

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	GLOBAL GENRE		
	External Genre: Performance		
	External Value at Stake: Honor - Shame		
	Internal Genre: mix of Morality Punitive & Redemption		
	Internal Value at Stake: Selfishness & Altruism		
	Obligatory Scenes: inciting performance opportunity, protagonist sidesteps responsibility to perform, forced to perform protagonist lashes out, protagonist discovers and understands the Antagonist’s object of desire, protagonist’s initial strategy to outmaneuver the antagonist fails, protagonist realizing they must change their approach in order to salvage some form of honor reaches an All is Lost moment, the big event scene which is the central event of the Performance story is when the Protagonist’s gift is expressed, protagonist is rewarded at one or more levels of satisfaction: external, interpersonal or internal. (see Editor’s 6 core questions for how these are met).		
	Conventions: Training - protagonist must practice to gain or recover the skills necessary to perform, the explicit All is Lost moment - protagonist must understand there is no getting around their imminent failure, the Mentor recovers moral compass or betrays the protagonist to act out perceived victimhood, the power divide between Antagonist and Protagonist is wide and deep, Ironic win but lose, lose but win ending.(see Editor’s 6 core questions for how these are met).		
	Point of View: Third person omniscient, free indirect style (mostly Roy’s views & thoughts)		
	Objects of Desire: Roy wants fame & fortune		
	Controlling Idea/Theme: We lose respect when we commit to misusing our gifts for our own gain.		
BEGINNING HOOK		External Charge	Internal Charge
	Inciting Incident (causal): A mysterious woman named Harriet shoots Roy ending his rookie career before it even started	-	-
	Turning Point Progressive Complication (Action): Pop finally plays Roy and tells him to knock the cover off the ball and Roy literally does	+	-
	Crisis (BBC): Does Roy stick with his menial contract or does he ask for more money since he’s winning for the team and bringing in the fans?	?	?
	Climax: He asks the Judge for more money	+	-
	Resolution: The Judge not only denies him a raise, he reduces his pay to replace a uniform that Bump damaged leaving Roy desperate to find other ways to make more money.	-	+
MIDDLE BUILD		External Charge	Internal Charge
	Inciting Incident (causal): Roy is celebrated by adoring fans who create “Roy Hobbs Day” and smother him in gifts including a Mercedes Benz but when he takes Memo for a ride in his new car and they hit something (possibly a person) Roy enters a slump in performance.	-	+
	Turning Point Progressive Complication (Revelation): When a woman stands up in support of Roy, his confidence is regained and he hits a homerun ending his slump.	+	+
	Crisis (IG): Memo invites Roy and the boys to come out for a post game celebratory meal and, as a leader, he has to decide to either do what is best for the team and refuse to celebrate or choose to go against Pop’s orders and enjoy their win.	?	?
	Climax: Roy decides to celebrate and most of the team follows him.	+	-
	Resolution: Roy represses his internal distress by eating himself sick and he ends up in the hospital bringing some loss to his team.	-	+
ENDING PAYOFF		External Charge	Internal Charge
	Inciting Incident: The doctor tells Roy if he continues to play ball after this one more game, he’ll die.	-	+
	Turning Point Progressive Complication (Action): The Judge offers Roy a deal he can’t refuse including a huge sum of money and a contract for the next year which gives Roy what he needed to make Memo want to be with him.	+	-
	Crisis (IG): Does Roy keep the agreement he made with the Judge to throw the game insuring his payment and contract to play on the team next year or does he break the agreement and play his best in hopes to win the playoffs for his team and take them to the World Series?	?	?
	Climax: He tries to hit a homerun but is struck out.	-	+
	Resolution: Roy decides to do what he knows is right by returning the money to the Judge and breaking ties with Memo but while he’s regained morality, he walks away having ruined his career	-	+