

## First page scratch pad

### 1. How to start the story

Identify your story's inciting incident:

Now work backwards. Map out the specific list of events that leads your character to that moment.

Only go back as far as the reader needs to understand the inciting incident.

### 2. Introduce the world/setting by showing the setting's effect on the character

Write a short description of the setting.

### 3. Hook the reader

Hooking the reader is nothing more than raising a question. There must be something on the first page that propels the reader to learn more.

Identify your hook's category and write a short description (choose one or more categories)

a An interesting world/premise-

b A compelling mystery-

c Emotional hook-

d Conflict\* Conflict gets a star because it will be present in all the other hooks.

Rules for conflict on page 1

Yes! There must be a conflict on page 1. Some people will say from the opening line, but I give writers till the end of the first paragraph, (assuming the first three sentences work together as a whole.)

**This conflict must be:**

1. Relatable- Your readers must be able to understand the problem with little or no explanation
2. Immediate-i.e happening right now

Write a short description of the conflict...

3. Compelling- writing a compelling conflict is nothing more than presenting the first two points in an interesting way. Show the character struggle, and make the stakes clear

Write a short description of the stakes...

4. Part of the character's journey. The consequences of whatever choices the character makes on the first page need to lead into the next conflict.

Write short description of the next step...

**Was the conflict solved?**

Yes, but...The solution caused another problem...

Or

No, and...this is how things got worse...