

# Eight Point Story Structure



Define	Character:	Setting:	Major Conflict:
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Act 1	Hook/ Opening/ Character's starting point	Dynamic intro to hook the reader - Starting state - usually opposite of/ conflicting with ending state at final climax.	
	Plot turn 1/ Catalyst	Introduces conflict - character's life changes in some drastic way.	
	Pinch 1/ Big event happens	Applies pressure - something goes wrong - often used to introduce villain.	
Act 2	Midpoint	Character/story moves from reaction to action. The point of no return.	
	Pinch 2/ Crisis (lowest point of story) happens	Applies more pressure - the original plan fails, bad guy seems to win, a mentor dies... makes situation seem impossible. From the depths of this terrible situation, the hero will snatch their victory. It should feel very bad.	
	Plot turn 2	Character obtains the final thing to make resolution/climax possible even if they don't realize it at the time. ('the power is in you' moment)	
Act 3	Resolution/ Showdown	Climax - this is not the final scene of the story, it is when the character reaches their major goal.	
	Denouement (emotionally satisfies)	The breathing space after the climax. Makes it clear how the main character has changed. Loose ends and subplots are resolved.	