

PROJECT TITLE		Title	WORD COUNT #####			
TAGLINE		A short, clear and concise description of the story.			PAGE COUNT	100
STAGE	7-POINT PLOT SUMMARY	BEAT	DESCRIPTION	PAGE		WORD
Setup	Hook, set up romance conflict (foreshadow, stakes)	Opening Image	Sets tone, mood, scope. A "before" snapshot. "Stasis = death" Reader sees that if Rom Leads keep on as they are, they'll never be happy. Shows how They lack for something	1	1	1
		Theme Stated	Usually via internal narration or 2ndary char. Poses question/statement that exposes theme of the story.	5		
		Set-up	Often show Rom Leads in 3 places-home; work; play. Introduce/hint at every secondary in main story. ROMANCE: Glimpse how rom leads can be 'missing piece' of them, but they're not ready	1	9	1
Turning point 1	ROMANCE LAUNCH: External world event that upsets balance in life & forces leads together (in sequel w/ same Rom Leads, can be thing that starts dragging them apart)	Catalyst /Inciting Incident	Event that knocks down 'house of cards' & wrecks balance in life. Rom Leads must respond. Puts leads together--shows conflict & promise of them, & gives early story goal	9	11	#####
		Debate	Period of debate about choice before them. In romance, choice requires to be with other lead.	11	23	#####
Act II part 1 / Pinch point 1	ROMANCE PUSH: Pro-Romance Choice Pushes into New World	Act II	A strong, definite change in story. The moment rom. leads choose. Pro-romance choice. DO NOT ease into Act II. Pushes into 'new world.'	23		
		New World Launch	The 'plot.' First steps into 'new world.' Rom Leads pursue original goal, but now with the other lead.	23	27	#####
		Promise of the Romance	Fully immersed in new world. As spend time with the oher lead, they connect & change. Old skills don't work/shown to be lacking--have to develop new ones. In New World, we see the 'promise' of them Delivers 'the promise of the premise' & is 'fun & games' time. (Save The Cat). Fun for the reader!	27	50	#####

Midpoint	<p><b>ROMANCE FULCRUM:</b> False peak or false collapse. Stakes raised. 'Fun &amp; games' are over.</p>	Midpoint	<p>A false peak/success, or collapse /failure. External event that offers choice to Rom Leads. Often very public 'coming out.' Something the world can see. This makes it irrevocable. No turning back  <b>EXTERNALLY:</b> At least one rom lead makes public, pro-romance choice. Often both do. Visible sign of commitment  <b>INTERNALLY:</b> At last one lead still stuck old ways. Usually both. Rom Leads still thinking/doing things old way.</p>		50	
Act II part 2 / Pinch point 2	<p><b>ROMANCE IS LOST:</b> Rom Leads lose everything. Worst fears realized is now worse than imagined, because now have lost romance. Faced with errors of their ways.  Dark night of soul. (One lead may have their realization first, which prompts them to action that triggers other lead's Dark Night.)  As a result of Dark Night, gain insight &amp; awareness &amp; strength. Resolve to do "the thing."</p>	<p><b>Antagonistic Forces Intensify; 'Bad Guys Close In'</b></p>	<p>As a result of new action taken at midpoint, antagonistic forces increase. 'Bad guys' regroup &amp; 'attack.' Often masquerades as an offer/promise of something (+) for story goal. Pro-Romance choice at midpoint will complicate romance &amp;/or external world. Romance begins to unravel. Failures accumulate.</p>	50	68	#####
		<p><b>All is Lost</b></p>	<p>Opposite of midpoint. Often a whiff of death - at minimum, old way of thinking dies. Can be plot/story goal (+) or (-), but always romance (-)</p>		68	
		<p><b>Dark Night of Soul</b></p>	<p>Darkest point; Rom Lead has lost everything. Must face 'truth' &amp; the fact that they never really 'changed' before. <b>INTERNAL:</b> Realize relationship can't succeed with old way of doing thing. Question/Fear the other lead has not changed &amp; will never change.</p>	68	77	#####
Turning point 2	<p><b>CLAIM THE ROMANCE:</b> Decision Moment Biggest 'turn' of story.</p>	Act III	<p>Romance &amp; plot/story goal combine, reveal solution.  <b>ROMANCE-</b> Fear or story goal threatens relationship one last time. Whatever is 'pulling' at them, tugs one last time. But now, they see dark underbelly &amp; reject who it will make them become/how it will harm the other.</p>		77	

Act III	<p>Rom Leads put into action a plan based on insights/realizations from Dark Night.</p> <p>"Gather the team."</p> <p>Can be fast-moving, or longer phase, where new, insight-based actions create ripples in external world, &amp; those forces begin to work against them.</p> <p>Things get more intense-- failure seems only outcome.</p> <p>Often saved by a final realization/ally &amp; then, final sacrifice. Often 'grasping victory from jaws of defeat.'</p> <p>Ultimate pro-romance choice</p>	<p><b>Finale</b></p>	<p>big, public declaration for the romance. Always action(s). Often involves a meaningful sacrifice. Dispatch 'bad guys'/oppositional forces in ascending order, least powerful to most. Rom Leads admit they do not want to go on without other &amp;/or serving/saving the other is paramount. Take action that's observable, demonstrable, measurable, and usually sacrificial. PROOF THEY'VE CHANGED.</p>	77	99	#####
		<p><b>Final Image</b></p>	<p>Opposite of opening image; shows how much change has occurred. Full promise of romance revealed See how Rom Leads are right together, how each has changed, and how are each other's 'missing piece.'</p>	99	100	#####

<i>&lt;-- Fill this cell to generate the page and beat counts.</i>		
COUNT	WORDS IN BEAT	CHAPTER(S)/SCENE(S)
250	250	
1,138		
2,275	2,275	At Home At Work. At Play.
2,730	455	
5,688	2,958	
5,688		>>>>> ACT II Threshold Moment In Time <<<<<<
6,825	1,138	
#####	5,688	

12,513		>>>>> Threshold Moment In Time <<<<<<
#####	4,550	
17,063		
#####	2,275	
19,338		>>>>> Threshold Moment In Time <<<<<<

#####	5,438	
#####	225	