



SCENAR THERAPY



SCENAR INFO

Initial consultation & Treatment
70 minutes

Follow up sessions
30 minutes
60 minutes

SELF-CONTROLLED ENERGO NEURO REGULATION

Rapidly becoming one of the most sophisticated and powerful healing technologies available.

Originally developed for the Russian space programme, the **Scenar** device uses biofeedback, stimulating the body's nervous system to generate neuropeptides, key biochemicals needed by the body to heal itself.

In Russia, it is used to treat most types of disease and injury over a vast range of circulatory, sensory, respiratory, neurological, genito-urinary, musculo-skeletal and psychological disorders. The *Scenar is credited with significantly reducing injury and recovery times and is most effective in pain relief.

Since introducing Scenar Therapy to my clinic in 2004, I have successfully treated many clients with a wide range of conditions.

Here are just a few examples:

Please give me a call to discuss your particular needs.

- 86 year old lady with 15 year history of ulcerated leg
 - middle aged man with testicular ache and ridged scar tissue
 - 64 year old man suffering arthritic pain
 - 48 year old painter decorator unable to work due to back pain
 - abdominal pain in 20 year old female
 - muscular pain in lumbar region
 - severe back pain in immobile 26 year old male
 - post operative pain relief eg Total Hip Replacement
 - painful frozen shoulders
 - diagnosed skin conditions eg insect bite inflammation
- ... and many, many more!

Not suitable for anyone with a heart pacemaker.

Animals and children respond exceptionally well to Scenar and become noticeably calm when the impulsing commences. Children are usually treated on the palms of their hands or the soles of their feet with parent/guardian in attendance. For animals, treatment is normally carried out on the fleshier underbelly, where there is usually less hair.

Visits are subject to a travelling fee.

ANGELHANDS
Worthing, West Sussex

PHONE
00 44 7838 257755

WEB
www.christineparkin.com