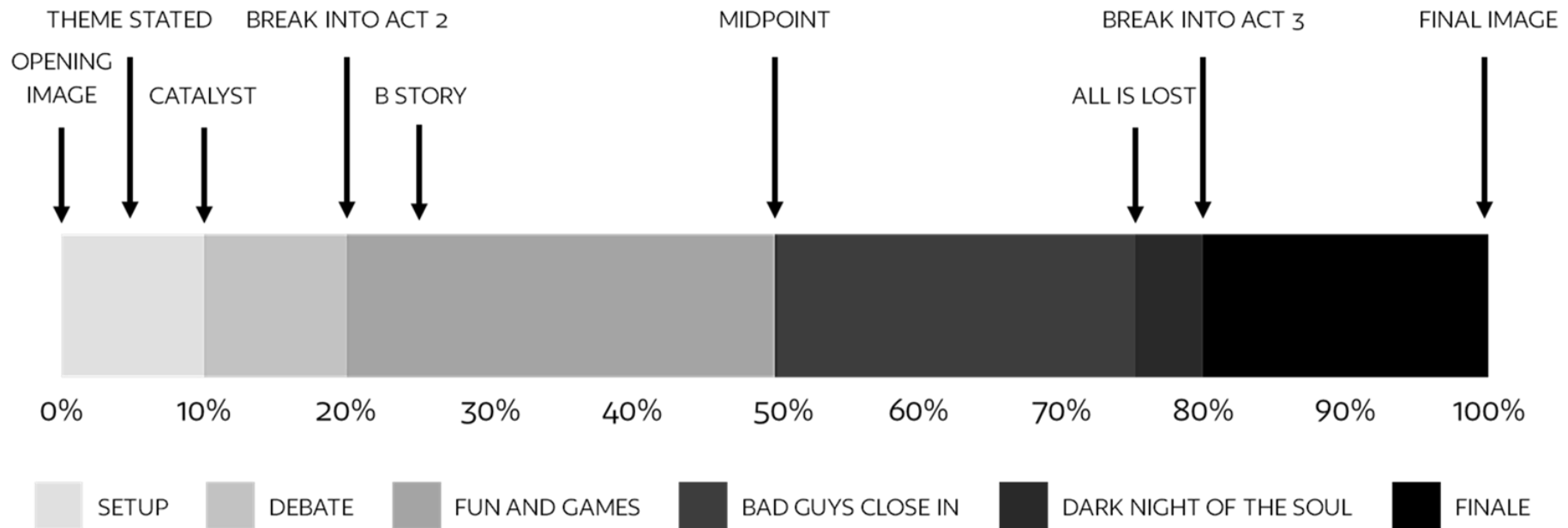


Story Structure Comparison Tables

% of Book	K.M. Weiland Structure	Save the Cat! (Jessica Brody) Structure	Eva Deverell's One Page Novel
0%-5%	Act 1	Act 1	Stasis
5%-10%			Act 2 A
10%-15%	Act 2 A	Act 2 A	
15%-20%			Act 2 B
20%-25%	Act 3	Act 3	
25%-30%			Act 3
30%-35%	Act 3	Act 3	
35%-40%			Act 3
40%-45%	Act 3	Act 3	
45%-50%			Act 3
50%-55%	Act 3	Act 3	
55%-60%			Act 3
60%-65%	Act 3	Act 3	
65%-70%			Act 3
70%-75%	Act 3	Act 3	
75%-80%			Act 3
80%-85%	Act 3	Act 3	
85%-90%			Act 3
90%-95%	Act 3	Act 3	
95%-100%			Act 3

Save the Cat! Writes A Novel Beat Sheet Breakdown:

