



Seven-Point Structure

Beat 1: The hook should capture your readers' attention and convince them to read on.

Beat 2: Plot turn 1 is the point-of-no-return for your main character. It must happen on the page.

Beat 3: Pinch point 1 should set up your main character's change of tactics at the midpoint and raise the stakes. Your antagonist will rear their head.

Beat 4: The midpoint is a crisis for your main character that pushes them to act rather than react.

Beat 5: Pinch point 2 brings your main character to their lowest point, and your antagonist will rear their head again.

Beat 6: At plot turn 2, your main character will discover something that helps them go on, or they will think all is lost.

Beat 7: The climax will show whether your main character triumphs or fails, and the resolution will wrap up the story.



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