

THE 7-POINT SYSTEM

BEFORE YOU CAN STRUCTURE A STORY...

You need a pretty good idea of what the story is about...have a story in mind

Who are the characters?

What is the setting?

What is the major conflict?

Start at the end.

7-Point Plot Structure

2 Hook

Now that you know where you're going, figure out where you start.

One simple trick is to start with the opposite state: if your character is going to end strong, he should start weak. This creates an arc of progress.

This is another reason it's so vital to know your ending.

4 Plot Turn 1

Moves the story from beginning to midpoint. Introduces conflict (call to adventure)
The characters' world changes (confront new ideas)
- meet new people
- discover new secrets
- follow the white rabbit

6 Pinch 1

Applies pressure:
- something goes wrong
- bad guys attack
- peace is destroyed

Often used to introduce the villain
Force the character(s) into action.

3 Midpoint

The exact center. Where the characters begin moving from one state to the other. From reaction to action.

7 Pinch 2

Apply more pressure, until the situation seems hopeless:
- plan fails
- mentor dies
- bad guy seems to win

"The Black Moment"

The jaws from which your hero will be snatching victory, so make sure the teeth are sharp.

Usually when the hero is alone to fend for himself

5 Plot Turn 2

Moves story from midpoint to the end. Midpoint = determined to do something
End = do it.
PT2 = obtain the final thing needed to make it happen
"The power is in you"

1 Resolution

Everything in your story leads to this moment.

What is the story about? Where is it going?

Make sure you know the kind of resolution you want.

BUT THAT ^ IS ALL JUST THE SKELETON, YOU WILL NEED TO FLESH THINGS OUT:

Round out the characters

Enrich the environments

Create try/fail cycles (if a problem can be solved on the first try, it is not big enough for your readers to care about)

Subplots