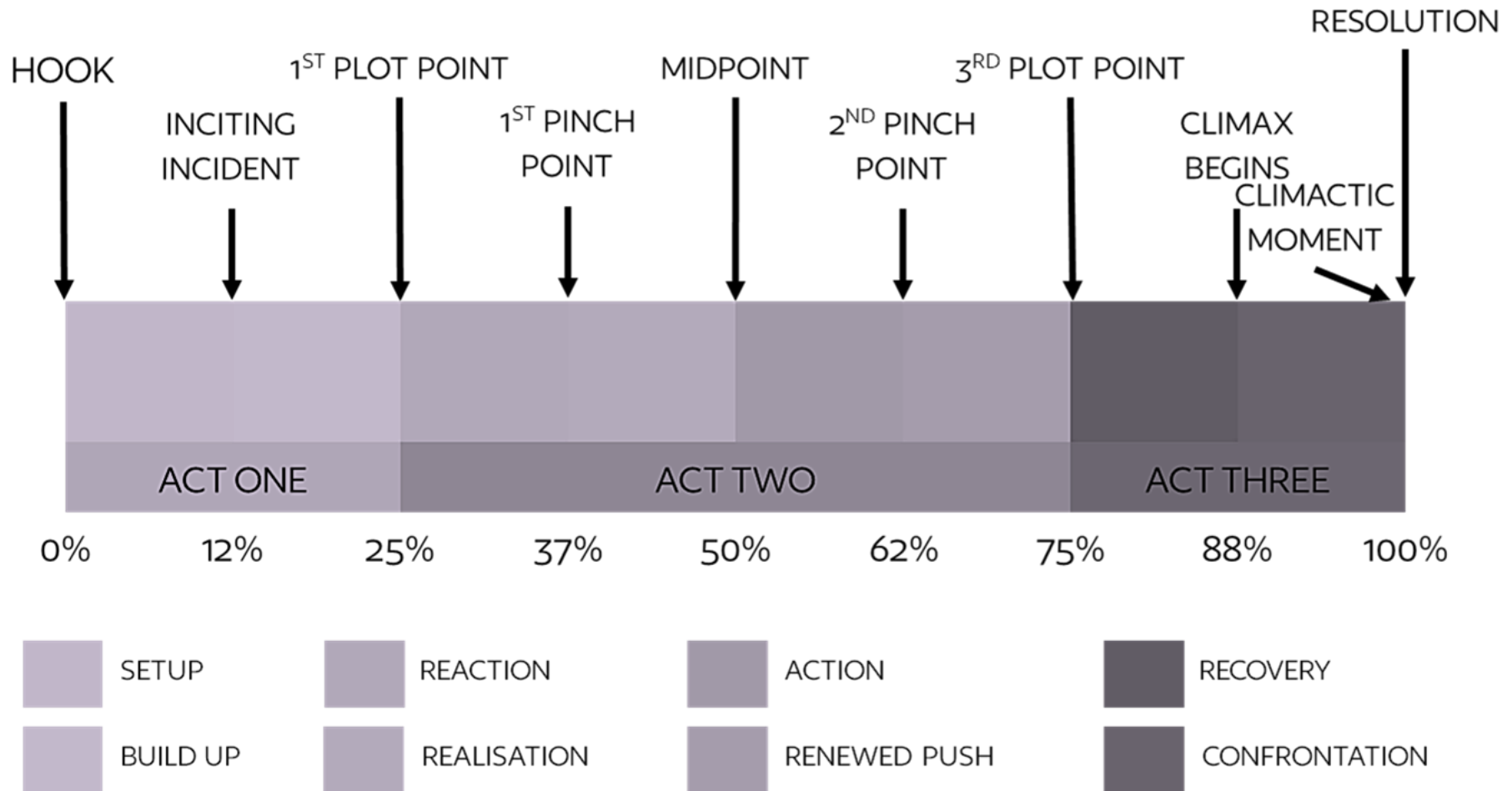


There are three “worlds” with this structure for each of the acts; the ordinary, status quo world of Act 1, the extraordinary, upside-down world of Act 2, and the combined synthesis world of Act 3.

There are technically three “Catalysts”; the Catalyst in the middle of Act 1, the Midpoint in the middle of Act 2, and the “All Is Lost” in Act 3. Each of these require something to change for the hero to make a definitive decision and act.

