasing come automatically. If you are low energy, you don't even feel like talking and hence the set will die really soon. It happens to me sometimes when I am too tired and don't feel like talking. When this happens to me, I start listening to music at the venue and force myself to get in the groove. I also force a big artificial smile, which changes my mood in a few minutes. Believe it or not our, body has strong impact on mind and vice versa.

## **Physical Escalation**

You can get away with any amount of escalation when the energy is high. For