

FOOLSCAP GLOBAL STORY GRID – © Shawn Coyne

GLOBAL STORY	GLOBAL GENRE		
	External Genre: Performance - Business		
	External Value at Stake: Respect / Shame		
	Internal Genre: Status - Admiration		
	Internal Value at Stake: Success / Selling Out		
	Obligatory Scenes: Inciting performance opportunity; protagonist sidesteps responsibility to perform/forced to perform, protagonist lashes out; protagonist understands antagonist’s object of desire; protagonist must change approach to salvage honor/all is lost; the big event/gift expressed; protagonist’s reward. (See E6CQ for how these are met.) Conventions: Strong mentor, training period, mentor betrayal, power divide, all is lost, ironic ending. (See E6CQ for how these are met)		
	Point of View: Third person with free indirect style		
	Objects of Desire [SEE INCITING INCIDENT, Want = MacGuffin]: External/conscious desire is to break his unlucky streak and bring home The Big Catch to prove his relevance. Internal/subconscious desire is to affirm his own meaning and purpose in his twilight years as the world changes around him.		
	Controlling Idea/Theme: We gain respect when we express our gifts with honesty and integrity, even in the face of harsh realities.		
BEGINNING HOOK		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): Santiago, an old Cuban fisherman, has not caught a fish in 84 days, and his apprentice (The Boy) is told to go learn from successful boats instead.	-	-
	Turning Point Progressive Complication (Act/Rev): The Boy cares about Santiago and, seeing that he is not entirely functioning in reality, offers to go out with him anyway.	+	+
	Crisis (BBC/IG): Santiago must decide whether to prove himself alone or continue teaching The Boy his ways of fishing in spite of his poor showing at the markets.	?	?
	Climax: Santiago turns the boy down, agreeing with The Boy’s parents that he should carry on with the fisherman who are doing well in the market and doubling down on unrealistic expectations of his own capabilities in old age.	-	-
	Resolution: Santiago sets out alone to pursue a large fish and prove his worth in the fishing community.	+	-
MIDDLE BUILD		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): Santiago hooks the Big Catch	+	-
	Turning Point Progressive Complication (Act/Rev): After days of battling the fish while speaking to himself as a mentor to a mentee, Santiago remembers his love for the ocean and his place in the ecosystem apart from what can come to market—but not before it is too late and both he and the fish are near death.	-	+
	Crisis (BBC/IG): One of them must die if he is to continue his pursuit of the Big Catch.	?	?
	Climax: Santiago kills the fish, which is too big to fit in his boat.	+	-
	Resolution: Santiago lashes the fish to his boat to take it back to shore and demonstrate his worth in the market.	+	-
ENDING PAYOFF		External Charge	Internal Charge
	Inciting Incident (causal/coincidental): Sharks are drawn to the fish, threatening the marketable return of his catch.	-	-
	Turning Point Progressive Complication (Act/Rev): All but the tail of the fish is lost, prompting an internal crisis about why he is out there to begin with.	-	+
	Crisis (BBC/IG): Santiago grapples with his future—how will he return to shore (and the waiting fishing community) without anything to sell?	?	?
	Climax: Santiago finds peace with his place as a traditional fisherman who belongs in the ebb and flow of the ecosystem, regardless of whether that creates measurable success in the market.	-	+
	Resolution: While Santiago sleeps off his ordeal, the community honors his great success, The Boy returns to him once again, and Santiago accepts the offer, having made peace with his realistic place in his stage of life, his community, and his beloved ocean.	+	+