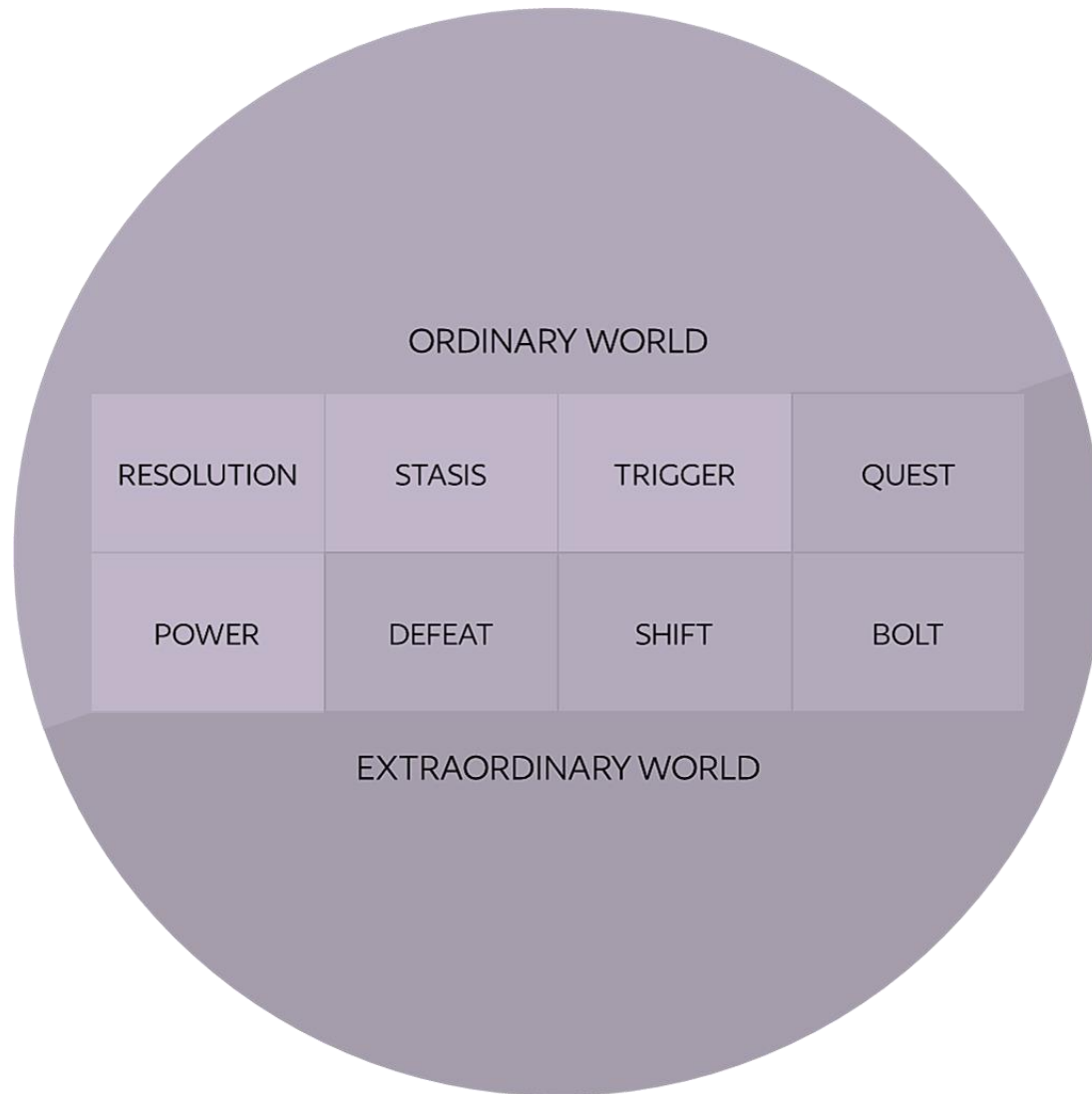
Brody suggests plotting on a physical board with four rows representing each Act (Act 2 is divided into A and B). She also recommends using 30 cards for every 25,000 words, which equates to around 90 cards for a 75,000-word novel.

K.M. Weiland’s Story Structure Breakdown:



This breaks a story into eight equal “segments” for easy pacing. Each segment is a reaction to an event which takes place at the preceding plot point.

Eva Deverell's One Page Novel Breakdown



A unique approach to storytelling, based more on the Hero's Journey than any other structure or framework. Like the Save the Cat! method, this 8-stage process utilises an ordinary and an extraordinary world.

The plotting is done out of reading order, meaning you begin plotting with the Resolution (see www.eadeverell.com for more information).

The Quest is twice (or more) as long as any other stage, and the Resolution and Bolt are often almost half as long. For example, if the Status stage et al. was 5 scenes, the Bolt and Resolution might be 2 scenes and the Quest 25.

Unlike other frameworks, where it is often encouraged to create characters alongside the plotting and outlining, Deverell suggests creating plot first, and at least the Hero and Villain (and a Sidekick and Mentor) while you plan the direction of your story.