

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	GLOBAL GENRE		
	External Genre: Western - vengeance		
	External Value at Stake: Subjugation perceived as freedom - subjugation - restraint - freedom (to act)		
	Internal Genre: Status - admiration		
	Internal Value at Stake: Failure to success		
	Obligatory Scenes: Inciting attack by the villain, Hero sidesteps responsibility to take action, Forced to leave the ordinary world, the hero lashes out, Discovering and understanding the MacGuffin, Hero's initial strategy to outmaneuver the villain fails, Hero, realizing that they must change their approach to salvage some form of victory, reaches an 'all is lost moment, The showdown where the hero and villain face off, The hero's sacrifice is rewarded.		
	Conventions: The protagonist is up against life and death stakes, The hash, hostile wide-open landscape is a 'character', Hero, victim, Villain roles clearly defined through the story, Hero's object of desire is to stop the villain and save the victim, Hero operates outside the law (selectively or as a matter of course), The power divide between the hero and villain is very large with the villain being far more powerful than the hero, Speech in praise of the villain.		
	Point of View: First person – Mattie Ross narrates the story		
	Objects of Desire: External/Conscious: Avenge her father's death and bring Chaney to justice, Internal/Subconscious: To help restore a safer world, to win the respect and validation of men more powerful than her.		
	Controlling Idea/Theme: Poetic justice prevails when a 14-year-old girl courageously uses all of her talents and independent-mindedness to gain support for hunting down her father's killer and capture, or, shoot him.		
BEGINNING HOOK		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): Mattie Ross's father is murdered by Tom Chaney who then escapes.	-	-
	Turning Point Progressive Complication (Act/Rev): The townspeople have no interest in catching the killer.	-	-
	Crisis (BBC/IG): Mattie return home and help her mother or attempt to get justice for her father?	?	?
	Climax: She decides to pursue justice and seek help in getting it.	+	+
	Resolution: Despite the town's attempts to constrain her, Mattie seeks the help of Rooster Cogburn, a Marshall with true grit.	+	+
MIDDLE BUILD		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): Mattie coerces Rooster into helping her.	+	+
	Turning Point Progressive Complication (Act/Rev): Rooster and Le Boef cut Mattie out of the action.	-	-
	Crisis (BBC/IG): Does Mattie purse her quest or attempt to sue Rooster for her money back?	?	?
	Climax: She persists.	+	+
	Resolution: A frustrated Le Boef assaults Mattie who is rescued by Rooster.	-	-
ENDING PAYOFF		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): Chaney captures Mattie and takes her to Lucky Ned	-	-
	Turning Point Progressive Complication (Act/Rev): After a gunfight, Mattie believes her allies to be dead.	-	-
	Crisis (BBC/IG): Does Mattie shoot Chaney to save her life but miss out on the triumph of a capture and public hanging, or risk her life trying to get him back to town on her own?	?	?
	Climax: She decides to shoot Chaney but the recoil causes her to fall in a snake pit.	+	-
	Resolution: She breaks her arm and is poisoned by a snake but is rescued by Rooster and LeBoef and is returned safely to town for medical treatment.	+	+